



FOOTBALL

2017

INSTANT REPLAY CASE BOOK



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2017 NCAA FOOTBALL INSTANT REPLAY CASEBOOK

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PART I: RULE 12

Instant Replay

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. a. Any member institution may use instant replay, but there is no requirement to do so. If instant replay is used, it must be used in full compliance with this rule.

b. For any nonconference game, if the home team is using instant replay, the visiting team does not have the option of declining its use for that game. If the home team is not using instant replay, it is not required to honor a request by the visiting team that it be used.

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 when thrown from behind the neutral zone.
 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.
 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 inbounds 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, but only in egregious instances in which a 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. Clock adjustment at the end of any quarter. (*Exception:* Rule 3-2-5-b)

If at the end of any quarter the game clock expires, either during a down in which it should be stopped by rule **through play** when the ball becomes dead or following 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;
 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.
- d. 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.
 - e. Any person who is not a player interfering with live-ball action occurring in the field of play (Rule 9-2-3).
 - f. 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, obvious and egregious targeting foul (Rule 12-3-5-b).

SECTION 4. Instant Replay Personnel, Equipment and Location

Personnel

ARTICLE 1. Instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. There shall be a minimum of three persons to ensure that all plays are reviewed in an efficient and timely manner. Such persons are normally referred to as replay official, communicator and technician. Additional personnel may be used as needed.

Equipment

ARTICLE 2. The type of equipment used to carry out necessary instant replay duties shall be determined by each conference or member institution using instant replay.

Location

ARTICLE 3. a. All equipment used reviewing a play during the replay process and the personnel using that equipment shall be located in a separate, secure location in the press box. This room shall not be available or accessible to any person not directly involved in instant replay.

b. Additional telephonic equipment needed to allow instant replay personnel to communicate with the game referee when a game has been stopped for a play review shall be located on a sideline near the field of play and preferably outside a team area. Such equipment shall provide the game referee and the replay official a secure and private means of communication.

SECTION 5. Initiating the Replay Process

Game Stop

ARTICLE 1. There are two methods to stop a game to review a ruling on the field.

- a. The replay official and his crew shall review every play of a game. He may stop a game at any time before the ball is next legally put in play (**Exception:** Rule 12-3-6-d) whenever he believes that:
 1. There is reasonable evidence to believe an error was made in the initial on-field ruling.
 2. The play is reviewable.
 3. The outcome of a review would have a direct, competitive impact on the game.
- b. The head coach of either team may request that the game be stopped and a play be reviewed by challenging the on-field ruling.
 1. A head coach initiates this challenge by taking a team timeout before the ball is next legally put in play (**Exception:** Rule 12-3-6-d) and informing the referee that he is challenging the ruling of the previous play. If a head coach's challenge is successful, he retains the challenge, which he may use only once more during the game. Thus, a coach may have a total of two challenges if and only if his initial challenge is successful.
 2. After a review has been completed, if the on-field ruling is reversed, that team's timeout will not be charged.
 3. After a review has been completed, and the on-field ruling is not reversed, the charged team timeout counts as one of the three permitted that team for that half or the one permitted in that extra period.
 4. A head coach may not challenge a ruling in which the game was stopped and a decision has already been made by the replay official.
 5. If a head coach requests a team timeout to challenge an on-field ruling and the play being challenged is not reviewable, the timeout shall count as one of the three permitted his team during that half of the game or the one permitted in that extra period.
 6. A head coach may not challenge an on-field ruling if all the team's timeouts have been used for that half or in that extra period.

When To Stop a Game

ARTICLE 2. a. A game may be stopped, either by the replay official or by a head coach's challenge, at any time before the ball is next legally put in play (**Exception:** Rule 12-3-6-d).

- b. No game official may request that a game be stopped for a play to be reviewed.

SECTION 6. Reviewing an On-field Ruling

Procedures

ARTICLE 1. a. When a game is to be stopped either by the replay official or by a head coach's challenge, the designated officials on the field will be notified by a buzzer system or other appropriate means.

b. If the review is initiated by the replay official, the referee shall announce:

“The ruling on the previous play is ... (brief description of ruling). The play is under further review.”

If the game has been stopped due to a head coach's challenge, the referee shall announce:

“The (name of institution) head coach has challenged the ruling of (state the ruling). The play is under further review.”

c. All reviews shall be based upon video evidence provided by and coming directly from the televised production of the game or from other video means available to the replay official **that is also available to the television producer.**

d. After the referee has conferred with the replay official and the review process has been completed, he shall make one of the following announcements:

1. If the video evidence confirms the on-field **RULING:**

“After further review, the ruling on the field is confirmed.”

2. If there is no indisputable (conclusive) evidence to reverse the on-field **RULING:**

“After further review, the ruling on the field stands.”

3. If the on-field ruling is reversed (Rule 12-7):

“After further review, the ruling is [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of the impact of the ruling].”

e. If a ruling is reversed, the replay official shall supply the referee with all pertinent data as needed (next down, distance, yard line, position of the ball, clock status/adjustment) in order to resume play under the correct game conditions.

Restrictions

ARTICLE 2. a. There is no restriction on the number of times the replay official may stop a game for reviews.

b. The replay official is under no time limit for a review.

SECTION 7. Reversing an On-Field Ruling

Criterion for Reversal

ARTICLE 1. To reverse an on-field ruling, the replay official must be convinced beyond all doubt by indisputable video evidence through one or more video replays provided to the monitor.

PART II: Instant Replay Mechanics/Guidelines

Due to the complexities of instant replay procedures and the high-profile nature of instant replay usage in college football, the following section offers guidelines to help ensure that the mechanics of instant replay are conducted consistently and appropriately.

These guidelines provide additional recommendations regarding the personnel involved in instant replay and the communication required to conduct the process seamlessly, as well as more detail on the steps to take before, during and after reviewable-play situations.

Personnel and their Duties

Per Rule 12-4, instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. There shall be a minimum of three persons to ensure that all plays are reviewed in an efficient and timely manner. Such persons are normally referred to as the instant replay official, the communicator and the technician.

Rule 12-4 also states that additional personnel may be used as needed. While not required, institutions are encouraged to provide an assistant communicator and an alternate official in addition to the three persons identified above.

Instant Replay Official – Pregame Duties

In addition to the duties identified in the NCAA Football Instant Replay Casebook regarding the actual application of replay protocol, the instant replay official should conduct the following review before the game begins to ensure that all procedures are carried out efficiently:

- Meet with the producer in the broadcast truck to exchange contact information, identify camera placement, ensure synchronization of game clock, and review procedures. Check to ensure that the replay booth is able to receive feeds from each camera. Discuss the need to confirm all scores and changes of possession, noting that confirmations are expedited when the producer sends a quick shot of the play. Note that the replay booth will likely communicate with the producer when issues occur that may be confusing to the broadcast announcers.
- Along with the communicator, meet with the broadcast announcers to review protocol. Note that some plays may not be reviewed in a lopsided game.

- Identify the sideline attendants and review procedures for confirming a score and change of possession, and the procedures for handing equipment to the referee for a review.
- Meet with the technician in the replay booth to ensure that the equipment is operational.
- Check to ensure that the TV monitor in the replay booth is operational.
- Test the pagers, headsets and the ring-down phone to the production truck to ensure they are operational. (Re-test the pagers when the officiating crew arrives on the field, after the coin flip, and before the start of the second half.)
- Ensure that the communicator and assistant communicator (if provided) are supplied the appropriate forms (including the facilities report).
- Have the on-field referee locate and test the headset and ring-down phone.
- If an alternate official is provided, test to ensure his/her headset is operational.
- Test the on-field referee's microphone to ensure it can be heard in the replay booth.
- Test the field radio with field officials.

Communicator

In addition to collaborating with the instant replay official to ensure the proper pregame protocols, the following are recommended duties for the communicator once the game begins:

Before the play

- Establish a pre-snap routine that includes counting players, noting the time on the game clock, and identifying the line of scrimmage, down and line to gain.
- Note when the clock is under two minutes and one minute in each half.
- Be aware of other occurrences such as a coach signaling for a timeout, how many timeouts remain for each team, correctness of down box, location of chains, etc.

During the play

- Identify the ruling on the field when a reviewable event occurs. This includes events such as a fumble recovery, pass completion, scoring of a touchdown, runner going out of bounds, etc.
- Continue viewing the field until the ruling on the field is determined. Once determined, announce that information to booth personnel.

- When reviewing a play to determine whether the game should be stopped:
 - View the monitor for camera shots of helpful angles on the previous play.
 - Announce when a helpful replay comes to the monitor. The instant replay official will look at the replay on the communicator's monitor in such cases. (The instant replay official will call the communicator to his/her monitor if there is a usable video on that monitor. The communicator will offer opinion on the video.)
 - Listen for information from the assistant communicator regarding the actions of the offensive team ("The team is in the huddle," "They have broken the huddle," "They are rushing to the line," etc.) to ensure that the instant replay official makes a warranted stoppage of the game before the start of the next play. (The instant replay official will stop the game to look for more confirming camera shots if the ruling on the field can't be confirmed during this process.)

During a review

- Continue looking for video that the technician sends to his/her monitor, and be prepared to move to the instant replay official's monitor if necessary. Be prepared to say whether the camera shots help verify the ruling on the field.
- If the instant replay official decides to reverse the ruling on the field, take the review sheet (which contains information on the previous play) from the assistant communicator.
- Work with the instant replay official to complete the review sheet with data pertaining to how play will be resumed. Double-check the information for accuracy.
- Listen as the instant replay official reports the reversal information to the referee.
- After the review is completed and play resumes, complete an information sheet on the review (use data from the replay technician to help complete the form).

Assistant Communicator

While an assistant communicator is not required, staffing this position will help ensure an efficient replay process.

When an assistant communicator is provided, the following duties are recommended:

Before the play

- Prepare to record the down, distance, yard line, hash, and clock for each play.

- Also be prepared to record fouls called, which official called the foul, and the offending player's number. (This information can be obtained from viewing the action on the field, or from the communicator, replay official, or replay technician.)

During the play

- Help identify events on the field that may be significant (for example, a runner who possibly touched out of bounds, a pass being tipped, a coach requesting a timeout, etc.).
- Monitor the field when the instant replay official and the communicator are reviewing a play. Keep them apprised of the action of the offensive team, such as "They are in the huddle," "They are breaking the huddle," "They are rushing to the line," etc. (Do not allow recording the previous play's information to impede this process. If necessary, abandon recording play information and focus on events occurring on the field, as that is the priority in this case).

During a review

- When the game is stopped for a review, document the previous play's information on a replay review sheet the instant replay official provides. This information includes down, distance, yard line, hash and time on the clock of the previous play.
- If the ruling on the field is reversed, hand the completed review sheet to the communicator.
- While the review is being completed, listen and audit the review to ensure the crew isn't missing any aspect of the review and the information being conveyed to the referee is correct.

Alternate Official

While an alternate official is not required, staffing this position will help ensure an efficient replay process.

When an alternate official is provided, the following duties are recommended:

- Wear the headset wired to the replay booth during the entire game. The headset should be kept open to hear the conversation within the replay booth.
- Wear a field microphone headset to hear conversation among the on-field officials and pass on pertinent information to the crew and/or replay booth. Prepare to serve as the "go between" for the replay booth and the on-field officials.
- Confirm all scores and changes of possession. Step out to the 20-yard line and display the "iron cross" signal to the referee when the play is confirmed.

- Facilitate providing the replay headset to the referee when a review occurs.
- Monitor issues pertaining to game administration (for example, clock, penalty administration, chain and down marker, penalty mark-offs, etc.).
- Prepare to notify field officials in cases when the replay booth wants to review a play and the paging system fails.

Medical Observer.

In cases where there is a Medical Observer (M.O.), either by conference policy or mutual consent, the following process applies:

1. The M.O. shall be provided space in accordance to the conference policy or home game policy.
2. Where feasible, the M.O. shall be provided a replay monitor; headphones with access to applicable sound; a recording device with replay capability; and a phone/headset to be able to communicate with team medical staff on the sidelines.
3. If the M.O. has clear visual evidence (1) that a player displays obvious signs of disorientation or is clearly unstable due to head or neck injury, and (2) it becomes apparent that the player's condition is not detected by the game officials or by the team's medical or athletic training staff, then the M.O. will take the following steps:
 - a. Immediately alert the replay official or the on-field officials, identify the player by his team and jersey number, and advise that the game should be stopped.
 - b. Contact his team's medical staff.
4. Upon being notified by the M.O., the replay official or the on-field officials will immediately stop the game and follow all procedures in Rule 3 of the NCAA playing rules concerning players and injury timeouts, including clock management.
5. Important note: If play is stopped due to the medical observer process with less than one minute in the half, then NCAA Rule 3-3-10-f (10-second runoff) will not apply.
6. The wing official will notify the head coach of the reason for the injury timeout. The referee will announce that there is a timeout for a medical stop but will not identify the player by the announcement.
7. Once the injured player is removed from the field, the team's medical staff will conduct an evaluation. The team's medical staff will make the return-to-play decision consistent with institution protocols and Rule 3-3-5 of the NCAA playing rules.

A team may not deliberately initiate these procedures to stop play unnecessarily, to prolong or delay the medical stoppage, to improperly take advantage of a medical stoppage, or to influence the actions of the M.O.

Additional Booth Mechanics/Best Practices

In addition to the recommendations provided in the previous section, the following best practices are offered to assist in the replay process:

- In all aspects of replay, booth personnel should over-communicate rather than under-communicate. Announce events as they occur on the field (catch, forward/backward pass, etc.).
- Be aware when a coach may use a challenge on a play that is close and significant. Consider stopping the game for a review in these instances.
- It is appropriate to stop the game and reverse obvious errors that do not fit the competitive-effect criteria if a clear and immediate shot comes up on the monitor or if television is highlighting the play. (For example, a pass is completed but clear and immediate evidence shows the receiver caught the pass out of bounds.)
- Let the crew determine the ruling on the field before paging to stop the game for a review. Turnovers, TV timeouts and injuries can buy the replay crew extra time to review the play before paging the field.
- Conflicting signals by officials on the field often indicates that the ruling may need to be reviewed.
- On close line-to-gain reviews, it is acceptable to place the ball at the known spot on the field and then measure to determine if it is beyond the line to gain.
- Remember to address the clock when reversing a ruling on the field.
- If reversing a ruling on the field, communications with the referee should include:
 - o The reason why the ruling was reversed.
 - o Completion of every line on the replay card.
 - o Suggestions for the referee announcement.
- A “booth confirmation” means the ruling on the field of a reviewable play is correct without stopping the game. Document meaningful booth confirmations per the appropriate conference policy.
- Use the alternate official or sideline attendant (green vest) to correct obvious administrative errors on the field.
- Scoring plays and turnovers must be confirmed in replay before a play is resumed. Confirming the play means that the replay booth is not going to stop the game for a review.
- When overturning a completed catch, tell the referee which of the three aspects of making the catch was not completed (firm grip and control, body part down inbounds, making a football move with the ball). This will help the referee make an effective announcement.
- Additional review guidelines:

- o Once an announcement occurs, the review of the play is over. Late-arriving information cannot be used to initiate another review.
- o A review can occur until the next legal snap or free kick.
- o Once a play is shut down, the instant replay official is responsible for looking at all reviewable aspects of the play.

Situational Mechanics

Once proper procedures are in place to administer the replay process correctly and efficiently, there are still a number of interpretive details for the replay crew to understand while reviewing various plays/situations. The following guidelines (listed alphabetically) will help the crew determine what to look for in these cases.

Catch/No Catch

The following order of events must occur for a completed catch:

1. Firm grip and control,
2. Body part down inbounds, and
3. The player doing something with the ball that is common to the game and the element of time in which control is maintained (Rule 2-4-3).

Firm grip and control

- Look for *transition indicators* when deciding if a receiver controlled the ball long enough to make a catch. No cheap catch/fumbles.
- A ball can be controlled only with the hands and arms. A player pinning a ball with his legs does not represent “firm grip and control.”
- A player going to the ground in the field of play or end zone must maintain control of the ball throughout the process of contacting the ground. It is a catch if an inbounds receiver loses and regains control prior to the ball touching the ground.
- A player going to the ground out of bounds must maintain control through the entire process of going to and hitting the ground. It is important to realize that *slight movement* does not constitute *loss of control*. Some loss of control indicators are hand(s) coming off the ball, a bobble, the ball touching the ground or the ball moving up/down a receiver’s body.
- To properly rule if the receiver loses possession while going to the ground, replay must determine if (1) the receiver completed the catch standing up and went to the ground as a second act or (2) the catch was made while going to the ground and the receiver did not survive the ground.
- A receiver can be “going to the ground” as a result of being contacted by a defender.

- It is not a catch if the ball hits the turf and comes loose before any other body part touches the ground.

Body part down inbounds

- A receiver must be inbounds to make a catch. He must re-establish if previously out of bounds. A player who has not re-established is a player out of bounds. No catch.
- A toe drag at the sideline (a good indication is rubber pellets kicking up) indicates a catch even though it may appear similar to a toe/heel situation.
- A natural movement of toe/heel with no drag is out of bounds.
- A receiver going out of bounds on his own with no contact or clearly forced out and the first to touch a pass is reviewable. The extremes are reviewable. Contact that is marginal is not reviewable. Contact and force (or lack thereof) must be obvious.
- It is an incomplete pass if a body part touches out of bounds at the same time another part touches inbounds.
- It is an incomplete pass if a receiver's foot contacts the pylon before controlling the ball. An airborne receiver is out of bounds if he first touches the pylon before getting a body part down.

The player doing something with the ball that is common to the game and the element of time in which control is maintained

- A player must do an exaggerated act common to the game after gaining a firm grip and control and having a body part down to finish the catch. (The language from the rule states "long enough to pitch or hand the ball, advance it, avoid or ward off an opponent, etc.")

Additional guidelines

- The only difference between a catch in the field and a catch in the end zone is that there can be no catch/fumble in the end zone.
- Defensive pass interference cannot occur against a player who is out of bounds, no matter how the player got out of bounds (pushed or on his own).
- The process of the catch was completed if a player fumbles the ball as part of the "second act."
- Players from either team may legally interfere beyond the neutral zone after the pass has been touched. Replay must know when the touching occurred in relation to the contact.
- Intentional grounding, ineligible receivers downfield, and whether a pass was catchable are not reviewable.
- A pass hitting the ground before or at the same time as being caught is a trap and therefore an incomplete pass.

Coach's Challenge

- If a coach challenges a play, the replay crew must know what is being challenged. Obtain that information from the referee.
- When reporting the results of a coach's challenge, the replay crew must let the referee know if the coach loses the challenge and is charged with a timeout. A team will not be charged with a timeout if the coach's challenge results in the ruling on the field being reversed (Rule 12-5-1-b-2).
- A coach should not be forced to use a challenge on a significant play. Replay should stop the game and review the play. Additionally, it is a reasonable expectation that a coach should never win a challenge on a significant play.
- A coach cannot challenge a ball location that does not involve the line to gain or the goal line. When it does involve the line to gain or the goal line, replay should move the ball to the adjusted spot. A coach loses the challenge regarding line to gain unless a first down is awarded. The coach wins the challenge if he challenges the location of the ball in relation to the line to gain or goal line, but replay reverses some other reviewable aspect of the play (knee down, etc.).
- When reviewing if there were too many players on the field, the play is not reviewable if a player's next step takes him off the field. A coach's challenge should be denied.
- If a coach challenges a play that is not reviewable, he loses his timeout but not the challenge.
- A coach must initiate the challenge by calling timeout. He cannot challenge unless he has a timeout remaining.

