



**PARTICIPANT  
2025-26 MANUAL**



**2026 NCAA DIVISION I FOOTBALL CHAMPIONSHIP GAME  
PARTICIPANT MANUAL**

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## INTRODUCTION

Congratulations on your advancement to participate in the 2026 NCAA Division I Football Championship Game! We hope your experience with this year's championship has been a rewarding one for your team. The purpose of this manual is to provide information to participants in this year's championship game to be played Monday, Jan. 5 at FirstBank Stadium in Nashville, Tennessee. The NCAA Division I Football Championship Committee, in cooperation with the local organizing committee (the Nashville Sports Council, the Ohio Valley Conference, and Vanderbilt University), has compiled the information contained in this manual to assist you in your preparations. Best of luck in the championship game.

**Role of Committee.** The 2026 NCAA Division I Football Championship Game shall be conducted in accordance with the general policies established by the NCAA Division I Football Oversight Committee and shall be under the control, direction and supervision of the NCAA staff and the NCAA Division I Football Championship Committee, subject to the standards set forth in NCAA Bylaw 31 and the NCAA Division I Football Pre-Championship Manual. Except as otherwise expressly set forth herein, all activities and events associated with the championship are to be administered and/or approved by the football championship committee and NCAA staff.

**Role of Host.** The local organizing committee plays a vital role in the successful administration of the championship. The local organizing committee shall be responsible for all local preparations for the game including, but not limited to, stadium preparation, ticket sales support, hospitality events, promotions, dissemination of informational materials, day of game administration, etc., in accordance with established NCAA policies.

The local organizing committee is responsible for all operating personnel deemed necessary by the NCAA, including, but not limited to, ushers, ticket takers, private security officers, parking attendants, special police, city police and firefighters. All such personnel are to be under the sole direction and control of the competition site and are not to be considered employees or agents of the host institution/conference or the NCAA.

At all times, The local organizing committee shall work in close cooperation with the Division I Football Championship Committee to ensure that the championship game reflects favorably on both the traditions and character of intercollegiate athletics.

## NCAA MISSION STATEMENT

The NCAA's core purpose is to govern competition in a fair, safe, equitable and sportsmanlike manner, and to integrate intercollegiate athletics into higher education so that the educational experience of the student-athlete is paramount.



**2026 NCAA DIVISION I FOOTBALL CHAMPIONSHIP GAME  
SCHEDULE OF EVENTS – All times Central unless otherwise noted**

**Monday, December 22**

10 a.m. (Eastern)	Media Coordination Planning Videoconference	Virtual
11 a.m. (Eastern)	Administrative Videoconference	Virtual
1:00 p.m. (Eastern)	Game Presentation/Fan Engagement Videoconference	Virtual

**Thursday, January 1**

All Day	NCAA Staff Arrivals	Area Airports
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**Friday, January 2**

All Day	NCAA Staff Arrivals	Area Airports
All Day	NCAA Division I Football Championship Committee Arrivals	Area Airports
Evening	Team Arrivals	Area Airports

**Saturday, January 3**

All Day	NCAA Division I Football Championship Committee Arrivals	Area Airports
All Day	Officials Arrive	Areas Airports
8 a.m.-1:30 p.m.	Credential Pickup Premium Entrance	FirstBank Stadium- South Endzone
9-9:20 a.m.	Montana State Photo/ Stadium Walkthrough	FirstBank Stadium
9:25-9:45 a.m.	Montana State Coaches Press Conference	McGugin Center Olympic Sports Meeting Room
9:25-10:10 a.m.	Montana State Player Social Media Availability	FirstBank Stadium - Home Team Interview Room
9:25-10:10 a.m.	Montana State Game Presentation Availability	FirstBank Stadium - Visiting Team Interview Room
9:45-10:10 a.m.	Montana State Player Media Interviews	FirstBank Stadium – Commodore Club
10:15-10:30 a.m.	FCS Committee Media Opportunity	McGugin Center Olympic Sports Meeting Room

10:30 a.m.-12:30 p.m.	Montana State Practice	Vanderbilt Practice Facilities
10:30 a.m.-12 p.m.	Media Lunch	FirstBank Stadium - Commodore Club
11 a.m.-1 p.m.	Montana State Community Engagement	TBD
12 p.m.-1:30 p.m.	Media Snacks/Drinks	FirstBank Stadium – Commodore Club
12:15-12:35 p.m.	Illinois State Photo/ Stadium Walkthrough	FirstBank Stadium
12:40 –1 p.m.	Illinois State Coaches Press Conference	McGugin Center Olympic Sports Meeting Room
12:40-1:25 p.m.	Illinois State Social Media Availability	FirstBank Stadium - Home Team Interview Room
12:40-1:25 p.m.	Illinois State Game Presentation Availability	FirstBank Stadium - Visiting Team Interview Room
1-1:25 p.m.	Illinois State Player Media Interviews	FirstBank Stadium – Commodore Club
1:45-3:45 p.m.	Illinois State Practice	Vanderbilt Practice Facilities
2:15-4:15 p.m.	Illinois State Community Engagement	TBD
5-6:30 p.m.	STATS Awards Reception (non-NCAA event)	Woolworth Theatre
6:30-8:00 p.m.	STATS Awards Banquet (non-NCAA event)	Woolworth Theatre
6-7:30 p.m.	Montana State Football Feast (Travel Party Only)	Nissan Stadium
7:30-9:00 p.m.	Illinois State Football Feast (Travel Party Only)	Nissan Stadium

**Sunday, January 4**

9 a.m.-12 p.m.	Video Board Rehearsal	FirstBank Stadium
11:30- 12:15 p.m.	Administrative Meeting	McGugin Center McCall Room
1-2 p.m.	Illinois State Closed Walkthrough	Vanderbilt Practice Facilities/ FirstBank Stadium
2:30-3:30 p.m.	Montana State Closed Walkthrough	Vanderbilt Practice Facilities/ FirstBank Stadium
2-2:30 p.m.	ESPN Game Production Meeting	FirstBank Stadium

TBD	Band Rehearsal – Montana State	Vanderbilt Rec Turf Field
30 min	Joint Band Rehearsal	Vanderbilt Rec Turf Field
TBD	Band Rehearsal – Illinois State	Vanderbilt Rec Turf Field
2:45-4:15 p.m.	Flag Presentation Rehearsal	TBD
6:00-9:00 p.m.	A Night at the Ryman Event VIP Event (NCAA/Committee/Invitation Only)	Ryman Stage
6:30-8:30 p.m.	Game Officials Dinner	The Hall At Ole Red

### **Monday, January 5**

1:00 p.m.	Parking Lots Open	FirstBank Stadium
1:00 p.m.	Revel XP Tailgate Opens	FirstBank Stadium
3:00 p.m.-7:30 p.m.	Credential Pickup	FirstBank Stadium – Gate 4
3:00 p.m.- 4:30 p.m.	Media Lunch	FirstBank Stadium – Press Box and Photo Workroom
3:15-3:30 p.m.	Band and Spirit Squad Arrival – Illinois State	FirstBank Stadium- Gate 1
3:45-3:55 p.m.	Team Walk – Illinois State	FirstBank Stadium
3:50-4:05 p.m.	Band and Spirit Squad Arrival- Montana State	FirstBank Stadium- Gate 4
4:00-6:00 p.m.	Pregame Concert	FirstBank Stadium- Dudley Court
4:05-4:15 p.m.	Team Walk – Montana State	FirstBank Stadium
4:30 p.m. – End of Game	Media Snacks/Drinks	FirstBank Stadium – Press Box and Memorial Gym Media Workroom
4:30 p.m.	Gates Open to Public	FirstBank Stadium
5:00 p.m.	Photographers meeting	Memorial Gym Media Workroom
6:35 p.m.	<b>CHAMPIONSHIP GAME</b>	<b>FirstBank Stadium</b>



**Tuesday, January 6**

All Day	Participating Team Departures	Area airports
All Day	Staff/Committee Departures	Area airports

## PARTICIPATING INSTITUTION CHAMPIONSHIP GAME CHECKLIST

This checklist is arranged in chronological order to provide assistance to those individuals who have specific institutional responsibilities for the NCAA Division I Football Championship Game.

Estimated ticket quantities are due from the four semifinalist teams by **5 p.m Eastern time Thursday, Dec. 18.**

Upon receipt, distribute electronic copies of this manual to all staff members who may be assigned specific championship game responsibilities (e.g., coaches, athletic trainer, director of football operations, designated team administrator, sports information contact, ticket manager, band director, marketing director, spirit squad contact, etc.).

Review the championship game schedule of events with the head coach and staff.

Confirm with Wilson the model of football to be shipped to campus and the championship site for your team.

Make local ground transportation arrangements for the team buses with STM Driven (844-814-3939 or by email at [ncaachamps@stmDriven.com](mailto:ncaachamps@stmDriven.com) or the Short's portal [www.shortstravel.com/ncaachamps](http://www.shortstravel.com/ncaachamps).)

Alumni associations should contact Charlie Legeman ([charlie.legeman@revelxp.com](mailto:charlie.legeman@revelxp.com); 615-574-0819) to coordinate game day tailgate needs.

Review will-call and player-guest admissions and other ticket procedures.

No later than **Sunday, Dec. 21**, each participant's sports information contact shall provide his/her media with this website - <http://www.ncaa.com/media> - to apply for credentials and hotels.

Complete the Elite Scholar Athlete award nomination form [here](#) no later than **5 p.m. Eastern time Monday, Dec. 22.**

The NCAA media coordinator, host media coordinator and sports information contact(s) of the two participating teams shall meet via videoconference **at 10 a.m. Eastern time Monday, Dec. 22**, to review and confirm media coordination needs and policies.

Participate on a videoconference with the NCAA Division I Football Championship Committee, NCAA representatives and representatives from the Nashville Sports Council and Vanderbilt University. Institutional representatives on the call should include the athletics director, primary team administrator, head coach, ticket manager, sports information contact(s), equipment manager, and other necessary athletics department staff members of the competing teams. The call will be conducted at **11 a.m. Eastern time Monday, Dec. 22**. The NCAA national office will make the arrangements for the call and email each athletics director the call agenda.

Complete and return the Institutional Contact Form to Ty Halpin ([thalpin@ncaa.org](mailto:thalpin@ncaa.org)), Donisha Carter ([dcarter@ncaa.org](mailto:dcarter@ncaa.org)), Jay Grider ([jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com)), and Nick Buchs ([nicholas.r.buchs@vanderbilt.edu](mailto:nicholas.r.buchs@vanderbilt.edu)) by **5 p.m. Eastern time Monday, Dec. 22.**

Complete Travel Party form (located in the [action needed folder](#) on the selection file sharing site by **5 p.m. Eastern time Monday, Dec. 22.**

Participating sports information directors should provide NCAA Media Coordinator David Lentz at [dlentz@ncaa.org](mailto:dlentz@ncaa.org) and host Media Coordinator Kyle Schwartz at [kschwartz@ovc.org](mailto:kschwartz@ovc.org), an updated two-deep chart and roster for championship game flip cards plus list of names for administrative credentials by **Monday, Dec. 22.**

The NCAA Game Presentation/Fan Engagement teleconference call will take place with selected staff of the two advancing teams at **1:00 p.m. Eastern time Monday, Dec. 22.** Individuals on the call should include contacts from each team for marketing, bands, and spirit squads/mascots.

Confirm team bus police escort needs for the championship game with Carly Ramsey (615-775-0893/[CRamsey@nashvillesports.com](mailto:CRamsey@nashvillesports.com)) not later than Noon Eastern time on **Tuesday, Dec. 23.**

Identify any anticipated VIP guests (University President, High Profile Alum/Celebrities, State and Government Officials and relay information to Ty Halpin ([thalpin@ncaa.org](mailto:thalpin@ncaa.org)) and Donisha Carter ([Dcarter@ncaa.org](mailto:Dcarter@ncaa.org)).

By 5 p.m. local time **Tuesday, Dec. 23,** finalize team hotel needs and contracts. Make arrangements for team check-in, billing, meeting space and team meals.

Confirm band hotel room needs not later than 5 p.m. local time **Thursday, Dec. 26.**

A limited number of rooms are available in the media hotel block at the Kimpton Aertson Hotel (2021 Broadway, Nashville, TN 37203). The media rate is \$199.00 /night plus tax. The cutoff day for the block will be **at 5 p.m. Central time Thursday, Dec. 26.** After this date, the hotel rooms and price will not be guaranteed. Please note that there are a limited number of hotel rooms available, and they are on a first-come, first-serve basis.

Confirm that institutional assets (PSA, fight song, head coach and student-athlete headshots, pronunciation guide, and intro video) have been uploaded to the NCAA Box site by **Friday, Dec. 26** for use in game presentation elements.

Confirm and coordinate band practice times on Sunday, Jan. 4 at the nearby Vanderbilt Rec Turf Field with Allison Zwarka ([azwarka@ncaa.org](mailto:azwarka@ncaa.org)) and Tom Howard ([tom.howard@vanderbilt.edu](mailto:tom.howard@vanderbilt.edu)) by **Friday, Dec. 26.**

Each institution shall inform Jared Kramer ([jkramer@ncaa.org](mailto:jkramer@ncaa.org)) of the number and locations of tickets by **5 p.m. Eastern time, Friday, Dec. 26.** Any tickets not returned by deadline will be sold and teams will be financially liable. Any tickets released back to the NCAA may be offered to the opposing team, NCAA, Nashville Sports Council, Vanderbilt University or the general public.

The head coach and two student-athletes of each of the two teams will participate in a separate virtual press conference with national media, **Monday, Dec. 29.** The conference for Montana State will be 2-2:30 p.m.\* Eastern time and the conference for Illinois State will be 2:30-3 p.m.\* Eastern time. \*Subject to change



\_\_\_\_\_ Attend Virtual Team Operations Meeting for both teams on Monday, Dec. 29 12:30 PM Eastern Time. This meeting will be with the Vanderbilt game and football operations staff to ensure all logistics are finalized prior to team arrivals.

\_\_\_\_\_ At the **Sunday, Jan. 4**, administrative meeting, provide the football championship committee with your 70-person roster form, team personnel sideline credential form and additional student-athletes in team bench area form. Each of these forms can be found in the [ACTION NEEDED folder](#) on the selections file sharing site.

\_\_\_\_\_ By **Sunday, Jan. 4**, each sports information contact shall provide David Lentz ([dlentz@ncaa.org](mailto:dlentz@ncaa.org)) with their starting lineups for the championship game.

\_\_\_\_\_ Complete post-championship NCAA evaluations within 30 days after the competition.

\_\_\_\_\_ Team expense report must be submitted online to the NCAA within 30 days after the competition.

## **NCAA DIVISION I FOOTBALL CHAMPIONSHIP COMMITTEE**

**NCAA Division I Football Championship Committee.** The administration and conduct of the NCAA Division I Football Championship shall be under the immediate jurisdiction of the NCAA Division I Football Championship Committee. Current members of the committee can be found at the following link: <https://web1.ncaa.org/committees/#/reports/roster?committeeCode=1Aafb>

### **GAMES COMMITTEE.**

The Division I Football Championship Committee shall appoint a games committee to actively supervise the conduct of the game. The chair of the Division I Football Championship Committee shall serve as chair of the games committee. The games committee also shall include the commissioner of the host conference, or the commissioner's designated representative. The chair may appoint additional persons to the committee as the chair deems necessary, provided that a majority of the members of the games committee are salaried on a regular basis by an NCAA member institution or conference and perform regular staff functions representing at least 50 percent of the normal workload for a staff member at that institution or conference. In addition to the chair and host conference's commissioner, the NCAA Division I Football Championship Committee shall be in attendance.

**NCAA STAFF**  
P.O. Box 6222  
Indianapolis, Indiana 46206-6222  
317-917-6222

**Tournament Operations – Point**

Ty Halpin  
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Cell: 317-966-6784  
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**Tournament Operations**

Antonio Cannavaro  
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Cell: 463-237-0178  
Email: [acannavaro@ncaa.org](mailto:acannavaro@ncaa.org)

**Broadcast Operations**

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Email: [kjsmith@ncaa.org](mailto:kjsmith@ncaa.org)

**Safety and Security**

Jeff Stoll  
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Cell: 317-749-8541  
Email: [jstoll@ncaa.org](mailto:jstoll@ncaa.org)

**Championship Presentation**

**In-Venue Presentation**

Allison Zwarka  
Phone: 317-917-6952  
Cell: 317-224-9901  
Email: [azwarka@ncaa.org](mailto:azwarka@ncaa.org)

**Tickets**

Jared Kramer  
Phone: 317-917-6631  
Cell: 317-478-1436  
Email: [jkramer@ncaa.org](mailto:jkramer@ncaa.org)

**Corporate Relations**

Thad Vandeventer  
Phone: 317-917-6943  
Cell: 317-625-3447  
Email: [tvandeventer@ncaa.org](mailto:tvandeventer@ncaa.org)

**Tournament Operations - Point**

Donisha Carter  
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Cell: 317-790-6274  
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**Tournament Operations**

Sarah Shoffner  
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Email: [sshoffner@ncaa.org](mailto:sshoffner@ncaa.org)

**Media Coordination**

David Lentz  
Phone: 317-917-6139  
Cell: 317-3640-7298  
Email: [dlentz@ncaa.org](mailto:dlentz@ncaa.org)

**Digital/Social**

Jasmine McMoore  
Phone: 317-917-6382  
Email: [jmcmoore@ncaa.org](mailto:jmcmoore@ncaa.org)

**Championship Presentation**

**Branding and Signage**

Nathan Arkins  
Phone: 317-917-6790  
Cell: 317-987-6847  
Email: [narkins@ncaa.org](mailto:narkins@ncaa.org)

**Championship Marketing**

Tricia Krummen  
Phone: 317-917-6534  
Cell: 317-341-2782  
Email: [tkrummen@ncaa.org](mailto:tkrummen@ncaa.org)

**Digital/Social**

Allyson Warren  
Phone: 317-917-6301  
Cell Phone: 317-626-8145  
Email: [awarren@ncaa.org](mailto:awarren@ncaa.org)

**Financial Operations**

Micki Spears

Phone: 317-917-6128

Cell: 317-392-7343

Email: [mspears@ncaa.org](mailto:mspears@ncaa.org)

**HOST PERSONNEL****Nashville Sports Council**

Scott Ramsey, President/CEO

Phone: 615-642-7113

Email: [sramsey@nashvillesports.com](mailto:sramsey@nashvillesports.com)

**Nashville Sports Council**

Jay Grider

COO/SVP-Events & Operations

Phone: 615-642-7109

Email: [jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com)

Role: Nashville Sports Council lead

**Nashville Sports Council**

Scott McGilberry

CFO

Phone: 615-339-4006

Email: [smcgilberry@nashvillesports.com](mailto:smcgilberry@nashvillesports.com)

Role: Administration, Finance, Insurance,  
Local Marketing

**Nashville Sports Council**

Carly Ramsey

Director of Events & Operations

Phone: 615-775-0893

Email: [cramsey@nashvillesports.com](mailto:cramsey@nashvillesports.com)

Role: Lead- Team Dinners, A Night at  
the Ryman Event, Local Host Signage,  
Team Gifts

Additional duties: Team Walk, Post Game  
Trophy Presentation, Game Day  
Merchandise liaison between Event 1 and  
Tidwell (local sales group)

**Nashville Sports Council**

Joseph Donaldson

Senior Event Manager

Phone: 615-743-3128

Email: [jdonaldson@nashvillesports.com](mailto:jdonaldson@nashvillesports.com)

Role: Lead: Game Officials Dinner,  
Community Engagement liaison  
Additional duties: Team Walk, Post Game  
Trophy Presentation

**Nashville Sports Council**

Sydney Spurrier

Mgr. of Events & Comm. Development

Phone: 615-308-5791

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Role: Team Dinners, A Night at the  
Ryman Event, Team Walk, Post Game  
Trophy Presentation

**Nashville Sports Council**

Morgan Key

Digital Media & Brand Coordinator

Phone: 615-743-3126

Email: [mkey@nashvillesports.com](mailto:mkey@nashvillesports.com)

**Nashville Sports Council**

Kalem Boynton

Intern

Phone: 802-356-9320

Email: [kboynton@nashvillesports.com](mailto:kboynton@nashvillesports.com)

