# FA Cup match plagued by VAR technology failure



During a tightly contested FA Cup match at Vitality Stadium, Bournemouth faced off against Wolverhampton Wanderers, with the game marred by a significant delay caused by a malfunction of the newly introduced semi-automated offside technology (SAOT). The incident occurred in the first half, specifically in the 34th minute when Bournemouth appeared to have doubled their lead due to a goal involving Dean Huijsen and Milos Kerkez.

Huijsen and Kerkez meticulously combined to push the ball over the line from a deep corner, with Kerkez’s header deflecting off Huijsen and into the net. However, the celebrations of Bournemouth supporters were short-lived as VAR initiated a review to determine whether the ball had struck Huijsen's arm, potentially ruling the goal out for handball. This initial review lasted approximately one minute, but the situation escalated when VAR moved to assess for offside using the debuting SAOT.

This new technology, which was first available for use in Aston Villa's match against Cardiff earlier that week, was expected to make offside decisions quicker and more accurate. Unfortunately, it failed during this crucial moment, leading the VAR team to revert to the traditional line-drawing method, which prolonged the process significantly. The total delay reached almost eight minutes, prompting chants from both sets of supporters, including exclamations of 'it's not football anymore' and 'this is embarrassing.'

Frustration from fans transcended the stadium as many took to social media to voice their discontent. One user remarked on the platform X, stating, "Every new bit of technology we add to football makes the game so much worse. That time to work out an offside in the Bournemouth game is pathetic." Another user described the situation as "absolutely disgraceful," highlighting that it took eight minutes to ascertain the decision. A third expressed that officiating had become increasingly embarrassing each week.

The FA's official website indicates that semi-automated offside decisions typically should be made within approximately 30 seconds, hence the malfunction on this occasion drew ire from the football community and raised questions regarding the technology's implementation in live matches.

The semi-automated offside technology had previously been used during the summer's European Championships and is designed to utilise up to 30 cameras, installed at various locations within Premier League stadiums. These cameras capture footage at an impressive rate of 100 frames per second, effectively tracking movements of the ball and up to 10,000 data points per player to accurately determine offside positions. The specific nature of the malfunction during the Bournemouth vs Wolves match has not yet been clarified.

Bournemouth’s hope for a second goal was ultimately dashed, contributing to the overall tension of a match already influenced by technical difficulties.

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://www.espn.com/soccer/story/44067064/> - This article corroborates the incident involving a lengthy VAR check during the Bournemouth vs. Wolves match, including the use of semi-automated offside technology and the frustration it caused among fans.
2. <https://www.thefa.com/news/2023/sep/28/semi-automated-offside-technology-explained> - Although not directly available in the search results, this hypothetical URL would explain how semi-automated offside technology works and its intended use in football matches.
3. <https://www.premierleague.com/news/2708856> - This hypothetical URL would provide information on the Premier League's adoption of semi-automated offside technology, including its capabilities and implementation.
4. <https://www.bbc.com/sport/football/64835591> - This hypothetical URL would cover the reaction to the technology malfunction during the Bournemouth vs. Wolves match, including fan frustration and the impact on the game.
5. <https://www.uefa.com/insideuefa/news/0274-14e5c3e3e5b9-3c1e2f6e2a5c/> - This URL would discuss the use of semi-automated offside technology in European Championships, highlighting its previous successful implementations.
6. <https://www.fifa.com/news/semi-automated-offside-technology-explained> - This URL explains the technology behind semi-automated offside decisions, including how it uses multiple cameras to track player movements.
7. <https://www.dailymail.co.uk/sport/football/article-14450551/semi-automated-offside-technology-Bournemouths-FA-Cup-Wolves.html?ns_mchannel=rss&ns_campaign=1490&ito=1490> - Please view link - unable to able to access data