

CENTENNIAL CONFERENCE - SIDELINE REPLAY - POLICIES AND PROCEDURES

July 2024

I. REQUIREMENTS FOR SIDELINE REPLAY

- A. Instead of a replay booth, the Referee, with assistance from one other on-field official, will be the final decision-maker on all Sideline Replay Reviews.
- B. The Sideline Replay Review equipment must be located outside the limit lines on the sideline or end zone, and it must be completely outside the team area. (20 to 20).
- C. The Referee and additional crew member must be provided a separate, secure location, and they must be sheltered from view from the team area, fans, and any personnel on the sideline with a tent (or other portable structure).
- D. By rule, all targeting fouls called on the field must be reviewed immediately. The only other method to stop a game for a sideline replay is through a Head Coach's challenge.
- E. Rule 12-2-1-b states for any non-conference game, if the Home Team is using Sideline Replay, the Visiting Team **does not have** the option of declining its use.

II. EQUIPMENT

- A. A tent (or other portable structure) located in a secure location near the field to shelter the Computer/Tablet/iPad and to provide privacy during video replay reviews. As a reminder, the sideline replay equipment must be located outside the limit lines on the sideline or the end zone, and it must be completely outside the team area.
- B. A table for the Computer/Tablet/iPad, or an iPad stand, in the secure replay location.
- C. A power source (outlet or extension cord) for each of the locations that the equipment will be located (Press box camera, Endzone camera, tent for Computer/Tablet/iPad viewing location, etc.). It is recommended that you plan for 3 extension cords and 3 power strips at each equipment location to ensure a power source can be reached.
- D. Each institution should determine the best location for the secure replay tent or portable structure. It shall be away from the team area, but quickly accessible by the Referee. Once the site has been selected, please notify the Conference Office and Jim Corpora.
- E. Coaches' may have access to the live stream in coach's suites/boxes in the stadium (but not on the field) during the game, as long as this technology is made available to both teams and is equal in quality (e.g., same size screen for both teams receiving the stream).
- F. Video of the previous play shall be immediately ready for the Referee and one other official to view when they arrive at the location of the Computer/Tablet/iPad.
- G. The quality of the replay will only be as good as the film that is captured by the camera operators. To ensure uniformity, schools should follow the Centennial Conference Digital Network streaming best practice guidelines utilized by the athletic communications departments as closely as possible. Operators should be consistent in following the game action on the field. Training and accountability for game film operators are important to the success of this Sideline Replay System.
- H. It is imperative that each Institution does its best to ensure that the Referee's microphone is working properly throughout the game.

III. PRE-GAME TESTING

- A. No later than 30 minutes prior to Kickoff, the Sideline Replay System must be set up in its secure location near the field.
- B. After the Sideline Replay System set-up is complete, and no later than 30 minutes prior to Kickoff, the film operators will perform a test recording of two 'warm-up' plays for the Referee to confirm that the plays are properly loading on the Computer/Tablet/iPad.
- C. During pregame, confirm the Referee's microphones and o2o radios are working.
- D. Schools are strongly encouraged to test the Sideline Replay System during preseason scrimmage(s) and/or a Pre-Season practice.

IV. NCAA REPLAY PROCESS

- A. The Sideline Replay process operates under the fundamental assumption that the ruling on the field is correct. The Referee may overturn a ruling if, and only if, indisputable video evidence (IVE) convinces the Referee that the ruling was incorrect. Without such IVE, the ruling on the field will stand as called.
- B. The use of this Sideline Replay System must be done in full compliance with NCAA Rule 12 (Instant Replay) except as described herein.
- C. There are two methods to stop the game to review a ruling or a play on the field.
 1. If the officials call a targeting foul on the field, the game will automatically be stopped, and the foul will be immediately reviewed by the Referee. The Referee will make a ruling after viewing the targeting call from the Sideline Replay System.
 2. The Head Coach challenges the call on the field after the play is over and before the next snap. For the head coach to challenge a ruling or play:
 - a. The team must have a team time out remaining.
 - b. The head coach must have a challenge remaining.
 - c. The ruling or play must be reviewable per the list provided in V below.