Role: Local, Digital, and Brand  
marketing

**Nashville Sports Council**

Monica Petrone  
Director of Strategic Partnerships  
Phone: 253-394-3501  
Email: [mpetrone@nashvillesports.com](mailto:mpetrone@nashvillesports.com)  
Role: Team Walk, Post Game Trophy  
Presentation, Other

**Nashville Sports Council**

Chris Graves  
Intern  
Phone: 336-416-2911  
Email: [cgraves@nashvillesports.com](mailto:cgraves@nashvillesports.com)  
Role: Team Walk, Post Game Trophy  
Presentation, Other

**Reed PR/Nashville Sports Council**

Name: Carrie Huddleston  
Title: Senior Acct. Coord./Reed PR  
Phone: 916-224-3745  
Email: [Carrie@reedpublicrelations.com](mailto:Carrie@reedpublicrelations.com)  
Role: Media Contact

Role: Volunteers, Post Game Trophy  
Presentation, Other

**Nashville Sports Council**

Jacob York  
Strategic Partnerships Coordinator  
Phone: 615-633-2344  
Email: [jyork@nashvillesports.com](mailto:jyork@nashvillesports.com)  
Role: Team Walk, Post Game Trophy  
Presentation, Other

**Reed PR/ Nashville Sports Council**

Name: Tiffany Buchen  
Title Senior Supervisor/ Reed PR  
Phone: 201-336-4479  
Email: [Tiffany@reedpublicrelations.com](mailto:Tiffany@reedpublicrelations.com)  
Role: Media Contact

**Ohio Valley Conference**

Name: Kyle Schwartz  
Title: Associate Commissioner  
Phone: 615-775-1937  
Email: [kschwartz@ovc.org](mailto:kschwartz@ovc.org)  
Role: Media Coordination

**OTHER NASHVILLE PERSONNEL**

**Drug-Testing Site Coordinator (if  
applicable)**

Tom Bossung  
Assistant Athletic Director, Sports  
Medicine  
Vanderbilt University Athletics  
Cell: 615-218-1914  
Email: [tom.bossung@vumc.org](mailto:tom.bossung@vumc.org)

**FirstBank Stadium Venue Manager**

Tom Howard  
Associate Athletic Director, Facilities and  
Event Management  
Vanderbilt University Athletics  
Cell: 845-750-7633  
Email: [tom.howard@vanderbilt.edu](mailto:tom.howard@vanderbilt.edu)

**Local Transportation (Teams)**

Julia Godfrey  
Director of Sales & Marketing  
Grayline of Tennessee  
Work: 615-921-4017  
Cell: 615-426-6871  
Email: [jgodfrey@graylinetn.com](mailto:jgodfrey@graylinetn.com)

**Food Concessions Coordinator**

Josh Curtis  
General Manager  
Oak View Group at Vanderbilt University  
Cell: 615-809-8634  
Email: [josh.curtis@oakviewgroup.com](mailto:josh.curtis@oakviewgroup.com)

**FirstBank Stadium Game Operations**

Nick Buchs  
Assistant Athletic Director, Facilities and  
Event Management  
Vanderbilt University Athletics  
Cell: 404-782-4802  
Email: [nicholas.r.buchs@vanderbilt.edu](mailto:nicholas.r.buchs@vanderbilt.edu)

**Premium Sales**

Megan Walaitis  
Assistant Director, Premium Seating  
Vanderbilt University Athletics  
Email: [megan.walaitis@vanderbilt.edu](mailto:megan.walaitis@vanderbilt.edu)

**HOTEL CONTACTS****Headquarters Hotel Contact**

Renaissance Hotel  
Beth Buchanan  
611 Commerce Street  
Nashville, TN 37203  
Phone: 615-493-4023  
Email: [beth.buchanan@renhotels.com](mailto:beth.buchanan@renhotels.com)

**Media Hotel Contact**

Kimpton Aertson Hotel  
Michele Mundy and Martina Kamel  
2021 Broadway  
Nashville, TN 37203  
Email: [Michele.Mundy@aertsonhotel.com](mailto:Michele.Mundy@aertsonhotel.com)  
Email: [Martina.Kamel@aertsonhotel.com](mailto:Martina.Kamel@aertsonhotel.com)

**Montana State Team Hotel Contact**

Gaylord Opryland  
Kourtnei St. Souver & Crystal Farris  
2800 Opryland Drive  
Nashville, TN 37214  
Phone: 615-432-9128 (Kourtnei cell)  
Phone: 615-458-2582 (Crystal)  
Email: [kourtnei.stsouver@gaylordhotels.com](mailto:kourtnei.stsouver@gaylordhotels.com)  
Email: [Crystal.Farris@gaylordhotels.com](mailto:Crystal.Farris@gaylordhotels.com)

**Illinois State Team Hotel Contact**

Gaylord Opryland  
Sierra Bruni & Crystal Farris  
2800 Opryland Drive  
Nashville, TN 37214  
Phone: 615-589-6958 (Sierra cell)  
Phone: 615-458-2582 (Crystal)  
Email: [sierra.bruni@gaylordhotels.com](mailto:sierra.bruni@gaylordhotels.com)  
Email: [Crystal.Farris@gaylordhotels.com](mailto:Crystal.Farris@gaylordhotels.com)

**Band Hotel Contact**

Embassy Suites Nashville Airport  
Aaron Thornton  
10 Century Boulevard  
Nashville, TN, 37214  
Phone: 615-522-5450  
Email: [aaron.thornton@hilton.com](mailto:aaron.thornton@hilton.com)

## BANDS/SPIRIT SQUADS/MASCOTS

**Band.** Bands members, not to exceed 300 shall be admitted.

**Band Communication.** Each team band shall be provided with a two-way radio for use in communicating with the game producer. The game producer shall coordinate each team band playing, as well as public address announcements such that each team band is provided equitable time to play during game breaks and do not interfere with video board content or public address announcements. The band director, or their designee, should be available via a two-way radio (provided by the NCAA) at all times during the game. One of the championship game sideline assistants should be positioned on-field near the bands to provide additional communication assistance.

Bands, or any component thereof, are allowed to play during timeouts (except when designated NCAA promotions are occurring), halftime, and before and after the competition. Bands are not allowed to play during the game, once the ball is spotted and the umpire backs away from the ball. There will be a game presentation call on **Monday, Dec. 22**, with both band directors included, to go through game protocol and answer any questions.

**Band Practice.** Team bands may practice before the championship game. Confirm and coordinate band practice times on Sunday, Jan. 4 at with Allison Zwarka ([azwarka@ncaa.org](mailto:azwarka@ncaa.org)) and Tom Howard ([tom.howard@vanderbilt.edu](mailto:tom.howard@vanderbilt.edu)) by **Friday, Dec. 26**. Band practice times must be scheduled in advance.

**Dressing Rooms.** The mascot and spirit squad for each team will use a shared space in Memorial Gym accessed through the concourse below the Memorial Gym Gate 8 ramp. The host contact for mascots and spirit squads is Jodi DeFilippi ([jodi.l.defilippi@vanderbilt.edu](mailto:jodi.l.defilippi@vanderbilt.edu)).

**Spirit Squads.** Cheerleaders and/or dance team members, not to exceed 12 in number, plus the mascot shall be admitted, if in uniform, via the gate list furnished to the NCAA by the competing institution's director of athletics (or designee); all other institutional representatives will be admitted only on presentation of a ticket or credential. A maximum of 12 spirit squad members and one coach shall be allowed on the field during the progress of the game. Institutions may bring more than the permissible 12 spirit squad members and rotate them on/off the field throughout the game as long as not more than 12 are on the field at any time. Those individuals above the maximum number of 12 must have a game ticket and be seated in a regular seating area when not performing on the field. The spirit squad members and mascot shall perform within an area designated by the NCAA. Both Montana State and Illinois State spirit squads will be given the opportunity to perform on the field during a media timeout. More details on in-game opportunities will be discussed during the game presentation call on **Monday, Dec. 22**.

All spirit squads must conform to the guidelines set by the American Association of Cheerleader Coaches and Advisors. Neither the NCAA nor the host institution/conference shall be responsible for supervising or monitoring routines performed by cheerleaders at championship events. Except as noted in this section, supervision of spirit squads and their activities, yells and stunts are solely the participating institution's responsibility. The participating institution shall ensure that the squad has sufficient training, supervision and equipment for any and all routines its squad may choose to perform.

**Team Walks.** Each team's band, spirit squad, mascot and alumni groups are strongly encouraged to participate in the "Team Walk" or entrance of their team into the stadium on game day. These events are described in further detail in the Fan Engagement section of the Operations Manual. Times of these events are listed below:



3:45-3:55 p.m. Illinois State arrival and walk into stadium

4:05-4:15 p.m. Montana State arrival and walk into stadium

## BROADCASTING/DIGITAL

**General Guidelines and NCAA Copyright.** The NCAA retains exclusive copyright to all audio (natural sound) and video footage (television, radio, internet, photographs, etc.) to all NCAA championship rounds. Local venues, local organizing committees and/or host institutions must gain written permission to license NCAA championship footage after the completion of the event. This includes any use of an in-house video board system and all audio/video historical recordings of NCAA championships. The television or radio entity that originated the game(s) must give permission for use of announcer calls of NCAA championship broadcasts. For more information on NCAA footage licensing, please visit <https://www.ncaa.com/media-center/broadcast-services>.

**Broadcast Rights.** Exclusive broadcast rights for the NCAA Division I Football Championship Game have been purchased by ESPN. No television station, network or cable system other than an ESPN shall air live game action or a description of the game while it is in progress. This includes social media accounts.

**Camera and Technical Crew Bibs.** Selected NCAA championships will require all camera and technical crews who have access to the field to wear a "bib" provided by the NCAA.

**Camera Restrictions (Team Benches).** Camera personnel may not shoot from behind the team benches into the team huddle even if the team huddles out on the field. The cameras may shoot only from outside a 10-foot perimeter of the benches. They must refrain from conversation with team, bench or officials from the time the game begins until it ends, including timeouts and halftime. The NCAA staff, in conjunction with the NCAA media coordinator, will designate the "off-limits" area surrounding the team benches. Sideline reporters may listen in during timeouts/commercial breaks and will be allowed access behind a team's bench throughout the game. This access is for the sideline reporter only and all camera restrictions will still apply. There will be no camera or live microphone, but the reporter may give a brief summary report after the timeout. Discussions in the team huddles will not be recorded or aired.

**Halftime Interviews.** Coaches from the game being played may be interviewed one at a time at the half or quarter (the coach of the leading team going into halftime, the coach of the trailing team coming out of halftime). In the event of a tie, the broadcast entity will interview Illinois State's head coach going into the locker room and Montana State's head coach coming out of the locker room.

The first interview must be conducted immediately after the end of the first half. The interview must not exceed 90 seconds. The halftime clock will not start until the interview has been completed and the field is clear. The second interview will be conducted when the head coach returning to the field after halftime.

**Injury Reports.** Broadcast entities should make arrangements with the sports information contacts of the respective participating institutions to receive student-athlete injury reports during the competition. Due to the privacy act, institutions are not mandated to give injury reports.

**Locker Room Areas.** Broadcast partners may use a handheld camera and microphone to capture background footage of the team during pregame in the locker room. It is subject to permission by the head coach for the broadcast partners to use a handheld camera and microphone in the team locker room during halftime. Coaches and student-athletes may not be interviewed at this time in the locker room area. Broadcast partners may not use

live footage from the locker rooms on a live basis. The participating institutions' sports information contacts will communicate to broadcast partners any authorization for locker room access after the administrative meeting. At times other than pregame and halftime, broadcast partner sideline reporters and NCAA Productions may establish a presence outside the team locker rooms, tunnels and/or access hallways in the stadium and in any other areas approved by the football championship committee.

**Microphones.** Under no circumstances may broadcast entities place microphones on coaches, student-athletes or officials during competition. Broadcast entities may not place microphones on or near team benches or team huddles or in team locker rooms. Microphones may be placed on selected officials with the approval of the NCAA. NCAA Bylaw 31.6.4.5 Live Microphone on Coach: "The placement of microphones on a team coach or in team huddles and bench areas for television, radio or motion-picture purposes is prohibited in all NCAA championships."

**Mult Box.** The NCAA and ESPN shall be the only media entities able to film/tape an NCAA championship when exclusive broadcast television rights have been granted. ESPN shall provide an audio/video press mult box for local television stations to take a feed if the broadcast entity has production facilities on-site (e.g., mobile unit). Venues need to provide two eight-foot tables in close proximity to the television truck for the mult box set-up. Venues should provide adequate power based on the projected estimate of TV stations that will be at the championship according to the NCAA media coordinator.

**Other Access.** It is mandatory for the head coach and/or student-athlete interview to take place no later than 90 minutes prior to kick-off on game day. The broadcast entity shall request, through the participating sports information contact, the head coach and/or student-athlete no later than two hours before kick-off. In addition, subject to the approval of the head coach, handheld camera and microphone access would be permitted at team meetings at the hotel, at team meals, and at other team activities. Finally, the head coach could also approve a student-athlete to be allowed to videotape and document a team's tournament experience from their perspective.

**Practices.** The NCAA's media partners (ESPN, Westwood One, Turner Sports/NCAA Digital) main production staff (e.g., producer, director, talent) will be permitted to observe the closed practices. Personnel from the NCAA's media partners may not interview or talk with the coaches or student-athletes during any open or closed practice, unless the first contact is initiated by the team personnel. If the television setup is not complete, then television technicians may be permitted to be inside the venue to setup.

**Pregame Timing Sheet.** It is the responsibility of the NCAA staff to complete the pregame timing sheet before the event. The NCAA broadcast staff member will be on site for the championship and must review it with the television producer and the timeout coordinator. The pregame timing sheet and the timeout format will be reviewed with the football championship committee and with representatives of the participating institutions at the administrative meeting.

**Radio Frequencies.** All broadcast partners (television and radio) and team scouting devices that have wireless microphone packages must work with local stadium radio frequencies requirements. The broadcast partner and teams should contact the local Society of Broadcast Engineers (SBE) coordinator.

**Radio Rights.** Broadcast of the championship game must conform to the general broadcasting policies established by the Association. All stations broadcasting a game will be required to apply for the rights by filling out the radio rights request form found at <https://www.ncaa.com/content/audio-policies-0>

Official college or university noncommercial stations of the host institution and competing institutions that broadcast the institution's regular-season competition will not be charged a rights fee. All commercial stations will be required to pay a rights fee.

**Social Media.** The official NCAA social media pages and official hashtags can be found at <https://www.ncaa.org/sports/2021/3/3/digital-social-media.aspx>

Please send specific questions to Jasmine McMoore ([jmcmoore@ncaa.org](mailto:jmcmoore@ncaa.org)) or Allyson Warren ([awarren@ncaa.org](mailto:awarren@ncaa.org)) and send ideas or news to the general box, [socialmedia@ncaa.org](mailto:socialmedia@ncaa.org).

**Team Buses.** Subject to permission by the head coach, broadcast entities may videotape/film on the team buses. Additionally, broadcast entities may videotape the arrival of teams at the stadium. It is permissible for broadcast entities to interview coaches at that time.

## CHAMPIONSHIP OPERATIONS

**Administrative Videoconference.** A videoconference with the NCAA Division I Football Championship Committee, NCAA representatives, representatives from the host and the athletics directors, head coaches, ticket managers, sports information contacts, and other necessary athletics department staff members of the competing teams will be conducted at 11 a.m. Eastern time, Monday, Dec. 22. The NCAA national office will make the arrangements for the videoconference.

**Administrative Meeting.** The chair of the NCAA Division I Football Championship Committee will conduct an administrative meeting at 11:30 a.m. Central time, Sunday, Jan. 4, in the McGugin Center McCall Room across from FirstBank Stadium. All directors of athletics, head coaches, sports information contacts, television personnel, officials, video board producer, public address announcer, security representatives, game management staff and representatives of the host shall participate. Details of the championship game will be discussed and the committee will be present to answer any questions concerning game administration.

**Ball Crew.** Teams shall provide a ball crew for the game. The ball crew members must wear shirts provided by the host and a vest provided by the NCAA for the championship game. Ball crew members (two on each sideline) must be assigned to each sideline as well as under each goal post (three each) to retrieve kicked balls. Field access credentials shall be required for all members of the ball crew. The ball crew members must perform their duties under the direction of the Referee. Teams that will not provide their own ball personnel, please contact Ty Halpin ([thalpin@ncaa.org](mailto:thalpin@ncaa.org)), Donisha Carter ([dcarter@ncaa.org](mailto:dcarter@ncaa.org)) by 5 p.m. Eastern time, Monday, Dec. 22 so we can work through the host institution to provide a ball crew.

**Chain Crew.** Host shall provide the chain crew and equipment for the game. The crew used for the game will be a crew that works Division I college football games in the area during the season. The chain crew shall consist of two people operating the measuring chain and one person operating the down indicator. This official chain crew shall work on the sideline opposite the press box. An auxiliary (unofficial) chain crew shall operate on the sideline of the press box.

**Coach-to-Player Communication.** Coach-to-player communication is permitted in all rounds of the NCAA Division I Football Championship. Please reference Appendix A for full details and how it applies to the championship.

**Competition Time.** The 2026 NCAA Division I Football Championship Game is tentatively scheduled for a 6:35 p.m. (local time) kick-off. Allison Zwarka of the NCAA,, Fred Bowen of Van Wagner and Jacob Nicely of FirstBank Stadium will be the primary contacts for pre-game event production and timing. On game day, these individuals will be on the field and/or in Memorial Gymnasium to manage the timing and event production.

A countdown clock synched by Jacob Nicely with the official game clock will be installed in a visible location in each locker room. It will take teams approximately three minutes to walk between locker rooms and the playing field. Other event staff members will be near the locker rooms to provide timing and logistical support during pregame. The assigned pregame warm-up areas on game day for each team can be found in Appendix D.

The following pregame schedule shall be used as the tentative schedule for the championship game. However, this schedule is subject to change according to television programming demands. The final schedule (timing sheets, scripts, run of show) shall be finalized and sent via email not later than Monday morning.

Also, it is anticipated that there will not be a slide in the start time for the 2026 NCAA Division I Football Championship Game. Please note that if there were to be a “slide” option, the start time may “slide” by as many as five minutes. A “slide” must be determined not less than 60 minutes before kick-off. If so, Allison Zwarka will have prepared a separate pregame timing sheet using a five-minute slide and have copies available on game day if a “slide” will end up being applicable.

All times are local times – tentative schedule.

3:45-3:55 p.m.	Team Walk – Illinois State
4:05-4:15 p.m.	Team Walk – Montana State
4:33 p.m.	Field available for teams
4:48 p.m.	105 minute Officials meeting (Home Team Interview Room in South End Zone)
5:03 p.m.	Countdown clock begins
6:03 p.m.	Teams leave field for locker rooms
6:20 p.m.	Illinois State exits locker room
6:22 p.m.	Montana State exits locker room
6:23 p.m.	Introduction of Illinois State (run highlight video, then team runs out of tunnel)
6:25 p.m.	Introduction of Montana State (run highlight video, then team runs out of tunnel)
6:28 p.m.	National anthem performance by team bands
6:30 p.m.	Introduction of team captains and select dignitaries; coin toss
6:30 p.m.	ESPN live broadcast begins
6:35 p.m.	Kickoff

**Contact Information.** By Monday, Dec. 22, participating teams shall email Ty Halpin and Donisha Carter of the NCAA and host staff ([thalpin@ncaa.org](mailto:thalpin@ncaa.org); [dcarter@ncaa.org](mailto:dcarter@ncaa.org); [nicholas.r.buchs@vanderbilt.edu](mailto:nicholas.r.buchs@vanderbilt.edu); [jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com)) a completed institutional contact form.

The primary team administrator will be the one person from your institution contacted to deal with significant issues that may arise between now and the end of the championship game. Communication will either be via email or phone.

**Expense Reimbursement.** An institution's expense reports must be filed online through the Travel Expense System, which may be accessed via [My Apps](#) on the NCAA website.

The NCAA travel policies can be found at <http://www.ncaa.org/championships/travel/championships-travel-information>.

Please contact the NCAA travel department at the national office (317-917-6757; e-mail: [travel@ncaa.org](mailto:travel@ncaa.org)) if you have any questions regarding the reimbursement process. Expense reimbursement requests must be submitted within 30 days of competition.

**Field Access.** The host shall install directional signage between the playing field and locker rooms to clearly indicate to teams the path to walk to and from the field. The host game operations staff, competition site personnel, security and NCAA football championship committee members shall be deployed along this path during pre-game, halftime and post-game to ensure a smooth flow of traffic by participating teams and officials.

