KMUN 2026

Model United Nations 2026

Fédération Internationale de Football Association

(FIFA)

Study Guide

AGENDA

Promoting the fair and effective use of technology in football, including VAR, AI, goal-line technology, and other emerging innovations

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Letter from the Presidency

"Technology should serve football, not replace it." (Pierluigi Collina, Chairman of the FIFA Referees Committee)

Dear Delegates,

Welcome to the FIFA committee at KMUN 2026. Football is the most watched sport on Earth, and for most of its history it was officiated by one referee, two assistants, and whatever they could see with their own eyes. In just over a decade that has changed completely. Goal-line technology arrived in 2014, the Video Assistant Referee in 2018, semi-automated offside in 2022, and at the 2026 FIFA World Cup every one of the 104 matches was played with limb-tracking cameras, a sensor inside the ball, referee body cameras, and video decisions announced to the crowd.

Yet the debate has not gone away. Fans in Norway and Sweden have rejected VAR. Coaches complain that reviews kill the flow and emotion of the game. Smaller leagues cannot afford the systems that the richest competitions take for granted. And the arrival of artificial intelligence raises a new question: how much of the game should a machine decide?

Your job, as delegates, is to represent your football association's real interests and to find a balance between accuracy, fairness, cost, and the spirit of the game. Use this guide to learn the basics, the rules of procedure, and the key facts. Then research your country's league, its experience with technology, and what its association has actually said. The strongest resolutions will come from delegates who have done their homework and who are willing to compromise.

If you have any questions before the conference, please reach out through your MUN Director. We look forward to working with you.

Warm regards,
Krishiv Agarwal
Chair, FIFA Committee, KMUN 2026

Agastya Thakkar & Jinil Turakhia
Co-Chairs, FIFA Committee, KMUN 2026

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MUN Basics and How a FIFA Committee Works

This section is for first-time delegates. If words like "committee," "resolution," or "protocol" are new to you, start here. None of this content will be quizzed; it is just to make sure you walk into the room feeling confident.

What is Model UN (MUN)?

Model UN is a simulation of how international bodies negotiate. Students act as diplomats (called "delegates") representing different countries. You don't represent your own country - you represent one assigned to you. Your job is to research that country's real views, then speak, debate, negotiate, and write proposals as if you were that country. The goal is not to win an argument but to find solutions that as many countries as possible can agree on.

Why a FIFA committee?

FIFA is not part of the United Nations. It is a private association based in Zurich with 211 member associations - more than the UN has member states. In this committee, each delegate represents their country's national football association (for example, the Real Federación Española de Fútbol for Spain, or The Football Association for England) sitting in a special session of the FIFA Congress. You speak for your association's football interests: its league, its clubs, its referees, its fans, and its finances. This committee follows the same THIMUN procedure used in every other KMUN committee.

Key words you'll hear all weekend

Committee: A small group that focuses on one topic. In MUN, each room you're in is a committee. Our committee is FIFA, focused on technology in football.

Agenda: The topic the committee is debating. Our agenda this year is the fair and effective use of technology in football.

Delegate: You. Each person in the room represents one member association and speaks for that association's position, not their personal opinion.

Bloc: A group of countries with similar views who work together on resolutions. In football, blocs often follow confederations (UEFA, CONMEBOL, CONCACAF, AFC, CAF).

Resolution: A formal written document that the committee votes on at the end. It states the problem (preambular clauses) and proposes solutions (operative clauses).

Amendment: A small change to a resolution suggested during debate. Friendly amendments are accepted by all sponsors; unfriendly ones need a vote.

Motion: A formal request to do something procedurally - for example, to start voting, or to suspend the meeting for lunch.

Point of Information: A question you ask the delegate who just gave a speech.

Yield: What you do with your remaining speaking time - usually yielding to the Chair, to another delegate, or to questions.

GSL (General Speakers' List): The default mode of debate. Raise your placard to be added. Speakers usually have 60-90 seconds.

More words worth knowing

Confederation: One of the six regional bodies under FIFA: UEFA (Europe), CONMEBOL (South America), CONCACAF (North and Central America and the Caribbean), AFC (Asia), CAF (Africa), and OFC (Oceania).

Member Association: A national football body recognised by FIFA. There are 211.

Binding vs. voluntary: A binding rule must be followed by every competition; a voluntary option lets each competition decide. Most technology in football today is voluntary.

Sovereignty of competitions: Each league and association runs its own competition and chooses which technologies to license. FIFA and IFAB set the rules and standards but do not pay for or install systems in domestic leagues.

Stakeholders: Everyone with a stake in the decision: players, referees, coaches, clubs, leagues, broadcasters, sponsors, technology companies, and fans.

Introduction to the Committee

FIFA (Fédération Internationale de Football Association) was founded in Paris in 1904 and is headquartered in Zurich, Switzerland. It organises the FIFA World Cup, the FIFA Women's World Cup, the FIFA Club World Cup, and youth tournaments; it distributes development funding to its 211 member associations through the FIFA Forward programme; and it certifies match technology through the FIFA Quality Programme.

FIFA does not write the rules of football by itself. The Laws of the Game are owned by The International Football Association Board (The IFAB), founded in 1886, which has eight votes: four held by FIFA and one each by the football associations of England, Scotland, Wales, and Northern Ireland. Any change needs six votes, so FIFA cannot change a law without at least two British associations agreeing, and the four British associations cannot change a law without FIFA. The IFAB meets every year at its Annual General Meeting (AGM) in late February or early March; changes take effect from 1 July.

What powers does this committee have?

For this simulation, the committee sits as a special session of the FIFA Congress on technology. It can:

- Recommend proposals to The IFAB for changes to the Laws of the Game and the VAR Protocol;
- Direct FIFA to fund, certify, trial, or expand technologies through the FIFA Quality Programme and FIFA Forward;
- Set standards for transparency, referee training, data use, and fan communication at FIFA competitions;
- Create working groups, reporting mechanisms, and cost-sharing frameworks between confederations.

It cannot force a domestic league to adopt a technology, rewrite the Laws of the Game directly, or set specific budget amounts (THIMUN Rule 107).

Why this agenda matters

The 2026 FIFA World Cup in the United States, Canada, and Mexico ran the most technologically advanced officiating in the history of the sport. Advanced semi-automated offside sent clear offside alerts straight to the assistant referees on the pitch. The adidas Trionda match ball recorded its own movement 500 times a second. Referees wore body cameras in every match and announced video decisions to the stadium. VAR could, for the first time, correct a wrongly awarded second yellow card.

