



PARTICIPANT
2025-26 MANUAL
Preliminary Rounds

**2025 NCAA DIVISION I FOOTBALL CHAMPIONSHIP
PRELIMINARY ROUNDS PARTICIPANTS MANUAL**

- INTRODUCTION -

During the 2025-26 academic year, the Association will sponsor 92 national championships, 42 for men, 47 for women, and three for both men and women. Among the men's championships, three are National Collegiate Championships, 13 are Division I championships, 12 are Division II championships and 14 are Division III championships. Among the women's championships, eight are National Collegiate Championships, 12 are Division I championships, 13 are Division II championships and 14 are Division III championships. The combined men's and women's championships are National Collegiate Championships.

The Preliminary Rounds Participants Manual will serve as a resource for participating institutions to prepare for preliminary round competition of the 2025 NCAA Division I Football Championship. Additional championship information will be distributed to team administrators and coaches in the hours and days following the championship bracket announcement.

Please contact your host tournament manager, NCAA site representative, NCAA staff or any of us if you have any questions regarding this information.

Congratulations on a successful regular season and best of luck throughout the championship.

Mark Wharton, chair
Division I Football Championship Committee

Ty Halpin
NCAA, Championships and Alliances

Donisha Carter
NCAA, Championships and Alliances

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SECTION 1 – KEY PERSONNEL

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](#).

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SECTION 2 – OFFICIALS

Seven on-field game officials, an alternate on-field official, one instant replay official and an instant replay communicator will be assigned to each preliminary round game.

If a conference officiating crews works with eight on-field officials during the regular season they will be permitted to work with eight on-field officials during the NCAA Division I Football Championship. If the assigned conference works with seven on-field officials during the regular season, they will work with seven on-field officials, plus an alternate, during the NCAA Division I Football Championship.

OFFICIALS SELECTION CRITERIA

Before championship selections, conferences must submit a roster of their top two officiating crews they would like to be considered to work during the NCAA Division I Football Championship to Steve Shaw, the national coordinator of football officials and Ty Halpin and Donisha Carter at the NCAA national office. Crews will be selected to work various rounds of the championship based on the following criteria:

1. Only officiating crews from championship eligible conferences will be considered to work a game during any round of the championship.
2. Only the top two officiating crews, as designated by each conference, will be considered to work a game during the first two rounds of the championship.
3. Officiating assignments for the quarterfinal round and beyond will be based on an evaluation and determination by the national coordinator of officials.
4. A referee's experience with televised football games may be considered by the national coordinator of officials in determining officiating crew assignments.
5. Assignments for the Division I Football Championship Game will be based on the national coordinator of officials evaluations during the preliminary rounds of the championship.

Conference offices shall submit their two nominated officiating crews to work during the NCAA Division I Football Championship to the national coordinator of officials and the NCAA by the end of the day Saturday preceding the championship selection announcement (i.e., by 11:59 p.m. Eastern time Saturday, November 22, 2025). Once the crews have been approved and conferences assigned to work specific games of the championship, the national coordinator of officials will contact the supervisor of officials to inform them of selection and confirm crew assignments. All assignments are subject to NCAA review and approval.

CHAIN CREW

It is required that individuals working on a chain crew during any round of the championship be experienced and have worked on a chain crew during the regular season.

SECTION 3 – INSTANT REPLAY

Instant replay will be used at each game of all rounds of the championship. Instant replay equipment will be provided to each site using instant replay by DVSport. A comprehensive guide regarding instant replay will be sent to all participating teams. Each stadium will be responsible for providing all audio/video cabling and ring-down phone connections from the broadcast truck positions to the replay booth.

PERSONNEL

Replay Official. The NCAA national coordinator of officials will assign an individual to serve as replay official for the game via the nominated officiating crew that is assigned to work the game. The selected replay official should not have any conflict of interest (perceived or actual) to any team or conference participating in the game they are assigned to work.

Replay Communicator. The NCAA national coordinator of officials will assign an individual to serve as the replay communicator for the game via the nominated officiating crew that is assigned to work the game. The selected replay communicator should not have any conflict of interest (perceived or actual) to any team or conference participating in the game they are assigned to work.

DVSPORT Staff. Two representatives from DVSPORT will be on-site to manage the technical aspects of the instant replay equipment and work with the replay official in the replay booth during the game as the communicator and technician.

A representative from DVSPORT will be present at the mandatory administrative meeting to answer any questions.

Sideline Assistants. The host institution shall secure two local individuals to serve as the instant replay sideline assistants. The sideline assistants assist the replay official in communicating with the on-field officials for the review and discussion of plays, when necessary. If a school uses one sideline assistant for replay during the regular season, it is acceptable to use only one sideline assistant for the preliminary rounds of the Division I Football Championship.

Sideline Monitor. If the host institution's conference utilizes a sideline monitor so the on-field referee may collaborate with the replay official on the review, that monitor shall be used during the championship.

SECTION 4 – CHAMPIONSHIP ADMINISTRATION

ADMINISTRATION

General Policy. NCAA championship competition 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 Division I Football Championship Committee, subject to the standards set forth in NCAA Bylaw 31 and the NCAA Division I Football Pre-Championship Manual.

ADMINISTRATIVE MEETINGS

A virtual or in-person meeting of the head coaches, directors of athletics, athletic trainers and sports information contacts of the competing teams, with the game officials and representatives from the host institution, the Division I Football Championship Committee (or their designated site representative) and the NCAA national office staff (if applicable), will be held the night before the first-round, second-round, quarterfinal and semifinal games. It is at the discretion of the host tournament director and site representative whether the administrative meeting will be conducted virtually or in person. The administrative meeting will include information on the provisions of Bylaw 31.1.10, which prescribes conditions under which a student-athlete or representative of an institution may be disqualified from further participation in the championship for reasons of misconduct.