**Field Communication Devices.** Teams are expected to bring their own field communication devices (e.g., coaches' headsets) for use during the championship game. The stadium staff will assist each team in setting up their headsets.

It is the committee's policy that if one set of communication devices is not working during the game, the other team is not required to disconnect its own communication devices. However, the stadium staff will assist any team whose headsets become inoperable during the game by attempting to restore the headsets to working order.

Both teams will be limited in the number of field communication devices that can be used in accordance with NCAA Football Playing Rule 1-4-12.

Field communication devices should not contain any corporate logos or company names on the headsets. FCS Championship Game logo temporary stickers will be provided to cover any such logos or company names during the championship game.

**Halftime.** The intermission will be 20 minutes; however, it can be adjusted to meet game administration situations. Eighteen minutes will be allotted for the halftime entertainment, with the understanding the field must be cleared two minutes before the start of the second half. The time clock for the 20 minutes will start when the teams have cleared the field. Under no circumstances will the intermission be extended for entertainment. Sideline assistants will escort team bands to, on and off the field for their pregame (if applicable) and halftime performances.

Each competing team's band shall be granted six minutes of the 18-minute halftime entertainment period. Six minutes will be reserved for the host agency. If a competing team's band is not available, the NCAA may use its allotted time. The competing institutions must inform Allison Zwarka ([azwarka@ncaa.org](mailto:azwarka@ncaa.org)) of the NCAA not later than Monday, Dec. 22, if their bands, spirit squad, and mascot will be available. A final halftime schedule will be shared with teams during the Sunday, Jan. 4, administrative meeting.

**Home Team.** The NCAA Division I Football Championship Committee has determined that the higher-seeded team, Montana State, will be the home team and wear dark jerseys.

**Team Benches.** NCAA staff and the Division I Football Championship Committee will make team bench/sideline determinations. The Montana State bench shall tentatively be assigned to the east side of the playing field (opposite press box) and the Illinois State bench shall tentatively be assigned to the west (press box) side of the playing field. Montana State shall be assigned the south end zone and Illinois State to the north end zone. See Appendix C for a diagram.

## Hospitality

1. **Team hospitality with tickets .** Hospitality space that includes a ticket shall be made available inside FirstBank Stadium in the North Endzone for each university. A maximum of 150 tickets will be available for each team. Note fans will watch the game from their seat in this area. Teams should contact Josh Curtis (615-809-8634, [josh.curtis@oakviewgroup.com](mailto:josh.curtis@oakviewgroup.com)) to coordinate hospitality, security, and catering needs.

Please note that corporate logos and branding are prohibited in hospitality areas. Fan giveaway items with corporate logos are also prohibited.

2. **Stadium hospitality suites.** The NCAA and Nashville will provide a complimentary 24-person suite at FirstBank Stadium for each institution. Each institution will be given 24 suite tickets, which will be distributed digitally to each team ticket manager. Illinois State will be in SRM Suite 201 (16 person with 8 SRO) and the Montana State will be in SRM Suite 205 (16 person with 8 SRO).

Each institution should work with Josh Curtis (615-809-8634; [josh.curtis@oakviewgroup.com](mailto:josh.curtis@oakviewgroup.com)) to order food and beverage for its suite. The cost of catering is the responsibility of each team. Host is responsible for managing the sale of suites for the championship game.

Institutions interested in purchasing additional suites should contact Megan Walaitis (559-960-5005; [megan.walaitis@vanderbilt.edu](mailto:megan.walaitis@vanderbilt.edu)).

**In-Game Video.** Standard tablets for in-game video only are permissive for all football playing subdivisions and are subject to the following guidelines:

- Tablets shall be restricted to “in game video” (current game) and may not include analytics, data or data access capability or any other communications access. No other video is allowed (e.g., scouting video, practice video).
- Tablets may be used in the coaches’ booth, sideline and locker room and may not be interconnected to other devices to project larger/additional images.
- Video may include a coach’s sideline, a coach’s endzone and a program feed per play from the current game only and may also display game circumstances including down, distance, time, quarter, play-number and score.
- A team may have up to 18 standard tablets active, and all team personnel may view the tablets.
- Team personnel engaging an official with a tablet to show or review video is guilty of an automatic Unsportsmanlike Conduct foul.

Please reference Appendix G for Additional In-Game Video Policy for Football Championship Subdivision (FCS).

**Instant Replay.** Instant replay – a system using electronic means to review and assist game officials with certain on-field decisions – will be used during the NCAA Division I Football Championship Game. The use of instant



replay will be governed by Rule 12 of the 2025 NCAA Football Rules and Interpretations. DVSPORT, Inc. will provide the necessary instant replay technology and the NCAA will assign the instant replay officials and personnel. The instant replay official will be required to attend the Sunday administrative meeting.

**Videotaping.** Team video locations are on the roof of the press box (WEST side of stadium) accessed via the north elevator, as well as the North End Zone third level, accessed from the east elevator. Team video staff should request credentials indicating they are team video staff. Team video personnel may arrange to visit the video locations before game day by contacting Nick Buchs (404-782-4802). For team practices, two lifts will be available on each practice field (end zone view and sideline view) for team video personnel and equipment.

**Misconduct.** Misconduct in an NCAA championship is any act of dishonesty, unsportsmanlike conduct, unprofessional behavior or breach of law, occurring from the time the championship field is announced through the end of the championship, that discredits the event or intercollegiate athletics. The committee shall hold a pre-championship meeting with the coaches of the participating institutions to review and explain the policies related to misconduct (as defined in Bylaw 31).

**National Anthem.** The national anthem will be performed before the game. All game presentation event participants during the national anthem will receive a wristband that will get them access into FirstBank Stadium. The wristbands will be prepared by the NCAA, Vanderbilt and Ohio Valley Conference

**Post-Championship Evaluations.** After the championship game, the NCAA shall solicit feedback from the directors of athletics of the two participating teams. Additionally, an online survey link will be emailed to each institution with instructions to share the link to the participating student-athletes. Alternatively, student-athletes may also access the survey by scanning the QR code on their credential. This research will assist the NCAA Division I Football Championship Committee and the host in making improvements to the championship.

**Practice.** A practice schedule will be developed by the NCAA Division I Football Championship Committee in consultation with the host. Vanderbilt has one outdoor synthetic practice field as well as a synthetic indoor field inside a 300m track, both with similar surfaces to FirstBank Stadium. Stadium access will depend on field preparation scheduling and will be communicated in advance of arrival to Nashville. Both teams may walk on the field after their respective team photo Saturday, January 3 (except for any painted logos and the end zones).

Team practices on both Saturday and Sunday will be closed to the media. Media availability will be permitted for 25 minutes after the team picture Saturday. On Sunday, a minimum of three student-athletes and the head coach of each team will participate in scheduled news conferences that day. Should a team arrive on Friday and wish to practice that day, the head coach shall determine if the session will be open to the media. The media should be informed when the interviews will be conducted. Team practice arrangements may not be changed without NCAA approval.

The Saturday practice also shall be open to a limited number of guests to view practices as guests of the NCAA and the host.

All team practices will be closed to the general public. Teams will work with host staff on the process for allowing family members, alumni and other key constituents access to team practices. Each team shall assign a staff member to the practice field entrance gates to assist with access management during their practice.

On Saturday, Montana State shall practice from 10:30 a.m.-12:30 p.m. and Illinois State shall practice from 1:45-3:45 p.m. On Sunday, Illinois State shall practice from 1-2 p.m. and Montana State shall practice from 2:30-3:30 p.m. In case of inclement weather, please contact Nick Buchs (Cell: 404-782-4802; nicholas.r.buchs@vanderbilt.edu) to coordinate indoor practice options.



Two lifts should be available on each practice field for team video personnel and equipment. One lift should provide an end zone view and one lift should provide a sideline view.

Nick Buchs/Tom Howard will assign team liaisons for each participating team.

It is strongly encouraged that participating institutions use their established practice times on-site Saturday and Sunday. However, should an institution choose not to practice on-site they are permitted to practice off-site. The institution will be solely responsible for making all arrangements for off-site practices. The institution will assume any and all risks/liability associated with that off-site practice/practice location.

Any institutions choosing not to practice on-sites will still be required to keep the previously established media/social media obligations at FirstBank Stadium. **No exceptions will be made.**

NCAA staff, the Nashville Sports Council, and Vanderbilt staff should be notified immediately if a participating team does not wish to use their scheduled practice time on-site.

**Sports Wagering.** Per NCAA Bylaw 10, institutional staff members, conference office staff members and student-athletes shall not knowingly participate in sports wagering activities or provide information to individuals involved in or associated with any type of sports wagering activities concerning intercollegiate, amateur or professional athletics competition.

**Starting Lineups.** Each team shall provide to the NCAA media coordinator, David Lentz ([dlentz@ncaa.org](mailto:dlentz@ncaa.org)), not later than Sunday, Jan. 4, its starting lineup for the championship game. This information will be used to develop in-game video board/PA and ESPN broadcast content.

**Team Hosts.** The team hosts will serve as a “concierge” for the participating institution’s travel party. Team hosts will have a flexible schedule, as team plans tend to change. Each host will be prepared to be available for the teams the entire time the team is in Nashville. Assigning ideally two hosts per team should help ensure someone is always available to assist the teams.

The Team Host for Montana State is Jay Grider, Nashville Sports Council (615-642-7109, [jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com)) Secondary Montana State Team Host is Carly Ramsey, Nashville Sports Council (615-775-0893, [cramsey@nashvillesports.com](mailto:cramsey@nashvillesports.com)).

The Team Host for Illinois State is Jay Grider, Nashville Sports Council. (615-642-7109, [jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com)) Secondary Illinois State Team Host is Joseph Donaldson, Nashville Sports Council. (615-587-2734, [jdonaldson@nashvillesports.com](mailto:jdonaldson@nashvillesports.com))

**Tobacco Ban.** The use of tobacco products surrounding NCAA championships is against championship policy and many facility policies. Violations of this policy are subject to misconduct penalties and team administrators are asked to ensure this policy is adhered to, particularly at the competition site and in any public settings. Penalties for violating this policy are outlined in the misconduct provisions and may include financial implications.

**Travel Party/Squad Size.** The official traveling party for the NCAA Division I Football Championship Game shall consist of 145 persons. Transportation expenses and a \$215 per diem will tentatively be provided for each member of the travel party.

The number of student-athletes in uniform cannot exceed 70, and at the administrative meeting, each coach shall designate the 70 student-athletes who will participate in the championship. Roster forms located in the [ACTION](#)

[NEEDED folder](#) on the selections file sharing site should be used to list the 70 student-athletes as well as other personnel to be allowed on the sidelines during the game.

No substitutions will be permitted after the submission of the list for any reason. NCAA executive regulations may require the games committee to forfeit the game to the opponent of a team with more than 70 student-athletes in uniform.

In addition, additional student-athletes on the institutional squad list as of the date of the first-round games (not on the 70-person roster) will be allowed on the sidelines in their team bench area. The additional student-athletes must be wearing the same color game jersey top as the rest of their team (no pads/helmet) and other institutionally issued apparel (e.g., sweatsuit pants).

**Video Board.** The two participating teams will be instructed by the NCAA to review and upload team assets (PSA's, fight songs, head coach & student-athlete headshots, pronunciation guide, and introduction video) in electronic format to your institution's Box folder by Friday, Dec. 26 for display on the stadium video boards. Your SIDs and marketing contacts should already have access to the Box site. NCAA staff will work with Van Wagner to develop a comprehensive video board production plan and run of show, inclusive of public address announcements and timing. Vanderbilt University staff will provide video board operational support to Fred Bowen, Van Wagner, as the video board producer during the game, and will be available during championship week to finalize all production planning.

### COMPETITION SITE

**Coaches' Press Box Booths.** Illinois State's coaches will be assigned to press box room eight (8) and Montana State's coaches will be assigned to press box room two (2). Consistent with NCAA Playing Rules, the host shall ensure that each coaches box is equipped with a monitor for the display of live television. These monitors shall not include replay or recording capabilities. Individuals in the coaches' boxes will need one of the 50 sideline passes provided to each team.

**Competition Site Maps.** Maps of FirstBank Stadium, its surrounding parking lots and streets can be found in Appendix C of this Manual.

**Entrances.** Each entrance must be staffed by an adequate number of individuals. Signage must be posted to clearly identify all entrances. No one shall be allowed to enter the stadium without a ticket or credential.

**General Public Entrance.** General public entrances shall open 120 minutes before the start of the game. Information shall be posted at each gate reminding ticket-holders of prohibited items. Gates shall close at the start of the fourth quarter of the game.

**Student-Athlete/Guest Entrance.** All patrons holding student-athlete/guest "complimentary" tickets shall be admitted through any public stadium gate.

**Bands/Spirit Squads/Mascots.** Uniformed band members, spirit squads and mascots must enter the stadium as a group. The Illinois State band will enter the stadium through Gate 1 and proceed directly to their seats. The Montana State band will also enter the stadium through the Gate 4 and proceed directly to their seats.

**Team Buses.** For the gameday Team Walks, team buses will drop student-athletes, coaches, and support personnel off on Vanderbilt Place and 28th Avenue South. Buses will then drive to their designated locations that will be communicated in advance to team operations staff.

Illinois State Scheduled Arrival: 3:45-3:55 p.m.

Montana State Scheduled Arrival: 4:05-4:15 p.m.

**Media Entrances.** The media will have one entrance point at FirstBank Stadium (Gate 4). Additional photo/television workspaces will be located in Memorial Gymnasium accessed out of FirstBank Stadium GATE 4 and through the Memorial Gym Player's Entrance where game day Media Will Call is located. Pre-game meals will be served in the press box and photo workspace. Press conferences will be located in the McGugin Center Olympic Sports Meeting Room directly across from the street from the South End Zone. Media will be directed to enter through the main lobby of the McGugin Center across from the main gate of Hawkins Field.

**Media Elevator.** Media may enter the press box area through the north elevator located on the west side of the stadium. Credentials shall be required to use the press elevator.

**First Aid.** The facility, at its expense, must provide certified medical personnel (independent of the competition medical staff) and a first aid room for spectators on gameday. The first aid stations inside FirstBank Stadium are located on the main course at Section G and Section P.

**Locker rooms.** Locker rooms shall be available for team set-up by Friday, Jan. 2. Team equipment delivery vehicles and delivery logistics will be communicated to each team. Teams may contact Nick Buchs (404-782-4802; [nicholas.r.buchs@vanderbilt.edu](mailto:nicholas.r.buchs@vanderbilt.edu)) and Tom Howard (845-750-7633; [tom.howard@vanderbilt.edu](mailto:tom.howard@vanderbilt.edu)) with questions regarding locker room and equipment truck logistics.

White, non-logo towels, soap, ice and beverages will be provided in each locker room. Teams should contact Nick Buchs (404-782-4802; [nicholas.r.buchs@vanderbilt.edu](mailto:nicholas.r.buchs@vanderbilt.edu)) and Tom Howard (845-750-7633; [tom.howard@vanderbilt.edu](mailto:tom.howard@vanderbilt.edu)) for their locker room supply needs.

**Parking.** The local organizing committee shall be responsible for maintenance and security in connection with its parking areas at its expense. On-site parking must be provided for participating institutions, championship personnel and officials in well-marked spaces. Sufficient parking space must also be made available to attending spectators.

1. **ADA Parking.** ADA parking is available in Lot 72C (advanced purchase only) and 25th Avenue Garage (advanced purchase and drive-up purchase). A disabled hang tag or disabled license plate is required to park in these spots.
2. **Media.** 125 parking spaces should be allocated and designated for media parking on game day in the Kensington Garage. Parking will be available via a list and additional instructions for exiting will be given on site. All vehicles will validate with a QR code that will be posted on site by the NCAA media representative.
3. **General Public.** Spectators have several options to park. A no re-entry policy will be enforced on game day. All garages and lots are CASHLESS.
  - a. Lots 1-4 along Natchez Trace and Vanderbilt Place will open at 1 p.m. on Monday, January 5 and are available for drive up (\$45 plus fees) or advanced purchase (\$35 plus fees). Overnight parking is NOT permitted. Parking is general admission. All vehicles must depart within one hour after the conclusion of the game.
  - b. Vanderbilt Throws Field on Children's Way is a grass lot that will open at 1 p.m. on Monday, January 5 and is available for drive up purchase only (\$45 plus fees). Overnight parking is NOT permitted. Parking is general admission. All vehicles must depart within one hour after the conclusion of the game.

- c. 25th Avenue Garage and West Garage will open at 4 p.m. on Monday, January 5. 25th Avenue Garage is available for drive up (\$35 plus fees) and advanced purchase (\$25 plus fees). West Garage is drive up purchase only (\$35 plus fees). Overnight parking is NOT permitted. Parking is general admission. All vehicles must depart within one hour after the conclusion of the game.
  - d. Kensington Garage is for game day staff only with the proper game permit.
4. **Recreational Vehicles.** Spectators with recreational vehicles and campers will be charged \$270 + fees either through drive up or advanced purchase. There is no saving of spaces and a no-entry policy will be in effect. RVs or campers will be able to enter Lots 1-4 along Natchez Trace and Vanderbilt Place at 1 p.m. Overnight parking is NOT permitted. The parking lots for RVs and campers will not open until the day of the game. All vehicles must depart within one hour after the conclusion of the game.
  5. **Team Buses.** Team buses will arrive to the team walk location at Vanderbilt Place and 28th Avenue South by driving from West End Avenue, to 31st Avenue South, to Vanderbilt Place. The Illinois State and Montana State buses will be directed to the north end of the stadium for staging during the game. Host shall provide this space as a designated complimentary parking area for team buses. Participating teams should communicate any additional bus and vehicle parking during the participant call, site visit, or team operations call.
  6. **Team Band and Spirit Buses.** Montana State and Illinois State band and spirit buses will park in metered spaces on Vanderbilt Place between 29th Avenue South and 31st Avenue South.

**Signage.** No advertising, banners, signs or displays of any kind may be hung, posted or displayed anywhere within the general public seating/viewing area of the competition, practice and ancillary events site(s) (i.e., any place that can be seen from the playing surface or seats), including the scoreboard other than NCAA banners and television banners approved by the NCAA. Any permanently affixed (or previously leased) advertising banners, signs, cup holders or displays shall be covered with décor elements by the competition, practice and ancillary event site(s) and at the competition, practice and ancillary event site(s) expense as specified by the NCAA.

- **Media Banners.** Only ESPN, Westwood One and the NCAA may display banners in the stadium. No other radio or television outlet may display a banner. ESPN may display only two banners and Westwood One may display one banner.

**Tailgating.** Tailgating is a longstanding college football tradition and an important component of game day activities. To ensure that spectators have a safe and enjoyable experience, spectators are required to adhere to the following regulations on game day, unless specifically authorized to do otherwise by the NCAA or Vanderbilt University personnel. Tailgating is NOT permitted in any parking garages.

1. Tailgating is limited to parking spaces and grass areas and may not encroach on sidewalks, roads, or bike lanes.
2. A parking pass is required for every space that is occupied by vehicle or tailgating set-up.
3. Possession and consumption of alcohol in the FirstBank parking areas is subject to the laws and regulations of the State of Tennessee and/or City of Nashville. Police will patrol these areas and enforce all applicable laws.
4. No kegs or other common source containers.

5. No tents larger than 10' x 10' and they must be located in front of a parked car or within the spaces allocated to a recreational vehicle. Tents must be secured by weights only and not stakes. Before entering the game, please fully break down your tent. Tents must be free of corporate logos. If a wind advisory is in effect (20mph or above), tents are prohibited.
6. Parking permit holders are responsible for functions they host in their parking spaces.
7. Fire pits and open flames are not permitted.
8. Generators
  - a. Recreational generators are permitted – electric generators preferred.
  - b. Generators must be kept within the immediate tailgate area.
  - c. No generators are permitted in parking structures.
  - d. Special consideration should be given to the noise level and should not exceed 60 decibels.
  - e. Vanderbilt University may prohibit the use of any generator or sound system deemed disruptive to others or poses a safety or health hazard.
9. Cooking Guidelines
  - a. No cooking is permitted in parking structures, under tents, or within 25 ft. of a campus building.
  - b. Grills must be set up away from, or protected from, pedestrian traffic and flammable or combustible materials.
  - c. Grills must be monitored at all times; no grills shall be left unattended while still in use.
  - d. Extinguish all flames before leaving your area.
  - e. Vanderbilt does NOT provide or designate any area or receptacles for charcoal disposal.
  - f. Grill operators are responsible for the operation as well as cleanup of any remaining ashes or coals.
  - g. Hot coals and/or ashes may NOT be placed in any VU receptacles or on the grounds.
  - h. Depending on weather conditions, Vanderbilt Public Safety may prohibit any and all grilling on campus.
  - i. Propane grills shall not exceed 20 pounds.
  - j. Charcoal grills must have covers.
10. Lots 1-4 open at 1 p.m. and parking garages open at 4 p.m. on game day. All spectators are encouraged not to arrive before these times to reduce traffic impacts.
11. No corporate signage is permitted at any time unless prior written approval by the NCAA has been obtained.
12. No couches or upholstered furniture are permitted.
13. Spectators who want to watch television or use other entertainment devices that require electricity are allowed to do so as long as they provide their own power and video sources.
14. No outside food vendors are allowed without the permission of the NCAA or Vanderbilt University.
15. Pets are permitted in tailgate areas but must be kept on a leash at all times.

