

**2019 NCAA ALL DIVISIONS**



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**INSTANT REPLAY COACHES  
MANUAL**

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## ***NCAA Football Instant Replay Summary***

### **The Objective:**

To allow for certain specific types of officiating calls to be immediately reviewed.

### **The Standard:**

There must be indisputable video evidence for an on-field officiating call to be changed by the Instant Replay Official, who is working from a private booth in the press box. Additionally, the play must have a direct competitive impact (ball possession, first down or score in question) on the game to warrant game stoppage for review. The Replay Official has authority to review a play, to stop game action and render a decision on any replay. On-field officials have no authority to request a review. Each head coach is allowed one challenge per game which he exercises by requesting a timeout for purposes of instant replay. He may have a second challenge, for a maximum of two, only if the first is successful and he has a timeout available.

### **The Source:**

All reviewable video will come from network television (such as NCAA Syndicated Productions, ESPN, ESPN2, ESPNU, ESPN Classic or CBS College Sports Network) on site; the video to support instant replay will be taken from the respective production truck and be fed to the booth by two independent high definition broadcast production feeds.

### **The Replay Officials:**

The NCAA Football Instant Replay System will have three officials in the booth: 1) The Instant Replay Official, who will make all decisions regarding replay; 2) The Communicator, who will assist the Instant Replay Official with such duties as obtaining the video replays and in communication; and 3) The Technician, who will be responsible for setting up and maintaining the operating condition of the equipment throughout the game.

Additionally, the host institution shall provide one or two volunteers (the host institution is approved to use the same number of sideline assistants as they use during the regular season) to serve as a Replay Sideline Assistant to wear a DVSPORT Replay vest; wear the communications headset on the sideline always and be prepared to give the headset to the Referee in the event the game is stopped for a review. This person should stand on the press box side of the field on one of the 20-yard lines or near the line of scrimmage if wireless communication is being used. Both of the sideline assistants will also have a walkie talkie with an earpiece as a backup to the headset system so that the booth can ensure that communication to the field is maintained at all times.

## **The Plays:**

### REVIEWABLE PLAYS:

## **SECTION 1. Purpose and Philosophy**

### **Purpose**

ARTICLE 1. Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions (Rule 12-3) made by game officials. Philosophy

ARTICLE 2. The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence (Rule 12-6-1-c) convinces him beyond all doubt that the ruling was incorrect. Without such indisputable video evidence, the replay official must allow the ruling to stand.

## **SECTION 2. Eligibility for Instant Replay**

### PARTICIPATION:

**ARTICLE 1. Instant Replay will be used for all rounds of the FCS playoffs through the National Championship game, and semifinals and the National Championship game in Division II and III.**

## **SECTION 3. Reviewable Plays**

### **Scoring Plays**

ARTICLE 1. Reviewable plays involving a potential score include:

- a. A potential touchdown or safety. [Exception: Safety by penalty for fouls that are not specifically reviewable.]
- b. Field goal attempts if and only if the ball is ruled (a) below or above the crossbar or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights as it crosses the end line, the play may not be reviewed.

### **Passes**

ARTICLE 2. Reviewable plays involving passes include:

- a. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.
- b. Forward pass touched by a player (eligible or ineligible) or an official, including whether the touching is beyond or behind the line of scrimmage.
- c. Forward pass or forward handing when a ball carrier is or has been beyond the neutral zone.

- d. A forward pass or forward handing after a change of team possession.
- e. Pass ruled forward or backward.
  - 1. If the pass is ruled forward and is incomplete, the play is reviewable only if the ball goes out of bounds or if there is clear recovery of a loose ball in the immediate continuing football action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands. (Exception: Rule 12-3-1-a)
  - 2. If the replay official reverses an incomplete forward pass ruling, and the ball is recovered, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- f. Location of the passer when he is obviously in the field of play and a ruling of intentional grounding would result in a safety by penalty.

### **Dead Ball and Loose Ball**

ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include:

- a. Loose ball by a potential passer ruled a fumble.
- b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery in the immediate continuing action after the loose ball.
  - 1. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands.
  - 2. If the replay official rules fumble, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified.
- c. Live ball not ruled dead in possession of a ball carrier.
- d. Loose ball ruled dead (Rule 4-1-2-b-2), or live ball ruled dead in possession of a ball carrier, when the clear recovery of a loose ball occurs in the immediate continuing football action.
  - 1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead-ball ruling stands.
  - 2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- e. Ball carrier's forward progress, spot of fumble, or spot of out-of-bounds backward pass, with respect to a first down or the goal line.
- f. Catch or recovery of a fumble by a Team A player other than the fumbler before any change of possession during fourth down or a try.
- g. Ball carrier in or out of bounds. If a ball carrier is ruled out of bounds, the play is not reviewable, except as in Rules 12-3-1-a and 12-3-3-d.
- h. Catch, recovery or touching of a loose ball by a player in bounds or out of bounds.
- i. A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of a goal line.
- j. Catch or recovery of a loose ball in the field of play or an end zone.
- k. Forward fumble that goes out of bounds with respect to a first down.
- l. Live ball declared dead under Rule 4-1-2-b-2 and b-3 (inadvertent whistle).