Competitive Effect

- The replay crew should not overthink competitive effect. The game should be stopped in obvious review situations.
- Scoring and change of possession plays must be confirmed by replay before play is resumed.
- Targeting fouls are reviewed by rule.
- The replay crew must know the ruling on the field before determining if a play is significant and should be reviewed. That includes knowing what penalties were called, the down and distance of the next play, and who recovered any loose ball.
- Catch/no catch, player down, or player out of bounds should have a difference of 10 yards to be significant. The score, time remaining and field position can affect application of this guideline and cause plays with less than a 10-yard impact to be reviewed.
- Advance of a kick after a fair catch signal was given is reviewable. Replay must determine if advance created an advantage (Rule 12-3-3-c).

- Reviewing whether a player made the line to gain is significant and reviewable on third and fourth down. The guideline can be less for the end of each half and in red zone situations.
- Stop the game and reverse obvious errors on plays that would normally not be reviewed if a clear shot comes up immediately or if television is highlighting the play. (For example, a pass is completed but clear and immediate evidence shows the receiver caught the pass out of bounds.)
- Restoring time depends on when it occurs in the game. Do not be too technical with the clock at the end of the first or third quarters. There must be a clear advantage to stop and restore time in these instances.
- In lopsided games, the replay crew should stop play only if it is 100 percent certain that the play will be overturned.
- Look for *smoke* (player reaction to a play), which indicates there may be an issue with a play.
- Everything is magnified in overtime. A review that may result in a five-yard difference is enough to warrant a stoppage.

End-of-Game Issues

- Competitive-effect rules are tightened at the end of close games. Events that are deemed to be not significant earlier in the game become significant at the end of the game and should be reviewed.
- Be patient at the end of the game to not create an opportunity for the offense to have an additional play. If a play has a reviewable aspect, wait to see if the offense will be able to snap the ball before time expires. If so, stop the game for a review. If not, let the game end and then review the play.
- Be aware when the clock runs out and whether time should be restored.
- Be aware of officials signaling for timeout and the amount of time on the clock when doing so.
- Be aware of the number of timeouts and challenges that remain for each team.
- Be aware when the clock goes under two minutes of each half, which causes timing rules to change.
- Be aware when the clock goes under one minute of each half and 10-second runoff situations may occur.
- Communicate with officials through the alternate official or sideline attendant if the crew misses a 10-second runoff opportunity.
- Time can be restored if Team A fumbles the ball and time runs out as Team B is advancing the ball if review shows Team A was down before losing the ball and has a timeout remaining or advanced beyond the line to gain. Team A gets the ball at the spot ruled down and time is restored to when the runner was ruled down.

Field Goals/PAT

Reviewable Items:

- Whether the ball went over the crossbar.
- Whether the ball was inside the uprights (assuming the ball is below the top of the uprights).
- Whether the ball crossed the neutral zone (meaning the ball touched the ground, a player, an official or anything that is beyond the neutral zone. (Rule 2-16-7-b).
- Whether the ball on a missed field-goal attempt was touched beyond the neutral zone.

Important Issues:

- There can be no post-scrimmage kick on a successful field-goal or PAT attempt.
- The penalty for a foul during a successful field goal must be declined to keep the points.
- Be ready for a fake or blocked kick. Rule on possession. Use running play and goal line plays principles when dealing with these cases.

Forward Progress

Forward progress is a term indicating the end of advancement by the ball carrier or airborne pass receiver and applies to the position of the ball when it becomes dead by rule (Rule 2-9-2).

- The only forward progress spots that are reviewable are the line to gain and goal line.
- Replay can rule on location of the ball at the point forward progress was ruled if involving the goal line or line to gain.
- Once forward progress is ruled on the field, any subsequent action is not reviewable.
- Forward progress can be reviewed in relation to the goal line (coming out or going in) and line to gain. The replay crew must know the ruling on the field and where officials ruled progress. Replay can create or negate a safety, touchdown or first down.
 - If the spot is close to the line to gain, replay should place ball at the adjusted spot and measure.
 - Forward progress of a sliding player is the point at which the slide is started (butt begins to drop).
 - Replay should review forward progress if it is within one yard of the line to gain. Move the ball closer to the line to gain if warranted. Replay can move the ball closer to the line to gain, but not farther away.

- o Do not stop the game to simply adjust the spot as long as forward progress was beyond the line to gain.
- A ball carrier's helmet coming off kills the play. Replay can rule on the location of the ball when the helmet came off if involving line to gain or goal line.
- When an airborne player (either team) receives a pass and is driven back, the point of forward progress is the spot of completing the catch.
- When an airborne receiver (either team) receives a pass and is driven forward, the point of forward progress is where the receiver is legally down (Rule 5-1-3-a).
- A player catching the ball in the end zone and then being driven to the ground in the field of play is a touchdown (Rule 8-2-1-b; AR 5-1-3-I).
- A player catching the ball in the end zone and then being driven out of end zone, even though he stays on his feet, is down where the ball is declared dead and is no touchdown (Rule 8-2-1-b; AR 5-1-3-II).

Fumble

- A play in which a runner fumbled, but was ruled down can be reviewed if there is a clear recovery of ball in the *immediate continuing action* after the fumble (Rule 12-3-3-d).
- For a recovery to occur in the immediate continuing action, offensive players in the vicinity of the loose ball must try for the recovery. There can be no recovery in the immediate continuing action if offensive players in the vicinity relax due to thinking the play is over.
- The ruling on the field stands if there is not a clear recovery of a fumble.
- Replay can review recovery of a fumble and possession anywhere in the field of play and the end zone.
- There must be indisputable video evidence of possession to confirm/reverse the ruling on the field.
- Having a player end up with the ball, but not seeing how he gained possession, is not indisputable evidence of possession.
- Replay can review whether a fumble touched the sideline or end line.
- Replay can review who recovers a fourth down fumble. The ball must be recovered by the fumbler or it is ruled dead and brought back to spot of the fumble. If recovered behind the spot of the fumble, the ball is dead and remains at the spot of recovery (Rule 7-2-2-a-2).
- The ball goes back to the spot of the fumble when the ruling on the field is a touchdown, but replay determines the ball was fumbled short of the goal line with no clear recovery in the end zone. Various

scenarios that can occur with the ball is dropped short of the goal line and then enters the end zone are:

- o Ball goes out of the end zone: Touchback.
- o Team B player falls on the ball in the end zone: Touchback
- o Team A player recovers the ball in the end zone: Touchdown (assuming it is not fourth down).
- o No clear recovery of the ball in the end zone.
- A forward fumble that goes out of bounds is not reviewable unless placement involves the line to gain. If a reversal creates a forward fumble situation, replay should place the ball at the spot of the fumble.
- Replay can review the spot of fumble or a fumble out of bounds if it involves the line to gain or goal line (Rule 12-3-3-e).
- Replay can review a play involving a helmet coming off or sliding player and a fumble to see which happened first.
- Replay can review a ball going through and out of the end zone (out of end zone is viewed as the equivalent to a clear recovery).
- It is a fumble if the passer's hand comes forward with no ball or a loose ball.
- It is a fumble if the ball comes loose while the passer is bringing the ball back into his body.
- It is a fumble if the passer's forearm is beyond being parallel with ground and ball comes loose.
- It is a pass if the ball comes loose at any point after the passer's hand starts forward until he starts to bring the ball back toward his body.
- A passer ruled down before releasing the ball is not reviewable.
- A muff is an unsuccessful attempt to catch or recover a ball that is touched in the attempt (Rule 2-11-2). When trying to determine if a player possessed or muffed a ball, apply the same principles used when ruling if a player completes a catch. The player must secure the ball and make a football move.
- Simultaneous recovery of a fumble (joint possession of a live ball by opposing players) can be reviewed anywhere in the field of play or end zone. Simultaneous recovery belongs to Team A (Rule 2-4-4).
- An airborne player catching a kicked ball or fumble while going out of bounds must survive the ground in order to complete the catch/recovery (same principle as a receiver completing a catch while going to the ground out of bounds).
- A player cannot recover a ball by pinning the ball between his legs.

Goal Line/Pylon

- The entire football must be out of the end zone for it to be in the field of play. If any part of the ball is on the line, it is a safety/touchback.

- The runner is awarded the extended goal line if (1) he gets a body part down in the end zone or (2) he hits the pylon with a body part (the ball is dead when a runner touches the pylon).
- A receiver who leaves the field and lands out of bounds beyond the goal line without touching the pylon or the end zone must extend the ball over or inside the pylon. The receiver does not get the benefit of an extended goal line.
- The ball must have broken the plane of the goal line before the runner is down or out of bounds to rule a touchdown.
- Look for a “second act” or the player reaching out while on other players when at the goal line. It is a score if the ball breaks the plane of the goal line while the runner is on other players.
- An airborne receiver who catches the ball and then touches the pylon before touching the ground is an incomplete pass. **Play:** Runner dives near the goal line in an attempt to catch a pass. He controls the ball in both hands while airborne and before he lands reaches the ball out and it hits the pylon. His right knee then lands inbounds before the rest of his body lands out of bounds. He maintains control of the ball throughout the entire action. Official rules incomplete pass. **Ruling:** The receiver has not completed the catch before the ball hits the pylon. The ball is out of bounds and dead at that point, therefore incomplete pass.

Inbounds/Out of Bounds

- A player is out of bounds when any part of his body touches anything on or outside a boundary line other than another player or a game official. A player touching a pylon is out of bounds (Rule 4-2-1).
- An out-of-bounds player who becomes airborne remains out of bounds until he touches the ground inbounds without simultaneously touching out of bounds.
- A player re-establishes himself inbounds by touching the ground inbounds with any body part.
- An inbounds player who becomes airborne remains inbounds until he touches out of bounds.
- A ball not in a player’s possession is out of bounds if it is touching anything that is out of bounds. A ball that touches a pylon is out of bounds behind the goal line.
- A receiver who voluntarily leaves the field of play, and does not re-establish is out of bounds. If he touches a pass before re-establishing, the pass is incomplete.
- A receiver who voluntarily leaves the field of play, re-establishes and touches a pass has committed an illegal touching foul (loss of down at the previous spot).

- A receiver who voluntarily leaves the field, re-establishes and is hit by a defender before the pass arrives is not interfered with (no defensive pass interference) because the receiver lost his eligibility by voluntarily going out of bounds.
- Replay must know if an out-of-bounds player re-established before touching the ball in an attempted recovery.
- A kicking team player who voluntarily goes out of bounds cannot return to the field. Five-yard penalty. Tack-on or re-kick. Not reviewable.
- Replay can review eligibility when defensive pass interference is called against a receiver. To be eligible, a receiver must be in bounds and had not voluntarily gone out of bounds prior to touching the pass. If the receiver is determined to have been ineligible, replay will inform the referee that no foul occurred and the flag will be picked up.
- An airborne Team B player touching a kick and then landing out of bounds while possessing the ball is a kick out of bounds. Team B ball at the spot of going out of bounds.
- An inbounds Team A player must complete the same components as completing a catch to recover a free kick beyond the restraining line. An airborne player catching the ball in the air and first touching out of bounds is a kick out of bounds.

Kicks – Free Kicks

- Reviewable plays include:
 - o Whether a player was inbounds/out of bounds while touching a kick (whether standing or leaping from out of bounds).
 - o Whether a kicked ball hit the boundary line or pylon.
 - o Whether a kick that touches the ground in the end zone had been touched by a member of the receiving team. A kick untouched by Team B that touches the ground in the end zone is a touchback.
 - o Touching of the kick by either team is always reviewable.
- It is a foul when a free kick goes out of bounds untouched by a member of the receiving team (five-yard penalty with three options: Re-kick from Team A's 30-yard line, tack-on from out-of-bounds spot or ball placed at Team B's 35-yard line).
- It is the receiving team's ball at the spot a kicked ball goes out-of-bounds if touched by receiving team member prior to going out of bounds.
- Blocking by kicking team players before being eligible to touch the ball on an onside kick is reviewable (Rule 12-3-4). Note:
 - o The block by the kicking team must be obvious. The receiving team player being blocked must be passive.

- o Replay can pick up a flag for an illegal block if the block occurred after the ball (1) passed the restraining line or (2) was touched by a receiving team player.
- o There is no competitive effect if the receiving team possesses the ball at the end of the kick, and is therefore not reviewable. However, the play can be challenged by the coach.
- Replay should use the same criteria used for catching a pass at the sideline when ruling on recovery of a kick. A player must maintain control of the ball through the entire process of catching the ball while going to the ground out of bounds and survive the ground.
- A player must get a body part down inbounds for a catch to be made inbounds.
- Plays **not reviewable** include:
 - o Forced touching of kick.
 - o Out-of-bounds spot of airborne kick.
 - o Contact fouls (kick catch interference, fair catch interference, etc.).
 - o Whether a kicking team member went out of bounds and then subsequently returned inbounds to touch or recover the kick.

Kicks – Scrimmage Kicks

- Reviewable plays include:
 - o Whether a kicked ball crossed the neutral zone. A scrimmage kick is ruled to have crossed the neutral zone if it touches the ground, a player, an official or anything beyond the neutral zone (Rule 2-16-7-b).
 - o Whether a player was in the three-yard expanded neutral zone when blocking a scrimmage kick (Rule 6-3-1-b).
 - o Whether a kicked ball broke the plane of the goal line or touched a sideline/pylon.
 - o Whether the kicker was entirely beyond the neutral zone when kicking the ball. This is a live-ball foul that causes the ball to become dead (five-yard penalty from the previous spot and loss of down; Rule 6-3-10-c).
 - o Whether a player was inbounds/out of bounds while touching a kick (whether standing or leaping from out of bounds).
 - o Whether a kick touched in the end zone had been touched by Team B. A kick not touched by Team B that touches in the end zone is a touchback.
 - o Replay can rule on touching and illegal touching of a kick anywhere in the field.
- The ruling of fumble/advance can be reversed to muff/down (Rule 12-3-4-c).

- When recovering a kick at the sideline the same criteria should be used as for catching a pass. A kicking team player must maintain control of the ball when going to the ground out of bounds and survive the ground.
- A special case of illegal touching occurs when a scrimmage kick untouched by Team B is batted in Team B's end zone by a Team A player. Team B's privilege for this violation is not canceled by an accepted penalty. The spot of the violation is Team B's 20-yard line. That is also the PSK enforcement spot (Rule 6-3-11).
- A missed fair catch signal by any player can be corrected if the punt return puts the team in obvious scoring position. Return the ball to the spot of possession and reset the clock.
- Pointing is not a fair catch signal. The player must demonstrate a waving action to signal for a fair catch.
- A referee's announcement allows replay to review if a kicked ball was tipped on plays in which no foul was called ("There is no foul for roughing/running into the kicker because the ball was tipped.").
- Replay should inform the referee if a kick was tipped. The referee will decide if a foul should be called. He/she must consider (1) if the kicker still warranted protection when contacted, (2) if the defender was pushed into the kicker or (3) if the defender who ran into the kicker was the same player who tipped the ball.
- Replay should review whether the ball was tipped when roughing or running into the kicker foul is called. If tipped, the referee should be informed and the flag picked up.
- An airborne player (Team A or B) catching a kick and landing out of bounds causes the ball to be dead at that spot. Team B ball.
- Plays **not reviewable** include:
 - o Out-of-bounds spot of airborne kick.
 - o Forced touching (can review only who touched, not how it was touched).
 - o Contact fouls.
 - o Whether a kicking team member went out of bounds and then subsequently returned inbounds to touch or recover the kick.

Momentum

- Momentum exception is if a player is downed in the end zone after his original momentum takes him into the end zone due to (1) intercepting a pass or fumble, (2) recovering an opponent's fumble or backward pass or (3) catching/recovering a kick between the five-yard line and goal line. In these instances, the ball belongs to the player's team at the spot where possession was gained (Rule 8-5-1-exception).

- A player taking a ball into the end zone on his own versus going in due to momentum is not reviewable.
- Replay can review where possession of a ball occurred in relation to the goal line:
 - If possession occurred in the field of play the ball is awarded to the team at the spot of possession.
 - If possession occurred in the end zone the team is granted a touchback.
- Replay cannot rule on “intention.” Can only rule on location of the ball in relation to the goal line.
- If the ruling on the field is a safety, replay can review and reverse to a touchback if the ball was breaking the plane of the goal line when possession was established.
- If ruling on the field is momentum, replay can review and reverse to a touchback (or vice versa).
- Replay cannot change the ruling of a safety to momentum, or change the ruling of momentum to a safety.

Passing

- Whether a pass was complete/incomplete or forward/backward is always reviewable.
- A pass is forward if the ball first strikes the ground, a player, an official or anything else beyond the spot where the ball is released. All other passes are backward. When in question, a pass thrown in or behind the neutral zone is forward rather than backward (Rule 2-19-2-a).
- Any intentional forward movement of the passer’s hand/arm with the ball firmly in control starts the forward pass. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer’s hand, a forward pass is ruled regardless of where the ball strikes the ground or a player (Rule 2-19-2-b). (Note: That should be ruled on the field and not reviewable.)
- It is a fumble if the passer’s hand/arm comes forward with no ball or a loose ball.
- A ball touched by a defender while still in the passer’s hand is a tipped ball.
- It is a pass if the ball comes loose at any point after the hand starts forward until the passer starts to bring the ball back toward his body.
- It is a fumble if the ball comes loose while the passer brings the ball back into his body. There is no tuck rule in college football.
- It is a fumble if the passer’s forearm is beyond being parallel with the ground when the ball comes loose.

- Whether there were two forward passes on the same play is reviewable. The penalty is five yards from the spot of the second pass and loss of down.
- If passer is ruled down, the play is over. Replay cannot review if the passer was up/down before releasing the pass. Replay can rule only on whether the passer fumbled before being down.
- Replay can review if the passer lost possession of the ball before being ruled down if there is a clear recovery in the immediate continuing action.
- A passer becomes a defenseless player when giving himself up by sliding. The slide must be feet-first.
- There must be a clear recovery in the immediate continuing action to reverse a ruling on the field of incomplete pass to fumble/recovery. The ball is awarded to the recovering team at the spot of recovery with no advance.
- A backward pass that goes out of bounds is the same as a clear recovery in the immediate continuing action.
- To evaluate direction of a pass, use point of release to point of first touch (ground or player).
- Intentional grounding pertains to forward passes. Replay can have an intentional grounding flag picked up if the pass was backward.
- Replay cannot create an intentional grounding foul, but can rule if the passer was down before or after releasing the pass.
- There is no need to stop the game if the passer is ruled down before committing an intentional grounding foul. The spot of the next the play is the same in both situations.
- Replay can review the location of the passer if intentional grounding is ruled to occur in the end zone. It must be “obvious” that the passer was in the field of play to be reviewed. The spot the ball was released is the determining factor when deciding if a pass occurred in or out of the end zone.
- Replay can review if the passer was beyond the line of scrimmage when releasing the ball. The passer’s entire body and the ball must be beyond the line of scrimmage when the ball is released in order for it to be an illegal forward pass (this is different than determining if the pass was thrown in the end zone, which is the spot of release).
- A forward pass to an ineligible receiver that is ruled to be backward is reviewable.
- The location of a touched pass in regard to the neutral zone is reviewable when dealing with ineligible receiver downfield or pass interference. With a referee’s announcement, replay can stop the game to review touching of a pass. The instant replay official will inform the referee whether the pass was touched behind/beyond the neutral zone.

