



FOOTBALL

2026 INSTANT REPLAY
CASE BOOK

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A
CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



**IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.
WHEN IN DOUBT, GET CHECKED OUT.**

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2026 NCAA FOOTBALL INSTANT REPLAY CASEBOOK

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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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 uphold or overturn 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.

Criterion for Overturn

ARTICLE 3. To overturn an on-field ruling, the replay official must be convinced beyond all doubt by clear and obvious video evidence through one or more video replays provided to the monitor. Without such clear and obvious video evidence, the replay official must uphold the ruling on the field. (*Exception:* Targeting rule 12-3-5-a)

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.
- c. The optional use of instant replay in games that do not have an instant replay booth official is permissible and must be in full compliance with Rule 12 with the following exceptions:

- 1. Exceptions to Rule 12-4: Instant Replay Personnel, Equipment and Location:

- The Referee will be the sole decision maker on any review and may include one additional crew member to consult on the review.
- The equipment used in the review must be located outside the limit lines on the sideline or end zone and must be completely outside the team area.

- The referee and additional crew member must be provided a separate, secure location away from fans, and sideline personnel with a tent or similar type shelter structure.
2. Exceptions to Rule 12-5: Initiating the Replay Process:
 - The Referee will stop the game to review all Targeting Fouls that are called on the field. The only other method to stop a game for a replay review is through a head coach challenge as specified in Rule 12-5-1-b. When the head coach requests a timeout for replay review, the replay challenge flag must be dropped on the field of play.
 - Other than for a Targeting review, the crew on the field may not initiate an instant replay review.
 3. Exception to Rule 12-3-5: Targeting:
 - The head coach may initiate a Targeting review if the team has a timeout available and a coach's challenge remaining.

SECTION 3. REVIEWABLE PLAYS

As a general rule, the position of the ball in relation to the goal line is always reviewable by instant replay.

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 touching the ground or touched by a player (eligible or ineligible) or an official, including whether the touching is beyond or behind the line of scrimmage.
- c. Forward pass or forward handing when a ball carrier is or has been beyond the neutral zone.
- d. A forward pass or forward handing after a change of team possession.
- e. Pass ruled forward or backward.
 1. If the pass is ruled forward and is incomplete, the play is reviewable only if: The ball goes out of bounds; there is clear recovery of a loose ball in the immediate continuing action; or there is confirmation of the recovery by the officials on the field. If the replay official does not have clear and obvious video evidence as to which team

recovers or the ball going out of bounds, the ruling of incomplete pass is upheld.

2. If the replay official overturns 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 ball in relation to the goal line when there is a ruling of intentional grounding on the field.

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 or the ball goes out of bounds in the immediate continuing action after the loose ball.
 1. If the replay official does not have clear and obvious video evidence as to which team recovers, does not have confirmation of the recovery by the officials on the field, or the ball going out of bounds, the ruling of incomplete pass is upheld.
 2. If the replay official rules fumble and the ball is recovered, 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 there is a clear recovery or the ball goes out of bounds in the immediate continuing football action.
 1. If the ball is ruled dead and the replay official does not have clear and obvious video evidence as to which team recovers, does not have confirmation of the recovery by the officials on the field, or the ball going out of bounds, the dead-ball ruling is upheld.
 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.
 3. If a passer is ruled down or out of bounds prior to throwing a pass and the replay official has clear and obvious video evidence that the ball was released prior to the dead ball ruling, replay can rule on the immediate continuing action. If the pass is caught by either team, they are awarded possession at that spot with no advance. If the pass is incomplete, the down counts.
- 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, or an eligible receiver who had been out of bounds and returned inbounds.
- 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.

Kicks

ARTICLE 4. Reviewable plays involving kicks include:

- a. Touching of a kick.
- b. Player is or has been 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.
- f. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick.
- g. Receiving team advancing after a fair catch signal.
- h. Spot where a kick that has touched the ground in the field of play crosses the sideline.

Targeting

ARTICLE 5 a. The replay official shall review all targeting fouls, Rules 9-1-3 and 9-1-4. For a player to be disqualified and the Targeting foul to be enforced, all elements of a Targeting foul must be confirmed by the Instant Replay Official. If any element of Targeting cannot be confirmed, then the Replay Official shall overturn the targeting foul.

Targeting elements include:

- 1. Rule 9-1-3:
 - (a) A player takes aim at an opponent for the purposes of attacking with forcible contact with the crown of the helmet.
 - (b) An indicator of targeting is present.
- 2. Rule 9-1-4:
 - (a) A defenseless opponent (Rule 2-27-14).
 - (b) A player takes aim at a defenseless opponent for the purposes of attacking with forcible contact to the head or neck area.
 - (c) An indicator of targeting is present.
- b. The replay official may create a targeting foul from the booth when all elements of targeting can be confirmed and the foul is not called

by the officials on the field. Such a review may not be initiated by a coach's challenge.