It is strongly recommended for the head coach to attend the administrative meeting. The director of athletics or his/her designee (must be an athletics administrator) and a football operations/coaching staff representative are required to attend the administrative meeting to review all game arrangements. The head coach is accountable for any information that is discussed at the administrative meeting, even if not in attendance.

It is recommended that the meeting be conducted at 7 p.m. local time.

ADMINISTRATIVE TELECONFERENCE

The Sunday before each round of competition, the NCAA site representative for each game will contact the directors of athletics for the two participating institutions to set up a required teleconference for the next day (Monday). The NCAA site representative will provide the teleconference dial-in instructions or videoconference link.

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.

CREDENTIALS

Host institutions will be responsible for creating and producing credentials to be used during all preliminary round games of the Division I Football Championship. Please see the [Media Coordinators Manual](#) for more details.

NCAA site representatives assigned to each championship site will have NCAA-produced all-access passes (credentials) that must be honored at each site. Pass designs will be forwarded to the host prior to the event for their informational purposes.

Violation of NCAA championship credential policies by individuals from participating teams may be subject to championship misconduct.

Access and VIP Credentials. The host institution for all preliminary rounds should provide the visiting team with 13 Institutional-Access credentials for its “University Personnel” [e.g., president/chancellor, athletics director, Faculty Athletics Representative (FAR), associate athletics directors and sports information contacts]. The visiting institution’s applicable conference office staff should receive a maximum of three additional Institutional-Access credentials. Institutional-Access credentials are good for stadium admittance.

The visiting institution should also be provided 10 VIP passes, which will allow key constituents (e.g., alumni, spouses, etc.) to have access to the hospitality areas, press box, and news conference. This pass is not good for stadium admittance.

Sideline Personnel. No more than 50 sideline passes per team shall be provided.

Coaches who will be in the press box during the game and non-dressed players shall also be included in the allotment of 50 sideline passes. Team medical personnel requiring access to the field/sideline **should not** be included in the 50 sideline passes.

If a visiting institution chooses to bring their own “ball boys” those individuals are considered to be outside of the 50-person sideline limit.

Non-Participant sideline credential forms located in the ACTION NEEDED folder of the selections file sharing site, shall be submitted to the NCAA site representative during the administrative meeting.

BANDS/SPIRIT SQUADS/MASCOTS

Bands. Host institutions must make space available for the visiting team band, on request. The host institution may place the location for the band seating in the same location as is used during the regular season. The band seating block should be in addition to the regular visiting team seating block. Band members who are in uniform and performing at the championship will not be charged admission to the competition or their band seating block.

If the visiting institution intends to bring their band to the game, they shall be required to notify the host tournament manager no later than Monday at 5 p.m. (host institutions local time) that they will be bringing its band and the size of the band. The early notice will allow the host institution ticket operations as much time as possible to accommodate seating for the visiting teams band.

As a courtesy, institutions that plan to travel to a road game with their band should consider potential matchups in future rounds and notify potential future hosts sites well in advance of their intent to bring a band. This will allow potential host sites to have plenty of time to plan accordingly.

Bands, or any component thereof, are allowed to play during time-outs, 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.

Spirit Squad. Spirit squad and/or pompom team members, not to exceed 12 in number, plus the mascot shall be admitted, if in uniform, via the gate list furnished to the host institution by the competing institution's director of athletics; all other institutional representatives will be admitted only upon 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. The spirit squad shall perform within an area designated by the tournament manager. 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, or an area outside of the sideline area determined by the host, when not performing on the field.

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 shall be responsible for supervising or monitoring routines performed by spirit squads at championship events. Except as noted in this section, supervision of spirit squads and their activities, yells and stunts is 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. Tournament managers must inform participating institutions if the host facility has more stringent requirements. If so, the director of athletics at each institution must apprise their spirit squad of such requirements and ensure compliance.

Mascots. A uniformed mascot is permissible; however, the uniformed mascot may not enter the playing field during competition. Live mascots are also permissible, provided there is institutional control, and it is at the discretion of the NCAA.

BROADCAST AND MEDIA SERVICES – CHAMPIONSHIP POLICIES AND BROADCAST INFORMATION.

Please refer to the NCAA Broadcast and Media Services championship policies and guidelines that can be found at the NCAA website at www.ncaa.com/media.

CHAMPIONSHIP MERCHANDISE – PRE-ORDER

Teams selected to participate in NCAA championships will have the opportunity to pre-order preliminary-round event merchandise online (<http://www.event1teamstore.com>) through the official NCAA souvenir

merchandiser, Event 1, Inc. After selections institutions will be emailed instructions for placing orders. All orders will be shipped directly to the institution approximately the week after competition each round.

Order deadlines by round:

First-round: Saturday, December 13 – 11 p.m. Eastern time

Second-round: Saturday, December 20 – 11 p.m. Eastern time

Quarterfinal-round: Saturday, December 27 – 11 p.m. Eastern time

Semifinal-round: Saturday, January 3 – 11 p.m. Eastern time

FCS Championship Game: Monday, January 19 – 11 p.m. Eastern time

Questions regarding the online team ordering process may be directed to Gina Taylor at Event 1 (gina.taylor@unrivaledteamwear.com).

CORPORATE INVOLVEMENT

Teams are not permitted to have commercial logos on the sideline towels, cups, etc. during games of the championship. Visiting teams must bring their own such towels.

CROWD CONTROL

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.