Penalty Administration

- Personal fouls and unsportsmanlike conduct fouls are enforced even if the play is reversed. The foul will be a live-ball foul if the play stands. The foul will be a dead-ball foul if the ruling on the field is reversed.
- Fouls that carry five-yard and 10-yard penalties are not enforced if the play is reversed. **Play:** Offense illegally in motion at snap. Interception and clip by Team B during the return. Review determined pass was incomplete. **Ruling:** Clipping foul is a personal foul and must be enforced. It becomes a dead ball foul with both fouls being enforced in the order of occurrence.
- The spot of where a foul occurred is not reviewable.
- A safety created by a foul is not reviewable. An exception is the location of a passer when a safety is ruled due to an intentional grounding foul from the end zone is reviewable (Rule 12-3-2-f).
- Penalty marking errors are not reviewable (mark off 10 yards instead of 15 yards, etc.). Use alternate official/sideline attendants to communicate the error to officials.
- Incorrect down may be corrected any time within that series of downs or before the ball is legally put in play after that series.
- Replay should review plays in which fouls occur if a possible reversal would create a possible advantage for the non-fouling team. **Play:** Ruling on the field of catch for a 10-yard gain. A foul was committed for an ineligible receiver downfield. **Ruling:** Replay should review the legality of the catch. If reversed to incomplete pass, the defense would have the option of declining the penalty.
- Referee's announcement. A referee's announcement allows replay to review the following plays:
 - o Pass interference: "There is no foul for pass interference because the ball was tipped." The referee can create a pass interference foul if replay determines the ball was *not* tipped.
 - o Forward pass or fumble: "There is no foul for intentional grounding. The ruling on the field is a fumble, recovered by the defense." The referee will create an intentional grounding foul if the ruling of fumble is overturned to an incomplete pass.
 - o Tipping of a scrimmage kick: "There is no foul for roughing (or running into) the kicker because the ball was tipped." The referee will create a foul if replay determines the ball was *not* tipped.
 - o Ineligible receiver downfield/pass interference. "There is no foul for ineligible receiver downfield/pass interference due to the ball being caught behind the neutral zone." The referee can create a foul for ineligible receiver downfield or pass interference if replay determines the pass was caught beyond the neutral zone.

- Rule 12-3-8 allows replay to create fouls in certain instances when there is no call by the on-field officials. Fouls that can be created by replay are:
 - Player making a forward pass or forward handoff when beyond the neutral zone or after a change of possession (Rule 12-3-2-c; Rule 12-3-2-d).
 - Player beyond the neutral zone when kicking the ball (Rule 12-3-4-b).
 - Blocking by Team A players before they are eligible to touch the ball on an onside kick (Rule 12-3-4-e).
 - The number of players on the field for either team during a live ball (Rule 12-3-6-a).
 - Illegal touching of a forward pass by an originally eligible receiver who has gone out of bounds (Rule 12-3-2-b; Rule 12-3-3-h).
 - Player who is out of bounds touching a free kick that had not been touched inbounds (Rule 12-3-4-a).
 - 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).
 - A clear, obvious and egregious targeting foul (Rule 12-3-5-b).

Plays Not Reviewable

Player ruled down

Action after a runner is ruled down.

- Action after a passer is ruled down (for example, if the ball was thrown before the passer was down).
- A runner ruled out of bounds (unless the next step and dive puts the runner into the end zone).

Forward progress/forward fumble situations

- Spot of forward progress or forward fumble that does not involve the line to gain or the goal line.
- Whether a runner's forward progress was stopped prior to potentially fumbling the ball.
- Action after forward progress is ruled on the field.
- Forward fumble that goes out of bounds that does not involve the line to gain or the goal line.

Kick situations

- Spot that an airborne kick goes out of bounds (the location of a kick that touches the sideline or pylon is reviewable).

- Whether touching of a kick is forced touching (replay can review to see if the kick was touched but can't rule on whether it was forced touching).
- Ruling of kick catch interference or fair catch interference.
- A kicking team player leaving the field during a kick.
- Whether a scrimmage kick was tipped when roughing/running into the kicker was not called unless the referee makes an announcement.

Eligibility/interference situations

- Whether contact by an opponent causes an eligible receiver to go out of bounds (replay can review to see if contact occurred but cannot rule on the severity of contact).
- Whether an ineligible player was illegally downfield (whether a pass was not touched behind/beyond the neutral zone when an ineligible receiver downfield foul is/is not called is reviewable with referee's announcement).
- Whether an eligible player was in the area when intentional grounding is called.
- Whether a pass was tipped when defensive pass interference was not called unless the referee makes an announcement.
- Whether a pass was caught behind the line of scrimmage when defensive pass interference was called for downfield blocking.

Clear recovery plays

- Whether a pass ruled as forward was actually backward unless the pass went out of bounds or there was a clear recovery in the immediate continuing action after the loose ball.
- Whether a pass ruled incomplete was actually a fumble unless the ball went out of bounds or there was a clear recovery in the immediate continuing action after the loose ball.
- Whether a runner ruled down actually fumbled unless there was a clear recovery in the immediate continuing action after the loose ball.
- Whether a fumble ruled out of bounds was actually out of bounds unless there was a clear recovery in the immediate continuing action.

Timing issues

- Restoring time on the game clock at the end of the first half unless the next play is from scrimmage.
- Restoring time on the game clock at the end of the game unless the next play is from scrimmage and there is a point differential of eight or less.
- Status of game clock and timing issues with the play clock.

Miscellaneous situations

- Whether a player leaving the field was the 12th player if his next step takes him off the field.
- A safety by penalty (position of fouling player, etc.) other than a ruling of safety as a result of intentional grounding.
- Error in foul or penalty yardage.
- Judgment fouls or spot of a foul.
- Whether a player intentionally carried the ball into his own end zone (safety versus momentum).

Reviewable Events

- Proper down. A down may be corrected at any point in a series of downs either by replay review or coach's challenge.
- Ball hitting cables/dome. The ball hitting overhead structures is reviewable if seen on video. Competitive effect must be considered.
- Any person who is not a player interfering with live-ball action occurring in the field of play (Rule 9-2-3).
- Egregious events. To invoke the egregious clause, a play must have occurred that incorrectly allowed a score to occur or places a team in a position where a score is likely. Egregious situations allows replay to page the field and raise questions about an event and possibly prevent a disastrous situation.
- Replay rules are dramatically relaxed in regard to game-deciding situations. Replay should become involved to correct these issues.
- Inadvertent whistle or signal. Replay should be ready to examine the outcomes of an inadvertent whistle or signal.
- Referee's announcement. A referee's announcement allows replay to review the following plays:
 - Pass interference: "There is no foul for pass interference because the ball was tipped". The referee can create a pass interference foul if replay determines the ball was *not* tipped.
 - Forward pass or fumble: "There is no foul for intentional grounding. The ruling on the field is a fumble, recovered by the defense." The referee will create an intentional grounding foul if replay overturns the ruling of fumble to an incomplete pass.
 - Tipping of a scrimmage kick: "There is no foul for roughing (or running into) the kicker because the ball was tipped." The referee can create a foul if there is indisputable evidence that the ball was *not* tipped.
 - Ineligible receiver downfield/pass interference. "There is no foul for ineligible receiver downfield or pass interference because the

ball was caught behind the neutral zone.” The referee can create a foul for ineligible receiver downfield if replay determines the pass was caught beyond the neutral zone.

- A defender touching a pass “in the vicinity” of the receiver who was interfered with does not negate a foul for defensive pass interference. Replay should use the following guidelines to determine if touching of a pass causes a defensive pass interference foul to be removed:
 - o If the interference occurred before a defender touches the pass, it is defensive pass interference.
 - o If the ball is touched before the defensive pass interference occurred, the touching must be away from the potential receiver in order to remove the foul.
 - o Replay will never remove a foul if the player who touches the pass is the same player who committed the defensive pass interference foul.

Rules Issues

- A receiving team player must be on the field at the time of the kick, but he can leave the field and return. Kicking-team players can leave the field but not return to the field (Rule 6-1-11 – not reviewable).
- The receiving team must have possession of the ball at the end of the down in order to tack on a foul by the kicking team (Rule 10-2-4).
- If possession changes during a down but the offense regains possession of the ball, it is a new series even if the spot of possession is behind the line to gain. The continuity of downs is broken (Rule 5-1-4-a).
- The penalty for illegal forward pass is five yards from the spot of the foul and loss of down (Rule 7-3-2).
- Fouls for trying to conserve time and conserve yardage have the same penalty. Difference exists when to start the game clock.
- The penalty for when “a passer to conserve yardage throws the ball forward into an area where there is no eligible Team A receiver” is loss of down from the spot of the foul. Clock starts on the snap (Rule 7-3-2-g).
- The penalty for when “a passer to conserve time throws the ball forward into an area where there is no eligible receiver” is loss of down from the spot of the foul. Clock starts on the ready for play (Rule 7-3-2-h).
- The exception for a passer who is out of the tackle box to throw the ball beyond the line of scrimmage without penalty only applies to the player who controls the snap or the resulting backward pass. (Rule 7-3-2-exception).
- The penalty for intentionally throwing ball backwards to conserve time is five yards from spot of foul. Ten-second runoff applies (Rule 3-4-4; 7-2-1).

- No player shall bat a loose ball forward in the field of play or in any direction if the ball is in the end zone (Rule 9-4-1-c).
- A scrimmage kick made when the kicker's entire body is beyond the neutral zone is an illegal kick and a live-ball foul that causes the ball to become dead. Five yards from previous spot and loss of down (Rule 6-3-10-c).
- A ball crosses the neutral zone if it touches the ground, a player, an official or anything that is beyond the neutral zone (Rule 2-16-7-b).
- Illegal touching is when an ineligible receiver intentionally touches legal forward pass before it touches an official or Team B player. Replay can review if a ball was touched, but cannot review if the touching was intentional (Rule 7-3-4).
- Intentional grounding pertains to forward passes. The referee can pick up the flag for intentional grounding if replay determined the pass was backward (Rule 7-3-2).
- Post-scrimmage kick enforcement cannot occur on a successful field goal, PAT, or an extra period (Rule 10-2-3).

Runner Down

- A ball carrier is down when any part of his body, except his hand or foot, touches the ground or when he is tackled or otherwise falls and loses possession of the ball as he contacts the ground with any part of his body, except his hand or foot (Rule 4-1-3-b).
- The hand/wrist and foot/ankle touching the ground does not put a runner down.
- A player is out of bounds when any part of his body touches anything on or outside a boundary line (other than another player or official) (Rule 4-2-1).
- It is a fumble if a ball hits the ground and comes loose with no other body part down.
- Once a runner is ruled down or out of bounds, replay cannot put him back up. The runner is down at that spot even if evidence indicates that the runner was not down/out of bounds.
- Replay can determine the location of the ball in relation to the line to gain or the goal line when the runner is ruled down.
- A ball carrier who obviously has given himself up and is sliding feet-first is down and defenseless (Rule 2-27-4).
- As soon as a player starts his slide (typically indicated by the player's butt starting to drop), the play is over and the runner is down.
- A fumble cannot occur after a player starts his slide.
- Replay can review if the ball was beyond the line to gain, if the ball came loose, or if a helmet came off before or after the runner began his slide (and therefore being down).

- Replay can review when a player started his slide and therefore is down and defenseless. The spot in which a player starts his slide is the spot of forward progress. This spot is reviewable if it involves the goal line or the line to gain.
- A foul against a player after he began his slide is a dead-ball foul. On fourth down, the ball turns over to Team B and the penalty is enforced after the change of possession.
- If in the normal process of taking a step any part of the foot touches the sideline, that foot is out of bounds.
- A runner who is ruled out of bounds gets one step and a dive to get into the end zone. Anything more than a step and a dive will put the runner down at the spot the official ruled him out of bounds. That deals only with going into end zone. It does not deal with line to gain.
- A helmet coming completely off the runner puts him down at that spot.
- When making a catch, a toe drag at the sideline (a good indication of this is rubber pellets kicking up) is legal. A natural movement of toe/heel with no drag and any part of the foot touching the sideline puts the receiver out of bounds.

Safety/Touchback/Impetus

Safety

- Review of a safety can occur when progress is an issue. A ruling of safety due to a runner being ruled downed in the end zone is reviewable.
- A safety created by penalty is not reviewable. An example would be a foul that occurred in the end zone. Whether the foul actually occurred in the end zone is not reviewable.
- Location of the passer is reviewable when he is obviously in the field of play and a ruling of intentional grounding occurred that created a safety. It must be obvious that the passer was in the field of play for this to be reviewed (Rule 12-3-2-f).
- The ball must be completely in the field of play when progress is stopped for the play to have ended out of the end zone. Any part of the ball being in the end zone when it is ruled dead causes the ball to be in the end zone (safety).

Touchback

- A touchback occurs when the ball becomes dead out of bounds behind a goal line, except from an incomplete forward pass, or becomes dead in the possession of a player on, above or behind his own goal line and the attacking team is responsible for the ball being there (8-6-1-a).

- A touchback occurs when a kick becomes dead by rule behind the defending team's goal line and the attacking team is responsible for the ball being there.
- A kick (free or scrimmage) untouched by Team B that touches the end zone is a touchback.

Impetus

- Impetus is imparted by a player who kicks, passes, snaps or fumbles the ball in any direction. Kicking a ball not in player possession or batting a loose ball after striking the ground imparts new impetus (unless the ball is in the end zone). A ball at rest gets new impetus by any contact (Rule 8-7-1).

Second Act

- "Second act" deals with the third aspect of completing a catch, which is having the ball long enough to perform an act common to the game.
- To rule properly on catch/no catch and second act, replay must fully understand the definition of a catch (Rule 2-4-3).
- A second act can occur only when the catch is totally completed. Catching the ball and making a second act are two separate events.
- When a receiver goes to the ground, replay must determine if the receiver completed the catch standing up and then went to the ground as a second act (fumble) or if the receiver was going to the ground while trying to make the catch and therefore did not complete the process of the catch.
- A second act after completing the catch should be obvious. If the second act is not obvious, then replay should rule the ball coming loose as an incomplete pass.
- Second-act plays are most likely to occur when a player is attempting to reach the goal line or the line to gain.
- Defensive players knocking the ball out of a player's hand can be a second act if ruled that the catch was completed and the receiver was either down or a runner.
- When trying to determine if a second act occurred, replay should focus on acts that signify a transition from receiver to runner.
- The replay crew needs to see the play in real speed to analyze it accurately. When in doubt, the play stands.
- **Instant Replay Case Book (play in end zone):** If the receiver has completed the catch and remains upright with the ball firmly in his control, the ball is dead in Team B's end zone and is a touchdown. If he goes to the ground as the result of a second occurrence, it remains

a touchdown. However, if there is any question of whether the catch has been completed, if he goes to the ground during the process of the catch and loses the ball, whether on his own or due to contact by an opponent, then the pass is incomplete (Rule 12-3-2-a).

Targeting Overview

Targeting is to take aim at an opponent for the purposes of attacking with forcible contact that goes beyond making a legal tackle or a legal block or playing the ball.

Rule 9-1-3 – Targeting and Making Forcible Contact with the Crown of the Helmet: No player shall target and *make forcible contact* against an opponent with the *crown (top) of his helmet*.

Key points:

- Being defenseless is not an issue.
- Location of the hit on the opponent is not an issue.
- The offender must lead and hit with the crown of the helmet.
- The crown of the helmet is the portion of the helmet above the level of the top of the facemask.
- That can happen on any type of play.
- Often the hit is just or more dangerous to the hitter than the receiver of the hit.
- The crown of the helmet is the portion of the helmet above the level of the top of the facemask.

Rule 9-1-4 – Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player: No player shall target and make *forcible contact* to the *head or neck area* of a *defenseless player* with the helmet, forearm, hand, fist, elbow or shoulder.

Key points:

- Officials must determine if (1) the opponent is defenseless, (2) the forcible contact was to the opponent's neck or head, and (3) the forcible contact was made by the player's hand, fist, forearm, shoulder or helmet. All three elements must be present for targeting to be called.
- There often are two fouls on a play involving targeting. Replay can remove targeting and still have the other foul enforced.

Rule 12-3 – Broadened Authority for Review of Targeting Fouls: The instant replay official may create a targeting foul only in clear, obvious and egregious instances of a foul not being called by the officials on the field. Such a review may not be initiated by a coach's challenge. If no targeting foul is called on the field but the instant replay official can either confirm or have strong video evidence that the action is (1) clear and obvious and (2) would be confirmed upon review, then the game should be stopped for a review.

Targeting – Defenseless Player

Per Rule 2-27-14, a defenseless player is:

- A player in the act of or just after throwing a pass.
- A receiver attempting to catch a forward pass, or in position to receive a backward pass and has not had time to protect himself or has not clearly become a ball carrier.
- A kicker in the act of or just after kicking a ball, or during the kick or the return.
- A kick returner attempting to catch or recover a kick. A player on the ground.
- A player obviously out of the play.
- A player who receives a blind-side block.
- A ball carrier already in the grasp of an opponent and whose forward progress has been stopped.
- A quarterback any time after a change of possession.
- A ball carrier who obviously has given himself up and is sliding feet-first.

Indicators of Targeting

Per notes to Articles 9-1-3 and 9-1-4:

- Targeting means that a player takes aim at an opponent for purposes of attacking with *forcible contact* that goes beyond making a legal tackle or a legal block or playing the ball. Some indicators of targeting include but are not limited to:
 - o Launch – a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make contact in the head or neck area.
 - o A crouch followed by an upward and forward thrust to attack with contact at the head or neck area, even though one or both feet are still on the ground.
 - o Leading with helmet, forearm, fist, hand or elbow to attack with contact at the head or neck area.
 - o Lowering the head before attacking by initiating contact with the crown of the helmet.

Targeting and Replay

All targeting fouls are reviewed by replay. It is vitally important for replay to know which foul was called (9-1-3 or 9-1-4). The referee needs to be clear with announcement and communication with the replay official.

The instant replay official may create a targeting foul in instances for which a foul is not called by the officials on the field. Such a review may not be initiated by a coach's challenge. This rule gives the instant

replay official expanded flexibility to review *all* aspects of a targeting ruling, including whether a player was defenseless (by definition). If no targeting foul is called on the field but the instant replay official can either confirm or have strong video evidence that the action is (1) clear and obvious and (2) would be confirmed upon review, then he should stop play for review.

- Replay should try to prevent stopping the game for review of a targeting foul, and then the rule “stands.”
- Replay can remove a targeting foul if one or more of the components of targeting are not present.
- Replay must look beyond the initial contact and consider the point of *forcible contact*.
- Replay must examine where the force of the blow ends. A touching or slight contact of the helmet is not deemed to be forcible contact.
- Replay can rule confirm, remove or stand when reviewing targeting calls.
- Penalty for targeting is 15 yards from succeeding spot and disqualification of the offending player for the remainder of the game (second-half fouls carry disqualification for first half of the next game).
- There often are two fouls on a play involving targeting. Replay can remove targeting and still have the other foul enforced.
- Replay can create a targeting foul regardless of whether another foul is called on the play (for example, roughing the passer).
- The standard is very high for removing targeting calls. Indisputable video evidence must exist and be very clear for a call to be removed.
- Replay should monitor whether the offending player’s correct number is reported and if the offending player exits to the locker room.
- If the wrong foul is reported (9-1-3 versus 9-1-4) and the player involved committed a targeting foul, the play will stand.