Miscellaneous

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

- a. The number of players on the field for either team during a live ball, or when there is a flag down for illegal substitution.
- b. Clock adjustment and status when a ruling is reviewed and overturned anytime after the Two-Minute Timeout in the 2nd or 4th quarters.
- c. Anytime after the Two-Minute Timeout in the 2nd or 4th quarters when a replay review results in the on-field ruling being overturned, and the correct ruling would not have stopped the game clock, then the clock will be reset to the time the ball is declared dead by replay. The referee will subtract 10 seconds from the game clock and the game clock will start on the referee's signal. Either team may use a team timeout to avoid the runoff.
- d. Clock adjustment at the end of any quarter.

If the game clock expires at the end of any quarter, either during a down in which it should be stopped by rule through play when the ball becomes dead or after the down upon a request for an available team timeout, the replay official may restore time only under these conditions:

1. The replay official has clear and obvious video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted.
 2. If time expires in a half, and the clock would start on the Referee's signal after review, there must be at least 3 seconds remaining when the ball should have been declared dead to restore time to the clock. With 2 seconds or 1 second remaining on the clock, the half is over unless Team A has a time out remaining (This does not impact situations when the clock is stopped and will remain stopped until the snap such as an incomplete pass or a ball carrier out of bounds.).
 3. In the fourth quarter only, to restore time, the score differential must be eight points or less (after a touchdown, all potential results of the try down must be considered).
 4. The replay official's video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.
- e. If there is clear video evidence that time expired at the end of any quarter prior to the ball being put into play, the replay official will end the period regardless of the outcome of the play. Personal or unsportsmanlike fouls must be enforced.

- f. 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.
- g. Any person who is not a player interfering with live-ball action occurring in the field of play (Rule 9-2-3).
- h. An injured player at the initiation of the medical observer.
- i. Fouls that carry 5-yard and 10-yard penalties are not enforced if the ruling is overturned and the foul occurred after the replay reversal point.
- j. Personal fouls and unsportsmanlike conduct fouls are always enforced, regardless of the outcome of a replay review.

Limitations on Reviewable Plays

ARTICLE 7. No other plays or officiating decisions are reviewable. However, the replay official may correct obvious errors that may have a significant impact on the outcome of the game, 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 the player's entire body and the ball is or has been beyond the neutral zone or after a change of possession (Rule 12-3-2-c and -d).
- b. Player kicking the ball when the player's entire body and the ball is or has been beyond the neutral zone (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 or when there is a flag down for illegal substitution. (Rule 12-3-6-a).
- e. Illegal touching of a forward pass by an originally eligible receiver who has gone out of bounds or touching of a forward pass by an originally ineligible player (Rules 12-3-2-b and 12-3-3-h).
- f. A player who is or has been out of bounds touching or recovering a kick or loose ball (Rule 12-3-4-f).
- g. Forward pass that becomes illegal as a second pass after an on-field ruling of a backward pass is overturned (Rule 12-3-2-e).
- h. A clear and obvious 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. a. The type of equipment used to carry out necessary instant replay duties shall be determined by each conference or member institution using instant replay.

b. Additional 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.

c. A protected wireless official-to-official communication system (i.e., O2O) open only to the officiating crew, instant replay and conference officiating observer is permitted.

Location

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

b. A collaborative decision-making model during instant replay reviews that is in full compliance with Rule 12 and follows the Collaborative Replay Officiating Standards is not limited to the press box of a stadium (See Part II Officiating Standards, Section 16).

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 their crew shall review every play of a game. The replay official may stop a game at any time before the ball is next legally put in play (**Exception:** Rule 12-3-6-e) whenever they believe 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-e) and informing the referee that they are challenging the ruling of the previous play. The head coach has two replay challenges per game. If a coach wins either of their first two challenges, they are awarded a third challenge.
 2. After a review has been completed, if the on-field ruling is overturned, that team's timeout will not be charged.
 3. After a review has been completed, and the on-field ruling is not overturned, 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. However, a head coach may challenge an aspect of the same play if that component of the play was not considered by the replay official as part of the initial review.
 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 team timeouts 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 the team timeouts are not available or have been exhausted 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 3-2-1-c and Rule 12-3-6-f).

- 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 paging 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, the referee shall make one of the following announcements:
 1. If the video evidence confirms the on-field ruling or if the evidence is not clear and obvious to overturn the on-field ruling:
“*After further review, the ruling on the field is upheld.*”
 2. If the on-field ruling is overturned (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 overturned, 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. If replay has all of the information required to overturn the on-field ruling, O2O may be utilized to facilitate the process.

Restrictions

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

- b. The expectation is that the replay official will not exceed two minutes to complete a review. If the review has end of game impact or has multiple aspects as a part of the review, it should be completed efficiently but will have no stated time limit.

PART II: Instant Replay Mechanics/Guidelines

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

These guidelines provide additional recommendations regarding the personnel involved in 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, 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 replay official, the communicator and the technician. For collaborative replay centers, see Part II officiating standards Section 16.

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 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 (or remotely) 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 clear all scores and changes of possession, noting that these are expedited when the producer sends a quick shot of the play. Note that the replay booth will likely communicate with the producer when the game is stopped for a replay review.