And still the tournament was full of controversy. A disallowed Egyptian goal against Argentina in the round of 16, ruled out for a foul nearly twenty seconds earlier in the build-up, produced an official complaint from the Egyptian Football Association. Long penalty checks in the quarter-finals led FIFA to move VAR officials on site for the closing rounds. Technology has reduced errors, but it has not removed argument - because the hardest decisions are still human judgments. Meanwhile most of the world's 211 associations cannot afford any of these systems. This committee will examine how FIFA can make technology fairer, faster, cheaper, and more trusted - without losing what makes football football.

Key Terms

Laws of the Game: The official rulebook of football, owned and updated by The IFAB. Seventeen laws, updated each year on 1 July.

The IFAB: The International Football Association Board - the body that decides the Laws of the Game. FIFA holds four of its eight votes.

VAR (Video Assistant Referee): A qualified referee who watches video replays from a Video Operation Room and advises the on-field referee. VAR can only intervene for four types of match-changing incidents: goals, penalties, direct red cards, and mistaken identity - and, since 2026, clearly incorrect second yellow cards.

AVAR: Assistant Video Assistant Referee - supports the VAR by watching live play while the VAR reviews an incident.

VOR (Video Operation Room): The room where VAR officials sit. It can be inside the stadium or a centralised hub serving many matches (for example, the Premier League's hub at Stockley Park, London, or the 2026 World Cup's hub in Dallas).

Clear and obvious error: The threshold for VAR intervention. VAR is not meant to re-referee every decision; it should only intervene when the on-field decision is clearly wrong.

On-Field Review (OFR): When the referee goes to the pitchside monitor to look at the footage before deciding. Used for subjective decisions (fouls, handball); factual decisions (offside, ball out of play) can be decided by VAR alone.

RRA (Referee Review Area): The marked area beside the pitch where the monitor sits.

GLT (Goal-Line Technology): A system that tells the referee within one second, via a watch signal, whether the whole ball has crossed the goal line. Uses seven high-speed cameras per goal (Hawk-Eye) or magnetic-field sensors. Used at the World Cup since 2014.

SAOT (Semi-Automated Offside Technology): Twelve tracking cameras follow 29 body points on every player, 50 times a second, combined with a sensor in the ball, to generate an automatic offside alert and a 3D animation. Introduced at the 2022 World Cup. The 2026 "advanced" version sends clear positional offsides straight to the assistant referee.

Connected ball: A match ball with an inertial measurement unit (IMU) sensor in its centre that sends data 500 times per second, detecting the exact moment the ball is kicked or touched. Used to judge offside kick-points and disputed touches.

FVS (Football Video Support): A low-cost alternative to VAR being trialled by FIFA. Uses very few cameras and lets each coach request a limited number of reviews per match. Designed for competitions that cannot afford full VAR.

Referee body camera ("RefCam"): A camera worn by the referee that gives broadcasters and the crowd the referee's point of view. Trialled at the 2025 Club World Cup and used in all 104 matches of the 2026 World Cup.

In-stadium announcements: The referee explains a VAR decision over the stadium microphone after an on-field review. Introduced at the 2023 Women's World Cup.

EPTS (Electronic Performance and Tracking Systems): GPS vests, optical tracking, and wearable sensors that collect player physical data. Regulated by the FIFA Quality Programme.

FIFA Quality Programme: FIFA's certification scheme for balls, pitches, goal-line technology, and tracking systems. A technology must pass FIFA testing to be used in official competitions.

AI officiating: Any system where an algorithm, rather than a person, detects or proposes a decision (offside alerts, handball detection, foul detection). Under current rules AI can only recommend - a human official always makes the final call.

Effective playing time: The amount of time the ball is actually in play. Technology stoppages and time-wasting both reduce it.

Concussion substitute: An extra substitution allowed when a player is suspected of concussion; part of FIFA's "Suspect and Protect" campaign.

FIFA Forward: FIFA's development programme that funds infrastructure and projects in member associations, especially in smaller and poorer countries.

Background Information

Football's long resistance to technology

For more than a century, football's governing bodies argued that the game should be the same at every level - a park pitch and a World Cup final should be played under identical rules with identical tools. This "universality" principle meant that while tennis adopted Hawk-Eye in 2006, cricket introduced its Decision Review System in 2008, and rugby had used a television match official since 2001, football refused every form of video help. Then-FIFA President Sepp Blatter said as late as 2010 that "the human element" of mistakes was part of the game's appeal.

Historical context: how did we get here?

The famous mistakes (1966-2010)

Every technology in football today was born from a controversy. Geoff Hurst's second goal in the 1966 World Cup final - still debated over whether the ball crossed the line - became the original argument for goal-line technology. Diego Maradona's "Hand of God" against England in 1986 showed how a handball could decide a World Cup. At the 2010 World Cup, Frank Lampard's shot for England against Germany bounced clearly over the line but was not given, and on the same day Carlos Tevez scored for Argentina from an offside position against Mexico. Both errors were shown on the stadium screens within seconds, while the officials on the pitch were the only people who could not see them. Blatter apologised publicly, and FIFA reopened the question of technology.

Goal-line technology (2012-2014)

In July 2012 The IFAB approved goal-line technology after testing systems under the new FIFA Quality Programme. Hawk-Eye's camera system and GoalRef's magnetic system were the first to be licensed. GLT was used at the 2012 Club World Cup, the 2014 World Cup in Brazil, and the Premier League from 2013-14. It was accepted almost without argument because it answered a purely factual question (did the ball cross the line?) instantly, silently, and without stopping play.

The VAR experiment (2016-2018)

The Dutch football association (KNVB) had been testing video refereeing since 2013 and pushed The IFAB to allow live trials. In March 2016, the IFAB approved a two-year experiment, and the first live VAR match was a United States Soccer League game in August 2016. Italy's Serie A and Germany's Bundesliga adopted VAR for the 2017-18 season, with heavy criticism in Germany over long delays and inconsistent use. South Korea's K League became the first Asian league to use it in 2017, and Major League Soccer followed in August 2017. In March 2018, after an independent study by KU Leuven university, the IFAB wrote VAR into the Laws of the Game, and it was used at the 2018 World Cup in Russia, where the tournament's first-ever VAR penalty was awarded to France against Australia.