## DRUG TESTING

The NCAA is dedicated to fair and equitable competition throughout each round of NCAA championships and strongly supports the drug-testing program established by its membership, to safeguard the health and safety of the participating student-athletes.

**Drug Testing Procedures.** All student-athletes are subject to NCAA drug testing at all NCAA championships. The goal of the drug-testing program is to provide safe, fair and equitable competition as well as to protect the health and safety of all NCAA student-athletes participating in NCAA championships and postseason certified events.

Drug Free Sport International will conduct drug testing at selected championships, and the assistance of the host institution will be a vital part of the testing.

**Drug Testing Statement.** NCAA drug-testing is a possibility at any and all NCAA championship rounds and sites. However, as a best practice, the NCAA will not announce whether or not drug testing will occur at any specific venue.

Although knowing prior to competition whether NCAA drug testing was to occur had value for reasons of convenience, it left open the possibility that student-athletes might be tempted to use banned substances if they knew that NCAA testing was not being conducted at the site of competition.

Therefore, all coaches and student-athletes should presume that NCAA drug testing will occur at this championship event. Please inform your student-athletes that in the event they are notified of their selection for drug testing, the student-athlete must inform an official representative from your institution (e.g., coach, athletic trainer) before proceeding to the drug-testing site.

### Media Obligations.

- **Team Championships.** Each team is provided a postgame cooling-off period. At the conclusion of the cooling-off period, a member of the drug-testing crew will notify the student-athletes who have been selected for testing. Notification may take place in the locker room (if applicable) or on the field of play. Any student-athlete selected to participate in any postgame news conference is required to attend the news conference before checking in at the drug-testing venue. The student-athlete will be escorted to the drug-testing area after all media obligations have been fulfilled.

**Notification.** Drug testing information must be kept confidential and provided only on a “need-to-know” basis. If testing is to be conducted at the site, the Drug Free Sport International will notify the host tournament manager and drug testing site coordinator no earlier than seven days before the start of competition.

Announcing in advance whether drug testing will be conducted at a championship is strictly prohibited. All coaches and student-athletes should presume that post-event NCAA drug testing will occur at the championship event.

The drug-testing crew chief or designee will notify the participating team’s representative no earlier than two hours before the start of competition that drug testing will be conducted at the site.

**Site Coordinator.** The drug-testing site coordinator for the 2026 NCAA Division I Football Championship Game is Tom Bossung, Assistant Athletics Director, Sports Medicine for Vanderbilt University Athletics (Cell: 615-218-1914; [tom.bossung@vumc.org](mailto:tom.bossung@vumc.org)).

**Testing Area.** For the championship game, if applicable, drug testing location will be in the Huber Center at the north end of the stadium.

## **EQUIPMENT**

**Cups, Coolers and Water Bottles.** The NCAA will provide standardized drinking cups, water coolers and water bottles for the team bench areas that will be shipped to the stadium. This equipment must be available for all practices and the championship game at the team benches. Athletic trainers of the participating teams who premix special fluid replacements shall be instructed before the competition that they shall use the NCAA issued water bottles and other equipment on game day and during official team practices. Participating teams shall place any pre-mix fluid replacement in the NCAA-issued coolers and water bottles (when applicable). No other cups, cans, coolers or squeeze bottles, including any provided by an NCAA corporate champion/partner, may be used on the sidelines, in the locker rooms, hospitality areas, or in media areas. The host may retain the coolers, cooler carts, and ice chests after the competition. Participating teams may retain the water bottles and bottle carriers after the competition.

The POWERADE branded equipment must be used and should be positioned in all areas – specifically on or near the team benches/sidelines and in practice areas, locker rooms, student-athlete hospitality areas and media areas (when applicable). The POWERADE and water products must be made available in any/all areas as referenced above.

On the sidelines and within the competition area, all product should be consumed from the NCAA-provided POWERADE branded water cups or water (squeeze) bottles only.

**Game Balls.** The Wilson F1005 (Classic – Red), F1233 (Classic - Tan), F1002 (GST - Red), F1003 (GST - Tan), F1105 (GST Prime – Red), F1103 (GST Prime - Tan), F10053 (Omega) and F10060 (NFL Cut) are the official balls for the NCAA Division I Football Championship.

The game balls will be stamped with the 2026 NCAA Division I Football Championship Game logo. The game balls and autograph balls may be used for promotional purposes.

Twelve stamped game balls also will be shipped by Wilson to both of the teams advancing to the championship game for their use in preparation for and during the championship game in Nashville.

**Playing Surface.** FirstBank Stadium features a synthetic surface, Shaw Sports PowerBlade NXT Artificial Turf.

**Team Benches.** Host staff will ensure that the following equipment is provided and in place on each team's bench area on game day:

1. Four benches.
2. (Three) 8' folding tables (more as requested).
3. Athletic training/taping table.
4. 10-gallon water coolers.
5. 64-quart ice chests.
6. Six 50-pound bags of ice.



7. 1,000 eight-ounce paper cups.
8. Six cases of non-carbonated drinks.

## FAN ENGAGEMENT

**Videoconference.** The NCAA will conduct a game presentation teleconference call with selected staff of the two advancing teams at 1:00 p.m. Eastern time Monday, Dec. 22. Individuals on the videoconference from each team should include contacts for marketing, bands, mascot and spirit squads.

**Team Introductions.** For pregame player introductions out of team locker rooms, the NCAA will supply special effects (i.e. pyro, cryo, sparklers, etc.). As such, teams will not be permitted to bring their own tunnels, smoke machines or other devices. Pregame introductions will be coordinated by the NCAA; teams will take the field as scheduled on the pregame timing sheet.

## GENERAL PUBLIC

**Banners and Artificial Noisemakers.** Artificial noisemakers, air horns, electronic instruments, streamers, etc. are not permissible. Signs, flags and banners, items that can be held by one individual, and reflect good sportsmanship and not block the view of other ticket patrons may be permitted. All other items will be confiscated by venue security.

**Championship Merchandise.** The NCAA retains the exclusive right to sell souvenir products at the 2026 NCAA Division I Football Championship Game. The Host is required to sell items provided by the official NCAA event championship merchandiser. The official NCAA event championship merchandiser is Event 1, Inc. a subsidiary of GEAR FOR SPORTS, Inc.

**First Aid.** The first aid stations at FirstBank Stadium are located at Section G and Section P of the main concourse.

**Parking.** For information about general public parking, see the Competition Site section of this Participant Manual.

**Promotional Items.** Promotional items (e.g., cups, shakers, flags, etc.) with commercial slogans or identification are not allowed on the premises. Items such as newspapers, handbills, flyers, memorabilia, T-shirts, caps, etc., except products sold by the NCAA or its agents, may not be distributed on the premises without NCAA approval.

**Seating.** For information about general public seating, see the Tickets section in this manual.

**Souvenir Programs.** On behalf of the NCAA, LEARFIELD Publishing will publish the official souvenir program for the championship game. Programs will be sold at various locations throughout the stadium on game day.

## LODGING

**Band Hotels.** The bands of the participating teams will be assigned to Embassy Suites Nashville Airport. 79 rooms (50 Queen/Queen Suites and 29 King suites {9 King Suites will be complimentary}) have been reserved at the hotel for each of the participating bands for the night of Jan. 4 and Jan. 5. Although the NCAA and host shall make preliminary arrangements, each band shall be responsible for finalizing all arrangements and for making payments. The rooms should be released at 5 p.m. local time on Dec. 26, 2025 if not picked up by the assigned band.

**Headquarters Hotel.** The Renaissance Nashville Hotel will serve as championship game headquarters hotel.

**Media Hotel.** A limited number of rooms are available in the media hotel block at the Kimpton Aertson Hotel (2021 Broadway Nashville, TN 37203). The media rate is \$199.00 /night plus tax. The cutoff day for the block will be at 5 p.m. local time Thursday, Dec. 26.

**Team Hotels.** The participating teams will be assigned to the Gaylord Opryland Resort.

Kourtnei St. Souver ( [kourtnei.stsouver@gaylordhotels.com](mailto:kourtnei.stsouver@gaylordhotels.com)) will be the main contact for Montana State and Sierra Bruni ([sierra.bruni@gaylordhotels.com](mailto:sierra.bruni@gaylordhotels.com)) will be the main contact for Illinois State.

A minimum of 143 rooms (20 king, 30 run of house, 90 double-doubles and three suites) have been reserved at the Gaylord Opryland Resort for each participating team for the nights of Jan. 1-5, at a minimum.

Although the NCAA shall make the preliminary arrangements, each team shall be responsible for finalizing all arrangements (e.g., room assignments, meeting room scheduling, food and beverage services) and for making payments. Teams must finalize hotel needs and contracts not later than 5 p.m. local time Tuesday, Dec. 23, 2025.

**Team Catering at Hotel.** It is strongly recommended that the participating teams reach out to the hotel catering staff with a meals budget and allow the catering staff to work with you to develop a menu that meets your meal needs while attempting to stay within your budget.

## **MEDIA SERVICES/CREDENTIALS**

**Championship Trophy Displays.** The national championship trophy will be on display at various times during game week for photo and video purposes. The trophy will be on display on-field during pre-game of the national championship and during all team news conferences.

**Coin Toss Access.** On-field access for photographers and videographers during the coin toss and other pre-game ceremonies shall be limited as follows: school institutional photographer and videographer, the NCAA photographer and selected national agencies, which will provide photos to other agencies.

**Credentials.** All press credentials are authorized and issued by David Lentz, NCAA media coordinator, for the Division I Football Championship Game.

All working credentials **MUST BE CLAIMED IN PERSON**. Credentials will be assigned to the individuals using them or their companies, and identification will be required for pickup. All credential requests shall be made to the NCAA media coordinator at the NCAA national office.

All media requests for working press credentials for the national championship game shall be made online at <http://www.ncaa.com/media> prior to December 29 at 5 p.m. (Eastern time).

NCAA policy prohibits the issuance of press credentials to representatives of any organization that regularly publishes, or otherwise promotes the advertising of "tout sheets" or "tip sheets," or other advertising designed to encourage gambling on college sports events. Working credentials will not be mailed. The credentials can be claimed:

Saturday, Jan. 3

FirstBank Stadium - South  
Endzone

8 a.m.-1:30 p.m.

Premium Entrance to  
Commodore Club

Monday, Jan. 5

FirstBank Stadium – Gate 4

3:00 p.m.-7:30 p.m.

Credentials for working personnel are ordered by the NCAA media coordinator when ordering the passes provided to members of the media. (Refer to “Credentials” section of Media Arrangements.).

**Participating Team Credentials.**

Each participating team will receive the following allocation of credentials:

Credential Type	Quantity	Access
Student-Athlete (rostered and non-rostered)	110	locker room, field level and press room access
Team Personnel	50	locker room, field level and press room access
Team Medical	15	field level and locker room access
Team Communications	20	locker room, field level, press box, press conference, and photo workroom
University Personnel	16	field level, press level, locker room and press room access
University Personnel VIP	25	field level, press level, locker room and press room access (not good for admittance)

**Credentials Zones.**

**ZONES**

- \* All Access**
- 1 Field Access**
- 2 Locker Rooms**
- 3 Press Box**
- 4 Press Conference Room**

5                      **Photo Workroom/Field Photo**

6                      **Suite Access**

**Student-Athlete.** Student-athlete credentials will be provided to both rostered and up to 40 student-athletes on the institutional squad list as of the date of the first-round games (not on the 70-man roster) who will be on the sidelines in their team bench area. Non-rostered student-athletes must be wearing the same color game jersey top as the rest of their team (no pads/helmet) and other institutionally issued apparel (e.g., sweatsuit pants). This list must be provided at the pre-championship meeting.

**Team Personnel.** The NCAA shall provide each team with 50 sideline passes that shall be distributed to only the coaches and those individuals in working capacities who have performed these duties throughout the regular season. It should be noted that the 50 passes shall include the coaches who will be working in the press box during the game.

**University Personnel.** It is recommended that University Personnel be provided to individuals such as president/chancellor, director of athletics, faculty athletics representative, associate directors of athletics and sports information contacts.

**University Personnel VIP.** University Personnel VIP credentials should be provided to individuals such as alumni and spouses. Please note that University Personnel VIP credentials **are not** good for admittance.

**Conference Office Staff.** Each institution's applicable conference office staff will receive an additional three all-access credentials. All-access credentials are good for stadium entrance. Please complete the form [here](#) no later than December 29 at 5 p.m. ET.

**Participating Teams Virtual Press Conferences.** The head coach and two student-athletes of each of the two teams will participate in a separate virtual press conference with national media, Monday, December 29. The conference for Montana State will be 2-2:30 p.m.\* (Eastern Time) and the conference for Illinois State will be 2:30-3 p.m.\* (Eastern Time). \*Subject to change.

**Interview Areas.** Interviews will be conducted before and after the championship game. All coaches and student-athletes will be available for interviews in a designated area.

After the championship game, selected student-athletes may be required to register for drug testing. Student-athletes cannot delay drug-testing registration unless requested to grant a short interview (not to exceed four minutes) by ESPN, which has purchased rights to the contest. After the drug-testing registration procedure, each student-athlete will be available for interviews for up to 30 MINUTES before he must report to the drug-testing competition site. No interviews may take place with the student-athletes during the 10-minute cooling-off period or during registration for drug testing.

The championship game media coordination representative shall escort the sports information contact, the head coach and a minimum of two student-athletes to the interview area after a 10-minute cooling-off period. The 10-minute cooling-off period begins when the head coach enters the locker room immediately after the game.

The head coach must proceed directly to the locker room after the game unless requested to remain for a short interview (not to exceed four minutes) by ESPN, which will produce the game for airing on television. THE LOCKER ROOM WILL BE CLOSED TO THE MEDIA.

The coach shall designate a minimum of two starters to report to the interview area immediately after the locker room opens. The NCAA media coordinator also may request the coach to include additional student-athletes to join the group in the interview room should the student-athletes' performances merit their inclusion.

The postgame news conference format specifies that the losing head coach and student-athletes be scheduled in the interview room before the winning head coach and student-athletes. The interviews with the losing head coach and student-athletes generally will not exceed 10 minutes.

Regardless of any personal regular-season radio and/or television contracts, the head coach first is obligated to the entire press staffing the championship game and must report to the interview room immediately after the 10-minute cooling-off period expires. The head coach cannot delay a postgame interview with the covering press to conduct a program for a single newspaper, radio or television reporter unless requested to grant a short interview (not to exceed four minutes) by ESPN. After fulfilling this commitment to the press staffing the championship game, the head coach may participate in a special interview.

Coaches shall not become available to selected media representatives before the conclusion of the 10-minute cooling-off period. They may, however, immediately report to the interview room and make themselves available to all media representatives staffing the championship game. Should a coach permit one media representative to enter the dressing room before the 10-minute cooling-off period has expired, the dressing room shall be open to all other media representatives desiring access to the area.

**Postgame Responsibilities.** Unless the head coach chooses to forego the 10-minute cooling-off period, he must proceed directly to the locker room after the game unless requested for a short interview (not to exceed four minutes) by ESPN. Teams also must proceed directly to the locker room.

The timetable for each team's 10-minute cooling-off period begins when the head coach enters the locker room immediately after the game.

1. The host media coordinator will assign to each team a person to time the 10-minute cooling-off period.
2. At the end of the 10-minute cooling-off period, the host media coordinator's representatives should escort the losing head coach and two student-athletes (minimum) to the interview area and then the winning head coach and student-athletes to the "holding" area.
  - a. It is very important to get the losing head coach and student-athletes to the postgame interview area quickly after the 10-minute cooling-off period has ended.
  - b. The "holding" area should be near the interview room, to be used by the winning head coach and student-athletes as they wait. They must be escorted to the news conference area as soon as the first team is finished. It is important that the losing coach has left the interview room or corridor before bringing in the winning coach.
  - c. Handheld radios for the news conference officials and locker room representatives are recommended.
3. Postgame drug testing of student-athletes will not begin until the drug-testing couriers have contacted the student-athletes selected for the testing after the 10-minute cooling-off period (if applicable).
4. Both locker rooms shall be closed to the media.

5. Coaches and Student-Athletes.

- a. Regardless of regular-season radio or television contract(s), the head coach is obligated to the entire media staffing the championship game and must report to the interview room immediately after the 10-minute cooling-off period.
- b. Assistant coaches are not obligated to the entire media staffing the championship game and may grant postgame radio interviews at any time after the conclusion of the game.
- c. The procedure for postgame news conferences is different than the preliminary rounds of the championship.
- d. The losing head coach and two student-athletes will open the interview session. The session with the losing team should be limited to 10-minutes.
- e. The winning head coach and a minimum of two student-athletes will follow. The session with the winning team should be limited to 20 minutes.
- f. After fulfilling the commitment to the press staffing the championship game, the head coaches may participate in special interviews.

**Media Hospitality.** A media meal will be served before the start of the game. Disbursements for these items shall be guided by the budget. Budgets cannot be changed without the prior approval of the applicable NCAA staff member. No budget adjustments are permissible once the championship game has started.

**Media Interview Room.** An interview area set with one six-foot table and chair seating for 10 individuals should be made available. The competition site will provide the lighting, draping, a seated interview area and camera platforms at its expense. Other news conference equipment and personnel selected by the NCAA to administer satellite and local videotape and sound feeds to electronic media agencies will be provided at the NCAA's expense. The interview area should be large enough to seat 50 working media. The media interview room is located in the McGugin Center Olympic Sports Meeting Room.

**Media Press Box.** This area must accommodate wireless for a minimum of 100 of the working media. One electrical outlet shall be available for every seat. Adequate phone jacks must be provided to permit telephones at any seat. Media are reminded that they must order personal lines and bring their own telephone instruments or order the equipment from the local telephone company.

**Media Spaces.**

Press Box – Enter through Gate 4 of the stadium and then walk to the west side press box elevator.

Jan. 3: 8 a.m. – 3 p.m.

Jan. 5: 3 p.m. – Two hours after the last press conference

Photographer Workroom – Memorial Gymnasium Media Workroom

Jan. 5: 3 p.m. – Two hours after the last press conference

Team Radio Booths – Montana State (Room 6) and Illinois State (Room 7)

ESPN Broadcast Booth – Television Booth

Westwood One Booth – Room 4

Head Coaches Press Conferences – McGugin Center Olympic Sports Meeting Room

Saturday, Jan. 3

Montana State: 9:25-9:45 a.m.

Illinois State: 12:40-1:00 p.m.

Monday, Jan. 5

Postgame

**Most Outstanding Player Voting.** Immediately after the championship game, the NCAA will honor the Most Outstanding Player of the game. The individual will be selected based upon a vote of the credentialed media present and voting. Members of the working press will be provided with a voting website the day of the game. He or she will submit his or her vote for the Most Outstanding Player.

**NCAA Blogging Policy.** A credentialed media member may blog during any NCAA championship event, provided that such blog does not produce in any form a “real-time” description of the event (i.e., any simulation or display of any kind that replicates or constitutes play-by-play of a material portion of an event, other than periodic updates of scores, statistics or other brief descriptions of the event) as determined by the NCAA in its sole discretion. If the NCAA deems that the credentialed media member is producing a real-time description of the contest, the NCAA reserves all actions against the credentialed media member, including but not limited to, the revocation of the credential.

**News/Press Conferences, Satellite and Video Distribution Service.** Videographers representing television stations, networks or cable systems will not be permitted to shoot the news conferences. The NCAA will have a mult box for the game and press conference feeds.