- Along with the communicator, meet with the broadcast announcers to review protocol. Note that plays with limited competitive effect may not be reviewed in a one-sided game.
- Identify the sideline attendants and review procedures for clearing 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 the booth configuration (monitor placement, etc.) is standard. There should be no deviation unless special circumstances call for it.
- Establish communication with collaborative replay center if applicable.
- 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.
- Test the on-field referee's microphone to ensure it can be heard in the replay booth.
- Test the field radio with field officials.
- Conduct pregame meeting to review procedures that will be used during the game.

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 timing changes after the Two-Minute Timeout.
- 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:

- Clear each layer of the play as it occurs.
- Run or pass.
- Direction of a pass (forward/backward).
- QB/back exchange.
- Ball crossing line of scrimmage.
- Ball crossing line to gain.
- Possession throughout the down.

- Confirm down is over.

After the play:

- Listen for the ruling on the field to come from the communicator.
- When reviewing a play to determine whether the game should be stopped:
 - Establish reviewable aspects and prioritize.
 - Determine competitive effect.
 - Analyze available angles.
 - Make decision to clear the play or stop the game.

During a review:

- Analyze available angles and identify those relevant to the reviewable aspects of the play.
- Focus on RO monitor to review angles, but listen for technician to announce when new replays become available from TV and check program monitor each time.
- Make a decision: determine whether there is clear and obvious evidence to overturn the ruling on the field. If the evidence is not clear and obvious, the ruling on the field is upheld (exception: targeting). Ensure that all reviewable aspects are considered before giving information back to the referee.
- If the call on the field will be overturned go to line feed to determine administrative information for next down.
- The information is relayed to the referee in the following order:
 - Yard line.
 - Position.
 - Down/Distance.
 - Clock adjustment (if necessary).
 - Clock status.
- After the review is completed, wait for the next available stoppage in play (preferably a media timeout or halftime/end of game), and complete an information sheet on the review (use data from the replay technician to help complete the form).

COMMUNICATOR

In addition to collaborating with the replay official to ensure the proper pregame protocols, the following are recommended duties for the communicator once the game begins: If official-to-official communication is being utilized, the communicator is responsible for all interactions with the field.

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/

distance and line to gain. The communicator should verbalize this in the booth.

- Note timing changes after the Two-Minute Timeout.
- 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:

- Provide a concise play by play as the down progresses.
- Run or pass.
- QB/back exchange.
- Clear QB after ball leaves his hand.
- Direction of pass (forward/backward).
- Clear kicker.
- Ball crossing line of scrimmage.
- Ball crossing line to gain.
- Possession throughout the down
- Identify actions/signals by players or officials.
- Confirm down is over and status of ball.

After the play:

- Identify the ruling on the field at the conclusion of every down. This includes the status of the football (loose, defense has it, etc.) and any other information such as a penalty flag, injured player or team timeout.
- Continue viewing the field until the ruling on the field is determined. Once determined, shift focus to the team next putting the ball in play to ensure Replay Official knows how much time there is to make a decision.
- When the RO is reviewing a play to determine whether the game should be stopped:
 - Communicate 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 replay official makes a warranted stoppage of the game before the start of the next play. (The replay official will stop the game to look for more confirming camera shots if the ruling on the field can't be upheld during this process.) If an assistant communicator is available, they will focus on the field and the communicator will assist the RO with identifying camera angles that will help toward a decision.

During a review:

- Monitor program feed for when new replays become available from TV.
- Assist RO with identifying angles relevant to the reviewable aspects of the play.

- If the call on the field will be overturned assist RO with administrative information for the next down.
- The information is relayed to the referee in the following order:
 - Yard line.
 - Position.
 - Down/Distance.
 - Clock adjustment (if necessary).
 - Clock status.
- After the review is completed, wait for the next available stoppage in play (preferably a media timeout or halftime/end of game), and 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:

- 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.).

After the play:

- Monitor the field when the 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). The focus must remain on the field until the game is stopped for a replay review.

During a review:

- When the game is stopped for a review, document the previous play's information on a replay review sheet the 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 overturned, 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 and the information being conveyed to the referee is correct.

SIDELINE REPLAY ASSISTANT

- After making the replay announcement, the referee moves to the side of the field where the headset is located. The Sideline Replay Assistant (SRA) hands the headset to the referee and steps several yards to avoid being in camera view.
- After a score or change of possession, if official-to-official communication is not available, then the SRA will use Signal O12 to indicate that information has been received from the replay official that the game will not be stopped. The SRA should be unobtrusive and the signal must not be overly demonstrative, but in a position where the signal can be clearly identified by the on-field officials.

COLLABORATIVE REPLAY

Pregame Duties:

- Test all communications with stadium replay booth at scheduled time prior to kickoff.
- Take part in replay booth pregame and review all in game procedures and mechanics.
- Review camera layout, including camera names and locations, and which cameras are available directly to the replay booth. No broadcast audio available to the replay official.

Before the Play:

- Monitor the pre-snap routine from the replay booth.
- Know the game situation including field position, down and distance, time remaining, clock status and pay special attention to anything that may have an impact (e.g., 4th down, after Two-Minute Timeout).