## **Kicks**

ARTICLE 4. Reviewable plays involving kicks include:

- a. Touching of a kick.
- b. Player beyond the neutral zone when kicking the ball.
- c. Kicking team player advancing a ball after a potential muffed kick/fumble by the receiving team.
- d. Scrimmage kick crossing the neutral zone.
- e. Blocking by players of the kicking team before they are eligible to touch the ball on an on-side kick.

## **Targeting**

ARTICLE 5

- a. The replay official shall review all targeting fouls, Rules 9-1-3 and 9-1-4. The review includes all aspects of the targeting foul to ascertain whether there is at least one indicator of targeting action (Note 1 to Rules 9-1-3 and 9-1-4), and:
  1. Whether the crown of the helmet is used to make forcible contact (Rule 9-1-3); OR
  2. Whether there is forcible contact to the head or neck area of a defenseless opponent (Rules 9-1-4 and 2-27-14).
- b. The replay official may create a targeting foul from the booth when the targeting action is clear and obvious and the foul is not called by the officials on the field. Such a review may not be initiated by a coach's challenge.

## **Miscellaneous**

ARTICLE 6. Situations that may be addressed by the replay official:

- a. The number of players on the field for either team during a live ball.
- b. Clock adjustment and status when a ruling is reviewed.
- c. With less than one minute in either half and a replay review results in the on-field ruling being reversed, and the correct ruling would not have stopped the game clock, then the clock will be reset to the time the ball is declared dead by replay. The referee will subtract 10 seconds from the game clock and the game clock will start on the referee's signal. Either team may use a team timeout to avoid the runoff.
- d. Clock adjustment at the end of any quarter. If the game clock expires at the end of any quarter, either during a down in which it should be stopped by rule through play when the ball becomes dead or after the down upon a request for an available team timeout, the replay official may restore time only under these conditions:
  1. The replay official has indisputable video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted;
  2. In the second and fourth quarters only, the team to which the ball would belong after it becomes dead would next put the ball in play from scrimmage (not the try); FR-110 Rule 12 / Instant Replay
  3. In the fourth quarter only, either the score is tied or the team that will next snap the ball is behind by eight points or fewer; and

4. The replay official's video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.
- e. Correcting the number of a down.
  1. This includes the result of a penalty enforcement that includes an automatic first down or loss of down.
  2. The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.
- f. Any person who is not a player interfering with live-ball action occurring in the field of play (Rule 9-2-3).
- g. An injured player at the initiation of the medical observer

### **Limitations on Reviewable Plays**

ARTICLE 7. No other plays or officiating decisions are reviewable. However, the replay official may correct egregious errors, including those involving the game clock, whether or not a play is reviewable. This excludes fouls that are not specifically reviewable (See Article 8, following).

### **Reviewable Fouls**

ARTICLE 8. The following plays are reviewable and the replay official may create a foul when there is no call by the on-field officials:

- a. Player making a forward pass or forward handoff when beyond the neutral zone or after a change of possession (Rule 12-3-2-c and -d).
- b. Player beyond the neutral zone when kicking the ball (Rule 12-3-4-b).
- c. Blocking by players of the kicking team before they are eligible to touch the ball on an onside kick (Rule 12-3-4-e).
- d. The number of players on the field for either team during a live ball (Rule 12-3-6-a).
- e. Illegal touching of a forward pass by an originally eligible receiver who has gone out of bounds. (Rules 12-3-2-b and 12-3-3-h).
- f. Player who is out of bounds touching a free kick that had not been touched inbounds (Rule 12-3-4-a).
- g. Forward pass that becomes illegal as a second pass after an on-field ruling of a backward pass is reversed (Rule 12-3-2-e).
- h. A clear and obvious targeting foul (Rule 12-3-5-b).

## **The Equipment:**

The NCAA will use the HD Digital Replay System developed by DVSPORT, Inc. of Pittsburgh, Pennsylvania, to provide technology for its Instant Replay System. DVSPORT will provide technical support.

## **The Process:**

### **Normal Booth Process (No Game Stoppage):**

The Instant Replay Official will review every potentially-reviewable play to either confirm the call on the field was correct or to look for evidence that the play may need to be reviewed. When this type of review occurs, there is no interruption to the game between plays. Note: As soon as the next play begins, it is too late to stop the game for a replay.