Global rollout and backlash (2018-2022)

La Liga (2018), the Premier League (2019), Brazil's Série A (2019), Mexico's Liga MX (2019), Colombia's Primera A (2020), Japan's J1 League (2020), Uruguay's Primera División (2021), and Argentina's Primera División (2022) all adopted VAR. So did the UEFA Champions League from 2019. Fans, however, grew frustrated with "armpit offsides" decided by millimetres, three-minute reviews, and goal celebrations put on hold. In England, the Premier League's early refusal to use pitchside monitors led to a rule change after one season.

Automation arrives (2022-2025)

Semi-automated offside technology debuted at the 2022 World Cup in Qatar with the Al Rihla connected ball. Its 3D animations made offside decisions understandable to fans for the first time. The 2023 Women's World Cup introduced referees announcing VAR decisions to the stadium. The 2025 Club World Cup in the United States trialled referee body cameras and an eight-second goalkeeper rule enforced by a visible countdown. In the same period, FIFA began trialling Football Video Support (FVS) - a cheaper, coach-triggered review system - at its youth tournaments and in selected national competitions.

The 2026 World Cup: the most teched-up tournament ever

The 48-team, 104-match 2026 World Cup used advanced SAOT that alerted assistant referees instantly on clear positional offsides, the adidas Trionda ball sampling its own motion 500 times a second, referee body cameras and in-stadium announcements in every match, and new VAR powers approved at the IFAB's 140th AGM in February 2026: review of clearly incorrect second yellow cards, mistaken identity for yellow and red cards, and (optionally) clearly incorrect corner kicks. The tournament was won by Spain, who beat Argentina 1-0 after extra time in the final on 19 July 2026, a match in which VAR confirmed Enzo Fernández's second-yellow red card.

Yet the tournament also produced some of the loudest VAR arguments in history: Egypt's disallowed goal against Argentina for a foul in the build-up, a three-minute penalty check in France against Morocco, a disputed penalty for Spain against France in the semi-final, and complaints from several associations about the length of reviews. FIFA responded mid-tournament by moving VAR officials on site for the closing rounds. The lesson of 2026 is the starting point for this committee: technology has solved the factual questions but not the human ones.



Figure 1. How technology entered football in layers, each one answering a controversy.

The Technologies Explained

Delegates should be able to distinguish clearly between the systems below. They differ in cost, in who makes the decision, and in whether the question they answer is factual or a matter of judgement.

Technology	What it does	First used	Who decides	Cost and reach
Goal-line technology (GLT)	Signals to the referee's watch within one second whether the ball fully crossed the line.	2012 Club World Cup; 2014 World Cup	Machine (referee informed automatically)	Roughly US$250,000-300,000 per stadium to install plus running costs; used in about 25 leagues worldwide.
VAR	Video officials review goals, penalties, direct red cards, mistaken identity and (from 2026) second yellow cards for clear and obvious errors.	2016 trials; 2018 World Cup	Human (VAR advises, referee decides)	Hundreds of thousands of dollars per stadium plus trained officials; used in roughly 100 competitions, mostly top divisions.
Semi-automated offside (SAOT)	Tracks 29 body points per player at 50 Hz with 10-14 cameras plus ball sensor; generates an automatic offside alert and 3D animation.	2022 World Cup	Machine proposes; VAR validates; referee decides	Very expensive: requires dedicated camera rigs in every stadium. Premier League, La Liga, Serie A, Champions League, World Cup.
Connected ball	Sensor inside the ball sends motion data 500 times per second to detect the exact kick point or a touch.	2022 World Cup (Al Rihla)	Machine (data feeds SAOT/ VAR)	Requires a certified sensor ball; adidas supplies FIFA tournaments and some leagues.
Football Video Support (FVS)	Cheap review system with as few as 4-5 cameras; each coach can request a limited number of reviews per match.	2024 FIFA youth tournaments	Human (coach requests, referee reviews on a monitor)	Designed to be affordable for lower leagues and smaller associations; still in FIFA-led trial.
Referee body camera	Broadcasts the referee's view; supports transparency and behaviour management.	2025 Club World Cup; all 104 matches at 2026 World Cup	None (transparency tool)	Low cost; IFAB has supported making it a permitted option in the Laws.
In-stadium announcements	Referee explains the outcome of an on-field review to the crowd.	2023 Women's World Cup	Human	Almost no cost; depends on stadium audio and referee training.
EPTS / player tracking	GPS and optical systems record distances, speeds, heart rate; used for tactics, fitness, and increasingly injury prevention.	Permitted in matches since 2015	Teams (analysis)	Widely used at elite level; raises data-ownership and privacy questions.
AI decision support	Algorithms that flag possible handballs, fouls, or offsides for officials; concussion detection from video.	Experimental	Human must confirm	Not yet permitted to decide anything; the frontier of this debate.

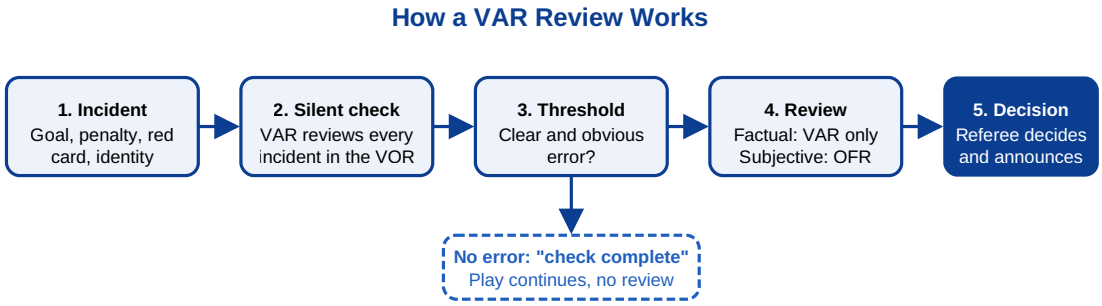


Figure 2. The VAR Protocol as set out in the Laws of the Game.