During the Play:

Work through each layer of the play including:

- Snap/kick
- Transfer (handoff/pass) of football
- Action around ball carrier
- End of down
- Clock status
- Identify reviewable aspects that may have a significant impact.

After the Play:

- Be an active listener to communication in the booth.

- Look for status of the football and ruling on the field.
- Ensure all reviewable aspects are considered.
- Both the booth and collaborative replay officials have authority to stop the game for further video review.
- The Collaborative Replay Official will confirm the booth replay official's decision to clear scores and turnovers.

During a Review:

The Collaborative and Booth Replay Official will ensure:

- All reviewable aspects of the play are considered.
- All pertinent angles and replays are viewed.
- All decisions, rules & enforcement aspects are correct.
- If there is an aspect of the review being overlooked, the Collaborative Replay Official or Booth Replay Official will offer input immediately at that point.
- The Collaborative Replay Official or Booth Replay Official will “take decisive action” if the process or decision in the booth is incorrect or headed down the wrong path.

MEDICAL OBSERVER

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

1. The MO shall be provided space in accordance to the conference policy or home game policy.
2. Where feasible, the MO 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 MO has clear visual evidence (1) that a player displays obvious signs of disorientation or is clearly unstable due to an upper body or head/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 MO 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 MO, 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 after the Two-Minute Timeout 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 MO.

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. If the replay official has clear video evidence that the call on the field is correct or determines a stoppage is not warranted for any reason, the game should not be stopped to prevent the coach from challenging the ruling. On-field officials should never tell a coach replay has upheld the ruling. Instead they should say replay has cleared the play.
- Let the crew determine the ruling on the field before paging to stop the game for a review. Turnovers, TV timeouts and injuries provide the replay crew extra time to review the play before paging the field.
- On line-to-gain reviews, the replay official must first determine whether the ball reached the line-to-gain. 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. The referee should always spot the ball after a replay review.
- Remember to address the clock when overturning a ruling on the field.
- If overturning a ruling on the field, communications with the referee should include:
 - A brief description why the call is being overturned.
 - Administrative information regarding the next down.

- 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 official-to-official wireless microphone system, alternate official or sideline replay assistant (SRA) to correct obvious administrative errors on the field.
- Scoring plays and turnovers must be cleared in replay before play is resumed. Clearing 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, having the ball long enough to make football move with the ball). This will help the referee make an effective announcement.
- Additional review guidelines:
 - Once an announcement occurs, the review of the play is complete, unless late-arriving information shows it is an obvious error.
 - A review can occur until the next legal snap or free kick or until the referee has declared the first half ended.
 - Once a play is shut down, the 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.

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.
- Whether a forward pass occurs behind or beyond the neutral zone is reviewable. 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.

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 must maintain control long enough to enable him to perform an act common to the game (i.e., long enough to pitch or hand the ball, advance it, or ward off an opponent, etc.) (Rule 2-4-3).

Note: These three elements apply in all catch/no catch situations, regardless of where they occur (e.g., in the field of play, end zone, etc.).

Firm grip and control

- By rule, a ball can be controlled only with the hands and arms. A player pinning a ball with his legs does not constitute control.
- *Slight movement* does not constitute *loss of control*. Some loss of control indicators are hand(s) coming off the ball, a bobble, the ball bouncing off the ground or the ball sliding up/down a receiver's body.
- A pass hitting the ground before or simultaneous with control is incomplete.

Body part down inbounds

- A receiver must be inbounds to make a catch. Any body part touching the ground in bounds (hand, foot, knee, etc.) puts the player in bounds.
- If any part of the foot touches out of bounds during a natural stepping motion with no drag or delay the foot is out of bounds.
- 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 inbounds.

Time element

- Look for the receiver to transition to a runner to complete the catch. Indicators include tucking the ball away, turning to gain additional yardage, and taking additional steps.
- A player who does not complete the catch while upright and is going to the ground must either maintain control of the ball throughout the process of contacting the ground or perform an act common to the game prior to losing control.
- If a receiver is contacted by a defender causing him to go to the ground prior to completing all three elements of a catch, then he has not completed the catch while upright.
- In the field of play or end zone it is a catch if an inbounds receiver loses and regains control prior to the ball touching the ground. At the sideline or endline the pass is incomplete if the player loses control of the ball during the process of contacting the ground while touching out of bounds.

COACH'S CHALLENGE

- If a coach challenges a play, the replay official must know what is being challenged. Obtain that information from the referee. Even if the coach is challenging a specific component of the play, ensure during the review process that replay looks at all reviewable aspects of the play.
- When reporting the results of a coach's challenge, replay 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 overturned (Rule 12-5-1-b-2).
- A coach should not be forced to use a challenge on a significant play that cannot be upheld by the replay official. It is a reasonable expectation that a coach should not win a challenge on a significant play.
- A coach cannot challenge a spot that does not involve the line to gain or the goal line. A coach may challenge that a runner stepped out of bounds or was down prior to being allowed to advance. When the challenge does involve the line to gain or the goal line and the spot is incorrect, replay should move the ball to the correct spot. A coach loses the challenge regarding line to gain unless the down is changed. A coach does not lose a challenge if any reviewable aspect of the play is overturned, regardless of what was challenged.
- 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.
- If a coach challenge is unsuccessful, the timeout is charged and the game clock will start on the snap.