Ten-Second Runoff

A 10-second runoff can occur when the game clock is running and there is less than one minute remaining in either half (Rule 3-4-4).

- 10-second runoffs opportunity exist when any of the following occur:
- Any foul that prevents the snap.
- Intentional grounding to stop the clock.
- Incomplete illegal forward pass.
- Backward pass thrown out of bounds to stop the clock.
- Any other foul committed with the intent of stopping the clock.
- A 10-second runoff opportunity exists when the clock is stopped for an injured player. The player must leave the game for at least one play.

The play clock is set to 25 seconds when a Team A player is injured, and 40 seconds when a Team B player is injured.

- A 10-second runoff opportunity exists when the clock is stopped due to a helmet coming off. A timeout can be used to keep the player in the game and prevent the 10-second runoff. The play clock is set to 25 seconds when a Team A player loses his helmet, and 40 seconds when a Team B player loses his helmet.
- Ten-second runoff does not apply to fouls that do not stop the play (holding, clipping, illegal formation, etc.).
- The offended team may accept the yardage penalty and decline the 10-second runoff. If the yardage penalty is declined, the 10-second runoff is declined by rule.
- The fouling team may avoid a 10-second runoff by using a timeout.
- If 10-second runoff is applied, the play clock is set to 25 seconds and the game clock starts on the ready for play.
- If 10-second runoff is declined, the play clock is set to 25 seconds and the game clock starts on the snap.
- A 10-second runoff cannot occur when offsetting fouls occur or 10-second runoff events happen for each team (for example, Team A helmet off and Team B injury).
- The replay booth should be reminded that the 10-second runoff opportunity exists when less than one minute remains in each half.
- Replay should use the alternate official or the sideline attendant to communicate to field officials when a 10-second runoff situation occurred but is not being enforced.
- If the game clock is stopped for any other administrative reason, the 10-second runoff does not apply. The runoff rule is intended to dissuade a team from doing something intentionally that stops the clock. If the clock is stopped independent of the team's intentional action, the team is subject to a possible 10-second runoff.

Timing

- Time should be restored when a reversal of the ruling on the field creates a stopped clock and time was lost. There is no clock adjustment if the reversal creates a situation in which the clock would not have stopped.
- Time can be restored at the end of any quarter if clock goes to 0:00 and there should have been time remaining.
- To restore time at the end of either half, the next play must be from scrimmage. Time cannot be restored after a touchdown or successful field goal.
- To restore time at the end of the fourth quarter, the score must be tied or the team with the ball is behind by eight points or less.

- Time can be restored at the end of the first and third quarters if clock goes to 0:00, no matter the next play. Weather and other competitive-effect issues should be considered when deciding to stop the game and restore time in the first and third quarters.
- Time should be restored if the clock goes to 0:00 on a fourth-down play at the end of either half and replay can confirm the play ended before time expired. Team B's ball.
- One second should come off the clock if a player catches a kick and then goes immediately to the ground. No time should come off the clock if the player catches the kick while on the ground.
- The clock starts on free kicks when the ball is legally touched. A free kick is legally touched by Team A after the ball has gone more than 10 yards.
- Be prepared to page the field immediately if time needs to be restored at the end of a game. Do not take time to look at replays. Stop the game to prevent teams from coming out onto the field, and then review the play.
- If at the end of either half the defense recovers and advances a fumble with the clock going to 0:00 during the advance, if replay determines that a Team A player was down before fumbling, the ball can be awarded to Team A and time can be restored to the time when the player was downed if (1) Team A has a timeout remaining or (2) the play would have created a stopped clock (downed beyond the line to gain). If either of these situations do not exist, Team A cannot stop the clock, and the half is over.
- Be aware if the referee starts the clock for the next play before replay pages for a review. Time should be restored if the stoppage results in a reversal to a dead clock.
- A team that calls timeout to preserve time has its timeout restored if a reversal creates a stopped clock (an example would be a catch reversed to an incomplete pass and a dead clock).
- At the end of either half the game should not be stopped for a review until it is certain that the offense will be able run another play.
- Time can be restored if the clock was not stopped after an official signaled for a timeout. There must be video evidence of the official's signal showing recognition of a player calling timeout.
- Beware of egregious clock errors. A loss of 30 seconds or more constitutes an egregious error.
- Beware of lost time when a delay of game occurs or timeout is called. Restore time if necessary. Try to make adjustment by using the alternate official or sideline attendant.
- Reset the clock to the point of recovery on fourth-down fumble-rule plays.

- Do not reset the clock on forward fumble out of bounds unless it is fourth down and a change of possession.
- Use the alternate official/green vest to communicate to the crew when time should be adjusted.

Twelve Men on the Field

- Twelve men on the field is reviewable, but it needs to be significant. Five-yard penalty (Rule 3-5-3).
- A play is not reviewable if a player in excess of 11 is attempting to leave the field and, if at the snap, the player's next step takes him out of bounds. This is not a violation of Rule 3-5-3.
- Illegal substitution is not reviewable unless there are more than 11 players in the formation or if a flag is thrown and there are fewer than 12 players on the field at the snap.
- Replay can tell the referee to create a foul for 12 men on the field, though there must be video evidence on the replay monitor. The replay crew can use separate monitors and piece images together or use the "All-22" camera.
- Replay cannot become involved when an 11th player is running off the field or a player is offsides.

PART III: 2017 PLAY SITUATIONS

Free Kicks

On free kicks, until the ball is legally possessed, the reviewable situations are the touching of the kick, the ball hitting a boundary line (including the pylon), and recovery at the sideline or in the end zone. Once the kick is possessed it becomes a running play and the guidelines for runs apply. Also reviewable are blocks by the kicking team before they are eligible to touch the ball.

In each of the following free-kick plays the kickoff is at the A-35.

1. Touching of a free kick

On a kickoff, Team A tries an onside kick. A80 has his feet at the A-44 when he recovers the ball at the A-46. Officials rule illegal touching. **RULING:** Reviewable play, regarding whether the ball had gone 10 yards before touched by A80. Reverse to no illegal touching. A 1-10 on A-46 (Rule 12-3-4-a).

2. Touching of a free kick

With 3 minutes remaining in the fourth quarter on an onside kick attempt, the ball is first touched by A20 at the A-41 and then is recovered by A80 at the A-45. Officials award the ball to Team A at the A-45. **RULING:** Reviewable play, regarding whether A20 touched the ball. Reverse to illegal touching. B 1-10 on A-41 (Rule 12-3-4-a).

3. Touching of a free kick

On the kickoff to start the second half officials rule that the ball is touched by B45 before going out of bounds at the B-20 and give Team B the ball at that spot. Replays show that B45 did not touch the ball. **RULING:** Reviewable play, regarding whether B45 touched the ball. Reverse to free kick out of bounds. Team B 1-10 on B-35, or re-kick at the A-30 (Rule 12-3-4-a).

4. Free Kick out of bounds

On a kickoff, the ball is rolling at the Team B 12-yard line. The ball rolls out of bounds at the B-10 after touching B15's foot. Officials rule foul for kickoff out of bounds untouched by Team B. **RULING:** Reviewable play, regarding whether B15 touched the ball. Reverse to no foul. Team B 1-10 on B-10 (Rule 12-3-4-a).

5. Touching of a Free Kick

With the score tied and 5 seconds left in the fourth quarter, Team A kicks off and the ball goes between the legs of kick returner B15 without touching him and out of bounds at the B-5. Officials rule the ball touched B15 and wind the clock. The game clock runs down to 0:00 during the play. **RULING:** Reviewable play, regarding whether B15 touched the ball. Reverse to foul. Team B 1-10 on B-35, free kick out of bounds. The game clock is re-set to 0:05 (Rule 12-3-4-a).

6. Early blocking on an on-side kick

On a kickoff at the A-35, Team A executes an on-side kick. A50 blocks B85 before Team B touches the ball or before the ball travels ten yards. No flag is thrown. A80 recovers at the A-46 where the officials award Team A the ball for a first down. **RULING:** Reviewable play. Instant Replay rules a foul by Team A for blocking before they are eligible to touch the ball on an on-side kick. Re-kick at the A-30 after the five-yard penalty.

7. Early blocking on an on-side kick

On a kickoff at the A-35, Team A executes an on-side kick. A50 blocks B85 and officials throw a flag for the block occurring before Team B touches the ball or before the ball travels ten yards. Replay shows that the ball had gone 10 yards before the A50 blocks B85. **RULING:** Reviewable play. Reverse to no foul.

8. Early blocking on an on-side kick: challenge

On a kickoff at the A-35, Team A tries an onside kick. A50 blocks B85 before Team B touches the ball or before the ball travels ten yards. No flag is thrown. B88 recovers at the A-46 where the officials award Team B the ball for a first down. **RULING:** Because the play results in possession for Team B, Instant Replay will not stop the game and review this play to rule an illegal block by A50. Team B's ball, first and 10 at the A-46. Because the play is reviewable, the Team B coach may challenge, and the Replay official must honor the challenge with a review. If the Replay official determines that there was an illegal block, the challenge is successful, Team A is charged with the foul, and Team B has the usual penalty options (Rule 6-1-12)--i.e., re-kick after the five-yard penalty or have the penalty tacked on at the dead-ball spot.

9. Free Kick Out of Bounds

On a kickoff the ball hits the sideline at the B-15, and then bounces back toward the middle of the field where A20 falls on it. Officials rule that the ball did not hit the sideline and award possession to Team A. **RULING:** Reviewable play, regarding whether the ball touched the sideline. Reverse to foul for free kick out of bounds. B 1-10 on B-35 (Rule 12-3-3-i).

10. Free Kick Out of Bounds

Team A kicks off and the ball lands near the sideline at the B-15, and then bounces back towards the middle of the field where A20 falls on it. Officials rule that the ball hit the sideline at the B-15, making it an untouched free kick out of bounds. **RULING:** Reviewable play, reverse to no foul. A 1-10 on B-15. (Rule 12-3-3-i).

11. Possession of a kick near the sideline

On an onside kick attempt, A20 leaps in the air near the sideline and possesses the ball at the A-48 inbounds but then loses the ball when he hits the ground out of bounds. Officials rule that A20 recovered the ball inbounds. **RULING:** Reviewable play. Foul, free kick out of bounds B 1-10 on A-43 (Rule 12-3-3-h). The recovery is reviewable. We treat this play just like possession of a pass. Since he did not maintain control when he landed he did not complete the recovery.

12. Possession of a kick in the field of play

On an onside kick attempt, A20 attempts to recover the ball at the A-45. He lands on the ball but then it slides underneath him and B39 recovers it at the A-43. Officials rule that A20 recovered the ball. Video replays show that A20 never had possession of the ball. **RULING:** Reviewable. B 1-10 at A-43. Recovery of a loose ball is reviewable. (12-3-3-j)

13. Possession of a kick in the field of play

During a free kick, B22 leaps high into the air to catch a pooch kick in the middle of the field. He possesses the ball while airborne, lands at the B-40, and the ball comes loose after he has gone to the ground and is down. At the B-42, A30 clearly recovers the loose ball immediately. Officials incorrectly award possession to Team A. **RULING:** Reviewable. B 1-10 at B-40.

Non-Reviewable Play Situations on Free Kicks

14. Free Kick Out of Bounds

Team A kicks off and the airborne ball goes out of bounds untouched at the Team B 1-yard line. Officials rule touchback. **RULING:** Not reviewable. B 1-10 on B-25. Where an airborne kick goes out of bounds is not reviewable. The play would be reviewable if the issue was whether the ball touched the pylon or sideline.

15. Fair catch interference

On a kickoff, A12 tries an onside kick. The ball hits the ground as soon as it leaves the tee and bounds high in the air to the Team A 45-yard line, where B25 signals for a fair catch. Officials rule fair catch interference when A20 appears to contact B25 before the ball arrives, and A30 recovers the

ball at the A47. Replays show that A20 did not contact B25. **RULING:** Fair catch interference is not reviewable. B 1-10 on A-30.

16. Kick-catch interference

On a kickoff to start the game, A12 attempts an onside kick. The ball hits the ground and then bounces high into the air to the A-45 where B25 attempts to field it. A20 contacts B25 before the ball arrives and A30 recovers it. The officials rule kick-catch interference. **RULING:** Not reviewable. B 1-10 on A-30.

17. Player out of bounds

During a free kick from the A-35, A80 steps out of bounds (no contact) as he goes downfield to cover the play. He then recovers the ball at the 50-yard line hash mark. No flag is thrown, and the officials rule Team A's ball at the 50. **RULING:** Not reviewable.

Running Plays

On running plays, there are several situations where replay can get involved.

- The first situation is whether a player made the line to gain or not, either for a first down or the goal line. If the runner is ruled down or his forward progress is stopped we can review that spot in relation to the line to gain. If the line to gain is not involved then that spot is not reviewable.
- The second situation involves a player not ruled down or not ruled out of bounds and is given an advance by the officials. We can always look at whether the player should have been down by rule or out of bounds prior to the advance. If the officials rule the player down or out of bounds we can only look at the position of the ball at that point in relation to the line to gain or the goal line. The one Exception is if the runner is ruled out of bounds but crosses the opponent's goal line in the immediate continuing action after the ruling.
- For a description of plays at the goal line see Scoring Plays.

18. Runner down with respect to a first down

Third and 10 on the A-20. A22 is downed, with his knee landing at the A-29. Officials spot the ball at the A-29, although A22 had extended the ball to the Team A 31-yard line prior to his knee hitting the ground. **RULING:** Reviewable play, regarding whether A22 had made the line to gain. Reverse to A 1-10 on A-31, reset clock and start on the Referee's signal (Rule 12-3-3-e).

19. Forward progress with respect to a first down

Third and 10 on the B-20. A22 runs to the B-9, where he is pushed back to the Team B 15-yard line and is never downed. Officials rule forward progress was stopped at the Team B 11-yard line. **RULING:** Reviewable play, regarding whether A22 had made the line to gain. Reverse to A 1-Goal on B-9, reset clock and start on Referee's signal (Rule 12-3-3-e).

20. Player going out of bounds with respect to a first down

Third and 10 on the A-20. A22 runs near the sideline and steps out of bounds at the A-29. Officials spot the ball there and make it 4th down. Replays show that when A22 stepped out the ball was at the A-31. **RULING:** Reviewable play, regarding whether A22 had made the line to

gain. Reverse to A 1-10 on A-31, adjust clock if necessary and start on Referee's signal (Rule 12-3-3-e).

21. Runner not ruled down

Second and 8 on the A-20. A22 is hit at the A-27 and stumbles but regains his balance and runs to the 50 where is tackled and ruled down. Replays show that A22's right knee touched the ground at the A-27. **RULING:** Reviewable play, regarding whether A22 was down at the A-27. Reverse to A 3-1 on A-27, wind clock (Rule 12-3-3-c).

22. Ball carrier stepping out of bounds

First and 10 on the A-30. A22 runs near the sideline to the Team B 24-yard line, where he is ruled out of bounds. Replays show he stepped out at the 50-yard line. **RULING:** Reviewable play, regarding whether A22 had stepped out of bounds prior to being ruled out of bounds. Reverse to A 1-10 on 50, reset game clock and start on Referee's signal or snap depending on time remaining in the half (Rule 12-3-3-g).

23. Legal handoff

First and 10 on the A-20. A22 runs to the 50. As he is being tackled, he hands the ball to A30 who is running parallel with him. A30 initially touches the ball at the 50, but doesn't control it until the Team B 48-yard line. A30 runs for a touchdown, but the officials flag A22 for an illegal forward handoff. **RULING:** Reviewable play, regarding whether the handoff is forward or backward. Reverse to no foul. Touchdown counts (Rule 12-3-2-c).

Non-Reviewable Play Situations on Runs

24. Runner stepping out of bounds

Second and 10 at the A-10. During A22's run near the sideline, the HL rules that he stepped out of bounds at the A-16, but A22 continues to run and is knocked out of bounds at the 50. Replays show that A22 did not step out at the A-16. **RULING:** Not reviewable, as the play is dead when the runner is ruled out of bounds. A 3-4 on A-16 (Rule 12-3-3-g).

25. Spot of ball not involved with a first down or goal line

Second and 10 on the B-29. Runner A22 is tackled in bounds at the Team B 20-yard line. The Line Judge spots the ball at the Team B 21-yard line. **RULING:** Not reviewable, as the spot does not involve a first down or the goal line. A 3-2 on B-21 (Rule 12-3-3-e).

Passing Plays

There are several situations where a pass play can be reviewed.

- Whether a pass is complete or incomplete is reviewable anywhere on the field.
- Also reviewable is whether a pass is forward or backward.
- We can also review whether a forward pass occurs behind or beyond the neutral zone. The passer's entire body and the ball must be beyond the line of scrimmage when the ball is released in order for it to be an illegal forward pass.

26. Pass complete or incomplete

Third and 5 on the A-30. In attempting to catch a low pass the receiver at the B-45 gets his hands under the ball and controls it. The pass is ruled incomplete. **RULING:** Reviewable play. Reverse to completed pass, A 1-10 on B-45, start clock on the Referee's signal (Rule 12-3-2-a).

27. Pass complete or incomplete

Second and 10 on the 50. A pass thrown to A80 at the B-35 is ruled complete. The receiver bobbled the ball while in the air after being contacted, then gained possession before hitting the ground in bounds and maintained that possession after hitting the ground. **RULING:** Reviewable play, regarding whether the pass was caught. Confirm call on the field. Completed pass, A 1-10 on B-35. Start clock on the Referee's signal for play (Rule 12-3-2-a).

28. Forward pass complete despite whistle

Third and 10 on the 50. A low pass to the B-30 is close to the ground as defender B45 attempts to intercept it, and the ball is batted upward. A80 catches the ball and carries it across Team B's goal line. The Back Judge rules the pass incomplete, but replays show the ball did not touch the ground. **RULING:** Reviewable play, regarding whether the pass is complete or incomplete. Reverse to A 1-10 on B-30. Team A is awarded the catch but no advance (Rule 12-3-2-a).

29. Pass ruled complete, then ball fumbled

First and 10 on the A-20. A10 throws a forward pass to A80 at the A-35. A80 controls the ball, takes two steps and then is hit by a defender causing him to lose the ball which B45 falls on at that spot. Officials rule the pass complete and a fumble. **RULING:** Reviewable play regarding whether the ball was caught. Confirm the call on the field. B 1-10 on A-35 (Rule 12-3-2-a).

30. Pass ruled complete

First and 10 on the A-20. A10 throws a forward pass to A80 at the A-35. A80 controls the ball, and is hit by a defender causing him to lose the ball just as his first foot hits the ground. B45 falls on the loose ball at the A-37. Officials rule the pass complete and a fumble. **RULING:** Reviewable play regarding whether the ball was caught. Reverse to incomplete pass. A 2-10 on A-20, reset the game clock to the time when the ball hit the ground (Rule 12-3-2-a).

31. Pass ruled incomplete

First and 10 on the A-20. A10 throws a forward pass to A80 at the A-35. A80 controls the ball, takes three steps and turns up field before he is hit by a defender causing him to lose the ball which B45 falls on at the A-37. Officials rule the pass incomplete. **RULING:** Reviewable play regarding whether the ball was caught. Reverse to B 1-10 on A-37. There must be a clear recovery in the immediate continuing action in order to give the ball to the recovering team. If there is no clear recovery the ruling of incomplete stands (Rule 12-3-2-a).