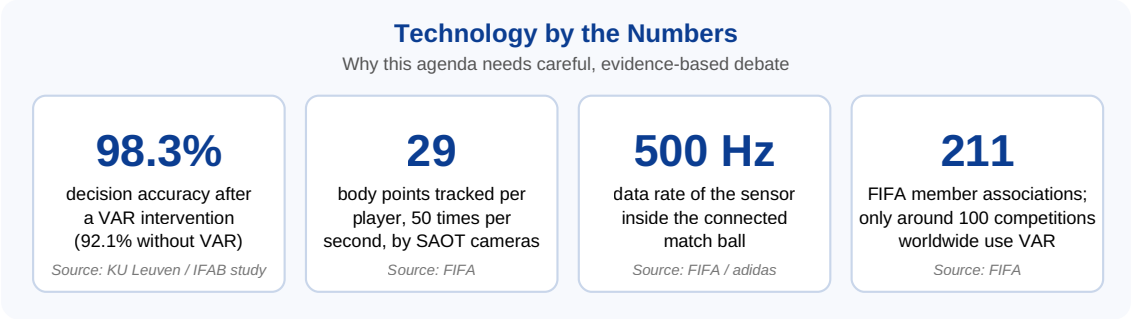


Figure 3. Technology by the numbers.

Major Issues for Debate

1. Accuracy versus flow

VAR makes decisions more accurate but interrupts the game. Reviews at the 2026 World Cup ran as long as three minutes; celebrations are delayed while fans wait for a check. Players sprint on after a possible offside because assistants keep their flags down. The IFAB has spent three years on measures to protect "effective playing time," and the 2026 advanced SAOT was introduced specifically to shorten delays. Delegates must decide how much interruption is acceptable for how much accuracy.

2. Factual versus subjective decisions

Technology has effectively solved goal-line and positional offside questions. It has not solved fouls, handball, or "interfering with play," which are judgments. The Egypt-Argentina controversy in 2026 turned not on what the camera showed but on how far back in the passage of play a referee should look. Should VAR's remit be narrowed to factual matters, kept as it is, or expanded further (offsides involving interference, all yellow cards)?

3. Cost and the technology divide

Full VAR with SAOT costs millions per season and is available in fewer than half of FIFA's members. Women's leagues, second divisions, and most African, Asian, and Oceanian competitions play without it. This creates two different sports: one where errors are corrected and one where they are not. Football Video Support is FIFA's answer, but it is still a trial. Who should pay - FIFA, confederations, leagues, broadcasters, sponsors, or technology companies?

4. Transparency and trust

Fans in the stadium often learn less than viewers at home. Referee body cameras, in-stadium announcements, published audio between VAR and referee (used in some leagues), and post-match explanations are all ways to rebuild trust. Referees' unions worry about exposing officials to abuse. How much transparency is right?

5. Human authority and artificial intelligence

Every current protocol keeps a human as the final decision-maker. AI already proposes offside lines; it could soon propose foul or handball decisions. Should FIFA set a formal principle that no decision can be made by a machine alone? Should AI be allowed to detect concussions, suspicious betting patterns, or discriminatory chanting? Who audits the algorithms, and who is responsible when they fail?

6. Consistency across competitions

The Premier League, Serie A, La Liga, and CONMEBOL all apply the VAR Protocol differently - different thresholds, different review times, different communication. Players and coaches who move between leagues face different standards. Should FIFA impose one global application standard, or does each league know its own football best?

7. Player welfare and data

Tracking systems now record every player's movement and body data. Who owns this data - the player, the club, the league, or the technology company? Can it be sold to betting firms? Can it be used to protect players (concussion, workload) as well as to judge them?

8. Democratic legitimacy

In Norway, member clubs voted in 2025 to remove VAR from the top league after a fan campaign, and Sweden has never adopted it. Fans in many countries feel technology was imposed without consultation. Should associations be required to consult supporters before adopting or expanding technology?

Country Positions and Blocs

In this committee, delegations tend to group by confederation and by how much technology their leagues already use. Below are the main blocs likely to form, followed by a country-by-country matrix. Use this as a starting point - research your assigned association to refine the position you will defend.

1. European technology leaders

England, Germany, Italy, Spain, Netherlands.

These associations run the richest leagues in the world and were the first adopters of VAR and semi-automated offside. They want faster, more consistent reviews, a single global application standard, and a bigger role for technology in areas such as second yellow cards and handball. England is unique: The FA holds one of the eight IFAB votes, so any law change must pass through it. Germany's DFB and Italy's FIGC were early adopters and have run centralised video centres since 2017. The Netherlands' KNVB started the VAR experiment. Spain's RFEF, fresh from winning the 2026 World Cup, is both a champion of SAOT and, through La Liga, a critic of inconsistent application. Expect this bloc to lead on standards but to resist FIFA paying for or dictating technology in domestic leagues.

2. European mid-sized associations

France, Portugal, Belgium, Croatia, Switzerland.

All five have used VAR in their top leagues since 2017-2019 and broadly support it, but their leagues cannot match the Premier League's spending. They will push for cost-sharing, for FVS or lighter systems in second divisions and cups, and for clear rules on review time limits. France and Belgium both left the 2026 World Cup with penalty and handball complaints. Switzerland is host to FIFA and The IFAB's technical work and can act as a neutral broker. Portugal co-hosts the 2030 World Cup with Spain and Morocco and wants a common standard across three countries.

3. CONMEBOL: South America

Argentina, Brazil, Uruguay, Colombia.

South American associations adopted VAR later than Europe and often with less infrastructure. They are the strongest advocates of transparency: Brazil's CBF releases VAR audio after matches, and CONMEBOL

competitions publish review videos. They are suspicious of a Europe-centric standard written by the richest leagues and want FIFA funding so that VAR does not become a privilege of UEFA. Argentina, the 2022 world champions and 2026 finalists, were at the centre of the tournament's biggest controversy (the disallowed Egypt goal) and will defend the current protocol while calling for clearer definitions of the "attacking phase." Uruguay and Colombia bring the perspective of smaller leagues struggling with cost.

4. CONCACAF: 2026 hosts

United States, Mexico.

Fresh from co-hosting the 2026 World Cup, these associations have direct experience of the full technology stack - the Dallas centralised VOR, body cameras, and stadium announcements. MLS was one of the first leagues in the world to use VAR (2017) and treats technology as part of the fan experience, in the style of American sports with coach challenges and broadcast integration. Mexico's Liga MX has used VAR since 2019 and faced its own controversies in 2026. Expect these delegations to champion fan communication, broadcaster partnerships, and innovation trials, and to be open to a challenge-based system.

5. AFC: Asia's technology economies

Japan, South Korea.