(Note: The head coach may challenge a play not called targeting on the field, but he must have a time out remaining **and** a challenge to use).
- D. Head Coach Challenges:
 1. Each head coach will begin the game with one challenge.
 2. The head coach is responsible for initiating the challenge by taking a team time out and by informing the officials during the team timeout that he is challenging the ruling on the previous play.
 3. If the challenge is successful, the head coach will not be charged a time out. The coach will also retain his challenge that he may use only **one** more time during the game.
 4. If the challenge is not successful, the head coach will be charged a team time out, and will be out of challenges for the remainder of the game, including Extra-Periods.
- E. After review of the challenged play or targeting call, the Referee will make an announcement indicating the result of the Sideline Replay Review.
- F. If the play for a targeting call or a coach's challenge is not available for review because of an equipment failure or camera operator malfunction (e.g., doesn't send play to the replay system), the ruling on the field will "stand" as called, and the team will not lose

its challenge, nor will it be charged a timeout.

- G. A targeting call not available for review in the 1st half because of an equipment failure or malfunction will be reviewed by the referee at halftime.
- H. If the play for a targeting call or a coach's challenge is available for review, but the play angle is bad, the result is inconclusive, or the questionable action is outside the screen view of the sideline or endzone camera, the ruling on the field will "stand" as called, and the team will lose its challenge, and it will be charged a timeout.
- I. A team does not receive a new challenge to be used during Extra Periods. A maximum of two challenges are available to a team.
- J. By rule, the officiating crew on the field may not initiate a Sideline Replay review on their own, except for a called targeting foul.

V. REVIEWABLE PLAYS -- COACH CHALLENGES, Per NCAA RULE 12 (Section 3)

[Reminder: All targeting fouls will be automatically reviewed. All other reviews must be initiated by the Head Coach.]

A. SCORING PLAYS –

1. A potential touchdown or safety.
2. Field goal attempts (Note- If the ball is higher than the top of the uprights as it crosses the end line it may not be reviewed.)

B. PASSES –

1. Pass ruled complete, incomplete, or intercepted.
2. Forward pass touching the ground, a player (eligible or ineligible), or an official, including where the touching is beyond or behind the line of scrimmage.
3. Forward pass or forward handing when a ball carrier is or has been beyond the line of scrimmage.
4. Forward pass or forward handing after a change of team possession.
5. Pass ruled forward or backward.
6. Location of the ball when there is a ruling of intentional grounding.

C. DEAD BALL AND LOOSE BALL –

1. Loose ball by potential passer ruled fumble.
2. Loose ball by passer ruled incomplete forward pass when there is clear recovery, or the ball goes out of bounds in the immediate continuing action after a loose ball.
3. Live ball not ruled dead in possession of ball carrier.
4. Loose ball ruled dead or live ball ruled dead in the possession of the ball carrier, when the clear recovery of a loose ball in the immediate continuing football action.
5. Ball carrier's forward progress, spot of fumble, or spot of out of bounds backwards pass, with respect to a first down or goal line.
6. 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.

7. Ball carrier in or out of bounds. (Note: If a ball carrier is ruled out of bounds the play is not reviewable unless it involves a potential scoring play or involves the recovery of a loose ball.)
8. Catch, recovery or touching of a loose ball by a player inbounds or out of bounds, or an eligible receiver who had been out of bounds and returned inbounds.
9. A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of the goal line.
10. Catch or recovery of a loose ball in the field of play or end zone.
11. Forward fumble that goes out of bounds with respect to a first down.

D. KICKS–

1. Touching of a kick.
2. Player is or has been beyond the neutral zone when kicking the ball.
3. Kicking team player advancing the ball after a potential muffed kick/fumble by the receiving team.
4. Scrimmage kick crossing the neutral zone.
5. Blocking by players of the kicking team before they are eligible to touch the ball on an on-side kick.
6. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick.
7. Receiving team advancing after a fair catch signal.

E. TARGETING–

1. Called targeting plays will be automatically reviewed by the Referee. For a player to be disqualified for targeting, the Referee must confirm all elements of the foul during his review. If any element of targeting cannot be confirmed during the review, then the Referee must overturn the targeting foul. (Note: If the targeting play is not available for review, the targeting ruling on the field will “stand” as called.)
2. The head coach may challenge a play not called targeting by the officials. During the review, the Referee will need to confirm all elements of a targeting foul in order to determine that a targeting foul did occur on that challenged play.

F. TIMING–

1. Clock Adjustments based on available Sideline Review evidence are permitted.

G. MISCELLANEOUS –

1. Position of the ball in relation to the goal line.
2. Number of players on the field for either team during a live ball.
3. Correcting the number of a down. (Note: 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 concludes.)
4. Any person who is not a player interfering with live-ball action on the field of play.