Game Stoppages. In the event that 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:

1. 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.
2. Get the officiating crew together with two or three security staff members.
3. Announce via the public address system that the game is being suspended until the sidelines are cleared of all unauthorized individuals.
4. If necessary, take the officiating crew with appropriate security personnel to a safe location.
5. If the sidelines are not cleared within a reasonable period of time, then the Referee may declare that the game is over.

FAN GIVEAWAY ITEMS

Items given away to fans inside or in the immediate vicinity of the venue (e.g., hats, pompoms, newspapers) must have prior NCAA approval, for reasons of spectator safety, enjoyment and protection of NCAA corporate relationships. To gain approval, please contact Allison Zwarka (azwarka@ncaa.org), Ty Halpin (thalpin@ncaa.org) or Donisha Carter (dcarter@ncaa.org).

FIELD COMMUNICATION DEVICES (E.G., PHONES OR COACHES HEADSETS)

Visiting teams shall provide their own field communication devices (e.g., phones or coaches headsets) and will be responsible for the installation and maintenance. Further, if the field communication devices become inoperable, the other team may continue to use its field communication devices.

NCAA Football Playing Rule 1-4-12 governs the use of headsets

As a reminder, team field communication devices are prohibited from having any corporate logos during the NCAA Division I Football Championship. NCAA staff will provide each team 50 NCAA-branded stickers that can be used cover any existing corporate logos that are on the headsets.

GAME TIMES

ESPN and the Division I Football Championship Committee have the final authority in determining the start of all games in the championship, including those not being broadcast on national television. Please note that traditional game times may need to be altered to accommodate the broadcast of a game. If not publicized in conjunction with the bracket announcement, first and second-round game times will be set by the NCAA not later than 2 p.m. Eastern time the Monday preceding the game.

HALFTIME

The intermission will be 20 minutes. Eighteen minutes will be allotted for halftime entertainment, with the understanding that the field must be cleared two minutes before the start of the second half. The time clock for the 18 minutes allotted for halftime entertainment will start when the teams leave the field. Under no circumstances will the intermission be extended for entertainment.

The host institution must reserve six minutes of the halftime entertainment time for the visiting team's band. The host institution will be allowed six minutes for entertainment purposes. The field will be made available to squad members no later than three minutes prior to the second half kickoff.

If a visiting team's band is not available, the time reserved for that band may be used by the host institution. The visiting institution must inform the host institution no later than noon Wednesday before the game if their band will be available to perform during the intermission.

HOME TEAM ENVIRONMENT

It is the expectation of the NCAA Division I Football Championship Committee that hosts of any contest during the championship provide a competitive environment consistent with the significance of the event. This championship environment includes the participating teams, crowd, bands, spirit squads, as well as other individuals, events and elements associated with the contest.

The NCAA and Van Wagner will provide video board content and public address announcements that the host institution shall be required to use when hosting a preliminary-round game. With the exception of team introduction videos, the NCAA/Van Wagner provided content should be the only content used on the video/LED boards throughout tournament play.

The host institution may generally otherwise conduct the preliminary round game as they would during the regular season from an environment/atmosphere standpoint. In doing so, the host institution shall ensure that the atmosphere, environment and all game entertainment elements show respect for and are not demeaning towards the visiting team or its fans. The NCAA site representative shall have the ultimate authority to require such elements that they deem to be in violation of the spirit of this policy be immediately discontinued.

The following are examples of expectations of the committee from the host institution:

1. Monitoring. The host institution shall designate a person for each sideline to be responsible for ensuring a championship environment for both teams and ensuring that only appropriately credentialed individuals are inside the team bench areas during the contest. The NCAA site representative is empowered to address any situation that does not meet the intent of the expected championship environment.

2. Team Introduction Videos. If a host institution has a video board, the host institution shall be allowed to play their standard team introduction video used during the regular season. It is strongly recommended that any introduction videos for either team not be longer than one minute in length.

The visiting team shall also be provided the option to have their standard team introduction video shown during their team run-out. If the visiting team does not have or does not want to use their team introduction video, content provided by the NCAA/Van Wagner shall be used for their introduction.

3. Artificial Elements. Artificial elements (e.g., smoke, cannons, artificial sounds, pom-poms, mascots, etc.) used to enhance the experience for participating teams and fans may be used by either team; however, such elements should not be used to demean the opposing team in any manner or create an unsportsmanlike environment. Allowable artificial elements shall come secondary to any NCAA/Van Wagner required content.
4. Video/Ribbon Board Advertisements. Corporate signage or advertisements of any kind are prohibited from being displayed on any video boards, scoreboards and/or ribbon boards during the preliminary rounds.
5. Artificial Noisemakers. Artificial noisemakers (e.g., thunder sticks, cow bells, air horns, etc.) shall not be permitted inside the venue, and such instruments shall be removed from the playing and spectator areas at the request of the NCAA site representative.
6. Bands, or any component thereof, shall not play while the game is in progress (once the ball is spotted and the umpire backs away from the ball.).

IN-GAME VIDEO

The use of 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).
- 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 B for Additional In-Game Video Policy for Football Championship Subdivision (FCS).

MEDIA SERVICES

Please refer to the FCS Media Coordination Manual for all Media Services inquiries. The Media Coordination Manual can be found on the [NCAA website](#).

ON-FIELD CHAMPIONSHIP RECOGNITION APPAREL

The NCAA retains the exclusive rights to distribute any championship recognition apparel during all rounds of the championship. No other championship recognition apparel shall be distributed by any other manufacturer or entity.

PARKING PASSES

The host institution for all preliminary-round games should provide the visiting team with five complimentary parking passes in a prime location to be used by its institutional personnel.

PARTICIPANT AWARDS

Participation awards will be provided to all student-athletes in the preliminary rounds of the championship. These awards will be sent to the institution's director of athletics from MTM Recognition, Inc. after teams have been eliminated from the championship.