South Korea's K League was the first major Asian league to adopt VAR (2017) and Japan's J1 League followed in 2020. Both countries have world-leading electronics and camera industries and see technology as an opportunity. Japan's 2022 World Cup goal against Spain - confirmed by ball-tracking after the ball appeared to have gone out - is the best-known example of technology changing a result. Both associations are pragmatic: supportive of expansion at the top level, cautious about costs for lower divisions, and interested in AI for player welfare and refereeing training. They are natural bridge-builders between the European and Global South blocs.

6. CAF: Africa and the technology divide

Morocco, Senegal.

Morocco's Botola Pro was the first African league to adopt VAR (2018) and Morocco hosted the 2025 Africa Cup of Nations and will co-host the 2030 World Cup. It positions itself as Africa's technology leader and wants FIFA to fund a continent-wide rollout. Senegal, the 2021 African champions, play their domestic league without VAR and left the 2026 World Cup with a disputed penalty against Belgium. Both associations will frame the agenda as a question of equity: technology must not create two classes of football. Expect them to demand FIFA Forward funding for FVS, referee training, and shared regional video centres, and to build a coalition with CONMEBOL and AFC delegations on cost.

Country matrix

Association	Confed.	Domestic technology	Likely position and priorities
Spain (RFEF)	UEFA	VAR since 2018; SAOT since 2024-25; centralised VOR in Madrid	2026 world champions and 2030 co-host. Supports SAOT and expanded VAR; La Liga demands consistency and referee accountability after domestic refereeing scandals. Wants a single global standard.
Argentina (AFA)	CONMEBOL	VAR since 2022 in Liga Profesional	Defends the current protocol after benefiting from 2026 reviews; wants clearer definition of the attacking phase; supports CONMEBOL-style publication of review videos; seeks FIFA funding for lower divisions.
France (FFF)	UEFA	VAR since 2018-19 in Ligue 1	Supports VAR but wants strict time limits on reviews after 2026 penalty checks; backs stadium announcements; interested in FVS for Ligue 2 and the Coupe de France.

England (The FA)	UEFA / IFAB member	VAR since 2019; SAOT since 2025; centralised hub at Stockley Park; GLT since 2013	Holds one IFAB vote. Premier League clubs voted 19-1 in 2024 to keep VAR but demanded faster reviews. Pushes "Match Officials Mic'd Up" transparency, a high intervention threshold, and semi-automated systems; resists any FIFA control over domestic leagues.
Brazil (CBF)	CONMEBOL	VAR since 2019 in Série A; VAR audio published after matches; hosts 2027 Women's World Cup	Leading voice on transparency; wants mandatory publication of VAR audio; argues technology must reach women's football and lower divisions; open to a coach-challenge system.
Morocco (FRMF)	CAF	VAR since 2018 in Botola Pro (first in Africa); hosted AFCON 2025	Africa's technology leader and 2030 co-host. Wants FIFA and CAF investment in VAR/FVS across the continent, African referee training centres, and equal standards at the 2030 World Cup.
Portugal (FPF)	UEFA	VAR since 2017-18 (one of the first leagues)	Experienced early adopter; 2030 co-host. Supports a common protocol with Spain and Morocco, cost-sharing models, and referee development; cautious on AI making decisions.
Belgium (KBVB)	UEFA	VAR since 2018-19; centralised VAR centre	Supporter of VAR but frustrated by handball inconsistency (2026 quarter-final vs Spain). Wants a clearer handball law and consistent thresholds; supports FVS for the Challenger Pro League.
Netherlands (KNVB)	UEFA	Pioneered VAR trials from 2013; Eredivisie VAR since 2018-19	The "inventor" of VAR. Wants FIFA to keep innovating through structured trials; supports body cameras and announcements; emphasises referee training and research partnerships with universities.
Mexico (FMF)	CONCACAF	VAR since 2019 in Liga MX; 2026 co-host	Direct 2026 experience; controversial penalty against England in the round of 16. Wants faster reviews, fan communication, and support for CONCACAF nations without VAR.
Colombia (FCF)	CONMEBOL	VAR since 2020 in Primera A	Mid-sized league with cost pressures; supports FIFA/CONMEBOL funding of shared video centres, published audio, and FVS for the second division; allied with Brazil on transparency.
Germany (DFB)	UEFA	VAR since 2017-18; centralised "Cologne cellar"; hosted Euro 2024 with SAOT and connected ball	Early adopter with a history of fan backlash. Wants VAR limited to clear errors, faster decisions, and better communication; strong voice in IFAB advisory panels; supports player-welfare uses of tracking data.
Croatia (HNS)	UEFA	VAR since 2018-19 in the HNL	Small league, early adopter. Croatia's 2026 equaliser against Portugal was disallowed using the ball sensor - supports factual technology, wants affordable systems and referee exchange programmes.
Italy (FIGC)	UEFA	VAR since 2017-18; SAOT since 2023; centralised VAR centre at Lissone	Pioneer of VAR; Serie A has proposed a coach-challenge system to the IFAB. Supports expanding VAR's reach (including second yellows) and referee explanations; wants Italian-led standards on handball and offside interference.

United States (USSF)	CONCACAF	MLS VAR since 2017; 2026 co-host with Dallas hub; stadium announcements since 2024	Treats technology as fan entertainment; open to challenges, AI tools, and broadcaster integration; home of major technology companies; supports FVS trials in lower US leagues and Women's leagues.
Japan (JFA)	AFC	VAR in J1 since 2020 (paused during the pandemic); no VAR in J2/J3	Pragmatic and technology-positive; beneficiary of the 2022 "ball in play" decision vs Spain. Supports affordable systems for lower divisions, AI in referee training, and clear communication with fans.
Uruguay (AUF)	CONMEBOL	VAR since 2021 in Primera División	Small association with a big football history; worries about cost and referee shortages; supports FIFA-funded regional centres, FVS, and a South American referee academy.
Senegal (FSF)	CAF	No VAR in domestic Ligue 1; VAR only at CAF and FIFA tournaments	Leads the equity argument: technology must be funded for all 211 members. Wants FVS and FIFA Forward grants, referee training in Africa, and protection against errors at tournaments (2026 penalty vs Belgium).
Switzerland (SFV-ASF)	UEFA	VAR since 2019-20 in the Super League	Host of FIFA headquarters and IFAB technical work; neutral broker. Supports evidence-based trials, referee welfare, and clear governance of AI; cautious about anything that removes the referee's authority.
South Korea (KFA)	AFC	K League VAR since 2017 (first major Asian league)	Technology-industry nation; supports expansion of SAOT to Asia, AI decision support, and data standards; wants AFC-wide funding and an Asian referee technology centre.