COMPETITIVE EFFECT

- For the game to be stopped, the outcome of the review must have a direct, competitive impact on the outcome of the game.
- Scoring and change of possession plays must be cleared by replay before play is resumed.
- All targeting fouls called on the field are reviewed by rule (Rule 12-3-5).
- 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.
- As a general guideline, catch/no catch, player down, or player out of bounds should have a difference of at least 10 yards to be significant;

However, obvious errors and other factors (e.g., 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 on third and fourth down. First or second down may be significant in late game situations when the clock is a factor.
- When a play does not meet the competitive effect standard, but a clear shot comes up immediately with television highlighting an obvious mistake the Replay Official should correct it with an O2O review. (For example, a short pass is ruled complete but clear and immediate evidence shows the receiver caught the pass out of bounds.)
- 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* (e.g., player reaction to a play), which indicates there may be an issue with a play.
- Everything is magnified in overtime.

END-OF-GAME ISSUES

- 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, and the game clock is running, 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 of changes to timing rules after the Two-Minute Timeout.
- Communicate with officials through the official-to-official microphone any administrative or penalty enforcement issue (e.g., the crew misses a 10-second runoff opportunity, clock status, etc.).
- At the end of any half or overtime period, confirm with the on-field officiating crew that replay has cleared the last play from any reviewable aspect before allowing the teams to leave the field.

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 replay official must know the ruling on the field and when officials ruled progress. Replay can always review the position of the ball in relation to the line to gain or goal line when progress is ruled on the field.
- When an airborne player (either team) receives a pass and is driven back, the point of forward progress is the spot of the ball at first contact after control is established.
- If the officials on the field rule forward progress, the play is not reviewable as it relates to a potential fumble. The only exception is if the ball becomes loose prior to or simultaneous with the initial contact that creates the loose ball.

FUMBLE

- The replay official may always review whether a runner was down prior to fumbling the ball.
- A play in which a runner fumbled, but was ruled down can be reviewed if there is a recovery (1) of the ball in the *immediate continuing action* after the fumble, (2) determined by the ruling officials on the field or (3) through video evidence, including the ball going out of bounds. The Replay Official should ask the on-field crew if they have a clear recovery (Rule 12-3-3-d).
- For a recovery to occur in the immediate continuing action, a player or players in the immediate vicinity of the loose ball must try for the recovery.
- The ruling on the field is upheld if there is not a clear recovery or the ball does not go out of bounds.
- Having a player end up with the ball, but not seeing how he gained possession, is not clear and obvious evidence of possession.
- 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 can occur when the ball is dropped short of the goal line and then enters the end zone. Below are a few examples to assist in the adjudication of these plays:
 - Ball goes out of the end zone: Touchback.
 - Team B player falls on the ball in the end zone: Touchback
 - Team A player recovers the ball in the end zone: Touchdown (assuming it is not fourth down or a try).

- No clear recovery of the ball in the end zone: Offensive team ball at the spot of the fumble.
- 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.
- By rule, possession of a loose ball can only occur with the hands or arms. Pinning the ball between the legs is not considered to be possession.
- It is not a fumble if an airborne runner loses control of the ball but regains control and maintains control until he touches the ground with any body part other than a hand or foot.
- If the officials on the field rule that a fumble did not touch the sideline or end line replay can review whether or not it did. If the officials rule the ball touched the sideline or end line replay can review whether it did, and if there is a clear recovery in the immediate continuing action replay can award the ball to that team.
- Also reviewable is the recovery of a fumble in the field of play or the end zone.

GOAL LINE/PYLON

The replay official 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. Replay 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, replay may review the position of the ball in relation to the goal line when intentional grounding is called on the field.

- 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 when ruled dead, it is in the end zone.
- The runner is awarded the extended goal line if (1) he gets a body part down in the end zone before touching out of bounds or (2) he hits the pylon with a body part (the ball is dead when a runner touches the pylon) before touching the ground out of bounds. (Rule 8-2-1-a).
- A runner 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 runner 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.

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.
- 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.
- An airborne Team B player touching a kick and then landing out of bounds while possessing the ball is not a kick out of bounds. Team B ball at the spot of going out of bounds.
- An airborne Team A player catching the kick in the air and first touching out of bounds with possession is a kick out of bounds.

KICKS – 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.

- 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:
 - The block by the kicking team must be obvious. The receiving team player being blocked must be passive.
 - Replay can instruct the referee to 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.
 - There is no competitive effect if the receiving team possesses the ball at the end of the kick.
- Any player must complete the same components as completing a catch to recover a free kick.
- Replay should be alert for any Team B signal (valid or invalid) including a "T" signal.

KICKS – SCRIMMAGE KICKS

On scrimmage kicks until the ball is legally possessed the replay official 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.

- When recovering a kick at the sideline the same criteria should be used as for catching a pass. A player must maintain control of the ball when going to the ground out of bounds and survive the ground.
- Pointing at the shoulder level or below is not a fair catch signal. Any waving action negates the opportunity for the receiving team to return a kick.
- 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.