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

Additional awards can be purchased by institutions at <https://services.mtmrecognition.com/NCAA>.

PRACTICES

When requested, the host institution shall make practice facilities available.

The NCAA site representative, after consultation with the competing head coaches, shall establish practice locations and schedules. As a general rule, a limited workout may be conducted on the field of competition the day before the game, unless it is determined by the site representative that such a workout could damage the field.

PRE-GAME MEETING/105-MINUTE MEETING

Each game of the preliminary round will conduct a 105-minute pregame meeting between the NCAA site representatives, tournament manager, other game administration and officials will be conducted. The agenda for this meeting can be found in the Agendas folder on the selections file sharing site.

RADIO AND INTERNET BROADCASTS (AUDIO)

Please refer to the "Audio Policy (Radio and Internet)" link of the NCAA Broadcast and Media Services championship policies and guidelines that can be found at the NCAA website at www.ncaa.com/media.

If the press box only has enough space to accommodate one radio broadcast, the host institution is required to offer that space to the visiting team radio broadcast team. If the visiting team does not intend to use that space for radio broadcast purposes, then the host institution's radio broadcast team may use the space.

SCOUTING OF OPPONENTS/VIDEO EXCHANGE

Video of all games played during the current season (regular season and playoff games) must be exchanged for scouting purposes. Once both teams for a particular game have been determined, the video must be exchanged as soon as reasonably possible. All exchanged video must be complete and provide a "wide-angle" view of all 22 student-athletes. Video exchanged may only be obtained from the two competing institutions.

SEVERE WEATHER

If weather conditions could alter the approved schedule, the tournament manager and/or site representative must contact the NCAA championship manager before any decisions to change the schedule are finalized and communicated to participants.

Lightning and Weather Detection Service. The NCAA has made arrangements through DTN to provide a lightning detection and weather monitoring system to all rounds of competition for outdoor championships. This system will assist the event management staff and the NCAA site representatives in case of inclement weather during the championship. A tournament staff member should be dedicated to weather monitoring. This service is provided so that all sites will have the resources available to ensure the safety of our student-athletes, spectators and event management staff.

SIDELINE HEATERS/COOLING FANS

In the event of extreme temperatures, host institutions should provide sideline heaters/cooling fans for both teams. The cost of renting the heaters/fans can be included as a budgeted expense.

If the visiting institution chooses to rent its own heating/cooling equipment, the host institution is no longer expected to provide such equipment for the visiting team.

If the hosts provide heaters/cooling fans for the visiting team and one of the (or multiple) heaters/cooling fans stop working, then the hosting team should shut down an equal number of their heaters/cooling fans. If the visiting team rents their own heaters, the host institution is not required to turn off their heaters/cooling fans, unless the malfunction is due to a power issue.

SNOW REMOVAL POLICY

Snow on the field. If snow is in the forecast for game day, the host institution tournament manager, NCAA site representative and facility manager must meet with the referee before the game (during the pre-championship meeting) to discuss field conditions and the procedures for snow removal should snow become a factor before or during the game.

The following rules are in place for removal of snow during the game:

- Any efforts to remove snow from the playing field must be consistent for both teams participating in the game.
- Extension of time between periods, during timeouts, and at the half for snow removal can be approved by the Referee.
- Brushes or other appropriate clearing devices should be used to keep sidelines, goal lines, and end lines as clear as possible.
- It is permissible to clear the 10-yard intervals, sidelines, goal lines and end lines away from the direction of an offensive team play.
- The goal line can be cleared if the Referee has any doubt on the location of the goal line when an offensive team is going in for a possible score.
- Only on-field players are permitted to clear a spot for a point after touchdown (PAT) or field goal attempt. They may do so by hand or foot. No machinery, equipment or assistance from field maintenance staff or anyone else can be used during a place kicking attempt. Additional clearing of a kicking spot (other than by the players) is prohibited.

- It is not permissible to clear any 10-yard intervals when an offensive team is inside its opponent's 20-yard line so that team would get a potential open spot for the placement of a field goal or point after touchdown attempt.

Snow/ice in seating areas. In the event of severe winter weather, all reasonable efforts should be made by the host institution to remove all snow/ice from the spectator seating areas.

SQUAD SIZE

Participating teams are limited to a maximum number of 64 student-athletes in uniform. Replacements are permitted up to the starting time of the game; after the game begins, no replacements shall be permitted for any reason. An institution that is advised it is in violation of this regulation and does not conform promptly to it automatically shall forfeit the competition. There shall be no inordinate delay of the competition to allow the institution to conform to the rule. A roster form, located in the ACTION NEEDED folder of the selections file sharing site, shall list the 64 student-athletes and shall be submitted to the NCAA site representative during the administrative meeting.

STATISTICS

Each participant's sports information contact shall update team and individual statistics after each game, and the statistics shall be reproduced and distributed at the first scheduled news conference before the team's next competition in the championship.

TICKETS

[Reference: Tickets in the Division I General Section and Bylaw 31.1.13 in the NCAA Division I Manual.]

An allotment of tickets shall be reserved for the visiting institutions. The visiting institution shall have access to 500 tickets. The host institution may place the visiting team seating block in the same location as they do for regular season games.

The host institution will retain 250 of the 500 tickets, and the visiting institution will be advised that they are available, if needed. Additional tickets may be purchased, but the seat locations will not be guaranteed.

The visiting institution shall be required to purchase a minimum of 200 tickets from the host institution at the standard price point for tiering in that location for any preliminary-round playoff game.