Other stakeholders to know

The IFAB: Guardian of the Laws of the Game; its Football and Technical Advisory Panels (FAP-TAP) review every technology proposal.

FIFA Referees Committee and Football Technology and Innovation department: Run FIFA's trials, the FIFA Quality Programme, and referee training. Chairman Pierluigi Collina and Director of Innovation Johannes Holzmüller are the key figures.

Technology providers: Hawk-Eye (Sony), Genius Sports, Kinexon, adidas, Lenovo. They supply GLT, SAOT, connected balls, and tracking; their commercial interests shape what is offered.

FIFPRO (players' union), referee associations, the European Leagues, and supporters' groups (for example, Football Supporters Europe): Each has a stake in speed, welfare, transparency, and cost.

Timeline of Key Events

Year	Event
1886	The International Football Association Board (The IFAB) is founded to guard the Laws of the Game.
1904	FIFA is founded in Paris; it joins The IFAB in 1913.
1966	Geoff Hurst's disputed goal in the World Cup final starts the goal-line argument.
1986	Diego Maradona's "Hand of God" goal against England.
2010	Frank Lampard's "ghost goal" against Germany; FIFA reopens the technology debate.

2012	The IFAB approves goal-line technology; the FIFA Quality Programme licenses Hawk-Eye and GoalRef.
2014	Goal-line technology is used at a World Cup for the first time (Brazil).
2016	The IFAB approves live VAR trials; the first live VAR match is played in the United States in August.
2017	Serie A, the Bundesliga, the K League, and MLS adopt VAR.
2018	VAR is written into the Laws of the Game and used at the World Cup in Russia.
2019	Premier League, Série A, Liga MX, and the Champions League adopt VAR; fan backlash over "millimetre offsides."
2022	Semi-automated offside technology and the connected ball debut at the World Cup in Qatar.
2023	Referees announce VAR decisions to the stadium at the Women's World Cup; Serie A introduces SAOT.
2024	FIFA trials Football Video Support at youth tournaments; Euro 2024 uses SAOT and connected ball; Premier League clubs vote 19-1 to keep VAR.
2025	Club World Cup trials referee body cameras and the eight-second goalkeeper rule; Premier League introduces SAOT; Norway's clubs vote to remove VAR.
2026	IFAB's 140th AGM allows VAR to review second yellow cards, mistaken identity, and corners. The World Cup uses advanced SAOT and body cameras in all 104 matches; Spain win the final 1-0 over Argentina amid record VAR controversy.

Frameworks and Previous Action

Laws of the Game (The IFAB, updated annually): The only binding rulebook. Law 5 covers the referee and permits GLT, VAR, and other approved technologies; the VAR Protocol is a separate section. theifab.com/laws-of-the-game-documents

VAR Protocol and Implementation Assistance and Approval Programme (IAAP): Any competition wishing to use VAR must complete FIFA's IAAP training and certification before approval. This is the main tool for keeping standards consistent.

FIFA Quality Programme: Sets technical standards and certifies GLT, EPTS, connected balls, and pitches. A technology cannot be used in official matches without certification. inside.fifa.com/innovation

IFAB Annual General Meeting decisions (2018-2026): 2018 - VAR approved; 2020 - handball rewrite; 2021 - concussion substitute trials; 2022 - SAOT approved for FIFA use; 2024 - "only the captain" guidelines; 2025 - eight-second goalkeeper rule; 2026 - VAR review of second yellow cards, mistaken identity, and corners, plus support for body cameras as an option. theifab.com

Football Video Support trial (FIFA-led, 2024-present): A cost-effective review system tested at the U-20 Women's World Cup, U-17 tournaments, and selected national competitions, with coaches able to request reviews. The IFAB continues to receive updates on it.

FIFA Forward Programme: FIFA's development funding for all member associations, currently in its 3.0 cycle (2023-2026); the natural vehicle for funding technology in poorer associations. inside.fifa.com/social-impact/fifa-forward

"Suspect and Protect" concussion campaign: FIFA's programme for concussion awareness, supported by the additional permanent concussion substitute.

FIFA Referees Committee guidelines for the 2026 World Cup: Advanced SAOT, in-stadium announcements, body cameras, mouth-covering red-card guidance, and the mid-tournament move to on-site VAR teams.

Data protection: FIFA's Data Protection Regulations and the EU's General Data Protection Regulation (GDPR) apply to player tracking data collected in Europe.

Possible Solutions and Questions to Consider

Below are starting points, not a checklist. Strong resolutions combine several ideas and respect both the top level of the game and the 200 associations that play without technology.

Solution ideas

- Establish a Global Technology Access Fund under FIFA Forward to subsidise FVS and GLT in associations that cannot afford them, with regional video centres shared by several leagues.
- Adopt a universal VAR application standard: maximum review times, a single "clear and obvious" threshold, and a defined length of the attacking phase for build-up fouls.
- Mandate transparency measures at all FIFA competitions: in-stadium announcements, publication of VAR audio within 24 hours, and referee body cameras.
- Adopt a "human final decision" principle in the Laws: no decision may be made by an automated system without confirmation by a match official.
- Create an independent AI and technology audit panel under The IFAB to certify algorithms, test for bias, and publish accuracy statistics each season.
- Allow competitions to opt into a limited coach-challenge system to reduce silent checks and give teams control over reviews.
- Expand the FIFA Quality Programme to cover data ownership, privacy, and the commercial use of player tracking data.
- Fund referee technology academies in each confederation and a global exchange of VAR officials.
- Require supporter and player consultation before a competition adopts or removes a major technology.
- Prioritise technology for player welfare: concussion detection, workload monitoring, and heat-stress data.

Questions a resolution must answer

- How can FIFA reduce the delay and disruption caused by video reviews without lowering accuracy?
- Which decisions should technology be allowed to make, and which must remain purely human?
- Who should pay for technology in associations and leagues that cannot afford it, and through what mechanism?
- How should the VAR Protocol be applied consistently across confederations and leagues?
- What transparency should fans, players, and coaches be entitled to during and after a review?
- What safeguards are needed before artificial intelligence plays a larger role in officiating, and who is responsible when it fails?
- Who owns player tracking data, and how may it be used?
- How should new technologies be trialled, evaluated, and approved so that decisions are evidence-based and democratic?