Line to Gain

- Replay can always review the position of the ball in relation to the line to gain.
- When replay reviews a spot in relation to the line to gain, the replay official should determine if the line to gain was reached. If the replay official is not able to make a determination, but has definitive evidence the spot is incorrect, then direct the on-field officials to place the ball at the adjusted spot and measure.
- When a ball carrier is airborne and crosses the sideline (from inbounds to out of bounds) including a striding runner the ball's forward progress in relation to the line to gain, is determined by the position of the ball as it crosses the sideline.
- The only time replay should move the ball after a line to gain review is when the down will change, or the spot is incorrect, and replay cannot determine whether the line to gain was reached without a measurement; or the spot is clearly incorrect and should be closer to the line to gain even though the down will remain the same.
- 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 the line to gain or goal line.
- Forward progress of a sliding player is the point at which the slide starts (backside begins to drop).

OFFICIAL TO OFFICIAL COMMUNICATION (O2O)

O2O wireless communication is the primary method of communication between the replay booth and the on-field officials throughout the game. When stopping the game, the replay booth alerts the on-field crew via O2O using an established key word or phrase while simultaneously activating the pager system as a backup.

Once the game is stopped the referee will use the Sideline Replay Assistant headset to communicate with the Replay Official and the communicator will monitor O2O communication with the rest of the on-field crew (Rule 12-6-1).

If before the game is stopped for review, the replay official has definitive evidence the call on the field will be changed, the review may be conducted via O2O.

When stopping the game, the replay booth alerts the on-field crew via O2O and pager, but a different key word or phrase is used to alert the referee to stay on the field and not go to the SRA who has the headset. The replay booth will immediately communicate the new ruling.

The referee will announce:

“The ruling on the field is (brief description of ruling). The play has been reviewed and replay has determined (brief description of new ruling).”

The replay booth will then communicate the administrative information for the next down.

This process will not be used for targeting reviews and reviews after the Two-Minute Timeout when game clock adjustments may be needed.

After a scoring play or turnover, the replay booth will use O2O to relay confirmation (“all clear”) of the ruling to the on-field crew. The Sideline Replay Assistant is to be used as a backup.

In end of half scenarios the replay booth will use O2O to give the on-field crew the “all clear” that the half is over. The on-field crew should hold up the teams until the “all clear” is given.

During the game, the Replay Booth can assist the on-field crew via O2O with the following objective information:

- Player number:
 - Fouls
 - Ejections/Disqualifications
 - Helmet off
 - Injury
- Number of players breaking the huddle or in formation prior to the snap when a foul is called.
- Yard lines for ball placement:
 - End of kick
 - Dead ball spot after change of possession or long gain
 - Spot of foul
 - Spot of field goal attempt
 - Spot of illegal touch
 - Spot of fumble
 - Spot of fumble/backward pass out of bounds

- Penalty administration:
 - Penalty yardage
 - Number of down
 - Clock status
- Clock administration
 - Significant clock error
 - Resetting clock after pre-snap foul
 - 10-second runoff potential
 - Time remaining when a team timeout is granted
 - After Two-Minute Timeout reminders
- Line of scrimmage:
 - Whether a pass made it to or crossed LOS
 - Whether a kick crossed LOS
- Rule application:
 - 4th down fumble
 - Forward fumble out of bounds
- Feigning injury:
 - If the on-field officials are going to charge a team timeout for an injury incorrectly, replay will use O2O to provide objective information regarding the timing of the injury.

At no point should the replay booth use O2O to provide input on the subjective aspects of a foul.

PASS/FUMBLE

The 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 until the player clearly begins to bring the ball back down toward the player's body. If the ruling on the field is an incomplete pass but it is actually a fumble the replay official 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 either from video evidence or confirmation from the field, or the ball must go out of bounds 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 is upheld.

- It is a fumble if the passer's hand comes forward with no ball or a loose ball (empty hand).
- It is a fumble if the ball comes loose while the passer is bringing the ball back towards his body.
- 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.

PASSING

- 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 (Rule 2-19-2-a).
- To evaluate direction of a pass, use point of release to point of first touch (ground or player).
- Any intentional forward movement of the passer's hand 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).
- A ball touched by a defender while the passer's hand is coming forward is a tipped ball.
- Intentional grounding pertains to forward passes. Replay can have an intentional grounding flag picked up if the pass was backward.

PENALTY ADMINISTRATION

- Personal fouls and unsportsmanlike conduct fouls are always enforced regardless of the outcome of a replay review. If personal fouls and unsportsmanlike conduct fouls occur after an overturn ruling creates a dead ball, the fouls are enforced as dead ball fouls. **PLAY:** Interception and illegal block below the waist by Team B during the return. Review determined pass was incomplete. **RULING:** Personal foul for illegal block below the waist becomes a dead ball foul and is enforced as such.
- Fouls that carry five-yard and 10-yard penalties are not enforced if the ruling is overturned and they become dead ball fouls. **PLAY:** Interception and hold by Team B during the return. Review determined pass was incomplete. **RULING:** Holding foul becomes a dead ball foul and is not enforced.
- 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 the ball in relation to the goal line when intentional grounding is ruled on the field (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 or O2O 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.
- 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 will 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 may create an intentional grounding foul if the ruling of fumble is overturned 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 may create a foul if replay determines the ball was not tipped.
 - Ineligible receiver downfield/pass interference. “There is no foul for ineligible receiver downfield/pass interference due to the ball being touched behind the neutral zone.” The referee will 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.