Each visiting institution shall return all money and unsold tickets and inform the host institution or sponsoring agency of the number it will require from the 250 tickets being retained, not later than 6 p.m. three days before the game (i.e., Tuesday for a Friday game, Wednesday for a Saturday game). If the tickets are not returned to the host institution or sponsoring agency by this time, the institution shall be responsible for all unreturned tickets at face value. Once the visiting institution releases the tickets being retained, the host institution or sponsoring agency will use them for public sale.

The NCAA Division I Football Championship is a premium event and should be priced accordingly. Therefore, Championship tickets should be priced not less than the single game regular season ticket price or \$10 minimum, whichever price is higher with all applicable taxes/fees (facility, credit card, service) added on top. The following ticket price parameters are applicable for all rounds. Please note, promotional pricing may fall outside of these parameters with advance approval from the NCAA. Proposed ticket prices must be submitted to the NCAA on the host's proposed budget form. Prices may not be changed unless approved in advance by the NCAA. Tickets cannot go on sale without approval from the NCAA.

If the visiting team wishes to bring their band, the host institution is required to make seating available for the visiting team's band, upon request. See the "Band/Spirit Squad/Mascots" section on page number 5 of this manual for more details.

Final Purchaser Database. The competition venue's box office shall send the final ticket database of purchasers to the NCAA at the completion of the event. Please provide both customer and purchase information in an excel file, be sure to include at minimum: first/last name, street address, email address, and phone number. If easier, please pull an event audit report with corresponding customer and purchase tables, as this would also suffice.

TOBACCO

The use of all tobacco products is prohibited by student-athletes and game personnel [e.g., coaches, game officials, athletic trainers, student managers, NCAA site representative(s), tournament manager(s), etc.] during practice sessions and game competition. Officials are instructed to take a zero-tolerance policy in this area. The use of tobacco products during other championship activities, such as press conferences and postgame interviews, is prohibited as well. Violations of this regulation shall be dealt with by the appropriate sports committee in accordance with NCAA Football Playing Rule 9-2-7 of the NCAA Football Rules and Interpretations Book and the misconduct provisions of Bylaw 31.1.10.

Tobacco products shall not be advertised, sold or dispensed at any championship event sponsored by or administered by the NCAA. Smoking is not permitted anywhere in the venue.

UNIFORMS

The host institution will be the home team and will wear dark jerseys in all preliminary round contests. The visiting team will wear white jerseys.

The logo restrictions on student-athletes' apparel set forth in Bylaw 22.4 shall apply during NCAA championships to all personnel (e.g., coaches, athletic trainers, managers) who are in the team area for practices and games, or who participate in news conferences. Please note that contracts between institutions and apparel manufacturers or distributors that include logo specifications may be honored, provided such contracts were in effect before August 11, 1998. Also, the logo restrictions on student-athletes' apparel set forth in Bylaw 22.4 shall apply to commercial logos on uniforms worn by band members, spirit squad, dance team members and the institution's mascot during NCAA championship events.

VIDEO, FILMS AND STILL PHOTOGRAPHS

Institutions are permitted to video championship competition by their teams or their individual student-athletes for archival, coaching or instructional purposes. Each institution is permitted to use two cameras and may take video only during the portion of the playoffs in which it participates. The video may not be used for any commercial purposes. An institutional representative shall contact the tournament manager at the host site to arrange for camera space.

Each participating team is permitted to staff its respective games with a single camera crew (videotape or film). Each institution may designate one videographer to be present during competition for purposes of capturing video of the institution's participation in the event for the sole use of the institution (i.e., not to be released for commercial purposes).

The location of the videographer cameras can be from both a mid-field and an end-zone angle. Videographers should work with the host institution regarding the logistics of the desired location(s).

If a participating institution chooses not to film or video its own game, it may make other arrangements with the host institution or competing teams.

Footage Usage. Please refer to the “Footage Usage and Licensing” link of the NCAA Broadcast and Media Services championship policies and guidelines that can be found at the NCAA website at www.ncaa.com/media

VIDEO BOARD REPLAYS

Host institutions with video boards are encouraged to show a replay of regular game action as they see fit. The use of replay should not be used to discredit, demean or otherwise intentionally embarrass game participants or officials.

Official Replay Review. Once the referee has declared that a play is under further review by the replay official, the host institution may show the play in question on the video board but are required to only show either the live feed from the ESPN broadcast of the game or the feed from DVSPORT.

If the host institution wishes to show the ESPN broadcast or the DVSPORT feed for official replay reviews, they should be consistent across the board for all replay reviews during the game. They should not pick and choose so that they only show reviews that are beneficial to their institution.

WEBSITES/INTERNET

Please refer to the “Championships Web Site Guidelines” and the “Digital Rights Overview” links of the NCAA Broadcast and Media Services championship policies and guidelines that can be found on the NCAA website at www.ncaa.com/media. The official website of the NCAA Division I Football Championship is www.ncaa.com/fcs.

SECTION 5 – HEALTH AND SAFETY

CONCUSSIONS

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 designee, the NCAA tournament physician will examine the student-athlete and will determine medical clearance.

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.

Media Obligations. 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 prior to 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.

Next Day Testing. If competition begins at 10 p.m. or later (local time), both teams have the option to defer testing to the next morning. If a team decides to test the next morning, that determination must be confirmed by the institution immediately following the competition. Once testing has begun, testing must be completed and cannot be deferred until the next morning.

If deferred until the following day, the testing must begin no later than Noon (local time) at the original test site. If a team defers testing to the next morning, the test must begin by noon local time and must take place at the original drug-testing facility from the day before. The certified collector and the involved institution must mutually agree on the start time of the drug test.

The host shall arrange necessary transportation for teams that elect to test the next morning or for individuals being tested who need to remain at the facility after other team members have departed.