32. Process of the catch

First and 10 at the A-30. A10 throws a pass to A80 at the A-38. A80 secures the ball, gets a foot down on the ground, maintains control of the ball, plants his right foot, turns up field and lunges for the first down marker at the A-40. A80's knee hits the ground when the ball is at the A-41 and the ball comes out. Officials rule incomplete pass when A80 lost the ball on contact to the ground. **RULING:** Reviewable play. Reverse to a catch, because A80 secured control of the ball, got a body part down on the ground and maintained control of the ball long enough to perform an act common to the game. In this case the receiver performed a second act that was visually and distinctly not part of the catch when he changed direction and lunged for the first down marker. This would also be the ruling for a similar play at the goal line. First and 10 for Team A at the A-41.

33. Pass in the end zone

First and goal on the B-5. A80 leaps and clearly controls a pass while airborne in the end zone. He is going to the ground and loses the ball as his body hits in the end zone. Officials rule TD. **RULING:** Reviewable play, regarding whether pass was complete. Reverse to incomplete pass, A 2-Goal on B-5 (Rule 12-3-2-a).

34. Pass in the end zone

First and goal on the B-5. A80 controls a pass in the air in Team B's end zone, gets both feet down and is then hit by a defender causing him to go to the ground where he loses possession of the ball. The pass is ruled

complete. **RULING:** Reviewable play. Confirm ruling on the field. Completed pass. Touchdown.

Note: If the receiver has completed the catch, remains upright with the ball firmly in his control, the ball is dead in Team B's end zone and is a touchdown. If he then goes to the ground as the result of a second occurrence, it remains a touchdown. However, if there is any question of whether the catch has been completed, if he goes to the ground during the process of the catch and loses the ball, whether on his own or due to contact by an opponent, then the pass is incomplete (Rule 12-3-2-a).

35. Pass in the end zone

First and goal on the B-5. A80 controls a pass while in the air in Team B's end zone, then loses the ball as his first foot hits the ground. Officials rule the pass incomplete. **RULING:** Reviewable play regarding whether the pass was complete. Confirm the ruling on the field. Incomplete pass, A 2-Goal on B-5 (Rule 12-3-2-a).

36. Pass at the sideline

First and 10 on the A-20. A10 throws a forward pass to A80 who controls the ball and gets his left foot down in bounds at the A-35 near the sideline and maintains control of the ball as he goes to the ground out of bounds. The pass is ruled incomplete. **RULING:** Reviewable play regarding whether the pass was complete or incomplete. Reverse to completed pass. A 1-10 on A-35, start clock on the Referee's signal or snap depending on time remaining in the half (Rules 12-3-2-a and 12-3-3-h).

37. Pass at a sideline

Third and 10 on the A-30. A80 controls a pass at the 50 and as his right foot comes down, the heel hits in bounds and in the normal motion of taking a step, his toes hit out of bounds. Officials rule the pass complete. **RULING:** Reviewable play. Reverse to incomplete pass, A 4-10 on A-30, reset clock if wound before review (Rules 12-3-2-a and 12-3-3-h).

38. Pass at a sideline

Third and 10 on the A-30. A80 controls a pass at the 50 with his back to the sideline. His right foot comes down first and his toes hit in bounds, then in the normal motion of taking a step, his heel hits out of bounds. Officials rule the pass complete. **RULING:** Reviewable play. Reverse to

incomplete pass, A 4-10 on A-30, reset clock if wound before review (Rules 12-3-2-a and 12-3-3-h). If there was a drag or a delay before the heel hit out of bounds, the pass would be complete.

39. Pass at a sideline

First and 10 on the A-20. A10 throws a pass to A80 at the A-35 near the sideline. A80 gets one foot down in bounds. His other foot touches

out of bounds, and then he is contacted by a defender causing him to go to the ground and he loses possession of the ball. The pass is ruled complete. **RULING:** Reviewable play, regarding whether pass was complete. Confirm call on the field. Completed pass, A 1-10 on A-35. Start clock on snap or Referee's signal depending on time remaining in the game (Rules 12-3-2-a and 12-3-3-h).

40. Pass at a sideline

First and 10 on the A-20. A10 throws a pass to A80 at the A-35 near the sideline. A80 gains possession of the pass and runs for a touchdown. Officials rule that A80 was touching the sideline when he gained possession and rule the pass incomplete. Replays show that A80 was not touching the sideline. **RULING:** Reviewable play, regarding whether A80 was touching the sideline when he gained possession. Reverse to completed pass. A 1-10 on A-35, start on the Referee's signal. Team A is awarded the catch but no advance since the incomplete pass ruling on the field ended the down (Rule 12-3-2-a and 12-3-3-h).

41. Pass at pylon

First and 10 on the B-20. A10 throws a pass to A80 at the B-2 near the sideline. A80 gains control of the ball while airborne and his right foot hits the pylon before his left foot lands inbounds in the end zone. Officials ruled touchdown. **RULING:** Reviewable play. Reverse to incomplete pass. The pylon is out of bounds, and a player who touches it with any part of his body is also out of bounds. A 2-10 on B-20 (Rule 12-3-2-a and 12-3-3-h).

42. Pass at pylon

First and 10 on the B-20. A10 throws a pass to A80 at the B-2 near the sideline. A80 gains control of the ball while airborne and his right foot hits the pylon at the same time his left foot lands inbounds in the EZ. Officials ruled TD. **RULING:** Reviewable play. Reverse to incomplete pass. If a body part hits out of bounds simultaneously with a body part hitting in bounds, then the player is out of bounds. A 2-10 on B-20 (Rule 12-3-2-a and 12-3-3-h).

43. Receiver stepping out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80 catches the ball and runs to the 50 where he is tackled. There are no flags on the play. Replays show that A-80 stepped out of bounds on his own at the A35, before coming back inbounds to catch the pass. **RULING:** Reviewable play. Reverse to illegal touching of a pass. A 2-10 on A-20, adjust game clock if necessary (Rules 12-3-2-b, 12-3-3-h and 12-3-8-e).

44. Receiver stepping out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80 catches the ball and runs to the 50 where he is tackled, but the Side Judge rules that A80 stepped on the sideline at the A30 and came back inbounds to catch the pass. Replays show that A-80 did not step on the sideline. **RULING:** Reviewable play. Reverse to no foul. A 1-10 on 50, start clock on the Referee's signal (Rules 12-3-2-b and 12-3-3-h).

45. Receiver forced out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80 catches the ball and runs to the 50 where he is tackled. The Side Judge throws his flag for illegal touching as A80 stepped out of bounds at the A-35 before coming back inbounds to catch the pass. Replays show that B37 clearly shoved A80 out of bounds at the A-35. **RULING:** Reviewable play. Reverse to no foul, completed pass. A 1-10 on 50, start clock on the Referee's signal (Rules 12-3-2-b and 12-3-3-h).

46. Receiver forced out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80 comes from out of bounds, reestablishes inbounds, catches the ball, then runs to the 50 where he is tackled. The Side Judge rules that A80 was blocked out of bounds by B37 and legally touched the ball. Replays show there clearly was no contact between A80 and B37. **RULING:** Reviewable play. Reverse to foul for illegal touching. A 2-10 on A-20 (Rules 12-3-2-b and 12-3-3-h). In this situation the replay official cannot rule on the severity of the contact, but if there is indisputable video evidence that there was no contact then the play is reviewable.

47. Receiver forced out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80, running near the sideline, steps on the sideline as he leaps to get the ball. He grasps the ball while in the air, lands inbounds, and continues to the end zone. The Side Judge rules touchdown.

RULING: Reviewable play. Reverse to incomplete pass. A 2-10 on A-20, reset game clock (Rules 2-27-15-a-2, 12-3-2-b and 12-3-3-h).

48. Pass going forward or backward

First and 10 on the A-20. At the A-17, A10 throws a backward pass that is ruled forward and incomplete. After the ball hit the ground at the A-16, it was recovered by B77. **RULING:** Reviewable play. Reverse to B 1-10 on A-16. No advance is allowed (Rule 12-3-2-e). 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 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.

49. Passer beyond the neutral zone

First and 10 on the A-20. A10 scrambles to the A-19 $\frac{1}{2}$ and throws a pass that is completed for a touchdown. The Line Judge flags the passer for being beyond the neutral zone when the pass is thrown. **RULING:** Reviewable play, regarding whether A10 was beyond the neutral zone when he released the ball. Reverse to no foul. Touchdown counts. Passer's whole body and the ball must be beyond the neutral zone for the pass to be illegal (Rule 12-3-2-c).

50. Illegal forward pass

First and 10 on the A-20. B45 intercepts a forward pass at the 50 and returns it to the A-25, where he throws the ball to B33. B33 catches the ball at the A-23 and carries it across Team A's goal line. Officials rule TD. **RULING:** Reviewable play, regarding B45's pass being backward or forward. Reverse to illegal forward pass, B 1-10 on A-30 (Rule 12-3-2-d).

51. Illegal forward pass

First and 10 on the A-20. A10 throws a backward pass from the A-18 to back A22 at the A-16. A22 immediately throws a pass down field to A80, who catches it and runs for a touchdown. The Line Judge throws his flag for an illegal forward pass, ruling that A10's pass was forward. **RULING:** Reviewable play, regarding A10's pass being forward or backward. Reverse to legal play. Touchdown counts (Rule 12-3-2-e).

52. Illegal forward pass

First and 10 on the A-20. A10 throws a forward pass from the A-18 to back A22 at the A-19. A22 immediately throws a pass down field to A80, who catches it and runs for a touchdown. There are no flags on the play and the TD is allowed. **RULING:** Reviewable play, regarding A10's pass being forward or backward. Reverse to illegal forward pass A 2-16 on A14 (Rule 12-3-2-e).

53. Forward or backward pass after a kick

Team A kicks off with 30 seconds left in the game. The kickoff goes to B15 who returns the ball to the B-25 where he throws a backward pass to B45 at the B-23, B45 who catches the ball and runs for a touchdown. The Line Judge throws a flag for an illegal forward pass by B15. **RULING:** Reviewable play, regarding whether the pass was forward or backward. Reverse to no foul. Touchdown counts (Rule 12-3-2-d).

54. Pass touched by a defensive player

Third and 10 at the A-30. A1's pass to A80 is ruled incomplete, but B45 is flagged for defensive pass interference at the A-45. The pass was tipped at the line of scrimmage by B77 prior to the interference. **RULING:** Reviewable play, regarding whether and when B77 touched the ball. Reverse to no foul, A 4-10 on A-30. (Rule 12-3-2-b).

55. Pass touched by a defensive player

First and 10 on the A-20. A10 throws a pass to A80 at the A-35. The Back Judge rules defensive pass interference, but the flag is picked up because the officials rule the ball was touched by B77 at the A-22 before the foul. Replays showed the ball was not touched prior to the interference. **RULING:** Reviewable play, regarding whether and when B77 touched the ball. Reverse to a foul for pass interference. A 1-10 on A-35 (Rule 12-3-2-b).

56. Pass touched by a defensive player--Referee announcement

Third and 10 at the 50. A10 throws a pass to A85 at the B-25. The umpire rules the ball was tipped at the line of scrimmage and gives the tip signal. Defender B24 plays through the back of A85 but no flag is thrown. The back judge reports to the referee that he did not have a flag for defensive pass interference because he saw the tip signal by the umpire. The referee announces, "There is no foul for pass interference because the ball was tipped." **RULING:** The referee's announcement allows the Instant Replay official to stop the game for a review to determine if the ball was or was not tipped. Replay then can communicate to the referee that the ball was not tipped, overturn the ruling on the field and create a foul for defensive pass interference if there is indisputable video evidence that there was no tip of the ball. First and 10 for Team A at the B-35.

57. Pass touched behind neutral zone--Referee announcement

Third and 10 at the 50. A10 throws a forward pass to A89 who catches it at the A-49 and is tackled at the B-39. The umpire flags left tackle A75 for being five yards downfield when the pass was released. After conferring with the line judge, the officials advise the referee that A89 caught the ball beyond the neutral zone at the B-48. The referee announces, "Ineligible receiver downfield, #75; the ball was caught beyond the neutral zone." **RULING:** The referee's announcement allows the Instant Replay official to stop the game to review "touching of a pass." As with the touching of a kick, the location of a touched pass is implied in the replay review process. The Instant Replay official may determine only the status of the pass when touched, but he may not determine the location of players at the time the ball was released. The Instant Replay official informs the referee that the pass was touched

behind the neutral zone, reversing the ruling of an ineligible receiver downfield. First and 10 for Team A at the B-39.

58. Pass touched beyond neutral zone--Referee announcement

Third and 10 at the 50. A10 throws a forward pass to A89 who catches it at the B-49 and is tackled at the B-39. The umpire flags left tackle A75 for being five yards downfield when the pass was released. After conferring with the line judge, the officials advise the referee that A89 caught the ball behind the neutral zone, at the A-49. The referee announces, "There is no foul for ineligible receiver downfield, #75; the ball was caught behind the neutral zone." **RULING:** The referee's announcement allows the Instant Replay official to stop the game to review "touching of a pass." As with the touching of a kick, the location of a touched pass is implied in the replay review process. The Instant Replay official may determine only the status of the pass when touched, but he may not determine the location of players at the time the ball was released. The Instant Replay official informs the referee that the pass was touched beyond the neutral zone, reversing the ruling on the field. The flag is returned to the ground and the penalty for an ineligible receiver downfield is enforced. Third and 15 for Team A at the A-45.

59. Pass touched behind neutral zone--Referee announcement

Third and 10 at the 50. A10 throws a forward pass to A89 who catches the ball at the B-49 and is tackled at the B-35. The Side Judge flags A90 for blocking downfield on the pass (offensive pass interference). After conferring with the Head Linesman, the officials advise the Referee that A89 caught the pass behind the neutral zone, at the A-49. The referee announces, "There is no foul for offensive pass interference, as the ball was caught behind the neutral zone." **RULING:** The Referee's announcement allows the Instant Replay official to stop the game to review "touching of a pass." As with touching of a kick, the location of the touched pass is implied in the replay review process. The Instant Replay official may determine only the status of the pass when touched, but he may not determine the location of players at the time the pass was released. The Instant Replay official informs the referee that the pass was touched beyond the neutral zone, reversing the ruling on the field. The flag is returned to the ground and the penalty for offensive pass interference is enforced. Third and 25 for Team A at the A-35.

60. Pass touched by a defensive player

First and 10 on the B-30. A10 throws a pass to A80 that is deflected in the air and caught by Tackle A77 who runs to the B-15 where he is tackled. Officials penalize A77 for illegal touching. Replays show that

B99 touched the pass before A77 caught it. **RULING:** Reviewable play, regarding whether B99 touched the ball. Reverse to no foul, A 1-10 on B-15 (Rule 12-3-2-b).

61. Pass touched by ineligible player

First and 10 on the A-30. Tackle A77 is penalized for intentionally touching a legal forward pass. Replays show that the ball hit A77 in the shoulder. **RULING:** Reviewable play, regarding whether A77 touched the ball. Cannot review the intentional aspect of the play. Confirm ruling on the field, A 1-15 on A-25 (Rule 12-3-2-b).

62. Challenge of a completed pass

Third and nine at the A-30. End A80 runs a deep curl pattern very near the sideline. He then turns and makes an attempt to catch the forward pass but the officials rule that it is incomplete. The Team A head coach challenges the ruling of an incomplete pass, his first challenge of the game. **RULING:** The instant replay official determines that A80 stepped out of bounds on his own, reestablished inbounds, and then made a clean catch. Fourth and nine at the A-30. Because the coach's challenge regarding the catch was successful, even though A80 fouled by touching the pass after having returned from out of bounds, the coach still has one challenge remaining and Team A is not charged with a timeout.

63. Forward or backward pass

First and 10 on the A-20. At the A-18, A10 throws a backward pass that is ruled forward and incomplete. The ball bounces out of bounds at the A-15. **RULING:** Reviewable if deemed to have a competitive impact. A 2-15 at A-15. 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 action after the loose ball. A 2-10 on A-20.

Non-Reviewable Play Situations on Passes

64. Receiver forced out of bounds

First and 10 on the A-20. A10 throws a pass to A80 at the A-40 near the sideline. A80 catches the ball and runs to the 50 where he is tackled. The Side Judge rules that B22 shoved A80 out of bounds and that A80 caught the pass inbounds. Replays show that B22 did contact A80 and then A80 went out of bounds. **RULING:** Not reviewable as to whether A80 was forced out of bounds. If there was no contact then the play is reviewable. A 1-10 on 50. **NOTE:** A80 must reestablish himself as an inbounds player for the catch to be legal.

65. Ineligible receiver downfield

First and 10 on the B-20. A22 catches a screen pass at the B-18 and runs for a touchdown. A70 was downfield at the B-15 when the pass was thrown, but there are no flags on the play. **RULING:** Not reviewable. Touchdown counts.

66. Ineligible receiver downfield

First and 10 on the B-20. Flanker A88 moves up onto the line of scrimmage and “covers up” tight end A80 making him ineligible. A80 goes downfield and catches a pass at the B-8 where he is tackled. **RULING:** Not reviewable. A 1-Goal on B-8.

67. Legality of Pass

First and 10 on the A-20. A10 is under pressure at the A-15 and throws a pass which lands incomplete behind the line of scrimmage. The Referee flags A10 for intentional grounding. Eligible receiver A22 was within two yards of the ball when it hit the ground. **RULING:** Not reviewable. Intentional grounding, A 2-15 on A-15.

68. Penalty enforcement: incorrect yardage

First and 10 on the Team B-20. Under pressure, A10 at the B-25 throws an incomplete pass. The Referee rules intentional grounding. The Umpire marks off a 5-yard penalty from the spot of the pass, making it second and 20 from the B-30. **RULING:** Foul or penalty-yardage error is not reviewable. Only incorrect down may be corrected (Rule 12-3-6-c).

69. Passer stepping out of bounds

Third and nine at the B-41. A11 rolls out toward the sideline as A80 runs a short curl pattern very near that sideline. A80 then turns and makes an attempt to catch the forward pass. The officials rule that A11 had stepped out of bounds at the B-45 prior to releasing the ball. The pass is incomplete. The Team A head coach requests to challenge the ruling of an incomplete pass; this would be his first challenge of the game. Replays clearly show that A11 had not stepped out of bounds. **RULING:** The play is not reviewable. Team A has fourth and 13 at the B-45. (Rule 12-3-3-g)

QB Pass or Fumble

The Instant Replay Official may always review whether a passer threw a forward pass or fumbled. If the passer's hand comes forward in an obvious forward passing motion with control of the ball it is considered a forward pass. If the ruling on the field is an incomplete pass but it is actually a fumble the IRO may review and award the ball at the spot of recovery. In this situation there must be a clear recovery in the immediate continuing action after the fumble in order for the recovering team to get possession at that spot. No advance will be given. If there is no clear recovery then the ruling on the field stands.

70. Forward pass or fumble

First and 10 on the A-20. A10 is contacted while in the act of passing and loses the ball, which is ruled a fumble. His hand just came forward with control of the ball before he lost it. B77 recovers the ball and returns it for a touchdown. **RULING:** Reviewable play, regarding whether the result is a fumble or incomplete forward pass. Reverse to incomplete pass, A 2-10 on A-20, reset clock (Rule 12-3-3-a).