RUNNER DOWN

- A ball carrier is down when any part of his body, except his hand or foot, touches the ground (Rule 4-1-3-b).
- The hand/wrist and foot/ankle touching the ground does not put a runner down.
- The first reviewable 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, replay 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 reviewable situation involves a runner not ruled down and allowed to advance by the officials. Replay can always look at whether the runner should have been down by rule prior to the advance. If the officials rule the runner down replay 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 down but crosses the opponent’s goal line in the immediate continuing action after the ruling.
- 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.
- It is a fumble if a ball hits the ground and comes loose with no other body part down. A ball that comes out with only a hand or wrist touching the ground is a fumble.

- 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.

RUNNER 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 official) (Rule 4-2-1).
- If in the normal process of taking a step any part of the foot touches the sideline, that foot is out of bounds.
- If the on-field officials rule a runner not out of bounds and allow an advance, replay can always look at whether the runner should have been out of bounds prior to the advance.
- If the officials rule the runner out of bounds replay 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 but crosses the opponent's goal line in the immediate continuing action after the ruling.

SAFETY/TOUCHBACK/IMPETUS/MOMENTUM

Safety

- 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).

Momentum

Momentum applies to possession of a loose ball between the opponent's five-yard line and the goal line.

- Where the ball is possessed in relation to the goal line is always reviewable. How a ball in possession got into the end zone is not reviewable.
 - If a touchback is ruled, but the player possessed the ball inside the 5-yard line and before the goal line, the ball will be placed where possession was gained (momentum). Replay cannot create a safety in this situation.
 - If momentum or a safety is ruled, but the player possessed the ball in the end zone, it is a touchback. If the player possessed the ball in the field of play then the ruling of momentum or safety is upheld.
 - Replay may assist the officials via O2O where the ball was possessed in relation to the 5-yard line when the on-field ruling involves potential momentum.

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. For a targeting foul to be enforced and a player disqualified, all elements of targeting must be confirmed by the replay official. If all elements cannot be confirmed, there is no Targeting.

There are two types of targeting:

- **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*.
- **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:

- Replay must first determine if the player receiving contact is considered to be defenseless. If defenseless both 9-1-3 and 9-1-4 apply.
- The next step is determining whether there is an indicator present. If there is no indicator there is no foul for targeting. Look at body posture of the player initiating the contact.
 - Is his head up or does the player lower it?
 - What does the player lead with?
 - Is he attacking with force?
 - Is the contact with the crown of the helmet (9-1-3)?

- The crown of the helmet is the top segment of the helmet defined by a 6-inch radius from the apex of the helmet.
- Is the contact to the head/neck area (9-1-4)?
- 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 replay official may create a targeting foul when all elements of a targeting foul may be confirmed and the foul is not called by the officials on the field. Such a review may not be initiated by a coach's challenge.

TIMING

- After the Two-Minute Timeout, time should be restored when an overturn of the ruling on the field creates a stopped clock. The game clock is reset after an overturn to whenever the play should have ended (e.g., ball hit the ground, runner stepped out of bounds, etc.).
- After the Two-Minute Timeout, if a replay review results in the ruling on the field being upheld, the play clock will remain where it was when the game was stopped for the review. If the game was stopped while the play clock was less than 10-seconds, it will be reset to 10-seconds.
- Time can be restored at the end of either half if the game clock goes to 0:00 and (1) there should have been time remaining and the clock will next start on the snap, 2) there should have been three or more seconds remaining and the clock will next start on the ready for play, or 3) there should have been less than three seconds remaining, the clock will next start on the ready for play, and Team A has a timeout remaining.
- To restore time at the end of the fourth quarter, the score differential must be eight points or less, or if after a touchdown any potential result of the ensuing try would make it a one score game.
- 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.
- To restore time on the clock in the second quarter, field position must be considered before stopping the game for a possible correction. The 40-yard line of the team next putting the ball in play should be used as the guideline.
- At the end of a half, time is restored to when the ball becomes dead by rule. For field goal attempts that go beyond the end line and the ball is declared dead by rule, the clock is reset to the time when the ball touches anything except the crossbar or uprights.
- Be prepared to communicate to 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.

- One second should come off the clock if a player catches a free 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 or a fair catch is made.
- 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 10 yards or has been first touched by Team B.
- Anytime an overturn creates a running clock after the Two-Minute Timeout of either half, a 10-second runoff applies (running-to-running or stopped-to-running). Time is restored to where the game clock was when the play should have ended, and 10 seconds is run off from that point. The game clock will start on the referee's ready for play signal. Either team may use a team timeout to avoid the runoff. If there is another reason the clock is stopped at the end of the down (flag, helmet off, or injury) there is no runoff. The only exception is if a live ball foul becomes a dead ball foul due to the outcome of the replay review.
- A team that calls timeout to preserve time has its timeout restored if an overturn creates a stopped clock (an example would be a catch overturned to an incomplete pass and a dead clock).
- At the end of either half when the game clock is running the game should not be stopped for a review until it is certain that the offense will be able to legally snap the ball with time remaining.
- 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 coach or player calling timeout.