MEDICAL EVALUATION TENTS (SIDELINES)

Sideline medical evaluation tents are permitted in the team bench area if space permits. Visiting teams wishing to use a medical evaluation tent will be responsible for bringing their own, as the host institution is not responsible for providing a sideline medical evaluation tent for the visiting team.

Medical evaluation tents must be lowered when not in use. When raised, medical evaluation tents may not block the sightline for any permanent broadcast cameras and or the sightline of fans in the stands.

MEDICAL STAFFING

Host Medical Staff. It is the responsibility of the host institution to provide medical coverage and care for participating student-athletes.

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.

SECTION 6 – FACILITIES AND EQUIPMENT

BENCH/SIDELINE/LOCKER ROOM TOWELS

Towels are not part of the equipment provided by the NCAA. Any towels used on the bench/sideline may not contain any corporate logos/marks.

Bench/Sideline Towels. The visiting institution shall be responsible for providing their own towels for their bench/sideline (devoid of corporate logos or marks).

Locker Room Towels (visiting team). The host institution is required to provide the visiting team with a minimum of 150 full size towels for the locker room during all preliminary-round games.

FACILITY SET-UP

The host institution's football facility should be prepared and set in accordance with the NCAA Football Rules and Interpretations.

FOOTBALLS

The Wilson F1005 (Classic – Red), F1233 (Classic - Tan), F1002 (GST - Red), F1003 (GST - Tan), F1105 (GST Prime – Red), F1103 (GST Prime - Tan), F10053 (Omega), F10060 (NFL Cut) are the official balls for the championship and will be used in all rounds of competition. Institutions will be allowed to choose the model of Wilson football they wish to use while on offense throughout the championship.

After selections, each designated team will receive 12 Wilson footballs which may be used throughout the duration of the preliminary rounds. It is the expectation that these 12 Wilson balls, provided by Wilson, will last through the duration of the preliminary rounds. **Please note, however, that institutions may use their own regular season footballs so long as it is one of the approved Wilson ball models. Finals sites will be required to use the championship branded footballs.** In the rare instance where extra footballs are needed, please contact Ty Halpin or Donisha Carter at the NCAA national office.

LOCKER ROOM – VISITING TEAM

The host institution must provide the visiting team with a permanent structure locker room accommodations for shower and restroom facilities for both pre- and post-game. If necessary, an adequate temporary structure in close proximity to the playing field should be provided for halftime.

Potential host institutions are required to submit photos of their visiting locker room accommodations with their bid materials. In cases where stadium renovations or other issues cause the visiting team locker room to be a temporary space, the home team is expected to accommodate, either by providing the visiting team the home locker room space or providing adequate space and arrangements, subject to the approval of the committee and NCAA staff.

Second-round host sites should provide both of their potential opponents (that are playing each other in the first round) with information regarding their visiting team locker room accommodations the week after selections so the first-round teams can act quickly should they advance.

SECURITY

Development and implementation of a security plan is the responsibility of the tournament management in consultation with the NCAA Division I Football Championship Committee. As part of the bid materials, a host institution must have submitted their safety and security plan and a safety key contact form.

Locker Rooms. Protection must be provided for each team's (and the official's) locker room. Security shall also be provided for each locker room during the pregame, the entire game and during the postgame.

Noisemakers. Artificial noisemakers, air horns, cow bells, electronic instruments, etc. are not permissible. Stadium management is responsible for removing such instruments from the stadium.

Nonpermissible Items. The stadium management is responsible for enforcing the NCAA policies in this area, which include, but are not limited to, the following:

1. **Promotional Items.** Promotional items (e.g., cups, shakers, flags, signs, etc.) with commercial slogans or identification or other unauthorized markings are not permitted inside the practice, competition and/or ancillary event venue(s), inside surrounding areas/facilities that are to be used, or outside on practice, competition and/or ancillary event venue property unless expressly approved in advance by the NCAA. Items such as newspapers, handbills, flyers, memorabilia, t-shirts, caps, etc. (except products sold or authorized by the NCAA or its vendors) may not be distributed on these premises.

2. **Signs, Flags and Banners.** It is the responsibility of the tournament management to confiscate all prohibited articles. Items that can be held by one individual that reflect good sportsmanship and do not block the view of other ticket patrons may be permitted.

SIDELINE HYDRATION EQUIPMENT PROGRAM

First and Second-Rounds. The NCAA will not provide Dasani/POWERADE/Coca-Cola sideline equipment or product to host sites during the first and second rounds of the championship. During these rounds the host institution may use other items. Those items, however, must be devoid of any commercial marks (e.g., logos and graphics) or such marks must be covered completely (this includes all sideline, media areas or any other back-of-house areas).

If the host has to provide and/or purchase product for any NCAA championship use (e.g., committee tent/suite), the host must purchase and provide only Coca-Cola products (e.g., Dasani, POWERADE, Coca-Cola, Sprite). Participating teams and student-athletes in NCAA championships continue to be free to use/consume permissible hydration beverage(s) of their own choice; however, equipment carrying any branding other than POWERADE, as referenced above, must be absent of any commercial marks.

Quarterfinal and Semifinal Rounds. The NCAA and Coca-Cola will provide drinking cups, water coolers, ice chests, water (squeeze) bottles and cooler carts for the quarterfinal and semifinal rounds of the championship. NCAA staff will provide host with a list of inventory being shipped to their site the week leading up to the game.