**Player Availability Schedule (subject to change).**

**Montana State**

Saturday, Jan. 3

9:45-10:10 a.m. –FirstBank Stadium – Commodore Club

**Illinois State**

Saturday, Jan. 3

1:00- 1:25 p.m. – FirstBank Stadium – Commodore Club

**News Film and Mini-Cams.** Television agencies taping game action shall use the network feed via the video and audio distributing facilities provided by ESPN. These agencies recognize that any videos may be used only in connection with a regularly scheduled television newscast within a 48-hour period after the game and the film clip or video portion of each such showing shall not exceed two minutes in length for a single game and five minutes in length for footage from multiple games within the FCS Championship. Television shall adhere to the specific policies that govern the length of video and times that it may be aired. Use of footage on the internet or any digital platform, including but not limited to mobile is strictly prohibited.

If the event has live-television coverage, television entities may not air highlights of a game until the network’s broadcast of that event has been completed.

For more information on using NCAA championship footage, refer to <http://www.ncaa.com/media>.

Stations are precluded from airing game highlights until the conclusion of the event. Local television stations, regional sport networks or national cable networks may televise live reports or film from inside the competition



site up until 30 minutes before the start of the event. Once the “30-minute rule” passes, stations may still televise from outside the competition site. Stations may not film any game action of events that are televised live. To obtain game footage of televised events, stations must plug into the mult box provided by ESPN. Stations will be permitted to film inside the competition site when the broadcast entity is off the air or an NCAA representative provides notification.

Media entities may not sell, loan or give away tournament footage to any individual or agency, or use it for any non-sports news program produced or aired by the station. Media entities may broadcast any news conference live on standard or non-standard television regardless of whether they hold the broadcast rights. They may not broadcast the news conference live over the internet or mobile. The rights to these news conferences remain with the NCAA and are under the same guidelines as the news footage usage.

**Photography Regulations.** Any photographer approved to work on the field at the championship game must secure a photo armband from the NCAA media coordinator.

Photographers working on the sidelines are restricted to behind the “limit lines” all around the playing field. No photographers are permitted in the “team areas,” which are in back of the limit lines between the 25-yard lines. No media personnel or their equipment shall be in the team areas, and no media personnel may communicate in any way with persons in the team areas. Photographers may not place tripods on or beside the playing field nor attach strobes to goal posts.

**Planning Call.** The NCAA media coordinator, host media coordinator and sports information contacts of the two participating teams shall meet via conference call at 10 a.m. Eastern time Monday, Dec. 22, before the championship game to review and confirm media coordination needs and policies.

**Press Parking.** Media parking on Saturday, January 3 will be in surface Lots 1-4 along Natchez Trace. Media parking on Monday, January 5 will be in Kensington Garage near FirstBank Stadium Gate 4.

**Radio.** Space automatically will be reserved for each participating institution's home radio station as designated by that institution. All other stations in the institution's area will be served on a first-come, first-served basis. However, space will also be reserved for the NCAA's national radio partner.

**Seat Assignments.** The NCAA media coordinator and the host media coordinator shall review the seating chart prior to the day of competition to ensure media agencies that regularly staff games receive preferred seat locations.

**Sports Information Contacts.** No later than Monday, Dec. 22, each participant's sports information contact shall provide their media with this website - <http://www.ncaa.com/media> to apply for credentials and hotels. The deadline for media hotel requests will be 5 p.m. Central Time, Thursday, Dec. 26. The deadline for credential requests will be 5 p.m. Eastern time, Monday, Dec. 29.

The sports information contact for each team advancing to the national championship game shall meet with the NCAA media coordinator before the championship game to discuss responsibilities and the media obligations of the institution's staff, head coach and student-athletes.

**Telephones.** At the championship game site, telephones may be installed in the press box as a championship expense if approved in advance. These phones should be limited to credit card, toll-free or incoming calls.

The NCAA media coordinator and the host media coordinator shall determine the number of telephones, if any, required by evaluating the number of press credentials.

## MEDICAL

**Athletic Training.** Appropriate athletic training facilities will be available on site for the teams. Athletic training facilities will adhere to local, state and federal regulations pertaining to health care facilities. An athletic training room shall be open, and a certified athletic trainer (the host athletic trainer) will be present for all practices and the championship game at the facility. The athletic training room will open a minimum of two hours before all practices and the championship game, and remain open one hour after the conclusion of all practices and the championship game.

The host shall supply personnel and equipment to assist the participating teams with their sports medicine needs, including movement of one athletic training table to each sideline on game day. The athletic trainer(s) and physicians should be equipped with a means of radio communication. Contact: Tom Bossung, Assistant Athletics Director, Sports Medicine for Vanderbilt University Athletics (Cell: 615-218-1914; [tom.bossung@vumc.org](mailto:tom.bossung@vumc.org)).

**Medical Procedures.** Institutions and athletics health care providers should adhere to federal, state and local regulations; NCAA bylaws and sport playing rules; and the NCAA Sports Medicine Handbook. Athletics health care providers for the student-athlete should be appointed by and should report to institution administrators who are independent from coaches (e.g., health center, campus hospital/medical center, student affairs). For information regarding area physicians or medical support staff, please contact: Tom Bossung, Assistant Athletics Director, Sports Medicine for Vanderbilt University Athletics (Cell: 615-218-1914; [tom.bossung@vumc.org](mailto:tom.bossung@vumc.org)).

The host has arranged for access to two physicians (general practitioner and an orthopedic surgeon) who will be accessible by cell phone during all practices and in attendance at the championship game. At the NCAA's expense, an ambulance service will be provided for event participants on game day. The ambulance should be equipped with advanced life-support equipment (e.g., AED with EKG capabilities, cardio-conversion drugs, and emergency respiratory equipment). Paramedics and a first aid room will also be provided. If necessary, the following nearby hospital facility may be used by participating teams. This hospital shall ensure that championship participants will be provided priority care and assistance:

Vanderbilt University Medical Center  
1211 Medical Center Drive  
Nashville, TN 37232  
Phone: (615) 322-5000

**X-Ray Machine.** If necessary, teams should use the X-ray machine available at FirstBank stadium. Teams should consult with the Host medical support staff to schedule usage.

**Host Medical Staff.** It is the responsibility of the host conference to provide medical coverage and care for participating student-athletes. In limited-access venues, the host medical staff will assess and remove from play student-athletes with injuries. Once removed, traveling medical staffs will have access to their student-athletes.

**Access.** Medical staff traveling with teams will have access to their team participants through the host medical staff, should an injury occur.

**Communication.** Contacting the host medical staff before arriving to the championship site is recommended. On arriving, understanding competition site access during the event will help coordinate access to injured student-athletes. Typically, an access point from the stands supervised by security will allow access to student-athletes.

**Team Medical Staff.** Medical personnel receive credentials for the championship as part of the regular institutional travel party. However, institutions may elect to pay for medical staff to travel in addition to the travel party limits though institutional funds. Participating institutions may include team physicians on their gate list. If the physicians are not seated on the bench, the host athletic trainer should ascertain their seat locations, in case of emergency, and be prepared to escort the physician to the team locker room, if necessary. If the team physician has not been provided a credential from the team allotment, they will be provided a credential and escorted to the team locker room or athletic training room. Competition site access can be secured by acquiring session tickets though purchase or an institutional pass list.

**Concussion Management.** The NCAA has adopted legislation that requires each active member institution to have a concussion management plan for its student-athletes. Participating institutions shall follow their concussion management plan while participating in NCAA Championships. If a participating team lacks appropriate medical staff to activate its concussion management plan, the host championship concussion management plan will be activated.

The legislation notes, in part, that a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from athletics activities (e.g., competition, practice, conditioning sessions) and evaluated by a medical staff member (e.g., sports medicine staff, team physician) with experience in the evaluation and management of concussions. A student-athlete diagnosed with a concussion is precluded from returning to athletics activity for at least the remainder of that calendar day; and medical clearance for return to athletics activity shall be determined by the team physician or the physician's designee from the student-athlete's institution. In the absence of a team physician or their designee, the NCAA tournament physician will examine the student-athlete and will determine medical clearance.

For further details please refer to the "NCAA Sports Medicine Handbook Guideline on Concussions" online at [www.NCAA.org/health-safety](http://www.NCAA.org/health-safety).

## MERCHANDISE

The NCAA retains the exclusive right to sell souvenir products at the 2026 NCAA Division I Football Championship Game. The host is required to sell items provided by the official NCAA event championship merchandiser. The official NCAA event championship merchandiser is Event 1, Inc. a subsidiary of GEAR FOR SPORTS, Inc. They may be reached through Jared Hunt, Event 1, [jared.hunt@hanes.com](mailto:jared.hunt@hanes.com), 9700 Commerce Parkway, Lenexa, Kansas 66219, 913-693-2108 (Work); 913-269-8251 (Cell). The NCAA corporate relations department has oversight for the event merchandising program at all rounds and sites of NCAA championships. All licensing and merchandising questions should be directed to David Clendenin (317-917-6496; [dclendenin@ncaa.org](mailto:dclendenin@ncaa.org)).

An online ordering system will be available to participating institutions interested in ordering Event 1, Inc., merchandise in advance of the championship. Orders will be shipped by Event 1 directly to the participating institution's campus.

## OFFICIALS

The NCAA Division I Football Championship Committee shall assign the seven game officials and one alternate official (or eight on-field officials) for the contest. Those eight officials selected to work the NCAA Division I Football Championship Game shall report to the NCAA for all matters related to the administration of the championship game. During the conduct of the game, the Referee shall be in charge.

**Instant Replay.** Instant replay – a system using electronic means to review and assist game officials with certain on-field decisions – will be used during the NCAA Division I Football Championship Game. The use of instant replay will be governed by Rule 12 of the 2025 NCAA Football Rules and Interpretations. DVSPORT, Inc. will provide the necessary instant replay technology and the NCAA will assign the instant replay officials and personnel. The instant replay official will be required to attend the administrative meeting Sunday.

## SECURITY

1. **Clear Bag Policy.** FirstBank Stadium will have a “Clear Bag Policy” in effect. Any bag larger than a small clutch purse will not be permitted into the stadium unless it is a clear bag. The complete FirstBank Stadium Clear Bag Policy is available online at <https://vucommodores.com/football-gameday/#clearbag>.

2. **Crowd Control.** Specific measures should be developed by the local organizing committee and approved by the NCAA Division I Football Championship Committee regarding postgame crowd control. An administrative meeting will be held to address this concern as well as evacuation and crowd control measures.

Access to the competition area shall be limited to participating student-athletes, coaches, officials, support personnel and properly credentialed individuals only. For the safety of participants and spectators alike, at no time before, during or after a contest shall spectators be permitted to enter the competition area. It is the responsibility of each participating institution to implement procedures to ensure compliance with this policy.

3. **Game Stoppages.** In the event a large number of spectators enter the competition area (e.g., playing field, sidelines, end zone areas) during a game, the Referee should be instructed to do the following:
  - a. Get both coaches together at midfield and let them know that the game is being suspended until the sidelines are cleared of everyone not authorized to be there.
  - b. Get the officiating crew together with two or three security staff members.
  - c. Announce via the public-address system that the game is being suspended until the sidelines are cleared of all unauthorized individuals.
  - d. If necessary, take the officiating crew with appropriate security personnel to a safe location.
  - e. If the sidelines are not cleared within a reasonable period of time, then the Referee may declare that the game is over.
4. **Hosting Opportunities.** An institution that fails to keep its spectators and other unauthorized personnel out of the competition area before, during or after the championship game may, as determined by the football championship committee, be prohibited from serving as a host for the preliminary rounds the following year in which the institution participates in the championship.
5. **Locker Rooms.** Protection must be provided for each team’s bench area, locker room and bus drop-off/pick-up location, and the officials’ dressing room. Traditionally, the process of loading onto team buses has been an informal one as student-athletes and coaches exit the locker room at different times and many wish to visit with family members near the team buses. However, security should be on hand postgame to ensure only appropriately credentialed/uniformed personnel enter locker rooms.

6. **Non-permissible Items.** The host is responsible for enforcing the NCAA policies in this area.
  - a. **Video Camera/Still Camera Policies.** Ticketed patrons shall not bring video equipment into the facility on game day. Still cameras with a lens no longer than four inches are permissible.
  - b. **Noisemakers.** Artificial noisemakers of any kind including but not limited to, air horns, electronic instruments, inflatable noisemakers, etc. are not permissible. Facility personnel are responsible for confiscating prohibited items at the entrance points or removing such items from the facility. Megaphones may be used for voice amplification, but they shall not be used as a distraction.
  - c. **Signs, Flags and Banners.** Large signs, flags or banners are not permissible. It is the facility personnel's responsibility to confiscate all prohibited articles. Items that can be held by one individual, reflect good sportsmanship and do not block the view of other ticketed patrons may be permitted. In no case may a sign, flag or banner be affixed to the facility.
  - d. **Promotional Items.** Promotional items (e.g., cups, shakers, flags, etc.) with commercial slogans or identification are not allowed on the premises. Items such as newspapers, handbills, flyers, memorabilia, T-shirts, caps, etc., except products sold by the NCAA or its agents, may not be distributed on the premises without NCAA approval.
  - e. **Laser Pointers.** Laser pointers of any kind are prohibited.
  - f. **Streamers.** Streamers of any kind are prohibited.
7. **Game Officials.** Escorts to the locker room shall be provided for the officials at halftime and immediately after the conclusion of the game.
8. **Coaches.** Escorts between the locker room and the press box shall be provided for coaches at halftime and immediately after the conclusion of the game.
9. **Media Spaces.** Security personnel should be instructed to protect the working press areas and interview area, especially before and after the game, and to limit access in all restricted areas to individuals wearing credentials. It is incumbent on the host media coordinator to emphasize the necessity to protect the working press areas from the spectators, and to encourage the security supervisor to designate additional personnel to staff this area before and after the game. It is also the responsibility of security personnel to ensure only authorized individuals obtain access to the press box area.
10. **Student Sections.** Particular attention should be paid to those seating sections designated for students of the participating teams. Security personnel should ensure that only appropriately ticketed patrons are in each seat/section and that ample security is focused on this area near the end of the game.
11. **Competition Venue Access.** Access to the competition, practice and/or ancillary event venue(s) will be by ticket or NCAA-issued credentials. The NCAA shall establish and manage the access plan for the competition, practice and/or ancillary event venue(s) during the championship game and will have the right to create its own system to manage and issue credentials. The NCAA is under no obligation to issue a credential to any individual and will evaluate each request on a case-by-case basis.

The NCAA Division I Football Championship Committee chair and the NCAA championships and alliances staff liaisons to the championship, in collaboration with the competition, practice and/or ancillary event venue(s) staff;

and city, county, state and federal law enforcement agency representatives, will serve as the spokespersons in the event of an emergency.

## TICKETS

**Complimentary Ticket Policy.** All tickets must be accounted for at face value, and there shall be no complimentary tickets without prior written approval from the NCAA.

**Accessible Seating Options.** Each team ticket manager will be allowed to trade in seats from their team ticket allotment for ADA seats as needed near the team seating sections. Each accessible request can have up to three companions in the ADA seating section. Team ticket managers should contact Mike Pariseau (mpariseau@ncaa.org) make such ADA ticket exchanges.

**General Public Tickets.** The public may purchase tickets online at NCAA.com/FCS.

**Mobile Tickets.** All tickets for the championship will be mobile, including those for player/guests. The NCAA will provide a “How To” guide for managing mobile tickets which schools can provide to their ticket holders.

The NCAA will work with each institution on ticket distribution. Institutions can have tickets uploaded to an online account management system where they can transfer to their fans.

**Stadium Hospitality Suites/Terrace Seating.** The NCAA and the host will provide a complimentary 24-person suite at FirstBank Stadium for each institution. Each institution will have the opportunity for a hospitality space within the stadium that holds up to 150 people, tickets are priced at \$150 each.

**Standing Room Only.** If demand requires additional seating, standing room only tickets may be sold.

### **Ticket Allocations.**

1. **Bands.** Each participating institution will be allocated space for up to 300 band members for uniformed band members participating in pregame, halftime and postgame activities. These seats will not be considered part of the institution’s overall ticket allotment or be charged back to the school.
2. **Cheerleaders.** A maximum of 12 cheerleaders in uniform and a uniformed mascot may be admitted without charge. All other institutional representatives will be admitted only on presentation of a ticket or credential. Additional cheerleaders may be allowed to perform before the championship game and halftime only, but they must sit in the designated area. The additional number of cheerleaders must be approved by the NCAA Division I Football Championship Committee.
3. **Officials.** Officials will be provided credentials to enter the stadium; therefore, they do not need tickets. However, if officials would like to purchase tickets for family members, they may do so by contacting Mike Pariseau (mpariseau@ncaa.org) at the NCAA.
4. **Participating Institutions.** Tickets will be held and allocated for each of the participating teams to distribute to their fans at their discretion. Participating team ticket allocations are noted below. Each team is required to purchase a minimum of 1,500 tickets. Reserved ticket prices for participating institutions are \$150. A seating manifest will be emailed by Jared Kramer to each of the four semifinal teams.

**NCAA staff and the Division I Football Championship Committee will most likely make team bench/sideline determinations before the semifinal round of competition. The team bench/sideline**

determinations also will determine which set of reserved seats and reserved Endzone tickets are provided to each participating team. One team will be assigned reserved seats in sections C, D and E and a reserved endzone terrace lower level, while the other participating team will be assigned reserved seats in sections R, S and T and a reserved endzone terrace upper level. The NCAA ticketing staff will inform each institution of their assigned sections as soon as this is finalized.

Montana State

Reserved seats (sections to be provided)	4,300 tickets
Reserved terrace (section to be provided)	150 tickets
Complimentary suite (SRM Suite 205)	24 tickets
Total: 4,474 tickets	

Illinois State

Reserved seats (sections to be provided)	4,300 tickets
Reserved terrace (section to be provided)	150 tickets
Complimentary suite (SRM Suite 201)	24 tickets
Total: 4,474 tickets	

Not later than 5 p.m. Eastern time Friday, Dec. 26, each institution shall inform Jared Kramer the number and locations of tickets they would like to purchase for the championship game

5. **Local Organizing Committee.** The local organizing committee shall be allocated 344 sideline and midfield tickets.
6. **NCAA.** The NCAA will reserve approximately 200 midfield seats. These tickets will be allotted to Turner, ESPN, NCAA licensees/suppliers and NCAA staff.

**Ticket Sales/Pricing.** Ticket prices shall be determined by the NCAA with the approval of the NCAA Division I Football Championship Committee. Ticket prices may be scaled according to the location of seats. Any discount or group tickets must be approved by the NCAA Division I Football Championship Committee. Revenue from the sale of championship tickets and championship-related event tickets will be exempt from sales, amusement, entertainment taxes and other surcharge obligations to the extent possible. The NCAA is a 501-c-(3) tax exempt organization. If a tax exemption is not applicable, then all applicable taxes and rates shall be disclosed in the sport-specific facility questionnaire and any increases in the tax rate from the time the bid was submitted shall be absorbed by the bid respondent or rebated back to the NCAA. Ticket prices for the championship game are as follows:

	<b>Pricing</b>
Sideline	\$200
Corners	\$150
Teams	\$150
Suite	\$200

NOTE: Suites may be leased for the price of suite tickets within each suite.

**Service Window at the Competition Venue.** The NCAA will provide a service window for each team. Teams may use the service window to answer questions from their fans. The NCAA strongly encourages institutions to manage their team ticket allocations from campus or offsite.



Institutions are required to provide Jared Kramer ([jkramer@ncaa.org](mailto:jkramer@ncaa.org)) a representative's name, phone and email address who be on site and accessible in the event of issue or question regarding team tickets. Deadline to provide is **5 p.m. Eastern time Thursday, Jan. 1.**

Hours of Operation for Vanderbilt Athletic Ticket Office Phone Calls or In-Person Purchases (for purchase of premium seats only)

- Monday, Dec. 22: 9 AM – 5 PM central
- Tuesday, Dec. 23: 9 AM – 3 PM central
- Wednesday, Dec. 24 – Thursday, Jan. 1: CLOSED
- Friday, Jan. 2: 9 AM – 5 PM central
- Monday, Jan. 5: 9 AM – halftime of the game

The Vanderbilt ticket office staff will also be monitoring their emails on days when the office is closed, but response may be delayed. For email communication, please use [ticket.office@vanderbilt.edu](mailto:ticket.office@vanderbilt.edu) or [premiumseating@vanderbilt.edu](mailto:premiumseating@vanderbilt.edu), and a staff member

## TRANSPORTATION

Each team more than 400 miles from the championship site will be approved for air travel.