71. Forward pass or fumble

Second and 10 on the A-25. A10 is contacted while attempting to throw a forward pass and the ball comes loose before his hand starts forward. The ball hits the ground at the A-20 and B77 recovers and carries it across A's goal line. The Referee rules incomplete pass. **RULING:** Reviewable play. Reverse to fumble, Team B 1-10 on A-20. If the ruling is reversed, Team B will get possession but no advance is allowed (Rule 12-3-3-b).

72. Forward pass or fumble

First and 10 on the A-20. A10 is contacted while in the act of passing and before his hand comes forward he loses the ball. Referee rules a fumble. B77 recovers and returns the ball across Team A's goal line. **RULING:** Reviewable play, regarding whether a fumble or forward pass. Confirm ruling on the field. Fumble. Touchdown counts.

73. Forward pass or fumble

First and 10 on the B-45. A10 is contacted while in the act of passing and before his hand comes forward he loses the ball. The Referee rules incomplete pass. The ball goes into a pile with no clear recovery.

RULING: Reviewable play, regarding whether a fumble or forward pass. Ruling of incomplete pass stands since there was no clear recovery in the immediate continuing action after the play. A 2-10 on B-45 (Rule 12-3-3-b).

74. Forward pass or fumble

First and 10 on the A-20. A10 wants to throw a forward pass to receiver A80, but after realizing A80 is covered, he attempts to bring the ball back towards his body. Before the ball reaches its most forward point away from his body, he loses it and B77 recovers at the A-24. The Referee rules fumble. **RULING:** Reviewable play, regarding whether the result is a fumble or incomplete forward pass. Reverse to incomplete pass, A 2-10 on A-20, reset game clock. It is a pass if the ball comes loose at any point after the hand starts forward until the passer starts to bring the ball back towards his body. (Rule 12-3-3-a).

75. Forward pass or fumble

Fourth and 10 on the B-20. A10 drops back to pass at the B-25, is hit and loses possession of the ball before his hand starts forward. A22 catches the ball in mid-air at the B-22 and runs to the B-5. Referee rules forward pass. **RULING:** Reviewable play, regarding whether the passer's hand had started forward. Reverse to fumble, Team B 1-10 on B-25, reset clock and start on snap. Reversal creates a fourth-down fumble which gives Team B the ball (Rules 12-3-3-b and 12-3-3-f).

76. Forward pass or fumble--Referee announcement

Third and 10 at the B-20. Shotgun QB A10 is in the pocket and under a heavy rush. A10 loses the ball at the B-35 just before defender B90 hits him from behind. Referee rules fumble, and B70 recovers at the B-25. The Instant Replay official stops the game to review for pass or fumble. The referee announces, "There is no foul for intentional grounding. The ruling on the field is a fumble, recovered by the defense." **RULING:** This announcement allows Replay to create an intentional grounding foul if the ruling on the field is overturned to an incomplete pass, based on indisputable video evidence that the ball was not fumbled. Fourth and 25 at the B-35.

77. QB spike to stop clock

First and 10 on the B-20. With time running out in the second quarter, A10 receives the snap and immediately attempts to spike the ball. Before his arm starts forward, the ball pops out and lands at the B-23 where B77 recovers. The Referee rules incomplete pass. **RULING:** Reviewable play. Reverse to fumble, Team B 1-10 on B-23 (Rule 12-3-3-b).

Non-Reviewable Play Situation on QB Pass/Fumble

78. Intentional grounding

Second and 8 on the A-40. As A10 is being tackled by B59 he throws the ball to the ground at the A-35 with no eligible receiver in the area. The Referee rules fumble and the ball is recovered by B77. **RULING:** Reviewable play, regarding whether the result is a fumble or incomplete forward pass, but cannot rule on potential grounding. A 3-8 on A-40, reset clock.

Fumbles

The Instant Replay Official may always review whether a runner was down prior to fumbling the ball. If the officials rule the runner down or out of bounds we can look to see if the runner fumbled but we must have a clear recovery in the immediate continuing action after the fumble to reverse the call on the field.

Also reviewable is the recovery of a fumble in the field of play or the end zone.

If the officials on the field rule that a fumble did not touch the sideline or end line we can review whether or not it did. If the officials rule the ball touched the sideline or end line we can review whether it did, and if there is a clear recovery in the immediate continuing action we can award the ball to that team.

79. Fumble/down by rule

First and 10 on the Team A 20-yard line. A40 runs to the Team A 25-yard line where he loses the ball. B15 recovers. Officials rule fumble and give possession to Team B. A40's left knee hit the ground before he lost the ball. **RULING:** Reviewable play, regarding whether A40 was down before the ball came loose. Reverse to down by rule. A 2-5 on A-25. No adjustment to the game clock which starts on Referee's signal (Rule 12-3-3-c).

80. Fumble/down by rule

First and 10 on the A-20. A22 runs to the A-25, where he fumbles. B25 recovers at the A-27 just as the Line Judge rules the runner down. **RULING:** Reviewable play, regarding whether there was a fumble or the runner was down. Reverse to fumble, Team B's ball, 1-10 on A-27. Adjust the clock which starts on snap (Rule 12-3-3-d).

81. Fumble/down by rule

First and 10 on the A-20. A22 runs to the A-25, where he fumbles. The LINE JUDGE rules A22 down and the ball goes into a pile of players with no recovery visible. **RULING:** Reviewable play, regarding whether there was a fumble or the runner was down, but without a clear recovery the ruling on the field stands. A 2-5 on A-25 (Rule 12-3-3-d).

82. Fumble/Out of bounds

First and 10 on the A-20. A2 runs to the A-30 where he is hit and loses the ball. B40 falls on the loose ball at the A-32. The Line Judge ruled that A2 stepped out of bounds at the 30 before he lost the ball. Replays show he did not step out prior to losing the ball. **RULING:** Reviewable play. Reverse to fumble with a clear recovery. B 1-10 on A-32 (Rule 12-3-3-d).

83. Fumble touching a sideline

First and 10 on the A-20. A22 runs to the A-28 and fumbles. The ball hits the sideline at the A-30 and bounces back toward the middle of the field, where B45 recovers at the A 32. Officials give the ball to Team B. **RULING:** Reviewable play, regarding whether the ball touched the sideline. Reverse to A 2-2 on A-28, fumble forward out of bounds, start clock on Referee's signal. (Rule 12-3-3-i). If a reversal creates a forward fumble situation, then the relevant rule can be applied.

84. Fumble touching a sideline

First and 10 on the Team A-20. A22 runs to the A-28 and fumbles. The ball hits near the sideline at the A-30 and bounces back toward the middle of the field, where B45 recovers at the A-32. Officials rule the ball hit the sideline at the A-30. Replays showed that it did not touch the sideline. **RULING:** Reviewable play, reverse to B 1-10 on A-32 (Rule 12-3-3-d).

85. Recovery of a fumble in relation to a sideline

First and 10 on the A-20. A22 runs to the A-28 and fumbles. B77 recovers at the A-30 with one foot on the sideline. Officials award the ball to Team B. **RULING:** Reviewable play, regarding whether B77 was in or out of bounds when recovering the ball. Reverse to no recovery. A 2-2 on A-28, forward fumble out of bounds, no clock adjustment and start on the Referee's signal (Rule 12-3-3-h).

86. Recovery of a fumble in relation to a sideline

First and 10 at the A-20. A22 runs to the A-35 and fumbles the ball into the air. Airborne B45 possesses the ball at the A-38, and as he is going to the ground he gets one foot down in bounds, then loses possession as he hits the ground out of bounds. Officials award the ball to Team B. **RULING:** Reviewable play, regarding whether B45 had completed the recovery in bounds. Reverse to no recovery, A1-10 on A-35, forward fumble out of bounds, start clock on the Referee's signal. Recovery of a fumble in this situation is governed by the same criteria as a receiver going to the ground to make a catch (Rule 12-3-3-h).

87. Player out of bounds coming back in to recover a loose ball

First and 10 on the A-20. A22 runs to the A-25 and fumbles. B45 leaps from out of bounds and recovers the ball inbounds at that spot. Officials rule that B45 recovered the ball out of bounds. **RULING:** Reviewable play, regarding B45 being inbounds or out of bounds when touching ball. If B45 had reestablished as an inbounds player, reverse to B 1-10 on A-25, reset game clock and start on snap. If B45 touches the ball while in the air, he is touching it while out of bounds. A 2-5 on A-25 (Rule 12-3-3-h).

88. Recovery of a fumble in relation to a goal line

First and 10 on the A-4. A22 fumbles and B45 recovers the ball on Team A's goal line. Officials give the ball to Team B at the A-1. **RULING:** Reviewable play, regarding whether B45 recovered in the end zone for a touchdown. Reverse to touchdown for Team B (Rule 12-3-1-a).

89. Recovery of a fumble in the end zone

First and 10 on the A-2. Runner A22 fumbles when hit. B45 jumps on the loose ball in the end zone and possesses it on the ground, but A22 knocks the ball out of B45's hands and A10 recovers the loose ball in the end zone. Officials rule Team A recovered for a safety. **RULING:** Reviewable play regarding whether B45 was down after he possessed the ball. Reverse to touchdown for Team B. (Rule 12-3-1-a).

90. Fourth down fumble

Fourth and 5 on the B-37. A22 fumbles at the B-33 and A88 recovers the ball on the B-30. Officials give the ball to Team A at the B-30. **RULING:** Reviewable play, regarding whether the fumble was recovered by another player other than the fumbler. Reverse to B 1-10 on B-33 (Rule 12-3-3-f).

91. Fourth down fumble

Fourth and goal on the B-7. A10 drops back to the B-10 and fumbles. A22 picks up the ball at the Team B 8-yard line and runs for a touchdown. **RULING:** Reviewable play, regarding recovery of a fourth-down fumble. Also reviewable regarding whether A10 fumbled or threw an incomplete pass. Reverse to Team B 1-10 on B-10, reset game clock (Rules 12-3-3-a and 12-3-3-f).

92. Fourth down/Try fumble

On a try from the B-3 QBA1 and back A3 muff the exchange. A3 recovers the ball at the B-2 and runs into the end zone. Officials rule the try is good. **RULING:** Reviewable play regarding whether the fumble

was recovered by another player other than the fumbler. Reverse to try no good (Rule 12-3-3-f).

93. Spot of fumble

Fourth and 10 on the B-20. Ball carrier A22 runs to the B-11 and fumbles. A30 recovers at the B-5. The Head Linesman rules fumble and brings the ball back to the B-9. **RULING:** Reviewable play regarding the spot of the fumble. This is reviewable because it involves the line to gain and would be the same ruling had it been a forward fumble out of bounds (Rules 12-3-3-e and 12-3-3-f).

94. Fumble or backward pass out of bounds at goal line

Second and Goal on the B-7. Ball carrier A22 runs to the B-3 and fumbles. The airborne ball goes out of bounds inside the pylon and through the end zone, but the officials rule that it went out of bounds in the field of play and bring the ball back to the B-3. **RULING:** Reviewable play regarding where the ball went out of bounds in relation to the goal line. Reverse to touchback. Team B 1-10 on B-20. (Rule 12-3-3-i).

95. Runner's helmet coming off

Second and 10 on the A-40. A2 carries to the B-43 where he is hit and while he is still upright the ball comes loose. B77 recovers the loose ball at the B-40 inbounds. Officials award B possession. Replays show that A2's helmet came completely off before he lost control of the ball. **RULING:** Reviewable play regarding whether the ball came loose before the helmet came off. Reverse to no fumble, A 1-10 on B-43. The helmet coming off is treated just like a player being down. The helmet must completely separate from the player's head to end the down (Rule 12-3-3-c).

96. Fumble through end zone

The ball carrier advances to the B-2 where he is hit. The ball comes out, goes into the end zone and over the end line. The head linesman blows his whistle when he rules the ball carrier's knee touching the ground. **RULING:** This type of play is reviewable only if there is clear recovery in the immediate continuing action. It is reviewable here because of the potential touchback. The touchback becomes equivalent to the "clear recovery" because it establishes who will have the ball—in this case, Team B.

97. Recovery of a fumble in the field of play

First and 10 on the A-20. Runner A22 fumbles when hit. B45 jumps on the loose ball at the A-25 and possesses it on the ground, but A22 knocks

the ball out of B45's hands and A10 recovers at the A-25. Officials rule Team A recovered. **RULING:** Reviewable. B 1-10 at the A-25.

98. Recovery of a fumble in the field of play

Third and 5 on the B-45. Shotgun QBA1 and back A2 muff the exchange and A1 dives on the ball at the 50. The ball rolls underneath A1 as he slides on the ground and the Referee blows the play dead, ruling an A1 recovery at the 50. Replays show that A1 never controlled the ball and B2 recovered it in the immediate continuing action at the A-48. **RULING:** Reviewable. B 1-10 on the A-48.

99. Simultaneous recovery of a loose ball

First and 10 on the A-20. A22 runs to the A-25 and fumbles. A80 and B45 recover the ball simultaneously in the middle of the field at the A-25. Officials gave the ball to Team B. **RULING:** Reviewable. A 2-5 on A-25.

100. Fumble forward out of bounds

Third and 10 on the A-20. A22 runs to the A-28 and fumbles. The ball rolls out of bounds at the Team A 33-yard line, and the officials award the ball to the offense at that spot. **RULING:** Reviewable play because it involves the line to gain or goal line. A 4-2 at A-28.

101. Spot where fumble or backward pass crosses sideline

Third and 10 on the A-20. A22 runs to the A-33 and fumbles. The ball rolls out of bounds untouched at the Team A 29-yard line, but the officials award the ball to the offense at the A-31. **RULING:** Reviewable. A 4-1 on A-29.

102. Inadvertent whistle

First and 10 at the B-45. Ball carrier A22 is tackled and is going to the ground, when he fumbles. An official sounds his whistle inadvertently. Players on both teams go after the ball, and B66 clearly recovers it while grounded. **RULING:** Inadvertent whistle. Rule 12-3-3-d applies. If the replay official determines that A22 lost control of the ball before he was down, then the ball belongs to Team B at the spot of the recovery by B66. In the event that the replay official is not able to determine which team recovers the ball, the ruling that the ball carrier was down before losing control of the ball stands, and Team A retains possession at the dead-ball spot.

103. Inadvertent whistle

Second and 10 on the A-44. A12 in shotgun formation takes the backward pass from the snapper and hands the ball to A34 who runs

directly forward toward the right side of the line. A34 is hit immediately as he reaches the line of scrimmage and the ball pops out and into the hands of defender B13 at the A-45. B13 starts to advance the ball when the Line Judge blows his whistle. He reports to the Referee that A34's forward progress was stopped. Replay clearly shows that A34 fumbles the ball before his progress is stopped and that B13 has control of ball when the whistle blows. **RULING:** Inadvertent whistle. Rule 12-3-3-d. Team B's ball, first and 10 on the A-45.

104. Potential fumble near the goal line

The ball carrier is about to cross the goal line and drops the ball, either right before or right after breaking the plane of the goal line. No official makes any signal and there is no whistle. The players scramble for the ball and it is recovered on the ground in the end zone. (a) Officials rule that the offense recovers and signal touchdown. (b) Officials rule that the defense recovers and signal touchback. **RULING:** (a) The replay official would not stop the game for a review, since the result is a touchdown no matter where the ball carrier dropped the ball. (b) Reviewable only to determine where the ball carrier was when he dropped the ball. If Replay rules that he had not crossed the goal line before losing the ball, the ruling of a touchback is confirmed. If Replay rules that he had crossed the goal line before losing the ball, the ruling on the field is reversed to a touchdown.

Non-Reviewable Play Situation on Fumbles

105. Fumble forward out of bounds

First and 10 on the A-20. A22 carries to the A-25 and fumbles. The ball rolls out of bounds at the Team A 27-yard line, and the officials award the ball to the offense at that spot. **RULING:** Not reviewable. A 2-3 on A-27. A play involving a forward fumble out of bounds is only reviewable if the officials bring the ball back to the spot of the fumble and it involves the line to gain or the goal line.

Scrimmage Kicks

On scrimmage kicks until the ball is legally possessed the IRO may review the touching of a kick, the ball hitting a boundary line (including the pylon) or recovery at the sideline or in the end zone. Once the kick is possessed it becomes a running play and the guidelines for runs apply.

106. Touching of a kick

Fourth and 10 on the Team A-40. A80 recovers the rolling punt at the B-9. The officials rule illegal touching by A80 and award the ball to Team B. The ball grazed off the fingertips of B45 at the B-13 prior to A80 recovering it. **RULING:** Reviewable play, regarding whether B45 touched the ball. Reverse to no illegal touching. The ball belongs to Team A 1-G on B-9 (Rule 12-3-4-a).

107. Touching of a kick

Fourth and 10 on the Team A-40. A80 recovers the rolling punt at the B-9. The ball grazed off the fingertips of B45 at the B-13 prior to A80 recovering it and the officials award possession to Team A. Replays show that A30 touched the punt at the B-15 before it touched B45. **RULING:** Reviewable play, regarding whether A30 touched the ball. Reverse to B 1-10 on B-15 (Rule 12-3-4-a).

108. Touching of a kick

Fourth and 10 on the Team A-40. Team A's punt is blocked by B77 at the A-42 and the ball bounces to the 50 where it is recovered by A19. The officials rule the ball was touched by the receiving team beyond the neutral zone and award possession to Team A at the 50. **RULING:** Reviewable play, regarding whether B77 touched the ball beyond the neutral zone. Reverse to B 1-10 on 50 (Rule 12-3-4-a). A player who blocks a scrimmage kick within three yards of the line of scrimmage is not considered to have touched the ball beyond the neutral zone. This only applies to a player who blocks the kick. Any other first touch by the receiving team beyond the line of scrimmage will make the kickers eligible to recover the ball.

109. Roughing/Running into--Referee announcement

Fourth and 10 at the A-40. Punter A10 takes the snap and under heavy rush gets the punt off. B85 catches the ball after a fair catch signal at the B-20. A10 is hit by B90 and is knocked to the ground. The referee signals the

ball was tipped and does not throw a flag. After the ball is dead the referee announces, “There is no foul for roughing (or running into) the kicker because the ball was tipped.” **RULING:** The referee’s announcement allows the Instant Replay official to stop the game for a review to see if the ball was or was not tipped. Replay then can communicate to the referee that the ball was not tipped, overturn the ruling on the field, and create a roughing (or running into) foul if there is indisputable evidence that the ball was not tipped. First and 10 for Team A at the B-45.

110. Touching a kick near a goal line

Fourth and 7 on the B-42. Team A’s punt hits on the B-1 and bounces into the air toward Team B’s end zone. A80 leaps from the field of play and bats the ball from the 1-yard line back to A22 at the 2-yard line. Officials rule a touchback. **RULING:** Reviewable play, regarding whether the ball broke the plane of the goal line. Reverse to B 1-10 on B-2 (Rules 12-3-3-i and 12-3-4-a).

111. Ball hitting a sideline

Fourth and 9 on the A-25. The punted ball hits the sideline at the B-27. It bounces back into the field of play where B25 picks it up and returns it across Team A’s goal line. The officials rule touchdown. **RULING:** Reviewable play, regarding whether the ball hit the sideline. Reverse to B 1-10 on B-27, reset game clock (Rule 12-3-3-i).

