

## **2014 SEC FOOTBALL VIDEO REPLAY**

### **THE OBJECTIVE**

To allow for specific types of officiating calls to be immediately reviewed during all games hosted by SEC teams.

### **THE COACHES' CHALLENGE**

The head coach may challenge the ruling of any reviewable play. He retains a challenge if his initial challenge is successful and thus results in a reversal by the replay official. The head coach will then have a single challenge that he may use anytime during the game if his team has not used all its timeouts. Thus a team may have a total of two challenges in the game, but only if the first results in a reversal of the on-field ruling. A head coach may not challenge an on-field ruling if all of the team's timeouts have been used for that half or extra period.

### **THE SOURCE**

All reviewable video comes direct from either the television network broadcasting the game or other TV production facilities that meet established conference standards. The Southeastern Conference has used instant replay since 2005.

### **THE PLAYS**

#### Scoring Plays

Reviewable plays involving a potential score include:

- a. A potential touchdown or safety. [Exception: Safety by penalty for fouls that are not specifically reviewable with the exception of the location of the passer when an intentional grounding foul results in a safety.]
- 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

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 or an official.
- 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 there is clear recovery of a loose ball in the immediate continuing action after the loose ball or if the ball is out of bounds. 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.

#### Dead Ball and Loose Ball

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, or live ball ruled dead in possession of a ball carrier when the clear recovery of a loose ball occurs in the immediate continuing 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 with respect to a first down.

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 potentially touching or having touched a sideline or end line or in the field of play.

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.

#### Kicks

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.

#### Miscellaneous

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. If at the end of any quarter the game clock expires, either during a down in which it should be stopped by rule 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 in possession when the ball became dead would next put the ball in play from scrimmage (not the try);

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. The player disqualification portion and the penalty for targeting fouls under 9-1-3 and 9-1-4. Forcible contact to the head or neck area of the crown of the helmet are reviewable. Note that if the disqualification is reversed and the only foul is Targeting, the 15 yard penalty will not be enforced.

#### Limitations on Reviewable Plays

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 (Reviewable fouls: Rules 12-3-2-c and d, 12-3-4-b and 12-3-5-a).

#### **THE PROCESS**

Each SEC football stadium has a secured replay booth equipped with the HD Instant Replay system provided by DVSPORT. Three individuals work in the booth for the duration of the game: 1. Replay Official, 2. Communicator, 3. Technician. The Replay Official and the Communicator are selected and assigned by the Conference Office.

A live HD video feed is sent directly to the replay booth from the TV truck. The Technician watches the feed on an input monitor while recording it into the DVSPORT Replay System. The Technician also marks the beginning of each play while the Communicator marks all incoming replays.

Each play and subsequent replay then appears on a touch screen in front of the Replay Technician. As the Technician and the Communicator mark the incoming video, each view will appear as a small picture on the computer touch screen. At any time, the Replay Technician can touch the thumbnail and immediately send that play or replay to the Replay Official.

With the Communicator's assistance, the Replay Official can quickly jump between replays while playing back the video. All replay video navigation is done via a jog shuttle remote controlled by the Replay Official. All video is viewed on an HD monitor that sits in front of the Replay Official. The touch screen is only used to select the replays and to log specific play data in the event a call is overturned.

While all plays are reviewed between the whistle and the beginning of the next play, the Replay Official can stop play on the field by using a pager system. Six of the seven on-field officials wear pagers. If play is stopped the Referee announces on the stadium PA microphone that play has been stopped so the previous play can be reviewed. The Referee then proceeds to the sideline headset, which provides direct communication to the Replay Official in the booth. Once the play has been reviewed, the Replay Official notifies the Referee, who then announces the decision on the stadium PA system.

#### **RECENT ADDITIONS**

\* Monitors may be used to view a live telecast or webcast in the football coaching booth. The home team is responsible for assuring identical television capability in the coaches' booths of both teams. This capability may not include replay equipment or recorders.

\* If at the end of a half the game clock expires, either during a down in which it should be stopped by rule 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. The team in possession when the ball became 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.

#### **THE EQUIPMENT**

Each SEC member institution uses the HD Replay System developed by DVSPORT. The replay systems are maintained by the home institution with technical support from DVSPORT.