- a. Each play and subsequent replay will appear on the monitor in front of the Technician. As the Technician marks the incoming video, each clip will appear as a small thumbnail picture on the computer touch screen in front of the Technician. At any time, the Replay Official can use the Shuttle Remote in front of him to “pull” plays to his monitor or ask the Technician to send a play by touching the thumbnail on the touchscreen and it will be sent to the Replay Official. That thumbnail will have a yellow shaded box around its letter designating the sequence that it came into the system. (A, B, C...) This will allow the Technician and Communicator to track which replays have been sent to the Replay Official and which have not. The Replay Official also has a display of the angles captured, the one being view (with a red border) and the ones already viewed.
- b. Replay Official will get the new play once the Technician marks it and announces, “new play up and the play #.” The Technician can then send the play to the Replay Official by pressing the thumbnail of that play on his touch screen or the Replay Official will wait one second and then press the Play button on their Shuttle remote to retrieve the play. All replays/video will be viewed on an output monitor in front of the Replay Official, who can quickly get additional replays by choosing the A-H buttons on the Shuttle Remote. All replay video navigation, including Play/Pause, Slow-Motion, Frame-by-Frame, and Fast Forward/Rewind, will be done via a Shuttle remote device controlled by the Replay Official. The Technician also has the ability to zoom in on a specific portion of the video for the Replay Official when/if the is requested during a review.
- c. Communicator will notify the Replay Official when the team breaks the huddle or a snap is imminent.
- d. Replay Official will clear his own monitor when finished with the review by pressing the Standby button on the Shuttle remote and announce to the booth “All Clear”.

### **Replay Review Process (Game Stoppage Review):**

While most plays can be reviewed between the dead ball and the beginning of the next play, the Replay Official can stop play on the field by using the pager system:

- a. Replay Official communicates via vibrating pager to field officials (R, U, SJ, LJ, HL, BJ and FJ) when stopping the game for a review. In the event of pager system failure, the Communicator shall immediately notify the Replay Sideline Assistant by headset or walkie-talkie. The Replay Sideline Assistant shall then notify the nearest official, who will stop play.

- b. Referee announces via the stadium public address system, “The previous play is under further review.” or “(Team) has requested a timeout for a challenge. The previous play is under further review.”
- c. The Technician begins timing the replay. This is done by hitting the Start Review button on the DVSPORT system (the Communicator should help make sure the timer is started). Typically, replays should not exceed two-minutes.
- d. Referee proceeds to the sideline, where the Replay Sideline Assistant provides him with the headset and belt pack (for volume control) for communications to the replay booth. The Referee will have the option to obtain a headset from the sideline assistant with a DVSPORT yellow and white vest on from either 20 yard line on the press box side of the field.
- e. Technician notifies the television production truck by ring-down phone in the booth, connected directly to the truck, what is being reviewed and requests additional views from the truck. The Technician stays on the phone with the truck until the result of the review is announced on the field.
- f. Communicator notifies the Replay Official when additional views have been received.
- g. Replay Official completes review and informs Referee via headset of his decision.
- h. **Referee public address announcement:**
  1. “After further review, the ruling on the field is confirmed.”
  2. “After further review, the ruling on the field stands.”
  3. “After further review, the ruling is (description of video evidence e.g., “runner did not make the line to gain”), therefore (description of result of overturn/modification e.g., “the ball will be placed at the 39 yard-line, 3<sup>rd</sup> down”).
- i. The Technician will hit Stop Review and the time will stop and the Review information screen will pop up.
- j. The Technician will log replay report information (i.e., team, time on clock, play reviewed, call (confirmed, stands or reversed call). This will be done by using the touch screen on the DVSPORT instant replay system and e-mailed after the game.
- k. *During game stoppage for a review, the stadium video system may NOT show any replays of the play in question. Once the Referee announces the outcome, ONE replay of the play may be shown at normal speed.*

### **Coaches’ Challenge**

- The head coach of either team may request that the game be stopped and a play be reviewed by challenging the on-field ruling.
- The coach must request a timeout for the purpose of a challenge; therefore, if a team has used all of their timeouts in a given half the coach will be unable to challenge a ruling on the field.
- If the challenge is successful (the ruling on the field is reversed), the challenging team will not be charged with a timeout and the coach retains his challenge, which he may use once more during the game. Thus, a coach may have a total of two challenges if and only if his initial challenge is successful and **he still has a timeout remaining**.



- If the challenge is not successful (the ruling on the field stands), the challenging team will lose a timeout and the head coach will not have another challenge.