1. This equipment shall be used for all championship practices and games. It should be available in any/all areas (e.g., in the locker rooms, in practice areas, student-athlete hospitality areas, etc.).
2. If your championship receives squeeze bottles, they should be provided to all student-athletes; competitor squeeze bottles branded with logos and graphics of a Coca-Cola competitor (e.g., Gatorade, BodyArmor) brought by teams/student-athletes should not be allowed.
3. NCAA and Coca-Cola will provide branded (e.g., Dasani, POWERADE) coolers and ice chests, that should be positioned in all areas, specifically on/near the team benches/sidelines and in practice areas, locker rooms, student-athlete hospitality areas and media areas (when applicable).
4. On the sidelines, all products should be consumed out of the NCAA provided water cups or water (squeeze) bottles only.
5. The host institution/conference may retain the coolers, ice chests and any remaining product after the competition.

SECTION 7 – LODGING, PER DIEM AND TRANSPORTATION

LODGING

The host institution or sponsoring agency shall make local reservations for the visiting team and advise them of the arrangements. These arrangements should include an appropriate amount of meeting space at the hotel for the visiting team. Each visiting institution is obligated to confirm their accommodations.

A minimum of 60 double-double rooms should be reserved by the host institution for the visiting team for all preliminary-round games. Rooming blocks should be held for teams to check in the day prior to competition and check out the day following competition.

It is strongly recommended that the hotel reserved for the visiting team meet the following specifications: a) lodging accommodations all located in one hotel property; b) a full service property; c) be located within 45 miles from the competition venue; d) have minimum meeting space to accommodate one room for 100 for the purpose of team meals; two breakout rooms for 40 per room; and a conference room for athletic training needs); and e) provide a late check-out for any game starting after 4 p.m. local time for a minimum of 45 of the 60 total rooms.

If a visiting team prefers to stay at a hotel other than the one to which it has been assigned, it may be released from all or a portion of its room obligation only if obtains a written release of the reserved rooms from the hotel general manager before 5 p.m. local time the Tuesday before the game. The hotel is under no obligation to provide this release. The visiting institution must file a copy of the written release with the NCAA site representative and the host institution. If a visiting institution fails to obtain this written release with the assigned hotel for the use of the original reserved rooms, full charges for these rooms will be the visiting institution's financial responsibility.

Unless approved by the NCAA in advance, an institution is precluded from relocating to a hotel where the game or instant replay officials may be assigned.

Participating institutions in first-round, second-round, quarterfinal and semifinal round games shall arrive not later than the established practice time the day before competition.

Hotel Expectations – General

Ensuring a positive student-athlete experience at NCAA championships includes securing lodging for visiting teams at the appropriate level of quality at a reasonable distance from the competition venue.

Top teams should continue to have the right to host, provided a qualified bid is submitted by the established deadline. When the expectations for student-athlete experience fall short, sport committees will provide direct feedback to hosts. Host institutions have a responsibility to remedy identified issues prior to being considered for hosting opportunities in the future, regardless of sport. Failure to meet these expectations could impact the institution's opportunity to host in the future, even if their seeding merits it.

PER DIEM

Please refer to NCAA travel policies for all information regarding participating team transportation. Travel policies can be found online at www.ncaa.org/championships/travel/championships-travel-information?division=d1.

TRANSPORTATION

Please refer to NCAA travel policies for all information regarding transportation. Travel policies can be found online at www.ncaa.org/championships/travel/championships-travel-information?division=d1.

Teams eligible for air travel must arrange make arrangements through Short's Travel. Short's can be reached at 866-655-9215 or by email at ncaaalo@shortstravel.com.

Manifest Deadlines

For all teams that may be selected for the DI Football Championship, teams must enter the information below into the Short's Portal as soon as possible.

1. Key Contacts-primary administrator contact information, secondary contact, billing contact as well as in flight-group leader.
2. Travel manifests for all passengers- legal name as it appears on government ID, date of birth, gender, weight, type. (please note that small adjustments may be made after selections)

3. Equipment manifest must be entered into the portal. Below is an example of a detailed equipment manifest.

Equipment (30)								
Add Equipment								
Description	Type	Weight	Qty	Total lbs	Outbound party	Return party	Edit	Delete
Air Assault Bike	Equipment	150.00	1	150.00	Unassigned	Unassigned		
Carry on bags	Personal carry-on baggage	10.00	150	1,500.00	Unassigned	Unassigned		
Cast Kit	Equipment	19.00	1	19.00	Unassigned	Unassigned		
Checked bags	Personal checked baggage	25.00	150	3,750.00	Unassigned	Unassigned		
Crutches	Equipment	20.00	1	20.00	Unassigned	Unassigned		
Film projector	Equipment	35.00	1	35.00	Unassigned	Unassigned		
Gear bags	Equipment	18.00	66	1,188.00	Unassigned	Unassigned		
Radio Cases	Equipment	10.00	2	20.00	Unassigned	Unassigned		
Shoe bin	Equipment	40.00	1	40.00	Unassigned	Unassigned		
Sideline Accessory Bag	Equipment	50.00	1	50.00	Unassigned	Unassigned		
Sideline Headsets	Equipment	180.00	1	180.00	Unassigned	Unassigned		
Sideline replay system	Equipment	45.00	1	45.00	Unassigned	Unassigned		
Sideline Rolling Bin	Equipment	85.00	1	85.00	Unassigned	Unassigned		
Sideline Trunks	Equipment	207.00	2	414.00	Unassigned	Unassigned		
SM 10 Gallon Coolers	Equipment	11.00	4	44.00	Unassigned	Unassigned		
SM 3 Tier Craftsman Roller	Equipment	43.00	1	43.00	Unassigned	Unassigned		
SM Equip/Battery bag	Equipment	9.00	2	18.00	Unassigned	Unassigned		
SM Rolling Bags	Equipment	108.00	2	216.00	Unassigned	Unassigned		
SM Sideline	Equipment	180.00	1	180.00	Unassigned	Unassigned		
Solaris	Equipment	25.00	1	25.00	Unassigned	Unassigned		
Speaker	Equipment	40.00	1	40.00	Unassigned	Unassigned		
Splint Kit	Equipment	30.00	1	30.00	Unassigned	Unassigned		
Sport Medicine sideline trunk	Equipment	290.00	1	290.00	Unassigned	Unassigned		
Sports Med Locker Room Trunk	Equipment	120.00	1	120.00	Unassigned	Unassigned		
Treatment Table	Equipment	40.00	1	40.00	Unassigned	Unassigned		
Uniform Laundry Bins	Equipment	75.00	4	300.00	Unassigned	Unassigned		
Uniform Tubs	Equipment	30.00	2	60.00	Unassigned	Unassigned		
Vanguard Case	Equipment	20.00	1	20.00	Unassigned	Unassigned		
Water bottle duffle	Equipment	24.00	1	24.00	Unassigned	Unassigned		
Water Pumper	Equipment	57.00	2	114.00	Unassigned	Unassigned		
TOTALS			405.00	9,060.00				

