



DIVISION III
DISCOVER | DEVELOP | DEDICATE

2026 NCAA Division III Football Postseason Policies and Expectations for Game Management: Coach-to-player (C2P) Communications

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. Teams 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. **Division III 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 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. The C2P Cutoff Operator should be hired, assigned, and managed by the host institution. When a GSC C2P team plays at a CoachComm C2P team, host 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. Host game management responsibilities should be identified well in advance of the contest, including responsibility of the cutoff procedure. **In Division III 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. Both competing teams shall work together 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. 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 the Stagg Bowl, the GSC C2P team or the home team, 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 and those individuals are NOT included in the team's 25 support bench credentials.
14. In the event of TOTAL C2P communication failure of EITHER team, C2P on-site support representative(s) and games committee shall be notified. The other team may continue to use their C2P communication devices.
15. All C2P on-site support representatives should wear an article of clothing that is possible to see.
16. At least one C2P on-site support representatives must attend the 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. Both teams shall confirm their C2P plan during the administrative videoconference preceding the upcoming game.
19. 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 hours and 30 minutes) prior to the game, but at a minimum must take place prior to the pregame meeting (105/110-minute) meeting. The following personnel are required to attend the meeting: team personnel, C2P on-site technicians including the cutoff operator and the head official. 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 (105/110-minute) meeting.
20. Any violation above and beyond any in-game penalty may be subject to misconduct and/or a fine and will be reviewed by the NCAA Division III Football Committee.