How to Write a Position Paper

A position paper is a short pre-conference document (usually 1-2 pages) that explains your assigned association's stance on the committee's agenda. Think of it as your preparation made visible - it shows the dais that you have researched your association and know what you want to argue for.

Structure

1. Header

Include: Committee name (FIFA), Conference name (KMUN 2026), Country and association name, Delegate name, and the agenda topic.

2. Association's position (1-2 paragraphs)

Summarise your association's official view. Does your top league use VAR, SAOT, or goal-line technology? Since when, and how has it gone? What has your association's president, league, or referee chief said publicly about technology? Quote real statements where possible.

- Use your association's website - look for press releases, the refereeing department, and the league's official site.
- Check what your association said at recent FIFA Congresses, UEFA/CONMEBOL/CAF/AFC/CONCACAF meetings, and after controversial matches.
- Use the country's newspaper of record for how VAR debates are reported domestically.

3. Relevant actions taken (1 paragraph)

What has your association already done? Adopted VAR? Built a centralised video centre? Released VAR audio? Hosted a FIFA trial? Voted for or against a technology?

4. Proposed solutions (1 paragraph)

What specific solutions will your association support in committee? Refer to the "Possible Solutions" section above. Be concrete - avoid vague language like "we support fair technology."

Research tips for your position paper

- The IFAB (theifab.com): Laws of the Game, VAR Protocol, AGM decisions, and trial updates. The primary source for anything about the rules.
- FIFA Inside (inside.fifa.com): FIFA's news, innovation pages, Referees Committee statements, and the FIFA Quality Programme.
- Your association's and league's official websites: adoption dates, referee statements, and technology partners.
- ESPN's weekly "VAR Review" and The Athletic: detailed, neutral explanations of individual decisions.
- Country's newspaper of record: for example, Marca or El País (Spain), Olé or La Nación (Argentina), L'Équipe (France), The Guardian (England), Globo Esporte (Brazil), Kicker (Germany), Gazzetta dello Sport (Italy), Nikkan Sports (Japan).
- Cross-reference any statistic with at least two sources - you may be asked to cite them in committee.

Rules of Procedure (THIMUN Format)

KMUN FIFA follows THIMUN procedure. Below is a short reference; read the KMUN Rules of Procedure document in full before the conference.

Flow of a session

Roll call → General Speakers' List (GSL) → Introduce Draft Resolutions → Debate & Amendments → Voting Procedure → Closing

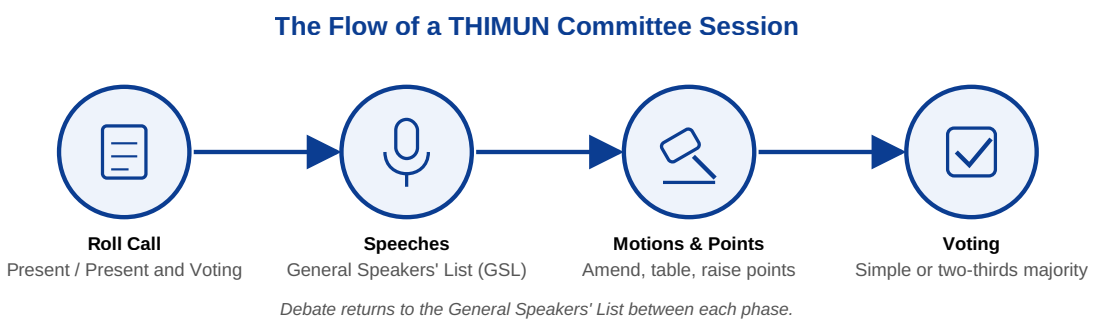


Figure 4. The flow of a THIMUN committee session.

Roll call

When your association is called, respond either:

- Present: full debate rights; you may abstain when voting (most common, most flexible).
- Present and voting: you must vote Yes or No on substantive matters; you cannot abstain.

General Speakers' List (GSL)

The GSL is the default mode of debate. Raise your placard to be added. Speakers usually have 60-90 seconds. After speaking, your delegation drops off the list; raise your placard again to return. The GSL is used for opening speeches and general debate between formal motions.

After your GSL speech, the Chair will ask if you are willing to entertain Points of Information (questions). You may respond:

- "Any and all" - you will take as many questions as time allows
- "[Number] questions" - e.g., "two questions"
- "Not at this time" - you decline questions

After answering questions, you must yield your remaining time:

- Yield to the Chair: remaining time is gone; return to your seat.
- Yield to the representative of [Country]: that delegate may use your remaining time.

Key motions

Motion	Debatable	Vote required
Introduce Draft Resolution	No	Simple majority
Introduce an Amendment	No	Simple majority (if unfriendly)
Move Into Voting Procedure	No	Two-thirds majority
Table (adjourn) Debate	No	Simple majority
Adjourn Meeting	No	Simple majority
Extend Debate Time	No	Simple majority

All motions need a second before they can be voted on.

Points

Point	May interrupt?	Directed to
Point of Order (procedural mistake)	Yes	President / Chair
Point of Personal Privilege (comfort/hearing)	Yes	President / Chair
Parliamentary Inquiry (procedure question)	No	President / Chair
Point of Information (ask the speaker)	No	Speaker / Chair

Voting and amendments

- Simple majority = more than 50% of those present and voting; used for most motions.
- Two-thirds majority = at least 66%; required for resolutions and to move into voting.
- Ties fail. Abstentions count toward quorum but not toward the majority.
- Friendly amendment: accepted by all sponsors - included automatically, no vote needed.
- Unfriendly amendment: voted on separately by simple majority before the final resolution vote.

- No resolution may include specific financial amounts or names of specific financial resources (THIMUN Rule 107).

Decorum

Always address the Chair as "Honourable President" and other delegates as "the delegate of [Country]." Stand when speaking. Stay diplomatic: no insults, mocking, or interruptions outside proper points.

Sample Opening Speech (GSL)

Below is an example 60-second opening speech written for the delegation of Senegal. Use it as a model, not a script; your own speech should reflect your assigned association's real position.