Return flights will be booked based on kick off time. Teams that fly to the site of competition and kickoff at or after 3 p.m. local time, should plan for a next day air charter departure. Teams that are a drive can determine if they want to depart post-game or next day.

For all traveling teams the NCAA per diem policy covers a full day of per diem on the day of competition and a half day the day after competition, should you travel home the day after competition.

The next day departure for fly teams that kick after 3 p.m. local allows for a smoother travel experience and reduces many issues related to late departures (e.g., TSA screening, weather, availability of aircraft, response time to mechanical issues).

The home side ground transportation will be arranged by the institution in accordance with NCAA safety standards. Institutions that are eligible to drive to the championship will book ground transportation independently in accordance with the NCAA safety standards and seek reimbursement through the NCAA Travel Expense System (TES).

Expense reimbursement for participation in championships will be filed through our online system. The TES can be found at travel.ncaa.org. All NCAA championship travel information can be found [here](#).



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.



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.



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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**)

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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.

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

Conference	Vendor
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

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APPENDIX C – PREGAME SCHEDULE EXAMPLE

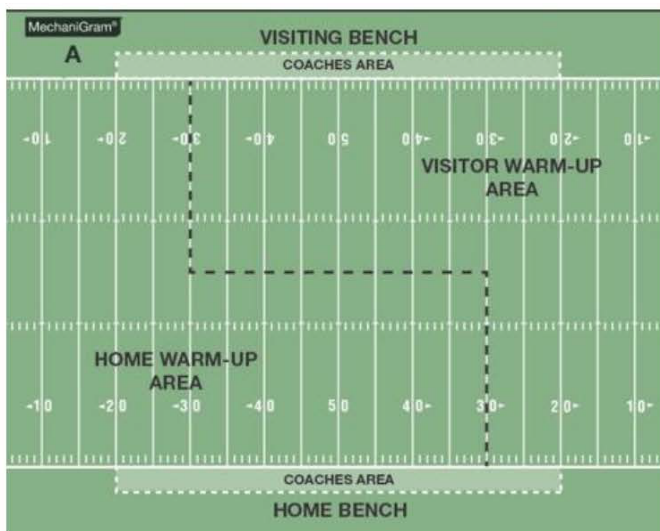
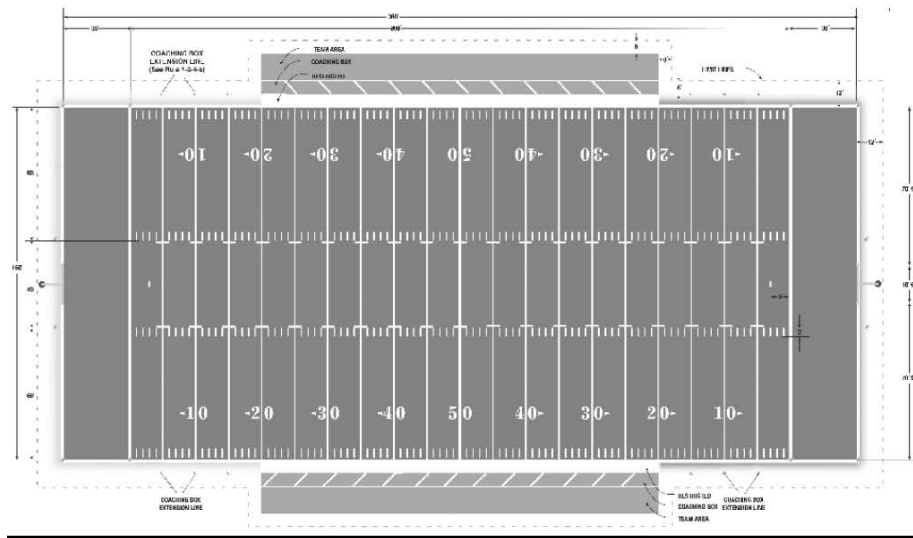
Preliminary-Round Pregame Schedule Example/Template

11:19 a.m.	105-minute administrative/officials meeting
11:30 a.m.	Field available for teams.
12:04 p.m.	Officials' meeting with timer, ball persons and chain crew.
12:38 p.m.	P.A. introductions of starting line-ups.
12:50 p.m.	National Anthem.
12:54 p.m.	Officials notify teams in locker rooms.
12:55 p.m.	Begin team introductions/taking the field
1:02 p.m.	Coin toss.
1:04 p.m.	Kickoff.

It is understood this schedule could be modified to accommodate television or special activities associated with the game.

Note: The National Anthem must be concluded before the NCAA broadcast partner comes on the air.

APPENDIX D – 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.