**Arrival/Departure Times.** Both teams shall arrive in Nashville Friday evening, Jan. 2. During the Monday, Dec. 22, administrative videoconference the arrival times shall be confirmed. Departing flights from campus and the championship site are yet to be determined. Teams should manage all travel details with Short's Travel Management and the carrier.

The NCAA will provide the host with the scheduled arrival times of team flights, so hotel greetings can be scheduled accordingly.

At each team's discretion, host personnel will be available for a one-day site visit to Nashville for each team's advance planning needs. Such a visit is not required, but host personnel can be available should teams desire. Please contact Jay Grider, Nashville Sports Council to arrange such a visit at [jgrider@nashvillesporst.com](mailto:jgrider@nashvillesporst.com) 615-642-7109

**Departure Meals.** Teams interested in purchasing boxed meals for student-athletes upon departure from the stadium should contact Josh Curtis (615-809-8634, [josh.curtis@oakviewgroup.com](mailto:josh.curtis@oakviewgroup.com)) for pricing and menu options available through the stadium concessionaire.

**Local Team Transportation.** The home side ground transportation will be arranged by the institution in accordance with [NCAA safety standards](#). Institutions who fly, and are eligible for NCAA paid transportation on-site, will be required to use Short's Travel (STM Driven) to book on-site ground transportation. Short's Travel (STM Driven) can be reached at 844-814-3939 or at [ncaachamps@stmdriven.com](mailto:ncaachamps@stmdriven.com). Schools will be billed back for their bus expenses.

**Police Escorts.** The host has made arrangements with the Tennessee State Troopers to provide escorts for team buses. Police escorts shall be provided for transportation to and from FirstBank Stadium for the day of competition. All other bus transportation (e.g., practices, team entertainment, etc.) will not receive a police escort.



In order to secure a police escort on game day, team representatives should contact Carly Ramsey, Nashville Sports Council (615-775-0893, [cramsey@nashvillesports.com](mailto:cramsey@nashvillesports.com)) who will work with the Tennessee State Troopers on setting up police escorts. Police escorts will be limited to the team buses and two courtesy cars per escort on game day only.

The estimated bus driving time, under escort, to the stadium from the team hotel is approximately 15-20 minutes

**Security Sweep.** All team equipment will undergo a security sweep as it is loaded onto team buses at the team hotel on game day. Teams should plan their departure and stadium arrival schedules accordingly.

**Transportation of Equipment.** When a team is eligible to fly by chartered flight, the NCAA will arrange an aircraft to accommodate the travel party and all necessary equipment. If a team is unable to fit all necessary equipment on the chartered aircraft, the NCAA will pay the cost to ship the equipment to the competition site. Any excessive or unnecessary equipment will be shipped at the cost of the institution. Determination of excessive or unnecessary equipment will be made by the NCAA travel department in consultation with the football championship committee.

Teams requiring the rental of a box truck for local equipment transportation in Nashville should contact Jay Grider, Nashville Sports Council for information on local providers. He can be reached at [jgrider@nashvillesports.com](mailto:jgrider@nashvillesports.com), 615-642-7109

## TROPHIES AND AWARDS

**Awards Ceremony.** The awards ceremony will be conducted immediately after the championship game from the stage located near the North End Zone. The chair of the football championship committee and/or the NCAA President will present the national champion team trophy during the ceremony, and the individual awards will be shipped to the campus of the winning institution following the championship. After the team award presentation, a Most Outstanding Player will be announced, and the winning student-athlete will be provided with an award on the stage. This student-athlete may be asked to answer a few brief questions for the fans. If the selected student-athlete is from the losing team, the trophy may be presented in the postgame interview room. The second-place trophy and awards will be shipped to the campus of that institution immediately after the game.

The announcement of the trophy presentation will be made by the public-address announcer in coordination with an on-field emcee. An NCAA representative will coordinate the timing of the announcement with the public-address announcer. If ESPN elects to cover the awards ceremony, arrangements should be made to provide adequate security at the site of the presentation, and the timing of the presentation might be altered.

**Champions Locker Room Program.** The NCAA has partnered with select NCAA licensees to celebrate the national champions of each of the 92 NCAA Championships. Each team champion shall receive a national champions T-shirt and hat to commemorate the experience of winning a national title. However, listed below is a summary of steps that should be followed when implementing the locker room program at all final championship sites.

- The merchandise should be distributed to the winning team only immediately after the handshake as soon as the game has officially concluded. Extra product (if any) should be given to the team's equipment manager.
- All winning team inquiries about obtaining additional locker room product should be directed to Champion and Underground Printing. Please contact David Clendenin at the NCAA national office for contact information, 317-917-6496.

**Championship Awards.** MTM Recognition, Inc., the NCAA national office awards supplier, will send official NCAA awards to the tournament manager.

No additional awards, unless otherwise approved by the championship manager, should be presented to the student-athletes and coaches of the participating teams.

Individual mini-trophies (80) and gold watches (80) will be sent directly to the campus of the national champion after the championship.

For the national runner-up, 80 second place mini trophies and a team trophy will be shipped to that institution's campus following completion of the championship game.

The NCAA will offer institutions that participate in Division I Championships the opportunity to purchase awards (medallions, mini-trophies or watches) at the level to which the team advanced in the competition. For example, if a team received mini-trophies, an institution may purchase mini-trophies, but not watches or medallions. Since the NCAA provides awards for the official travel party (medallions provided to squad size only), additional championship awards may only be purchased for student-athletes on the institution's certified squad list who did not receive an award provided by the NCAA. Since participant medallions are only provided to the squad size, an institution may purchase medallions for the remainder of the travel party and for student-athletes on the institution's certified squad list who did not receive an award provided by the NCAA. For more information, institutions should contact Deana Webber at MTM Recognition (800-324-5997, ext. 6888 or [dwebber@mtmrecognition.com](mailto:dwebber@mtmrecognition.com)).

**Elite Scholar Athlete Award.** The Elite Scholar Athlete Award is presented to the student-athlete with the highest cumulative grade-point average competing at the finals site for each of the NCAA's 92 championships. Each institution that qualifies for the championship game is eligible to nominate a student-athlete to win the award for that championship. All ties are broken by number of credits completed. For more information regarding this program, please contact Olivia Baumhoer at [obaumhoer@ncaa.org](mailto:obaumhoer@ncaa.org) or 317-917-6222. All documents, including deadlines and nomination forms can be found [here](#).

The submission deadline for nomination for the Division I Football Championship is 5 p.m. Eastern time, Monday, Dec. 22.

The NCAA Elite Scholar-Athlete Award will be presented immediately after the taking of the team photos Saturday, Jan. 3.

**Game Programs.** Each team will receive 145 complimentary game programs for members of the official travel party that will be distributed to the team sports information contact on either a practice day or game day.

**Student-Athlete Participation Awards.** The NCAA has partnered with Your Image Works to provide a memento for all members of the travel party (145). If a team would like to purchase additional student-athlete mementos, they will need to refer to the Your Image Works flyer provided in Appendix F.

**Team Photos.** The host shall arrange for a team and staff photograph to be taken in the east or west stands of FirstBank Stadium before team practices Saturday, Jan. 3. Montana State will have its picture taken at 9 a.m. and Illinois State will have its picture taken at 12:15 p.m. In the event of inclement weather, team photo locations will be to be determined.

## UNIFORMS

**Jersey Color.** The NCAA Division I Football Championship Committee has determined that the higher-seeded team (Montana State) will be designated as the home team and will wear dark jerseys. The visiting team (Illinois State) will wear white jerseys. If neither team is seeded, the Division I Football Championship Committee and NCAA staff will determine the home team. NCAA staff and the Division I Football Championship Committee will also make team bench/sideline determinations.

**Laundry.** FirstBank Stadium will provide laundry services for both teams as requested. Laundry service can be coordinated with Jordan Hunt, Assistant Athletic Director, Equipment for Vanderbilt University Athletics.

**Logo Helmet Stickers.** Each team will be supplied with 100 championship game logo helmet stickers. These stickers are to be affixed to the back of each student-athletes helmet.

**Logo Patches.** Commemorative patches of the 2026 NCAA Division I Football Championship Game logo will be created for the two participating teams. The 145 patches per team will be produced by The Emblem Source and shipped to the two participating teams after the championship semifinals. These patches must be sewn onto all jerseys used in the championship game. Patches are to be worn on either the right or left chest portion of the jersey (same placement location for all team members).



## **Appendix A**

### **Policies and Expectations for Game Management: Coach-to-player Communications and In-game Video – FCS Notes in Red**

#### **A. Game Management Details Regarding Coach-to-player Communications**

1. C2P must follow all NCAA Football Playing Rules as stated in Rule 1-4-11-b.
2. Use of C2P is each team's choice. If a team opts out of using C2P, the opposing team may utilize C2P.
3. Conferences can select their preferred vendor of choice.
4. Helmet liability remains in the institution's control.
5. The C2P designee green dots will be the exact same shape and size and produced by one vendor for all FBS conferences and teams. **FCS conferences and institutions are permitted to use their preferred vendor of choice.**
6. Each team will be allowed up to 10 active C2P devices on gameday. Each team will travel with their own C2P devices. Any active player is eligible to be a C2P designee. Players who have or may have C2P components in their helmets must be listed by name and jersey number (including alternate numbers for special teams) in the Coach-to-Player Communication form submitted to the Conference Office no later than Conference administered pregame meeting and shared with the assigned game officials. Only the players submitted as C2P designees on the form may wear the C2P components in their helmets. C2P designees are allowed to enter the game in a non-C2P helmet and not count as the C2P designee. No changes will be permitted after the submission of this form. All C2P designees must have a FBS provided green decal adhered on the midline of the rear of the helmet. A team is prohibited from having two or more players on the field at the same time wearing helmets that contain C2P device (module, speakers, and battery), even if only one of the helmets is "live" and able to receive communication.
7. Both competing teams must use one (1) cutoff device that controls both teams' C2P system.
8. For non-conference games, the C2P Cutoff Operator should be hired, assigned, and managed by the home team's conference. For FBS, when a GSC C2P team plays at a CoachComm C2P team, home game management should hire, assign, & manage the C2P Cutoff Operator, but a GSC technician must be on-site to set-up, teach, and assist home game management with the GSC cutoff device. In FBS vs. FCS games and all FCS competition, home game management responsibilities should be identified well in advance of the contest, including responsibility of the cutoff procedure. **In FCS competition, the home team is required to provide or arrange for the cutoff operator, even if the home team does not use C2P.**
9. The C2P Cutoff Operator is recommended to be seated next to the Game and Play Clock Operators. Institutions must seek approval from their respective Conference Office if the institution cannot seat the C2P Cutoff Operator beside the clock operators. **The location of the cutoff operator will be confirmed and communicated to the visiting team at the pregame meeting.**
10. For non-conference games, both competing teams and conference offices shall work together prior to the start of the season to confirm C2P systems will function together through one



cutoff device with the home team providing reasonable requests to support the visiting team C2P system. For any non-conference games including two C2P vendors, all efforts must be made to have one cutoff device. If those efforts should fall short, one cutoff operator shall control both cutoff devices. A failure to provide cutoff switch equipment by either team will result in the team that failed to provide the necessary equipment not being able to use C2P. This situation does not enact the equity rule.

11. Should one of the competing teams elect to not use C2P, the team using C2P would be required to abide by all C2P rules.
12. For neutral site games, the GSC C2P team or the home team, designated by the game contract, will be required to provide the C2P cutoff switch, unless mutually agreed upon by each participating team.
13. Home game management is permitted to credential C2P on-site technicians (Orange Hats), and those individuals are NOT included in the team's 50 bench credentials.
14. In the event of TOTAL C2P communication failure of EITHER team, C2P on-site support representative(s) (Orange Hat), Game Management and respective Conference Office shall be notified. Teams must work through the C2P on-site support representative(s) and/or Game Management to confirm total failure. If confirmed, BOTH teams shall discontinue using C2P communication until the interruption ceases and both teams have equal communication abilities. Total C2P failure is defined as the entire C2P system including the sideline and coaches' booth not working. The inability of one or more, but less than all, C2P devices not working will not constitute a total system failure, and the opposing team may continue to use their C2P system. The equity rule does NOT apply to FBS vs FCS games.
15. All C2P on-site support representatives must wear an orange hat with the "C2P" on the front of the hat and the FBS Conference provided apparel.
16. At least one C2P on-site support representatives must attend the 105/110-minute pregame meeting.
17. It is not permissible to have instant replay review a play to see if multiple players on one team had more than one C2P designee on the field of play.
18. Any violation above and beyond any in-game penalty will be reviewed by each respective Conference Office.
19. For all non-conference games, both teams and conferences (where applicable) shall confirm their C2P plan, in writing, no later than July 15 preceding the upcoming game.
20. Prior to each game, there will be a required C2P pregame test to verify the C2P equipment is functioning correctly. This test is recommended to take place 150 minutes (2 hrs & 30 minutes) prior to the game, but at a minimum must take place prior to the pregame meeting (105 or 110-minute) meeting. The following personnel are required to attend the meeting: team personnel, C2P on-site technicians including the cutoff operator. Each team should have all speakers, helmets, radios, and communication belt packs present for the test. The on-site C2P technicians will work with the equipment managers to confirm all team C2P equipment (helmet speakers & modules and coaches' radios) is working properly. Also, C2P technicians will verify the cutoff device is working properly with all team C2P equipment. After the completion of the test, home game management should provide a C2P update at the pregame (105 or 110-minute) meeting.



## **B. Game Management Details Regarding In-game Video**

1. IGV must follow all NCAA Football Playing Rules as stated in Rule 1-4-11-a.
2. Use of in-game video is optional for all teams. If a team opts out of using in-game video, the opposing team may still utilize in-game video.
3. Conferences can select their preferred vendor of choice.
4. All team personnel can use the in-game video devices per NCAA bylaws.
5. Teams can have spare tablets at their discretion ready to be used. The number of spare tablets is a conference decision.
6. Tablets can only have access to the current game being played. No other applications or video (i.e. previous games, cutups, etc.) are allowed to be used on the devices in-game.
7. The systems capturing the video clips and data for distribution to the tablets in-game can be housed in the replay booth or another designated location per stadium (Central Server Area). Up to two (2) computers/servers can be utilized for primary and secondary (backup) purposes. These systems should not have any other software running on them that is not directly needed for the creation of video clips and game circumstance data. An example of software not allowed on in-game video systems would be team video editing applications and game analysis. No team should access software or content (i.e. team edited video) that would be deemed outside of the in-game video workflow to their advantage. In addition, content created in-game cannot be uploaded to a team cloud solution in-game video system.
8. The use of internet for the in-game video solution is restricted to the following functions: software updates, technical support, and system monitoring.
9. **For FBS only**, a mobile device management application (MDM) must be installed on the in-game video tablet(s) by the vendor to allow the vendor to control the use of the in-game video device(s) to ensure no other technology is running on the in-game video devices.
10. The in-game video signal can only be available in the coaches' booths and team bench areas and specifically cannot be available in a third location (i.e. locker room, other locations in home venue, etc.).
11. Coaches' video sideline and endzone angles must follow the FBS Video Coordinators National Co-Op shooting rules and regulations that specifically define when the video for each play should start and end and the video coverage/angle for both feeds. The endzone angle must be the same endzone angle that the team uses for exchange. Any team video content captured or shared outside the play itself is not permissible.
12. No other data, including team generated data, will be allowed on the devices or the capture servers.
13. Play tagging with up to 20 different colors (designations) is permissive.
14. Annotations/drawings are permissive and may be saved locally within the IGV platform of the current game.
15. The devices can only be used for in-game video, which is defined as 90-minutes prior to kickoff until the end of the game, plus the ability to use them for postgame review.



16. For non-conference games, both competing teams and conference offices shall work together prior to the start of the season to confirm the in-game video systems will function properly. The home team must provide reasonable support to the visiting team in-game video system. When both competing teams use the replay system as the source for video, the home team coaches' video will be the video supplied. If the vendors are different, one possible solution would be to provide fiber infrastructure to both team coaches' video. If fiber is not available for both teams, the home team coaches' video will be supplied to both team's in-game video system.
17. Home game management is permitted to credential in-game video technicians (Purple Hats) and those individuals are NOT included in the team's 50 bench credentials.
18. All in-game video on-site support representatives must wear a purple hat with "IGV" on the front of the hat and the FBS Conference provided apparel.
19. A minimum of one IGV on-site support representatives must attend the 105/110-minute pregame meeting.
20. IGV field-level technicians must remain near the IGV cart unless otherwise required to manage IGV in another area. Teams cannot dismiss an IGV technician from the area of the IGV cart.
21. Any violation above and beyond any in-game penalty will be administered by each respective Conference Office.
22. For all non-conference games, both teams and conferences (where applicable) will confirm their in-game video plan, in writing, no later than July 15 preceding the upcoming game.
23. Prior to each game, there will be a required IGV pregame test to verify the IGV equipment is functioning correctly. This meeting must take place prior to the pregame (105 or 110-minute) meeting. Each team must have all tablets present for the test. Testing must take place on each team's sideline and coaches' booths. The IGV technicians and instant replay operator are required to participate in the pregame test however others (team personnel, home game management, vendor representatives) are welcome to join if desired. After the completion of the test, IGV technicians should report the IGV pregame test status to home game management at the pregame (105 or 110-minute) meeting.
24. If at any point during the game, there is a total system failure of video review feeds, in-game video capture system, or network connectivity to the in-game video system, the on-site in-game video personnel, Purple Hat, or a representative from the affected institution should notify the other Purple Hat as well as the respective Conference Office. The following situations will be considered as a total system failure requiring the opposing institution to discontinue the corresponding use as set forth below.

#### **Description of System Failure**

##### **Effect on Opposing Institution When Equity Rule is Invoked**

- Entire in-game video system (sideline cart and tablets) on sideline and in coaches booth is not operational
  - Relinquish use of all tablets on the sideline and coaches booth
- Sideline (SL) angle not available on **all** tablets
  - SL angle will be removed from tablets
- End zone (EZ) angle not available on **all** tablets
  - EZ angle will be removed from tablets



- Sideline cart and all tablets on the sideline are not operational
  - Relinquish use of tablets on the sideline only
- Coaches booth and all tablets in the booth are not operational
  - Relinquish use of all tablets in the coaches booth only
- One team's in-game video system (booth or sideline) falls behind/missing 10 or more plays compared to their opponent
  - Relinquish use of all tablets in the corresponding area (sideline and/or coaches' booth)

Note: The equity rule does NOT apply to FBS vs. FCS games.

Note: When the equity rule is enacted, tablets cannot be used by the teams, however, the tablets can remain connected to the IGV network to allow plays to continue to load. This will allow the tablets to have all current plays available once equity is restored.





## NCAA MEDIA COORDINATION AND STATISTICS CONDITIONS PLACED ON USE OF CREDENTIALS

Each individual ("Bearer") using this credential for access to any NCAA championship game or related events including, without limitation, a practice, press conference, interview, or other activity associated with such NCAA championship (the "Events"), on behalf of his or her employer or assigning news organization ("Employer"), agrees to the following:

### GENERAL

Each Bearer must be and hereby represents that he or she is acting on a specific assignment for an accredited media agency and has a legitimate working function in conjunction with the Event attended. The credential is not transferable and may be revoked at any time with or without cause.

The rights and privileges granted to Bearer shall automatically terminate if any term of this credential shall be breached. The unauthorized use of this credential subjects the Bearer and his or her Employer to ejection from the facility and prosecution for criminal trespass, without limiting any other rights and remedies at law or in equity.

Bearer shall display the issued credentials at all times and consents to the reasonable inspection of his or her person and property before entering the venue and/or during an Event. While within the venue, Bearer shall, at all times, adhere to the policies in place for the Event, as well as access limitations, and direction provided by the NCAA and its designated agents. Bearer shall not, at any time, display, post, or otherwise reproduce the credential image on any digital platform, including online social media sites or applications (e.g., Facebook, Twitter, Instagram, Snapchat). Additionally, Bearer may not broadcast, telecast, film, record, transmit, display, or otherwise distribute, or allow any other party to distribute, footage or content of the Events on a live basis, including via any real-time online streaming application (e.g., Periscope, Meerkat).