> **Honourable President, distinguished delegates,**
>
> The Fédération Sénégalaise de Football stands before this committee with a simple fact: in our domestic league, a goal that crosses the line by ten centimetres is not a goal if the referee does not see it. In Europe, it is a goal within one second. Two months ago at the World Cup, a penalty was given against us after a review lasting longer than a full minute. Technology judged us at the highest level, yet it is absent from our own pitches.
>
> Senegal believes that fairness cannot depend on the wealth of a league. We call on this committee to deliver three things: a Global Technology Access Fund under FIFA Forward so that Football Video Support reaches every confederation, a single global standard for how and how quickly reviews are made, and referee technology academies in Africa, Asia, and the Americas so that our officials are trained on the same systems they will face at FIFA tournaments.
>
> We extend our hand to every delegation that believes the Laws of the Game should mean the same thing in Dakar as in London. One game, one standard. Thank you.

What makes this speech work

- Formal address to the Chair and committee at the start.
- A vivid, specific contrast ("ten centimetres ... not a goal") that frames the equity issue.
- Three clear, concrete policy asks that are easy for other delegates to remember.
- An open invitation to cooperate, not a confrontation.
- Confident, short closing line.

Sample Resolution

Below is a sample draft resolution showing the THIMUN format: preambular clauses (italicised opening words, ending in commas) followed by numbered operative clauses (italicised opening words, ending in semicolons; the final clause ends in a full stop). Use this as a structural model; your real draft should reflect your association's priorities and the issues raised in committee.

FORUM: Fédération Internationale de Football Association (FIFA)

QUESTION OF: Promoting the fair and effective use of technology in football, including VAR, AI, goal-line technology, and other emerging innovations

MAIN SUBMITTER: Senegal

CO-SUBMITTERS: Morocco, Brazil, Japan, Netherlands, Mexico, Uruguay

THE FÉDÉRATION INTERNATIONALE DE FOOTBALL ASSOCIATION,

Recognising that goal-line technology, the Video Assistant Referee, and semi-automated offside technology have raised the accuracy of key match decisions from 92.1 per cent to over 98 per cent where they are used,

Alarmed that fewer than half of FIFA's 211 member associations have access to any video review technology in their domestic competitions, creating unequal standards of fairness across the game,

Noting with concern the length of video reviews at the 2026 FIFA World Cup and the resulting loss of effective playing time and spectator confidence,

Reaffirming the authority of The IFAB over the Laws of the Game and the principle that the referee's decision is final,

Welcoming the ongoing FIFA-led trial of Football Video Support and the decisions of the 140th Annual General Meeting of The IFAB,

Bearing in mind the right of each member association and competition to decide which approved technologies to adopt,

1. *Recommends* that The IFAB incorporate into the Laws of the Game a principle that no match decision may be taken by an automated system without confirmation by a match official;

2. *Requests* the FIFA Council to establish a Global Technology Access Programme within FIFA Forward to support member associations in adopting Football Video Support and goal-line technology, prioritising:

a) confederations and leagues with no existing video review capacity;

b) top-tier women's competitions;

c) shared regional video operation centres serving several leagues;

3. *Calls upon* the FIFA Referees Committee to publish a Universal Application Standard for the VAR Protocol, including a recommended maximum review duration, a common intervention threshold, and a defined limit to the attacking phase reviewable for build-up offences;

4. *Urges* all FIFA competitions, and encourages all member associations, to adopt transparency measures including:

a) in-stadium announcements of on-field review outcomes;

b) publication of communication between video and on-field officials within 24 hours of the match;

c) referee body cameras where permitted by the Laws of the Game;

5. *Encourages* The IFAB to create an independent Technology and Artificial Intelligence Advisory Panel to certify decision-support algorithms, test them for bias, and publish annual accuracy data;

6. *Further requests* FIFA to expand the FIFA Quality Programme to include standards on the ownership, protection, and commercial use of player tracking data, developed in consultation with FIFPRO;

7. *Invites* each confederation to establish a referee technology academy and a programme of exchange for video match officials;

8. *Recommends* that competitions consult players, referees, and supporters before adopting or removing a major officiating technology;

9. *Requests* the FIFA Secretary General to report to the next FIFA Congress on the implementation of this resolution;

10. *Decides* to remain actively seized of the matter.

Bibliography, Research Links and Further Reading

Use trusted sources when quoting data, facts, or statistics - you may be asked to provide your sources to the Chair or another delegate. Having reliable and strong sources always strengthens your argument.

Primary sources

- **The IFAB - Laws of the Game 2026/27 and VAR Protocol:** theifab.com/laws-of-the-game-documents
- **The IFAB - "The IFAB introduces further measures to improve match flow and player behaviour" (140th AGM, 28 February 2026):** theifab.com/news
- **The IFAB - Annual Business Meeting, 20 January 2026:** theifab.com/news

- **FIFA - "Faster offside decisions, more stable referee body cams..." (June 2026):** inside.fifa.com/news
- **FIFA Innovation and the FIFA Quality Programme:** inside.fifa.com/innovation
- **FIFA Forward Programme:** inside.fifa.com/social-impact/fifa-forward
- **FIFA Statutes and Congress documents:** inside.fifa.com/about-fifa/official-documents

Analysis and reporting

- **ESPN - weekly "VAR Review" columns, including the 2026 World Cup final:** espn.com/soccer
- **The Conversation - "World Cup VAR controversies show why human referees should decide where potential fouls begin" (July 2026):** theconversation.com
- **The Athletic - football refereeing and technology coverage:** nytimes.com/athletic/football
- **KU Leuven / IFAB - independent evaluation of the VAR experiment (2016-2018):** search "KU Leuven VAR report IFAB" on the IFAB website.
- **UEFA - refereeing and technology at the Champions League and Euro 2024:** uefa.com
- **CONMEBOL - published VAR review videos:** conmebol.com
- **FIFPRO - player perspectives on technology and data:** fifpro.org

Your association and league

- Your association's official website: press releases, the refereeing department, and technology partners.
- Your top league's website: when VAR/SAOT/GLT was adopted and how reviews are communicated.
- Your country's newspaper of record for the domestic debate (see the Position Paper section for examples).

Research tips

- Start with The IFAB and FIFA, then your own association.
- Read at least one detailed VAR review of a match involving your country at the 2026 World Cup.
- Find out whether your league has ever voted on, suspended, or expanded a technology - and why.
- Separate factual technologies (GLT, positional offside) from judgement-based ones (fouls, handball) in every argument you make.
- Cross-reference any statistic with at least two sources - you may be asked to cite them in committee.

We look forward to seeing you in committee!

The FIFA Committee Dais, KMUN 2026