Semi-Automated Offside Technology

Why in News?

Federation Internationale de Football Association (FIFA) is using **Semi-Automated Offside Technology (SAOT) for offside decisions** in the ongoing football world cup.

- The point of the offside rule is to prevent attacking players from perpetually camping in front of the opponent's goal.

What is Semi-Automated Offside Technology?

- SAOT is a **support tool for the video match officials and the on-field officials** to help them make faster, more reproducible and more accurate offside decisions.
- There are two parts to the technology — **a sensor inside the match ball** that is held using suspension technology, and existing tracking tools that are part of the Video Assistant Referee (VAR) system.
- **Every time the ball is hit, data is sent in real time** (at a whopping 500 frames per second) to a network of antennae installed around the playing field.
- Additionally, **there are 12 Hawk-Eye cameras set up around the turf that shadow both the ball and the players**, with as many as 29 separate points in the human body tracked.
- The coming together of the ball sensor and the Hawk-Eye cameras is in effect SAOT.
- These **two data sets are run through** artificial intelligence **software** which generates automated alerts about offsides to the match officials. This replaces the manual effort taken in poring over replays for minutes on end.

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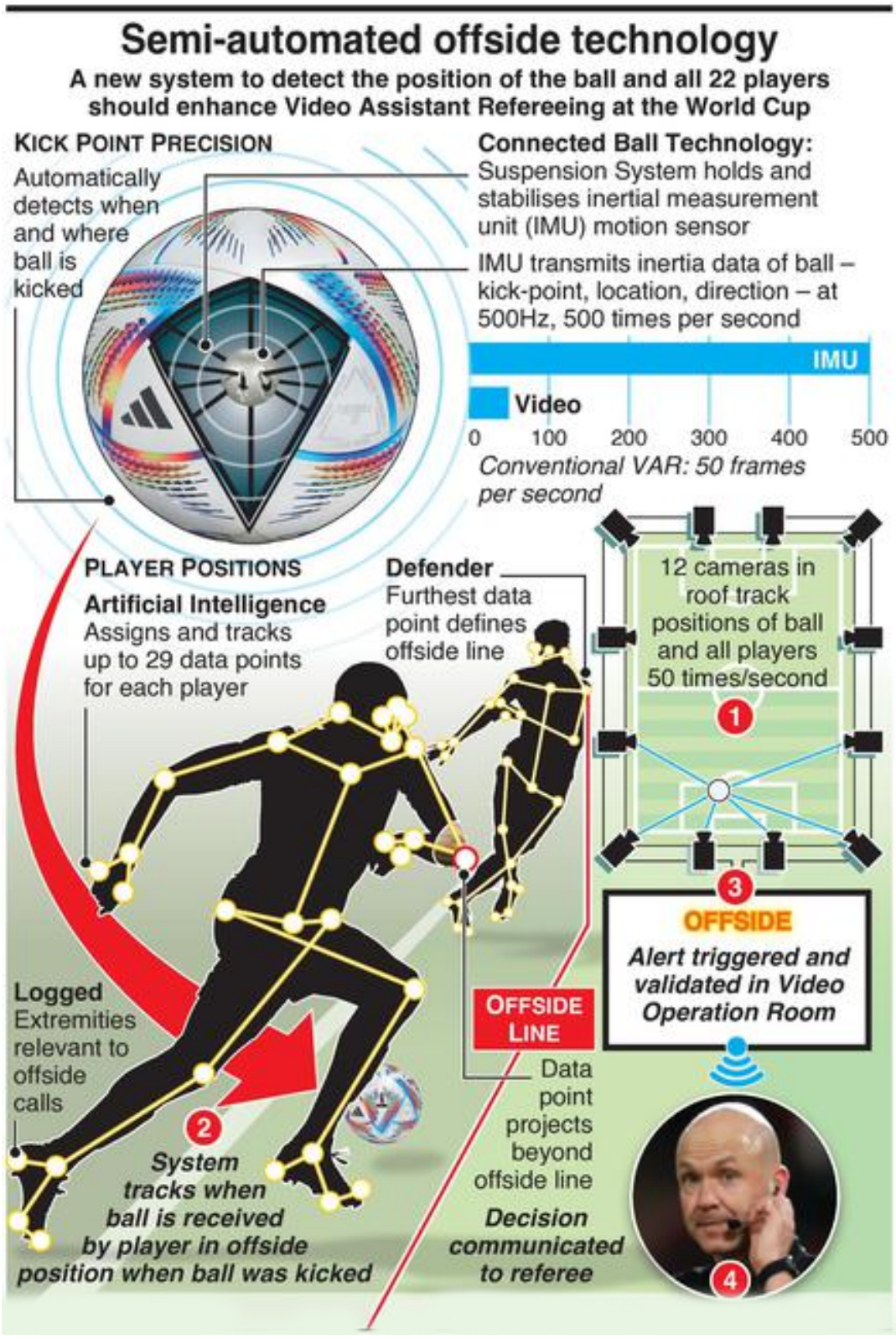

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