Bearer assumes all risks incidental to the performance by the Bearer of Bearer's services in connection with the Events and assumes all risks incidental to the Events, whether occurring before, during or after the actual playing of the Events, and agrees that the NCAA, its member institutions, and their respective employees, directors, officers, student-athletes, coaches, and contractors shall not be liable for injuries or loss of personal property or equipment connection therewith.

Bearer further agrees to release the NCAA and all persons and educational institutions involved in the management or production of the competition from any claim or liability arising from failure to provide space for telecasting/broadcasting, or other facilities for the television/radio station, Internet media, network, cable system, or other media entity.

In the event that the name or likeness of the Bearer is included in any broadcast, telecast, photograph, film, video or other media taken in connection with the Events, the Bearer grants the NCAA the non-exclusive, transferable, perpetual right and license to use (and to sub-license the use of) such name and likeness in any media worldwide whether now known or thereafter devised.

Bearer agrees to indemnify the NCAA and save harmless the NCAA, its officers, agents, contractors, employees, and each of its member institutions, their officers, agents and employees, of and from

any and all claims, demands, causes of actions, liabilities, damages and expenses (including reasonable attorneys' fees) arising out of anything done or purported to have been done by Bearer or his/her Employer, including but not limited to Bearer's breach of any term of the credential. With respect to any claim that might give rise to liability of the Bearer as an indemnitor, the NCAA shall: (a) have the right to fully participate in the litigation of such claim with counsel selected by Bearer and approved by the NCAA at the sole expense of the Bearer; and (b) not be obligated, without its consent, to participate in any settlement of such claim.

## **MEDIA**

The use of any account, description, picture, photograph, video, audio, reproduction, or other information concerning the Events other than for rights for news coverage of, or magazines, books or stories about, the Events is prohibited, except (a) with the prior written consent of the NCAA or its designee or (b) as specifically licensed herein. Nothing in these terms and conditions authorizes or allows Bearer to violate any of the NCAA trademarks, copyright and other proprietary rights.

If video and/or audio of the Event is distributed by an NCAA rightsholder, Bearer may only utilize the network feed provided by the NCAA or its designee and Bearer may not alter the feed in any manner without prior approval of the NCAA (e.g., removing network graphics or bugs/logos). If the Event is not distributed by an NCAA rightsholder, Bearer may produce its own video and/or audio highlights from the Event pursuant to such conditions and in such area as designated by the NCAA. Bearer agrees to the terms and conditions of the NCAA Championships Footage Usage and Licensing Policies.

Real-time transmission of streaming video, digital images, real-time audio, including play-by-play and statistics, of any Event is exclusive to the NCAA's website and/or any other website designated by the NCAA and its rightsholders. "Real-time" is defined by the NCAA as a continuous play-by-play account or live, extended live/real-time statistics, or detailed description of an Event.

A Bearer may blog during any Event, provided that such blog may not produce in any form a "real-time" description of the Event (i.e., any simulation or display of any kind that replicates or constitutes play-by-play of a material portion of an Event, other than periodic updates of scores, statistics or other brief descriptions of the Event). If the NCAA deems that Bearer is producing a real-time description of the contest, the NCAA reserves all actions against Bearer, including but not limited to the revocation of the credential.

The NCAA is the owner of trademarks, copyrights, and other proprietary rights in the Event and in and any telecast, broadcast, transmission or recording thereof, and no rights are conferred to, or intended to be conferred to, or created on behalf of, Bearer or his or her Employer. Member institution name, logo, mascot, and other intellectual property of a school, is controlled by each member institution. The member institution name and team name may be used for news purposes directly related to their participation in the Event.

The credential confers on Bearer a limited, non-exclusive and non-transferable license to take photographs of the Events, and to allow the entity that engaged the Bearer to take the photographs

## Conditions Placed on Use of Credentials

Page No. 3

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to use such photographs, only for news coverage of, or magazines, or stories about, the Events, other editorial purposes, and reprints of news pages from such entity's publications, provided that such use is not likely to create, or does not actually create confusion in the minds of the trade or public that Bearer or its reprints or any elements therein, or the items on which they are reprinted, are sponsored or endorsed by, or are associated or affiliated with the NCAA or that the NCAA licensed Bearer to use their trademarks or copyrights. Neither the Bearer nor the entity that engaged the Bearer may sell photos taken at the Events to third-party entities, including but not limited to other commercial entities or the general public.

In exchange for the access granted by the credential, the NCAA shall have the right to purchase prints of any published photographs taken by the Bearer in connection with the credential, at the best financial terms offered to third parties, and such the NCAA shall be licensed at no additional charge to use the photographs for news coverage purposes only. The NCAA may not distribute reproductions of the photographs to others or license others to reproduce the photographs.

Any secondary use of any picture, audio description, videotape/film or drawing of the game taken or made by the accredited organization or individual to whom this credential has been issued (including, but not limited to, non-editorial, advertising, sales promotion or merchandising) is prohibited without prior specific written approval of the NCAA or its designee.

Radio stations that have not purchased rights shall not carry any broadcast report from courtside on a live basis or any live description of any game action while it is still in progress and are subject to all other requirements as listed in the NCAA Audio Policies.

**NCAA CHAMPIONSHIP VIDEOGRAPHER**

The NCAA Championship Videographer policy is intended to protect the broadcast rights sold to the NCAA media partners, while providing NCAA member institutions the ability to capture and utilize championship footage.

Institutional videographers will be permitted to capture competition footage from the still photographer areas. These areas are designated by the championship sports committees in conjunction with the championship media coordinator. Each institution will be permitted to have one videographer for this purpose and will only be permitted to capture footage of events/contests in which it is participating. In addition, institutional videographers will be permitted inside the locker room, with approval of the institution's head coach, during periods that are off limits to general media. The team videographer for the winning team will be allowed on the competition area to film the postgame celebration and awards ceremony, if applicable.

The NCAA will grant the institution permission to videotape this NCAA championship event for non-commercial uses only. Bearer agrees to the terms and conditions of the NCAA Championships Team Videographer Policy.







KENSINGTON PLACE (FOOTBALL GAME DAY ONLY)

TICKET  
HELP

**HUBER CENTER**  
BASKETBALL OPERATIONS BUILDING)

**GATE 1**

**GATE 4**

NORTH END ZONE TERRACE

NORTH END ZONE  
FIELD LEVEL

NORTH END ZONE

A

B

C

D

E

F

G

V

U

T

S

R

Q

P

PRESS BOX  
SUITES  
THE BRIDGE

WEST STANDS

VISITOR

FirstBank  
STADIUM

NBA



HOME

FirstBank  
STADIUM

NBA

SOUTH END ZONE

FIELD CLUB  
LOGE

LIVING ROOM  
BOXES

ANCHOR DOWN CLUB

H

I

J

K

COMMODORE CLUB

COMMODORE SUITES

TEAM  
STORE

SRM  
SUITES

COMMODORE CLUB

N

M

L

**GATE 3**

COMMODORE CLUB  
COMMODORE SUITES  
ENTRY

★  
FRIST FAMILY GATE  
GATE 2  
SRM SUITE ENTRY

NATCHEZ TRACE

JESS NEELY DRIVE (NO VEHICLE ENTRY)





West End Ave

Saturday

Monday

28th Ave S

Natchez Trace

Press Box

Saturday  
Media Will Call Pick Up  
Premium Entrance

Monday  
Media Parking  
Kensington Garage

Monday  
Media Will Call Pick Up  
Stadium Gate 4 - Memorial Player's Entrance  
Media Work Room - Memorial Gym

Memorial Gym

25th Ave S

Vanderbilt Pl

Saturday  
Media Parking

Natchez Trace

Football Practice Field

Jess Neely Dr - Pedestrian Access Only

McGugin  
Press Conferences  
Enter via Lobby  
Olympic Sports Meeting Room

Indoor Football Field  
2700 Children's Way

25th Ave S

Science and Engineering Building

Garland Ave

E. Bronson I  
Studio Art C

SLC Law

Chi House

Appendix C

Lupton



Grins

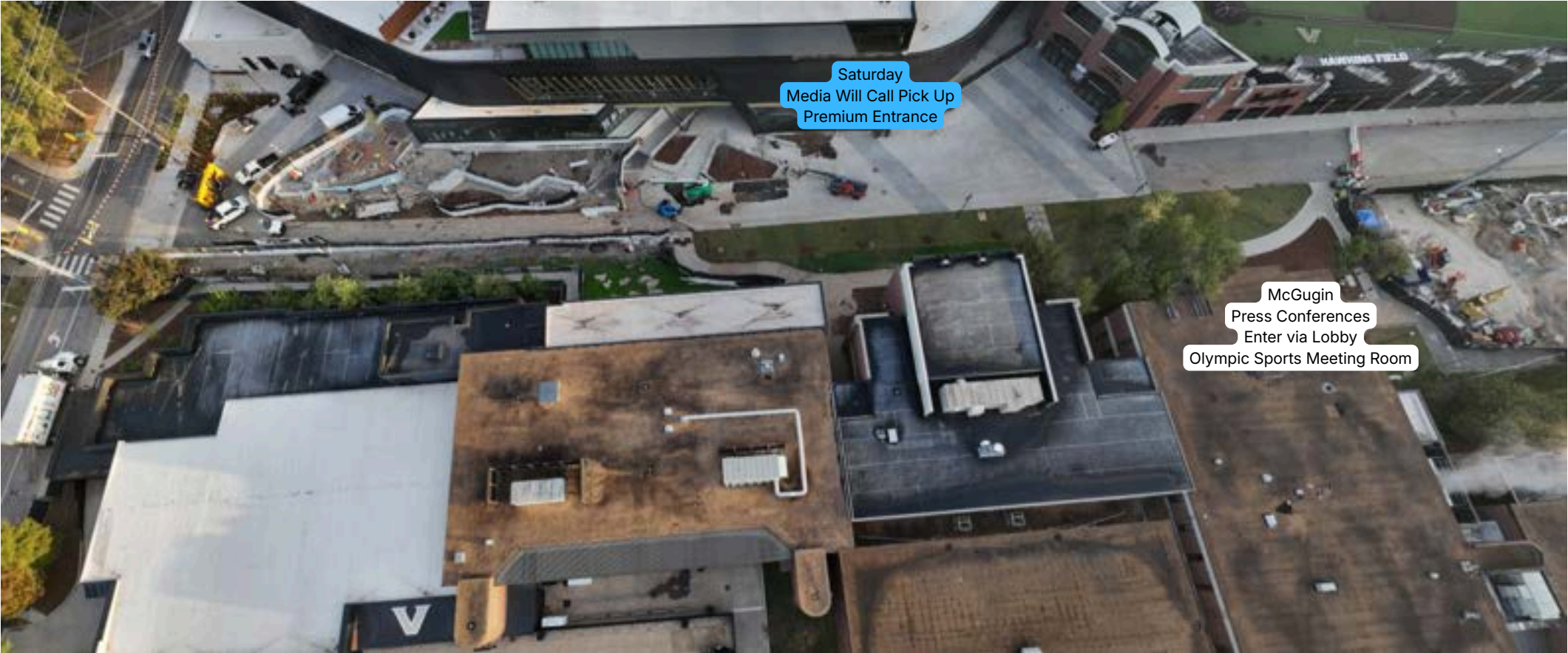


Holiday Inn Nashville-  
Vanderbilt

Grill

Marriott



An aerial photograph of a city street scene. In the foreground, there are several large, multi-story buildings with flat roofs. One building has a large white 'V' logo on its side. To the left, a street with a crosswalk and a yellow school bus is visible. In the background, a construction site with a large pile of dirt and debris is situated between the buildings. A blue callout box with white text is positioned over the construction site. To the right, another callout box with white text is positioned over a building.

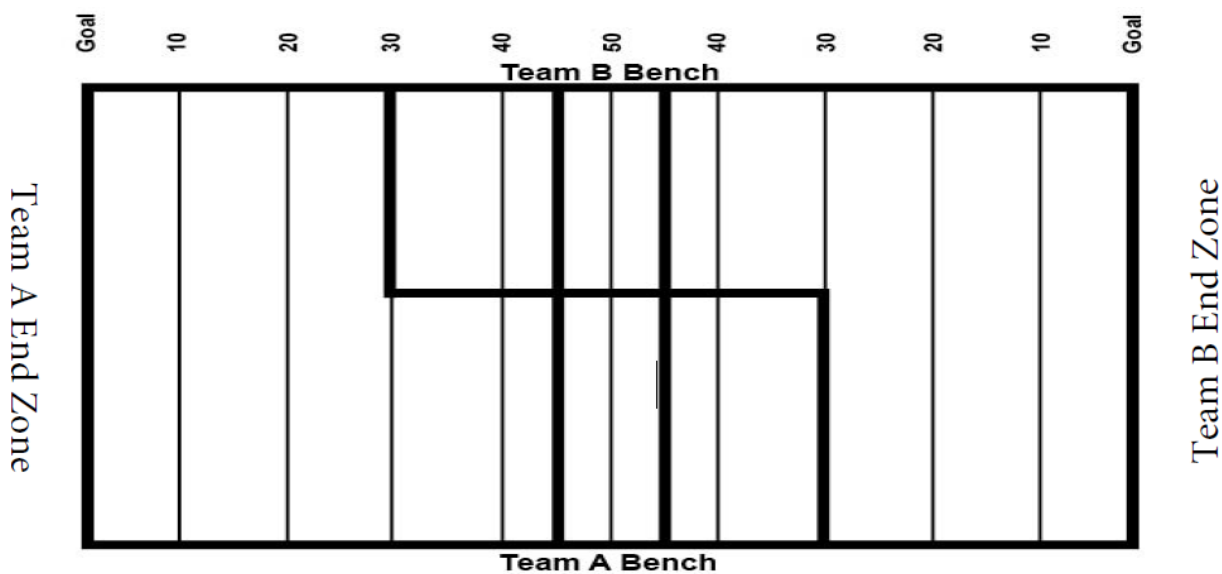
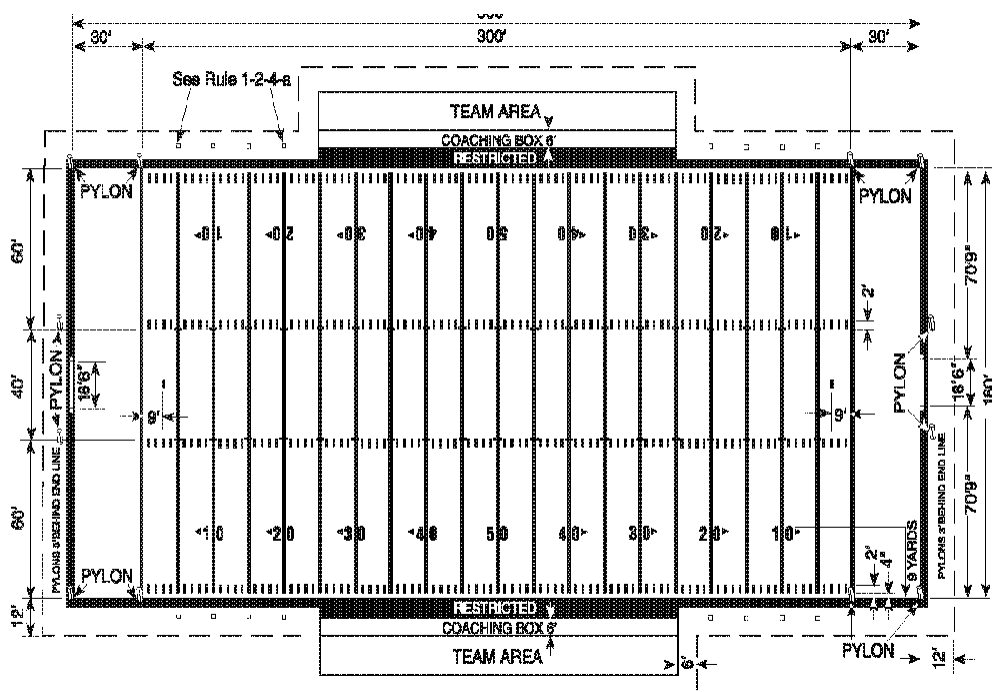
Saturday  
Media Will Call Pick Up  
Premium Entrance

McGugin  
Press Conferences  
Enter via Lobby  
Olympic Sports Meeting Room





## FIELD DIAGRAMS



**Pregame Policies:** Kickers should be allowed to kick at both ends of the field until 60 minutes prior to kickoff. At 60 minutes prior to kickoff, the field shall be divided into an “L-shaped” configuration with the 30-yard lines forming the “L”. At 40 minutes prior to kickoff, the field shall be divided at the 45-yard lines (leaving a 10-yard buffer zone between the two teams) until the teams leave the field after warm-ups.

## NCAA CORPORATE CHAMPION/PARTNER PROGRAM AND NCAA TRADEMARK INFORMATION

**NCAA Corporate Champions/Partners.** The NCAA Corporate Champions and Corporate Partners Program (i.e., corporate sponsors of the NCAA), managed by the NCAA along with TNT Sports and CBS Sports, authorizes the exclusive rights to license NCAA trademarks, tickets and taglines in commercial promotions with respect to the NCAA championships.

The host shall not solicit or permit involvement by any corporations or entities whose products may be in competition with any of the NCAA corporate champions and corporate partners. All proposed commercial involvement must receive prior approval of the NCAA.

NCAA Corporate Champions and Corporate Partners are dedicated to emphasizing the role of athletics in higher education, support all 92 NCAA Championships and are granted a wide variety of benefits, including certain category exclusivity around use of NCAA logos, trademarks, designations and championship tickets.

**Activation of Corporate Champion and Corporate Partner Program.** The NCAA may request/require that certain areas of the competition site be made available for use by NCAA Corporate Champions or Corporate Partners (CCPs) for the purpose of marketing/promotional events/activities. If such requests are made, the host venue will provide requested space or similar accommodations.

**Local Organizing Committee Hospitality.** If approved by the NCAA, the Local Organizing Committee (LOC) has the option to host specified events during the championship. Commercial identification of any kind at any LOC function is prohibited unless specifically approved by the NCAA. The NCAA must approve all uses of NCAA logos, names, or other graphics (including school logos). The LOC shall submit detailed proposals (e.g. location, date, time, food and beverage, entertainment, budget), to the NCAA for review and approval at least 60 days in advance of the event. Any such events conducted are conducted at the LOC's expense.

**Other Functions.** To enhance the experience for participating institutions, fans, and alumni during NCAA championships, the NCAA (in conjunction with a third-party agency) may facilitate an official hospitality program in or outside of the competition site.

**Local Contributor Program.** Currently, local non-CCP corporate entities are not permitted to use the NCAA's registered marks, logos, tickets, name or references to the championship in a promotional/commercial manner. If a host conference has an interest in using value-in-kind contributors, the contributor plan must be approved in advance by the NCAA Corporate Relations staff. The LOC is permitted to involve a local contributor in the championship only as a sponsor of LOC activities or as a ticket package purchaser (pending NCAA approval of said local entities and approval of the arrangement).

Local contributors may only be referred to as "local contributors of the LOC". Local contributors may not use the word "official", "official sponsor of", or "corporate champion/partner" in any manner. Local contributors will not receive any in-venue or on-site

recognition/branding/exposure, with the exception of small signage in private hospitality locations; in the souvenir (print or digital) game program; and/or additional digital advertisement space. In being recognized, these local contributors must be referenced as supporters of the local organizing committee, and not of the NCAA. Any recognition, branding and/or exposure creative must be submitted to the NCAA Corporate Relations staff for review and approval.

Local contributors may be provided an opportunity to purchase an advertisement in the souvenir game program, provided the corporation is not a competitor of any NCAA Corporate Champion. All advertisements must be submitted to the NCAA Corporate Relations staff for advance approval. As noted above, local contributors who purchase an NCAA-approved ticket package may not receive recognition of any kind without the advance approval of the NCAA staff.

### **NCAA Trademarks**

NOTE: These general guidelines do not include merchandise designs. All product designs must be submitted through the NCAA's licensing program administered by the Collegiate Licensing Company. Inquiries should be directed to the NCAA licensing staff. [Click here for more information about the NCAA licensing program.](#)

1. All uses of NCAA trademarks or logos must be submitted to the NCAA for approval.
2. NCAA can provide list of NCAA licensed or owned trademark upon request.
3. Downloads of NCAA logos may be obtained through the [NCAA Digital Library](#).
4. The NCAA's position on inclusion of ® and ™ marks is first and most prominent use.