112. Recovery of a muffed punt at sideline

Fourth and 5 on the A-20. B45 muffs a punt at the 50. A80 recovers the ball close to the sideline at the B-45. Officials rule that A80 recovered the ball in bounds. Replays show that A80’s right foot was touching the sideline as he made the recovery. **RULING:** Reviewable play, regarding whether A80 was touching the sideline when he made the recovery. Reverse to B 1-10 on B-45 (Rule 12-3-3-h).

113. Kick hitting in an end zone

Fourth and 10 on the 50. Team A’s punt hits in Team B’s end zone untouched, then bounces back into the field of play. B45 recovers and returns the ball to the A-40, where officials award the ball to Team B. **RULING:** Reviewable play, regarding whether the ball hit in the end zone. Reverse to touchback, B 1-10 on B-20, reset game clock (Rule 12-3-3-i).

114. Ball crossing neutral zone

Fourth and 10 on the A-35. Team A’s punt is blocked at the A-35 by B40. The ball lands at the A-38 and then bounces back to the A-34 where A2 recovers and advances to the 50-yard line. The officials spot the ball there, First down for Team A. **RULING:** Reviewable play. Reverse to B

1-10 on A-34, reset game clock. The IRO may review whether the ball crossed the neutral zone (12-3-4-d).

115. Muffed kick

Fourth and 10 on the A-35. Team A's punt is muffed by B21 at the B-30. A34 recovers the loose ball at the B-28 and advances it across B's goal line. The ruling on the field is that B21 possessed and then fumbled the ball, and then a touchdown for Team A. **RULING:** Reviewable play. Reverse to A 1-10 on B-28. Adjust game clock. The IRO may review whether a kick was muffed or fumbled (12-3-4-c).

116. Possession of a kick in the field of play

Fourth and 5 at the A-20. B45 muffs a punted ball in the middle of the field at the 50. A80 and B45 gain simultaneous possession there, and the officials award possession to A80.

RULING: Reviewable. B 1-10 on 50.

117. Advance of fair catch--ball declared dead

During a kick, B33 gives a fair catch signal and catches the ball at the B-20. The ball is not declared dead. B33 carries to the 50-yard line where he is pushed out of bounds. **RULING:** Reviewable play under Rule 12-3-3-c. Team B's ball at the B-20. The game clock is reset to the time B33 caught the ball.

118. Advance of fair catch--Ball declared dead

During a kick, B33 gives a fair catch signal, catches the ball at the B-25, and starts to run. The ball is not declared dead. B33 retreats, is unable to turn the corner, and is tackled at the B-15. **RULING:** Reviewable play under Rule 12-3-3-c. Team B's ball at the B-25. The game clock is reset to the time B33 caught the ball.

119. Advance of fair catch--Ball declared dead

Fourth and 7 on the A-35. B45 signals for a fair catch while the punt is in the air. B27, unaware of the signal by B45, catches the punt at the B-25 and returns it for a touchdown. No official signals the ball dead when caught. **RULING:** Reviewable play under Rule 12-3-3-c. Team B's ball at the B-25. The game clock is reset to the time B33 caught the ball.

120. Inadvertent Whistle

Team A punts on fourth and 15 at the A-30. B44 is in position to receive the kick. In attempting to catch the ball, B44 muffs it at the B-35. The Back Judge blows his whistle when it appears that B44 is catching the ball, but it rolls along the ground after B44 muffs it. A88 chases the ball, and in the immediate continuing football action he recovers it

while grounded at the B-30. B22 is flagged for holding during the kick. **RULING:** Inadvertent whistle. Rule 12-3-3-1 applies. Team A declines the penalty and will have the ball at the B-30, first and 10.

121. Inadvertent Whistle

Team A punts on fourth and 15 at the A-30. B44 is in position to receive the kick. In attempting to catch the ball, B44 muffs it at the B-35. The Back Judge blows his whistle when it appears that B44 is catching the ball, but it rolls along the ground after B44 muffs it. The ball disappears into a pile of players. B22 is flagged for holding during the kick. **RULING:** Inadvertent whistle. Rule 12-3-3-1 applies. Since the Instant Replay official does not have indisputable video evidence as to which team recovers, the ruling of the dead ball stands. The holding penalty is enforced at the B-35, under postscrimmage kick rules. Team B's ball, first and 10 at the B-25.

Non-Reviewable Play Situations on Scrimmage Kicks

122. Spot of untouched out of bounds kick

Fourth and 5 on the A-45. The punt goes out of bounds untouched at the B-12. The officials mark the ball at the B-7. **RULING:** Not reviewable, since the ruling did not involve the ball hitting the sideline or pylon, or the kick being touched. B 1-10 on B-7.

123. Kick-catch interference

Fourth and 18 on the A-40. A80 contacts punt receiver B45 before B45 touches the ball. The ball bounces off B45 and rolls to the B-35, where A88 recovers. Team A is awarded possession. **RULING:** Whether B45 touched the ball is reviewable, but kick-catch interference is not reviewable. A 1-10 on B-35.

124. Forced Touching

Fourth and 7 on the A-23. During a punt, A80 blocks B45 into the loose ball at the B-35, where A88 recovers. Team A is awarded possession. **RULING:** Not reviewable regarding whether B45 was blocked into the ball. The replay official can only review whether the ball was touched. A 1-10 on B-35 (Rule 12-3-4-a).

125. Player out of bounds

During a punt, A80 steps out of bounds (no contact) as he goes downfield to cover the play and returns inbounds. B23 returns the kick to the B-25 where he fumbles. A80 recovers while grounded at the B-27. No flag is thrown, and the officials rule Team A's ball at the B-27. **RULING:** Not reviewable.

Scoring Plays

The IRO may always review the position of the ball in relation to the goal line, whether it is going in or coming out. Most plays are reviewable in the end zone, but there are exceptions. We may not review whether a foul took place in the field of play or the end zone, even though the penalty might result in a score. However, we may review a ruling of intentional grounding in the end zone, for which the penalty is a safety, when the passer is clearly and obviously in the field of play when the ball is released.

One area requiring particular attention is plays involving the pylon. There is no difference between a player that leaves his feet voluntarily or leaves his feet due to contact by an opponent. They are considered airborne players and the same rules regarding the pylon apply to both. An airborne ball carrier who lands out of bounds must get the ball inside or over the pylon before he touches out of bounds to be awarded a score. If the baall carrier touches inbounds in the end zone or touches the pylon before he hits the ground out of bounds, then he is allowed the goal line extended. (Rule 8-2-1-a).

126. Goal Line

First and goal on the B-1. Ball carrier A22 dives over the goal line, but the officials rule that the ball did not break the plane of the goal line before A22 was down. Replays showed that it did. **RULING:** Reviewable play, regarding whether the ball broke the plane of the goal line. Reverse to touchdown. Adjust clock as necessary (Rule 12-3-1-a).

127. Pylon

First and goal on the B-5. Ball carrier A22 runs to the one-yard line and dives for the goal line. The officials rule A22 out of bounds at the B-1. Replays show that A22 had extended the ball over the goal line inside the pylon before he landed out of bounds. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary (Rule 12-3-1-a).

128. Pylon

First and goal on the B-5. Ball carrier A22 runs to the 3-yard line and is hit by a defender causing him to go airborne. The officials rule A22 out of bounds at the B-1. Replays show that A22 had extended the ball over the goal line inside the pylon before he landed out of bounds. **RULING:**

Reviewable play. Reverse to touchdown. Adjust clock as necessary (Rule 12-3-1-a).

129. Pylon

First and goal on the B-5. Ball carrier A22 runs to the one-yard line and dives for the goal line. The officials rule A22 out of bounds at the B-1. Replays show that the ball crossed the plane of the goal line outside the pylon and then A22 landed in the end zone. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary. If any part of the player lands in the end zone before he touches out of bounds, he gets the goal line extended (Rule 12-3-1-a).

130. Pylon

First and goal on the B-5. Ball carrier A22 runs and dives for the goal line pylon. The officials rule A22 out of bounds at the B-1. Replays show A22's left leg touching the pylon and the ball across the goal line outside the pylon at that point. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary. A player touching the pylon with any part of his body is treated the same as a player with a body part down in the end zone. They both get the goal line extended (Rule 12-3-1-a).

131. Pylon

First and goal on the B-5. Ball carrier A22 runs to the B1 and extends the ball over the goal line outside the pylon. He is then driven back and out of bounds at the B2. The officials rule TD. **RULING:** Reviewable play. Reverse to out of bounds short of the goal line. A player who does not get a body part down in the end zone or touch the pylon does not get the goal line extended (Rule 12-3-1-a).

132. Out of Bounds

First and goal on the B-10. Ball carrier A22 runs down the sideline and dives for the end zone pylon. The Line Judge rules that he stepped out at the 2-yard line before he left his feet. Replays show that A22 did not step out of bounds and that the ball while in his possession broke the plane of the goal line inside the pylon before he landed out of bounds. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary (Rule 12-3-1-a).

133. Out of Bounds

Third and 1 on the B-35. Ball carrier A22 runs down the sideline and the Line Judge rules that he stepped out of bounds at the B-4 with his left foot. A22 then takes one more step and dives for the goal line and the ball breaks the plane within his possession before he lands in the end zone. Replays show that A22 did not step out of bounds during his

run. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary (Rule 12-3-1-a).

134. Pass in the end zone

First and goal on the B-5. A80 controls a pass while in the air in Team B's end zone and is hit by a defender causing him to land on his back at the 1-yard line where he maintains control of the ball. Officials rule TD.

RULING: Reviewable play regarding whether the pass was complete and whether it should be a TD. Ruling on the field is confirmed. Completed pass for touchdown. This is treated just like forward progress in the field of play (Rule 12-3-1-a and 12-3-2-a).

135. Fumble at a goal line

First and goal on the B-5. A22 runs to B's goal line, loses the ball prior to it breaking the plane of the goal line, and the officials rule touchdown. The ball rolls over the end line. **RULING:** Reviewable play, regarding whether A22 scored a touchdown before he lost the ball. Reverse to touchback, B 1-10 B-20. If the ball becomes dead in the end zone either in Team B's possession or out of bounds in the immediate continuing action after the play, it is a touchback (Rule 12-3-1-a and 12-3-3-d).

136. Fumble at a goal line

First and goal on the B-5. A22 runs to B's goal line, loses the ball prior to it breaking the plane of the goal line, and the officials rule touchdown. The ball comes to rest in the end zone with no player attempting to recover it. **RULING:** Reviewable play, regarding whether A22 scored a touchdown before he lost the ball. Reverse to no score, A 2-Goal on B-1. If the ball becomes dead in the end zone with no team possessing it, the ball is placed at the spot of the fumble. If the ball is dead in the field of play, the ball is placed at that spot (Rule 12-3-1-a and 12-3-3-d).

137. Safety

First and 10 on the A-2. A22 takes a handoff and gets hit near the goal line and driven back into the end zone where he is tackled. The officials rule that A22's forward progress was stopped at the A-1 yard line and put the ball there. Replays show that when A22's progress was stopped the ball was still in the end zone. **RULING:** Reviewable play, regarding where the ball was in relation to the goal line when progress was ruled. Reverse to safety, safety kick A-20. Reset game clock to where it was when progress was stopped. Entire ball must be in the field of play when progress is stopped or runner is down in order for it not to be a safety (Rule 12-3-1-a)

138. Field goal attempt

Fourth and 10 on the B-35. The field goal attempt just clears the crossbar but is ruled no good. **RULING:** Reviewable play, regarding whether the ball went over the crossbar. Reverse to field goal attempt good (Rule 12-3-1-b).

139. Field goal attempt

Fourth and 10 on the B-35. The field goal attempt is ruled good. Replays showed that the ball passed outside and below the top of the left upright. **RULING:** Reviewable play, regarding whether the ball was inside or outside the uprights. Not reviewable if the ball crossed above the top of the uprights. Reverse to field goal attempt no good. B 1-10 on B-35 (Rule 12-3-1-b).

140. Backward pass--potential safety

Team A snaps the ball at its 5-yard line. A12 throws a quick pass to the flat toward receiver A44. The head linesman signals incomplete pass as the ball hits the ground, takes a backward bounce and rolls into the end zone and out of bounds. **RULING:** Reviewable. Safety. If the pass is ruled forward and 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 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. (Rule 12-3-2-e).

141. Safety involving a penalty

Third and 12 on the A-5. QBA1 is called for intentional grounding in his own end zone for a safety. Replays show that the foul occurred clearly in the field of play at the A-3. **RULING:** Reviewable play since a safety resulted from the ruling of intentional grounding. A 4-14 on A3. (Rule 12-3-2-f)

142. Intentional grounding near the goal line

A 1-10 at A-10. A8 drops back into the pocket and under extreme defensive pressure at the A-3 throws the ball into an area where there are no eligible receivers. The Referee rules that the pass was thrown from the end zone and awards a safety by penalty. **RULING:** Reviewable play regarding the position of the passer when he is clearly in the field of play and a ruling of intentional grounding results in a safety. Reverse to A 2-17 at A3. (Rule 12-3-2-f)

Non-Reviewable Play Situations on Scores:

143. Out of Bounds

Third and 1 on the B-35. Ball carrier A22 runs down the sideline and the Line Judge rules that he stepped out of bounds at the B-15. A22 continues to run and crosses the goal line. Replays show that A22 did not step out of bounds. **RULING:** Not reviewable. A 1-10 on B-15.

144. Down by rule

Third and 1 on the B-35. Ball carrier A22 takes a hand off and runs to the B-25 where he stumbles. He regains his balance and crosses Team B's goal line in possession of the ball. The Head Linesman rules that he was down at the B-25. Replays show that A22 was not down. **RULING:** Not reviewable. A 1-10 on B-25.

145. Safety involving a penalty

Third and 12 on the A-5. A50 is flagged for holding in Team A's end zone, and B is awarded a safety. The holding actually took place at the A-2. **RULING:** Not reviewable. Safety by penalty.

146. Safety involving a penalty

Third and 12 on the A-5. QBA1 is straddling the goal line as he passes the ball forward. A1 is charged with intentional grounding and a safety by penalty. Replays do not show clearly where the pass was released from and it is not obvious whether he was in or out of the end zone. **RULING:** Not reviewable.

Timing

The most frequent situation to adjust the game clock is when the ruling on the field is overturned and the change creates a stopped clock and time was lost on the field. If we reset the game clock after a reversal it will be to whenever the play should have ended; e.g. ball hit the ground, runner stepped out of bounds, etc. It is permissible to adjust the game clock after stoppages in which the ruling on the field was not overturned, but only if there is an obvious and significant clock error.

There is one situation where the game clock is reset after a reversal that creates a running clock. If a half expires during a play and we reverse to a player down with time remaining on the clock, we can reset the clock to when he was down if the runner made the line to gain or the offense had a timeout remaining.

The Instant Replay Official may restore time to the game clock at the end of any quarter if time expired during the play and there should have been time remaining. In order to put time back on the clock the next play must be from scrimmage. At the expiration of the fourth quarter only, time may be restored only if the score is tied or the team that will next put the ball in play is behind by eight points or fewer. (Rule 12-3-6-c)

147. Pass complete or incomplete

First and 15 on the B-28. Receiver A86 tries to make a catch of a forward pass at the B-15 in the center of the field with 10:00 showing on the game clock. The pass is ruled complete and the game clock continues to run. Replays show that the ball hit the ground before A86 got control of it. **RULING:** Reviewable play, regarding whether the pass was complete. Reverse to incomplete pass, A 2-15 on B-28, reset game clock to 10:00 and start on the snap (Rules 12-3-2-a and 12-3-6-b).

148. Runner out of bounds

First and 10 on the A-20. Ball carrier A22 is ruled down at the 50 with 9:50 on the game clock. A22 stepped out of bounds at the A-25 when there was 10:00 on the game clock. **RULING:** Reviewable play, regarding whether A22 stepped out of bounds. Reverse to player out of bounds, A 2-5 on A-25. The game clock should be adjusted to 10:00 and started on the Referee's signal or the snap depending on the time remaining in the game (Rules 12-3-3-g and 12-3-6-b).

149. Line to gain

Third and 2 on the A-45. Ball carrier A22 is ruled down at the A-46 with 9:50 on the game clock. Replays show that the ball was at the A-47 when he was down. **RULING:** Reviewable play, regarding whether A22 made the line to gain. Reverse to first down, A 1-10 on A-47. The game clock should be adjusted to 9:50 and started on the Referee's signal (Rules 12-3-3-e and 12-3-6-b).

150. Change of possession

First and 10 on the A-20. Ball carrier A22 is ruled down at the A-25 but the ball came loose and was recovered by B77 at the A-28 with 9:50 on the game clock. Replays show that A22 lost the ball before he was down. **RULING:** Reviewable play, regarding whether A22 fumbled or was down. Reverse to fumble, B 1-10 on A-28. The game clock should be adjusted to 9:50 and will start on the snap (Rules 12-3-3-d and 12-3-6-b).

151. Game clock at end of half

Second and 10 on the B-38. With 10 seconds remaining in the second quarter, QBA1 throws a pass to receiver A86 at the B-27 near the sideline. The officials rule complete and time expires on the play. Replays show that after completing the catch A86 stepped out of bounds with 2 seconds remaining on the game clock. **RULING:** Reviewable play, regarding whether the pass was complete and whether there should be time remaining on the game clock at the end of the play. A 1-10 on B-27, reset game clock to 0:02 and start on the snap (Rule 12-3-6-c).

152. Game clock at end of half

Second and 12 at the B-25. There are 15 seconds remaining. Ball carrier A22 is hit at the B-15, and as he is going down the ball comes out. The officials rule a fumble and allow the play to continue. B37 recovers at the B-21 and returns for a long gain before being tackled or scoring an apparent touchdown. After review, the replay official rules that A22's knee touched the ground before the ball was loose. (1) There are 3 seconds remaining; (2) There is no time remaining.

RULING: (1) If time remains on the game clock:

There is no timing adjustment and the game clock is started on the referee's signal.

(2) If time on the game clock expires during the play:

*In the *first or third* quarter: The game moves to the second or fourth quarter. The game clock starts on the snap.

*In the *second or fourth* quarter:

a) If Team A has no timeouts available, the half (game) is over.

- b) If Team A has a timeout available, it may elect to use one and the clock will be adjusted to its reading at the time the runner should have been ruled down. If Team A elects not to use a timeout, the half (game) is over.

153. Game clock at end of half

Third and 10 on the A-45. With 12 seconds remaining in the second quarter, QBA1 throws a long pass to receiver A86 at the B-15 where he is tackled in bounds. The officials rule complete and time expires on the play. Replays show that after completing the catch A86 was down with 2 seconds remaining on the game clock. **RULING:** Reviewable play, regarding whether the pass was complete and whether there should be time remaining on the game clock at the end of the play. A 1-10 on B-15, reset game clock to 0:02 and start on the Referee's signal (Rule 12-3-6-c).

154. Game clock at end of game

Third and Goal on the B-7. Team A is trailing by 4 points with 7 seconds remaining in the fourth quarter. QBA1 throws an incomplete pass into the end zone and time expires on the play. Replays show that when the ball hit the ground there was 1 second remaining on the game clock. **RULING:** Reviewable play, regarding whether the pass was incomplete and whether there should be time remaining on the game clock at the end of the play. A 4-G on B-7, reset game clock to 0:01 and start on the snap (Rule 12-3-6-c).