The location of the trademark and how it is used is the primary factor in determining if a trademark symbol should be included in text. If the protected logo location is prominent and the primary focus on the page or product design, an ® or ™ in the text is not necessary. However, if the logo location is placed lower on the page or is secondary to the message being delivered, an ® or ™ in the text or header (first use only) should be inserted.

5. In radio and television advertising, NCAA should only be pronounced as N-C-A-A or N-C-double-A. It should not be referenced as "N-C-two-A" or in any other fashion.
6. Official names cannot be changed or abbreviated unless specifically trademarked (Final 4, F4).
7. There may be no registration of or use of NCAA marks within Internet domain names unless advance approval from the NCAA is secured and ownership of the URL is maintained by the NCAA. Such use of NCAA marks in Internet directories is prohibited; however, members may use an NCAA mark within a member URL, provided such NCAA mark does not appear in the domain name portion of the URL. By way of example, members may use the following URL: [www.memberx.edu/ncaa](http://www.memberx.edu/ncaa).

### **Identification of commercially-named venues on NCAA materials**

1. For the purposes of providing information about and promoting the location of an NCAA championship, the venue/competition site of any round of NCAA championships can be printed, in text-only, on any and all pertinent materials bearing NCAA marks (subject to NCAA approval of the graphics).
2. The logo of a commercially-named venue cannot be used on any materials bearing NCAA logos or trademarks.
3. The venue's name and information (without use of logos) will also be included on the dedicated website that the NCAA will provide to sell tickets.

### **NCAA logo use by commercially-named venues**

For the purposes of providing information about and promoting the sale of NCAA tickets, the venue/competition site of any round of NCAA championships is permitted to display (subject to NCAA approval of the graphics) the championship site-specific logo as recognition of the event being held in its facility. The NCAA logo must be in the form of a link to a dedicated web page that will be established and/or assigned by the NCAA championship administrator to sell the NCAA tickets.

The following conditions apply to this NCAA logo use:

1. The NCAA championship site-specific logo can be used by the venue to communicate the NCAA event as one of the variety of upcoming events at the facility. The NCAA logo must be used only once and only as a part of a group of other logos of events being held at the venue.
2. The one-time logo use is limited to the site's "home web page" or "event web page".
3. The NCAA logo must be placed in a location on the venue's web page so that there is clear and defined separation between the NCAA logo and any other commercial logos (including that of the commercially-named venue). [This is because NCAA Corporate Champions/Corporate Partners and CBS/ESPN have graphic exclusivity in the use of NCAA logos and marks.] Logos of the venue's or the website's advertisers/sponsors may be used on the home/event web page even with the NCAA's championship site-specific logo on the same page if those commercial entities are clearly separated from the NCAA logo (e.g., are on a different colored background and are located at the bottom of the website page).
4. The venue is not permitted to claim to be "the home", a host or co-host of any session of the NCAA championship.
5. The logo provided by the NCAA championship staff cannot be modified in any way.
6. All uses of NCAA logos must be submitted to the NCAA staff for approval.

**NCAA trademarked protection language:**

NCAA trademarks benefit from consistent “source identification” to the public through basic legal language attributing ownership.

The legal statement should be used on “printed” materials of all types for all NCAA trademarks, except where there is agreement by key staff stakeholders that aesthetic or space limitations prevent legal language. The legal statement is NOT required when the NCAA blue disk or the word NCAA is used alone and part of NCAA-produced materials without any of the conditions below.

1. Printed items that display logos of other business entities/organizations (i.e., corporate champions/corporate partners, network partners, official suppliers, official licensees, local organizing committees and NCAA members).
2. Printed items that are produced to be “used” by other business entities/organizations including NCAA members and host institutions.
3. Printed items produced for advertisement/promotional purposes (i.e., magazine and newspaper advertisements, NCAA souvenir publication advertisements, posters, newsletters.)

The NCAA requires protection language as outlined below. This does not have to be prominently displayed language and is expected to be included as some form of “mouse print”.

The examples below are written only to represent the most typical examples. If you are unsure of exact wording for a specific example, please contact Ashley Murray at [amurray@ncaa.org](mailto:amurray@ncaa.org) or 317-917-6349.

**For blue disc and/or secondary (word) mark, please use:**

- NCAA is a trademark of the National Collegiate Athletic Association.

**For blue disc/secondary marks plus another NCAA trademark, please use (for example):**

1. NCAA and March Madness are trademarks of the National Collegiate Athletic Association.
2. NCAA, NCAA Sweet Sixteen and Road to the Final Four are trademarks of the National Collegiate Athletic Association.

**For Blue Disc/Secondary marks plus another NCAA trademark used with other authorized business entities, please use (for example):**

- The NCAA, March Madness, Men's Final Four and Women's Final Four are trademarks owned by the National Collegiate Athletic Association. All other licenses or trademarks are property of their respective holders.

### **NCAA Licensed Trademarks:**

College World Series and Women's College World Series: The NCAA is the exclusive licensee of these marks, registered by Major League Baseball, in connection with the NCAA Division I Men's Baseball Championship and the Division I Women's Softball Championship.

All other licenses or trademarks are property of their respective holders.

### **Helpful Links:**

[The NCAA's Advertising and Promotional Standards](#)

[NCAA Trademark Protection Program](#)

[NCAA Digital Library](#)

[NCAA Corporate Champions and Corporate Partners](#)

**Licensee Suppliers.** The NCAA licensing program is designed to ensure the quality and consistency of all of the NCAA's Championship Event merchandise, protect the intellectual property of the NCAA and our member schools, and generate revenue to enhance programs that support NCAA student-athletes.

Any premiums and/or other merchandise that bear NCAA Marks, Brackets, Taglines or other NCAA references must be produced by an official NCAA Licensee or NCAA Official Equipment Supplier. There may be royalties or other related costs associated with such items. If the NCAA is unable to identify a current NCAA Licensee or NCAA Official Equipment Supplier to provide a specific piece of merchandise, the NCAA will work to sublicense (on a short-term basis) a company that can provide the specific item.

For a list of NCAA licensees and official equipment suppliers, <https://www.ncaa.org/championships/marketing/ncaa-official-licensee-list>.

**Advertising/Banners/Signs/Displays.** The host shall not permit advertising, marketing identification, banners, signs or displays of any kind to be hung, posted or displayed anywhere within the general public seating/viewing area of the competition, practice and/or ancillary event venue(s) (i.e., any place that can be seen from the playing surface or seats), including the scoreboard and the playing surface prior to or during the conduct of the championships, other than NCAA, media partner or NCAA corporate champion/partner branding/recognition (e.g., signage, banners, scoreboards, LED scorer's table, video board, ribbon board, PA announcements) approved by the NCAA. For more information on the NCAA Corporate Champions and Partners program, please see page 30). Any permanently-affixed (or previously leased) advertising banners, signs, cup holders, select equipment bearing corporate marks (e.g. TV's, computer monitors, stats monitors or displays), product/exhibit displays (e.g. car displays, branding exhibits/kiosks, etc.) shall be covered with décor elements or other NCAA directed elements by the competition, practice and/or ancillary event venue(s) and at the expense of the venue(s) as

specified by the NCAA, including costs of production and installation and strike. Similarly, for any surrounding areas/facilities that are to be used by the NCAA for official events, no advertising, marketing, identification, banners, signs, decals, sampling, distribution or displays of any kind shall be hung, posted or displayed anywhere within those areas unless authorized by the NCAA. All professional signage/marks/pennants/banners/retired numbers/etc. may continue to be displayed. NCAA staff representatives have the discretion, during their site visit or when on-site in advance of the tournament, to have the building staff remove a sign/banner. Collegiate championship banners or those with retired numbers of collegiate performers can remain. All usage of marks must follow NCAA brand guidelines and must be approved by NCAA staff in advance.

**Alcohol/Tobacco/Gambling.** All alcohol, tobacco and gambling advertisements/corporate identification within broadcast view or viewable by game attendees in the competition venue bowl must be covered at the expense of the host or venue. Any alcohol, tobacco or gambling advertising that is deemed by the NCAA as not viewable from within the bowl does not need to be covered, whether in the concourse or in ancillary venues. All other advertisements/corporate identification in the noted areas must, at a minimum, not be backlit unless otherwise authorized by the NCAA. This would apply to preliminary rounds and the championship rounds for all the NCAA's 90 championships.

**External Signs.** All exterior venue corporate signage, other than professional franchise identification, must be covered as specified by the NCAA and must be covered with décor elements as specified by the NCAA at the expense of the competition, practice and/or ancillary event venue(s).

**Commercially-Named Venues.** Commercially-named competition, practice and/or ancillary event venue(s) may display no more than two pre-existing interior signs consisting only of the competition, practice and/or ancillary event venue(s)' name at the top of the venue, with placement designated by the NCAA. The competition, practice and ancillary event venue(s) signage design and placement must be approved by the NCAA. If the commercially-named competition, practice and/or ancillary event venue(s) is an existing NCAA Corporate Champion or Corporate Partner, the NCAA, in its sole discretion, may allow additional branding of the commercially-named venue(s).

**Covering existing signage/product branding.** In regard to any signage that is to be covered in accordance with these bid specifications, the practice, competition and/or ancillary event venue(s) shall not limit or prohibit the ability of the NCAA to use signage or other elements of its own third-party designees in covering such existing signage/product branding.

**NCAA Corporate Champion and Partner Branding/Recognition.** The NCAA shall have the right to display branding/recognition (e.g., signage, banners, scorer's table, video board, ribbon board, PA announcements, inflatables, projections, kiosks, decals, window clings, lighting, street teams, logos, etc.) for the Association, its corporate champions and partners and media partners inside and outside of the competition, practice and/or ancillary event venue(s). These locations, include but are not limited to the concourse, within the competition bowl and venue exterior without limitation.

The NCAA shall provide the competition venue with the appropriate stickers/field stencils for the approved playing surface markings for the championship.

If facility approves, patrons are permitted to bring in small signs (signs which can easily be held by one person and cannot block the view of anyone seated around them), as long as any writing or slogans on them are in good taste. In addition, it is permissible for patrons to bring in non-noise-making items (in compliance with NCAA and facility premium guidelines) as long as they do not include any (non-CCP) commercial identification.

At no charge, the NCAA will have full access to, and control of, any and all LED and other digital signage inventory, both internal and external to the competition venue. This includes TV monitors, video screens, video walls, LED fascia, and all external signage, digital or otherwise. This includes any and all digital inventory to be made available at the time of the championship, inclusive of any inventory that may be added by the venue after this bid document is signed.



# CONGRATULATIONS ON YOUR TEAM'S SUCCESS!

To celebrate your accomplishment, the NCAA is gifting Student-Athlete Mementos on-site at the Championship!



\*The number of Student-Athlete Mementos you receive will match the NCAA-prescribed travel party size.

## HOW TO PURCHASE ADDITIONAL STUDENT-ATHLETE MEMENTOS

To purchase additional mementos beyond your travel party allotment, follow the steps below.

1. Navigate to <https://ncaa-champ-mementos.myshopify.com/> OR scan the QR code on this page.
2. Enter the password: **DIGIFT25\_26**
3. Select your Championship Logo.
4. Choose the quantity of additional gifts you'd like and add them to your cart.
5. At checkout, provide your contact information and the shipping address for delivery.
6. Enter your payment information (all gifts must be paid for at checkout).
7. Submit your order.



Orders for additional Student-Athlete Mementos will be processed and shipped within two weeks.

## QUESTIONS?

Reach out to Morgan England at [morgan@yiworks.com](mailto:morgan@yiworks.com)



## Football Championship Subdivision (FCS) In-Game Video

### NCAA Football Playing Rules on In-Game Video 1-4-11-a Exception 3

Standard tablets for in-game video only is permissive for all football playing subdivisions and are subject to the following guidelines:

- Tablets shall be restricted to “in game video” (current game) and may not include analytics, data or data access capability or any other communications access. No other video is allowed (e.g., scouting video, practice video, etc.).
- Tablets may be used in the coaches’ booth, sideline, and locker room and may not be interconnected to other devices to project larger/additional images.
- Video may include a coach’s sideline, a coach’s endzone, and a program feed per play from the current game only and may also display game circumstances including down, distance, time, quarter, play-number, and score.
- A team may have up to 18 standard tablets active, and all team personnel may view the tablets.
- Team personnel engaging an official with a tablet to show or review video is guilty of an automatic Unsportsmanlike Conduct foul.
- A conference may develop a policy to provide guidance in handling situations dealing with tablet failure

## **Tablets for In-game Video**

### **(Rule 1-4-11-a Exception 3)**

- Standard Tablets for in-game video only is permissive for all football playing subdivisions and are subject to the following guidelines:
- Tablets restricted to “in game video” (current game) and may not include analytics, data or data access capability or any other communications access. No other video is allowed (e.g., scouting video, practice video, etc.).
- Tablets may be used in the coach’s box, sideline, and locker room and may not be interconnected to other devices to project larger/additional images.
- Video may include a coach’s sideline, a coach’s endzone, and a program feed per play from the current game only and may also display “game circumstances” including down/distance/time/quarter/play-number/score.
- A team may have up to 18 standard tablets active, and all Team personnel may view the tablets.
- If any team personnel engages an official with a tablet to show or review video, an automatic Unsportsmanlike Conduct foul will result.





*Additional In-Game Video Policy for Football Championship Subdivision (FCS)*

Administrative Procedure:

- Use of in-game video is optional for all teams. If a team opts out of using in-game video, the opposing team may still utilize in-game video.
- Conferences can select their preferred vendor of choice.
- All team personnel can use the in-game video devices. However, team personnel must follow the already existing NCAA rules with respect to coaching regulations regarding instruction with student-athletes.
- Teams can have spare tablet devices at their discretion ready to be used should one of the 18 devices become inoperable. The number of spare tablet devices is a conference decision.
- Devices can only have access to the current game being played. No other applications or video (i.e. previous games, cutups, etc.) are allowed to be used on the devices in-game.
- Coaches' video sideline and endzone angles must follow the Video Coordinators National Co-Op shooting rules and regulations that specifically define when the video for each play should start and end and the video coverage/angle for both feeds. The endzone angle must be the same endzone angle that the team uses for exchange. Any team video content captured or shared outside the play itself is not permissible. No other data, including team generated data, will be allowed on the devices or the capture servers.
- The devices can only be used for in-game video, which is defined as 90-minutes prior to kickoff until the end of the game, plus the ability to use them for postgame review (end of day after game).
- For non-conference games, both competing teams and conference offices shall work together prior to the start of the season to confirm the in-game video systems will function properly. The home team must provide reasonable support to the visiting team in-game video system. If for any reason the visiting team cannot access video for any angle (i.e. insufficient personnel, malfunction to equipment, broken equipment, etc., the home team coaches' video will be supplied to both team's in-game video system.
- For in-game video systems that utilize wireless network technology, each team is responsible for providing video to own devices. If team personnel is not available for providing video angle or access to filming locations not available, a splitter must be supplied by the Home Team to provide video feed for each team.
- Home game management is permitted to credential in-game video technicians and those individuals are NOT included in the team's 50 bench credentials.
- For all non-conference games, both teams and conferences (where applicable) will confirm their in-game video plan, in writing, no later than *two weeks (14 days)* preceding the upcoming game.
- Home Game Administration and/or Team Video Coordinators must supply to Visiting Team a diagram of filming locations and connectivity plans at least one week prior to scheduled contest
- Example standard boilerplate language: Team A (insert team name) will or will not (select one) use in-game video and Team B (insert team name) will or will not (select one) use in-game video for their game on [insert date]. Team A (insert team name) will use [insert vendor] and Team B (insert team name) will use [insert vendor]. Both teams will confirm this information *no later than two weeks (14 days)* prior to scheduled contest.
- Prior to each game, there will be a required In-Game Video pregame test to verify the equipment is functioning correctly. This meeting will take place 135 minutes (2hrs & 15mins) prior to the game. The visiting team will test first, followed by the home team. The testing will take place on each team's sideline. The following personnel are required to attend the meeting: team personnel (Video Coordinators, DFOs, others), on-site technicians (if available), and home game management. Each team is **required** to have *all* tablets present for the test. After the completion of the test, home game management should provide an update during the pregame meeting.
  - Per NCAA rules, no other data, video system, breakdowns, cutups, photos, analysis resources, etc. may be stored on devices.
  - During the pregame device test, opposing teams may inspect each device to ensure compliance.

In- Game Procedure

- It is the responsibility of Home Game Management to ensure that proper connections, power and necessary connectivity cables to filming locations and coaches booths are available on each sideline and are in good working order so that teams may utilize coaching tablets for in game video. This includes video splitters in the event that one team will provide video for both teams.
- The Number and function of tablets shall follow NCAA Playing Rules (NCAA 1-4-11-a). A maximum of 18 tablets are to be utilized during competition.
  - FCS Conferences may place an additional cap/ limit on the number of usable tablets for conference games, less than the NCAA limit of 18, but not more. For non-conference matchups, teams may operate to the maximum number of tablets allowable per NCAA Rules.
- For Non-Conference competitions, It is the responsibility of each institution to provide and maintain their own coaching tablets and coaches video systems. In the event that a team's tablets malfunction, there shall be no action required by the opposing team to limit or discontinue the use of tablets. (i.e. similar procedure in the event of coaches headset policy)

FCS vs. FBS Contests

- In FCS vs. FBS contests, FCS institutions will be permitted to utilize their own determined in-game video solutions and will be subject to the FCS In-Game Video Policies outlined above.
- FCS institutions may elect to utilize the FBS in-game video system; however FCS institutions must coordinate directly with FBS institution and pay for any applicable rental fees.
- It is recommended that FCS institutions contact host FBS school several weeks in advance of game to coordinate in-game video operations
- FCS institutions that elect to utilize FBS in-game video systems must abide by the FBS In-Game Video Policies (**Supplement D**)

NCAA Football Championship Subdivision (FCS) In-Game Video Operations Pre-Game Coordination Form

Date of Contest: \_\_\_\_\_

HOME TEAM: \_\_\_\_\_

HOME TEAM      ☐ will      ☐ will not      utilize in-game video

SERVICE PROVIDER: \_\_\_\_\_

NUMBER OF TABLETS: \_\_\_\_\_

ADDITIONAL REQUIREMENTS: \_\_\_\_\_

\_\_\_\_\_

VISITING TEAM: \_\_\_\_\_

VISITING TEAM      ☐ will      ☐ will not      utilize in-game video

SERVICE PROVIDER: \_\_\_\_\_

NUMBER OF TABLETS: \_\_\_\_\_

ADDITIONAL REQUIREMENTS: \_\_\_\_\_

\_\_\_\_\_

Completed form should be submitted to Home Game Administrator and Opposing Video Coordinator no later than two weeks prior to scheduled contest.



## FCS CONFERENCE-BY-CONFERENCE BREAKDOWN – IN-GAME VIDEO TECHNOLOGY

<u>Conference</u>	<u>Vendor</u>
Big Sky:	GameStrat
Big South-OVC:	SkyCoach
CAA:	SkyCoach
Independents:	See Below
Ivy:	See Below
MEAC:	GameStrat
MVFC:	GameStrat
NEC:	See Below
Patriot:	GameStrat
Pioneer:	Will not utilize in 2024
SoCon:	See Below
Southland:	SkyCoach
SWAC:	GameStrat
United Athletic:	GameStrat

### INSTITUTION VENDOR BREAKDOWN

#### Independents

Merrimack:	TBD
Sacred Heart:	GameStrat

#### Ivy

Brown:	GameStrat
Cornell:	GameStrat
Columbia:	GameStrat
Dartmouth:	SkyCoach
Harvard:	GameStrat
Penn:	GameStrat
Princeton:	GameStrat
Yale:	DVSPORT (Home) SkyCoach (Away)

#### NEC

Central Connecticut State:	No System
Duquesne:	GameStrat
LIU:	GameStrat
Mercyhurst:	Will not utilize in 2024
Robert Morris:	Will not utilize in 2024
Saint Francis U:	GameStrat
Stonehill:	Will not utilize in 2024
Wagner:	GameStrat

#### SoCon:

Chattanooga:	Will not utilize in 2024
ETSU:	GameStrat
Furman:	Will not utilize in 2024
Mercer:	GameStrat
Samford:	SkyCoach
The Citadel:	Will not utilize in 2024
VMI:	GameStrat
Western Carolina:	GameStrat
Wofford:	Will not utilize in 2024