155. Game clock at the end of game

Second and 10 on B-37. Team A has one time-out left and is trailing by 3 points with 8 seconds remaining in the fourth quarter. QBA1 completes a pass to eligible receiver A81 at the B-28 who is tackled and immediately signals for a time-out but time expires on the play. Replays show that the Line Judge had signaled for the clock to stop with one second remaining. **RULING:** Reviewable play, regarding whether the pass was complete and whether there should be time remaining on the game clock at the end of the play. A 3-1 on B-28, reset game clock to 0:01 and start on the snap. There must be video evidence of the official's signal in order to put time back on the clock in this situation (Rule 12-3-6-c).

156. Game clock at the end of game

Fourth and 10 on B-34. With the score tied, Team A's field goal attempt lands short in the end zone untouched as time expires. Replays show that when the ball touched the ground there was 1 second remaining on the game clock. **RULING:** Reviewable play, regarding whether the field goal attempt was no good and whether there should be time remaining on the game clock at the end of the play. B 1-10 on B-34, reset game clock

to 0:01 and start on the snap. Since B will next put the ball in play from scrimmage we can reset the game clock in this situation (12-3-6-c).

157. Game clock at end of game

Second and 10 on the B-30. With 15 seconds remaining in the fourth quarter, Team A is behind by three points and has one timeout remaining. Receiver A80 catches a pass and runs to the B-23 where he is hit and loses the ball with 7 seconds left on the clock. B34 picks up the loose ball and returns it to the 50 as time expires. Replays show that A80's left knee was down before he lost control of the ball. **RULING:** Reviewable play, regarding whether A80 fumbled or was down. Reverse to A 3-3 on B-23, reset game clock to 0:07 and charge Team A their final timeout. Game clock will start on the snap (Rules 12-3-3-c and 12-3-6-b). If A is out of timeouts the game is over.

158. Game clock at end of game

Second and 20 on the B-40. With 12 seconds remaining in the fourth quarter, Team A is behind by four points and has one timeout remaining. Receiver A80 catches a pass at the B28 and runs out of bounds at the B15 as time expires. Replays show that A80's left knee was down when he caught the pass, and there were 5 seconds remaining on the game clock at that point. **RULING:** Reviewable play, regarding whether A80 was down after he caught the pass. Reverse to A 3-8 on B-28, reset game clock to 0:05 and charge Team A their final timeout. Game clock will start on the snap (Rules 12-3-3-c and 12-3-6-b). If A is out of timeouts the game is over.

159. Game clock at end of quarter

Third and 10 at the B-25, very near the end of the first quarter. Team A's forward pass falls incomplete and the game clock shows 0:00. Instant replay sees that one second remained on the game clock when the pass hit the ground. **RULING:** The instant replay official must determine competitive effect, in this case based on weather conditions. If it is raining or there is a strong wind, then restoring the one second to the game clock, which would force Team A to snap the ball on fourth down, might have an impact on the game. In such a case the instant replay official will stop the game and restore the time. If, however, there is no weather issue, the instant replay official should not stop the game for a meaningless review.

160. Game clock at end of game

Third and goal at B-12 with seconds left in the fourth quarter. Team A trails by four points. A22 is hit at the B-5, stumbles but regains his balance at the B-3 and dives into end zone as time expires. The Side Judge rules touchdown. Replay shows that A22's right knee touched the

ground at B-4 with 2 seconds remaining on the game clock. **RULING:** There is no score. If Team A has no timeouts the game is over. If Team A has a timeout they are charged with the timeout and will snap the ball at the B-4 with two seconds on the game clock. The game clock starts on the snap following the charged timeout.

161. Egregious Clock Error

Team A's punt bounces untouched into Team B's end zone for a touchback when the game clock reads 7:35 in the first quarter. After the ball is dead, the officials on the field do not notice that the game clock continues to run. When the Referee declares the ball Referee's signal for play the game clock reads 6:22. **RULING:** Although there is no play to review, the replay official may interrupt the game before the ball is snapped and correct the clock error. The game clock should be reset to 7:35, B 1-10 on B-20 (Rule 12-3-7).

162. Game clock at end of half

In the second or fourth quarter with 0:03 showing on a running game clock, QB A12 takes the snap and immediately spikes the ball to the ground as the game clock goes to 0:00. The Referee announces, "Please put one second back on the game clock." The replays clearly show that the game clock superimposed on the replay monitor read 0:00 when the ball was still in the hands of A12 before the spike. **RULING:** Reviewable under egregious timing error. This is considered to be an egregious timing error as it determines whether the half is over. The game or half is over.

163. Game clock at end of half

Late in the second or fourth quarter, A55 snaps the ball just as the clock goes 0:00. QB A12 throws a pass to A89 for a touchdown near the sideline. Replays clearly show that the game clock superimposed on the replay monitor read 0:00 before the ball was snapped. **RULING:** Reviewable under egregious timing error. This is considered to be an egregious timing error as it determines whether the half is over. The game or half is over.

Non-Reviewable situations regarding the game clock

164. Game clock at end of half

Fourth and 10 on the B-27. With 6 seconds remaining in the 2nd Qtr, Team A's field goal attempt is ruled good and time expires on the play. Replays show that the ball cleared the cross bar by several yards but when it hit the ground behind the goal post there was 1 second remaining on clock. **RULING:** Reviewable play, regarding whether the field goal attempt was good, but not whether there should be time remaining on

the game clock at the end of the play. The next play would be a kickoff so we cannot put time back on the clock. Half over (Rule 12-3-6-c).

165. Game clock at end of game

Second and Goal on the B-10. Team A is trailing by 14 points with 8 seconds remaining in the fourth quarter. QBA1 throws an incomplete pass near the sideline and time expires on the play. Replays show that when the ball hit the ground there was 1 second remaining on the game clock. **RULING:** Reviewable play, regarding whether the pass was incomplete, but not whether there should be time remaining on the game clock at the end of the play. Since A was behind by more than 8 points, we do not put time back on the clock in this situation. Game over (Rule 12-3-6-c).

Penalty Enforcement

166. Replay review – proper down

First and 10 on the A-20. A77 is flagged for holding, and the penalty is accepted. After the penalty enforcement, the officials mistakenly indicate second down. **RULING:** The foul is not reviewable, but the number of the next down may be corrected. A down can be corrected at any point in that series of downs either by replay official review or coach's challenge. Correct down to A 1-20 on A-10 (Rule 12-3-6-d).

167. Replay review – proper down

Second and 15 on the A-20. The quarterback runs to the A22 and throws an incomplete forward pass. In enforcing the penalty the Referee announces that second down will be replayed. **RULING:** Reviewable play, regarding whether the passer crossed the neutral zone before the pass was thrown and also the replay official can correct the number of the down. A 3-18 on A-17 (Rules 12-3-2-c and 12-3-6-d).

168. Personal Foul and unsportsmanlike conduct fouls-- penalty enforcement after a reversal

First and 10 on the A-30. A10 throws a low pass that is controlled by B45 at the 50-yard line. Officials rule that the ball was intercepted. B45 returns the ball to the A-10 where he is tackled by A65 who targets B45, launching and hitting him with the crown of the helmet. A65 is flagged for a personal foul. Replays show A10's pass hit the ground before B45 controlled it. **RULING:** Reviewable play, regarding whether the pass was incomplete or intercepted. Reverse to A 2-25 on A-15. Regardless of the outcome of the replay review, the penalty for the personal foul is enforced. The foul is treated as a live-ball foul if the ruling stands, or as a dead-ball foul if the ruling is reversed. Only penalties for personal fouls and unsportsmanlike conduct fouls are enforced in this situation (Rule 12-3-2-a).

169. Penalty enforcement after a reversal

Third and 10 on A-43. A10 throws a low pass that is ruled incomplete at the B-45. A77 is called for offensive holding and B declines the penalty making it fourth down. The replay official stops the game for further review and it is determined that the pass was complete. **RULING:** Reviewable play, regarding whether the pass was complete or incomplete. Since the call on the field was changed the defense will have the opportunity to accept the penalty for holding. A 3-20 on A-33 (Rule 12-3-2-a).

Targeting Fouls

By rule, the Instant Replay Official initiates a review of every disqualification for targeting under Rules 9-1-3 and 9-1-4. The review encompasses all aspects of the play to ascertain whether the player is properly disqualified. This includes insuring that there is at least one element of targeting, and that either the crown of the helmet is used to make forcible contact (Rule 9-1-3); OR that there is forcible contact to the head or neck of a defenseless player (Rules 9-1-4 and 2-27-14).

170. Targeting and Making Forcible Contact with the Crown of the Helmet

Passer A12 is looking downfield to pass the ball. Defender B52 sheds a block and lowers his head, driving the crown of his helmet with force into the chest of the quarterback. The referee: (a) throws a flag and announces a foul for targeting and contact with the crown of the helmet; (b) throws a flag and announces roughing the passer; (c) does not throw a flag. **RULING:** (a) The play must be reviewed because the ruling on the field is for targeting with the crown of the helmet, which carries a disqualification. The replay official stops the game to review all aspects of the targeting ruling: whether there was an element of targeting and whether forcible contact was made with the crown of the helmet. (b) and (c) The play is reviewable if and only if there is a clear, obvious and egregious targeting action. Only in such instances can Instant Replay create a foul or upgrade the penalty for an on-field foul.

171. Targeting and Making Forcible Contact with the Crown of the Helmet

Runner A31 is wrapped up by several Team B players and is pulled to the ground. After A31 is on the ground and the officials signal the play dead, B44 drives the crown of his helmet into A31's back. A flag is thrown and the referee announces (a) a foul on B44 for targeting with the crown of the helmet; (b) a foul for unnecessary roughness on B44. **RULING:** (a) The play is reviewed for all aspects of the targeting ruling: whether there was an element of targeting and whether forcible contact was made with the crown of the helmet. B44 is disqualified if the replay official determines that these factors are present. (b) The play is reviewable if and only if the replay official determines that B44's action is clearly and obviously an egregious act of targeting.

172. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

Receiver A82 runs a pattern across the middle of the field and leaps to catch the pass. Defender B28 launches toward A82 and makes contact above A82's shoulders, drawing a flag from the back judge. The referee announces a foul for targeting a defenseless player. **RULING:** The game must be stopped for instant replay review. The play is reviewed for all aspects of the targeting ruling: whether there was an element of targeting, whether A82 was defenseless, and whether forcible contact was made above the shoulders.

173. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

Receiver A82 runs a pattern across the middle of the field and leaps to catch the pass. Defender B28 launches toward A82 and makes contact above A82's shoulders. The back judge throws a flag and the referee announces a foul for defensive pass interference. **RULING:** Because the ruling on the field is pass interference and not targeting, the play is reviewable if and only if the replay official determines that B28's action is clearly and obviously an egregious act of targeting.

174. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

During a kick return, the runner starts at one side of the field and runs toward the other. Kicking team player A55 is pursuing the runner. Return team player B38 targets and contacts A55 with a blind-side block. B38 contacts A55 (a) in the shoulder; (b) clearly above the shoulders; (c) initially in the shoulder, but he also makes significant forcible contact above the shoulders. In all three cases, a flag is thrown and targeting is announced as the foul. **RULING:** The game is stopped to review all aspects of the targeting ruling. (a) Contact to the shoulder is not a foul and B38 should not be disqualified. (b) and (c) The play is reviewed as to whether there was an element of targeting, whether A55 was defenseless, and whether forcible contact was made above the shoulders. If the replay official determines that all these are satisfied, the ruling on the field is confirmed or stands and B38 is disqualified.

175. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

Quarterback A7 drops back to pass. Blitzing linebacker B52 is unblocked. As A7 throws the ball, B52 tackles him, making contact to the head with his shoulder. The referee throws a flag and (a) announces a foul for targeting a defenseless player; or (b) announces a foul for roughing the passer. **RULING:** (a) The play is reviewed for all aspects of

the targeting ruling: whether there was an element of targeting, whether A7 was defenseless, and whether forcible contact was made above the shoulders. B52 is disqualified if the replay official determines that these factors are present. (b) The play is reviewable if and only if the replay official determines that B52's action is clearly and obviously an egregious act of targeting.

176. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

On a pass play over the middle, defensive back B33 launches and drives his headgear into receiver A88 who is leaping for the ball. The back judge throws his flag for Defensive Pass Interference with Targeting and reports "DPI with targeting above the shoulders" to the referee. **RULING:** The play is reviewed for all aspects of the targeting ruling: whether there was an element of targeting, whether A88 was defenseless, and whether forcible contact was made above the shoulders. In the event that the replay official overturns the targeting call, the foul for defensive pass interference will stand and the penalty will be enforced.

177. Targeting and Making Forcible Contact in the Head or Neck Area of a Defenseless Player

Quarterback A12 hands the ball to back A22 who sweeps to his left and crosses into the defensive secondary. Anticipating a tackle, he goes into a feet-first slide. Linebacker B55 dives and drives his forearm into the side of A22's head as he is sliding. The head linesman drops his flag and reports to the referee a foul by B55 for targeting to the head-neck area of a defenseless player. **RULING:** Instant Replay stops the game for a review of all aspects of this play. The review includes looking for some element of targeting, whether A22 was defenseless, and whether the contact to the head was forcible.

Non-Reviewable Play Situations on Targeting

178. Targeting: Coach Requests a Challenge

On a play in which the officials have ruled defensive pass interference, the Team A head coach requests a review, as he believes that the action against his receiver should have been ruled a targeting foul. **RULING:** Not reviewable. The Instant Replay official has not stopped the game, as the action gave no clear, obvious and egregious indication of targeting. This is not subject to a coach's challenge.

Miscellaneous Plays

179. Illegal Substitution

Third and 10 on the B-22. B45 intercepts a pass and returns it for a touchdown. At the snap, Team B had 12 players in the formation but no flag is thrown. **RULING:** Reviewable play, regarding whether Team B had 12 players on the field. Reverse to A 3-5 on B-17. To make a ruling the replay official must be able to see 12 players on the replay monitor while the ball is live. Separate replays may be used to determine if 12 players were on the field (Rules 12-3-6-a and 12-3-8-d).

180. Illegal Substitution

Third and 10 on the B-22. Before the snap B23 realizes he is the 12th man on the field and runs towards his bench. He is five yards from the sideline when the ball is snapped and continues off the field. B45 intercepts the pass and returns it for a TD. There are no flags on the play. **RULING:** Reviewable play, regarding whether Team B had 12 players on the field. A 3-5 on B-17. (Rule 12-3-6-a)

181. Illegal Substitution

Third and 10 on A-35. B37 intercepts a forward pass at the 50 and returns it to the A13. Prior to the snap B75 thought he was the 12th player on the field and attempted to get to his sideline. He was at the numbers when the ball was snapped and a flag is thrown for illegal substitution. Upon further review it is determined that B75 was the 11th defensive player on the field. **RULING:** Reviewable play, regarding whether the player was the 12th man on the field. Reverse to B 1-10 on A-13, and the referee announces that there is no foul for illegal substitution (Rule 12-3-6-a).

182. Illegal Substitution

Third and 10 on the B-22. Before the snap B23 realizes he is the 12th man on the field and runs towards his bench. He is near the sideline and after the ball is snapped his next step puts him on the sideline. There are no flags on the play and the pass is intercepted and returned for a touchdown. **RULING:** Not reviewable. If after the snap the player's next step puts him on the sideline, then the play is not reviewable. Touchdown.

183. Momentum

First and 10 on the B-35. B45 intercepts a forward pass near Team B's goal line, and officials rule a touchback when B45 falls to the ground in the end zone. B45 was in possession at the B-1. **RULING:** Reviewable play, regarding where B45 intercepted the pass in relation to the goal line. Reverse to B 1-10 on B-1 (Rules 12-3-2-a and 12-3-3-i).

184. Next Legal Snap or Kick

First and 10 on the A-20. A10 throws a low pass that appears to be intercepted by B45 at the A-33 line, but the officials rule incomplete pass. While lining up for the next play Tackle A76 false starts. Replays show that the ball never touched the ground. **RULING:** The play is reviewable until the next legal snap or free kick. Reverse to B 1-10 on A-33. Do not enforce false start penalty (Rules 12-3-2-a and 12-5-1-a).

185. Challenge After Review

Second and eight on the A-34. B34 intercepts a low pass at the A-48 and returns it for a TD. The replay official shuts the game down to review whether the pass was intercepted. After further review there is not enough evidence to determine if the pass hit the ground. As Team B is lining up for the try, the Team A head coach attempts to challenge the play as he thinks B34 stepped out of bounds during the return. **RULING:** A coach cannot challenge a ruling after the game has been stopped and a decision has already been made by the replay official. Call stands, touchdown for Team B. Once the play is shut down, the replay official is responsible for looking at all reviewable aspects (Rule 12-5-1-b-4).

186. Referee's Announcement

Second and eight on the A-34. B34 intercepts a low pass at the A-48 and returns it for a TD. The replay official shuts the game down to review whether the pass was intercepted. After further review there is not enough evidence to determine if the pass hit the ground. As Team B is lining up for the try another replay comes up that shows that the ball hit the ground. **RULING:** Once a replay official makes a decision and the Referee has made his announcement there can be no further review of the play. Neither the coach nor the replay official can initiate another review. Call stands. Touchdown. Once the play is shut down the replay official is responsible for looking at all reviewable aspects (Rule 12-5-1-b-4).

187. Forward Progress

Second and 10 on the A-44. Quarterback A12 in a shotgun formation hands the ball to A34 who runs towards the right side of the line to the A-45, where he is hit and driven backward. The ball then pops out and into the hands of defender B13. He starts to advance the ball toward

Team A's goal line when the Line Judge blows his whistle. He reports to the Referee that A34's forward progress was stopped. Replays shows A34 in possession of the ball as he was being driven backward. **RULING:** Not reviewable. Team A's ball, third and nine at the A-45.

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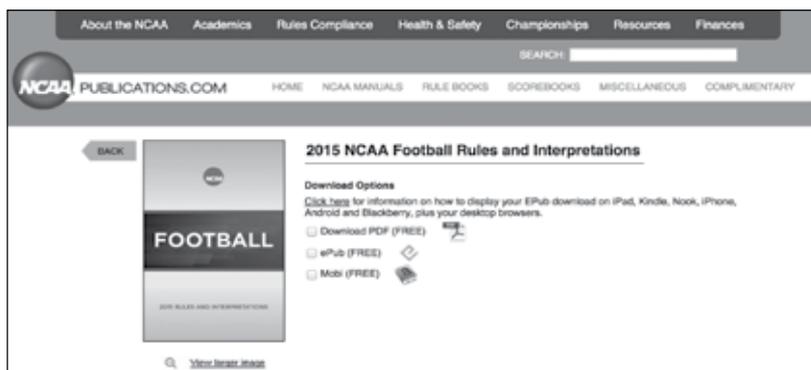
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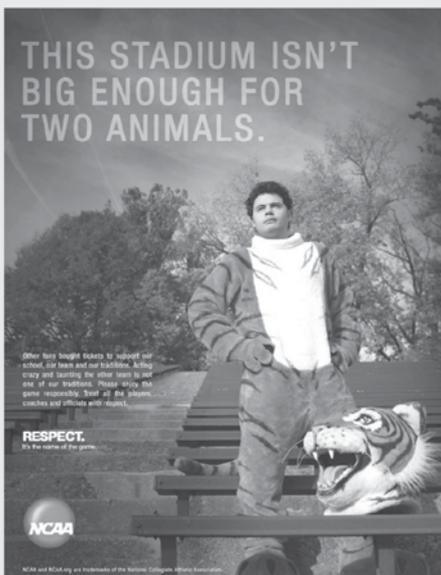
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