PART III: 2026 PLAY SITUATIONS

Free Kicks

Note: 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. Overturn 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. Overturn 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. Overturn 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. Touching of a free kick

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. Overturn to no foul. Team B 1-10 on B-10. If after the Two-Minute Timeout, adjust game clock as necessary. (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. Overturn to foul. B 1/10 @ B-35, free kick out of bounds or rekick at the A-30. 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, who is in a passive posture, 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. Replay rules a foul by Team A for blocking before they are eligible to touch the ball on an on-side kick. Rekick 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. A80 recovers at the A-46. 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 A50 blocked B85. **RULING:** Reviewable play. Overturn to no foul. A1/10 @ A-46.

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, Replay will not stop the game and review this play to rule an illegal block by A50. B 1/10 @ 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. Overturn to foul for free kick out of bounds (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 immediately 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, overturn to no foul. A 1/10 @ 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 controls 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 @ A-43 (Rule 12-3-3-h). The recovery is reviewable. Because A20 did not maintain control when he landed he did not complete the recovery. The game clock should start when A20 touches the ball as the touching was legal beyond 10 yards.

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 immediately 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 @ 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. B22 controls the ball while airborne, lands at the B-40, and the ball comes loose after B22 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 @ B-40.

14. 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. No flag is thrown, and the officials rule Team A's ball at the 50. **RULING:** Reviewable. Five-yard penalty and Team A re-kicks from the A-30. If the Team A player does not touch the ball, the play is not reviewable.

15. Team B Signal

During a free kick from the A-35, returner B80 gives a T-signal in Team B's end zone. He catches the kick, hesitates, then runs with the ball eventually pushed out of bounds at the 50-yard line. The officials spot the ball there. **RULING:** Reviewable. Touchback B 1/10 @ B-25. Any signal

by a Team B player (valid or invalid) is reviewable and takes away Team B's opportunity to return the football.

NON-REVIEWABLE PLAY SITUATIONS ON FREE KICKS

16. 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. An airborne kick is a ball that does not touch the ground, or any other object in the field of play.

17. Kick-catching 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 kick-catching 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 before the ball arrived. **RULING:** Kick-catching interference is not reviewable. B 1/10 @ A-30.

Running 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 when A22's knee hit the ground.

RULING: Reviewable play, regarding whether A22 had made the line to gain. Overturn to A 1/10 @ A-31, reset clock if after the Two-Minute Timeout. (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 with continuous contact 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. Overturn to A 1-Goal on B-9, reset clock if after the Two-Minute Timeout. (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. Overturn to A 1/10 @ A-31, reset clock if after the Two-Minute Timeout. (Rule 12-3-3-e).

21. Adjusted spot after line to gain review

A 3/14 @ B-44. Receiver A88 catches a pass and runs near the line to gain where is tackled in bounds. The officials spot the ball @ B-31. The offense rushes up to the line, but before they can snap the ball, the Replay Official stops the game to review the spot. Replays show when A88 is down the ball is at the 30 1/2 - yard line.

RULING: Reviewable play, regarding whether the ball made the line to gain. The ruling of no 1st down is upheld, but replay should move the ball to correct spot closer to the line of gain.

22. 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. Overturn to A 3/1 @ A-27, clock starts on ready (Rule 12-3-3-c).

23. 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. Overturn to A 1-10 on 50, reset clock if after the Two-Minute Timeout. (Rule 12-3-3-g). This is reviewable regardless of whether the line to gain is involved.

24. 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. Overturn to no foul. Touchdown counts (Rule 12-3-2-c).

NON-REVIEWABLE PLAY SITUATIONS ON RUNS

25. 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 @ A-16 (Rule 12-3-3-g).

26. 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 22-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

27. Pass complete or incomplete

Third and 5 on the A-30. In attempting to catch a low pass at the B-45, A88's hands are under the ball with possession. The pass is ruled incomplete. **RULING:** Reviewable play. Overturn to completed pass, A 1-10 on B-45, start clock on the referee's signal (Rule 12-3-2-a).

28. 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 control before hitting the ground in bounds and maintained that control after hitting the ground. **RULING:** Reviewable play, regarding whether the pass was caught. Uphold call on the field. Completed pass, A 1-10 on B-35. Clock starts on the ready (Rule 12-3-2-a).

29. 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. Overturn to A 1-10 on B-30. Team A is awarded the catch but no advance. Clock starts on the ready (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. Overturn to incomplete pass. A 2-10 on A-20, reset clock if after the Two-Minute Timeout. (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 several 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. Overturn 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 is upheld (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, 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.

RULING: Reviewable play. Overturn to a catch. In this case the receiver performed an act common to the game 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. A 1/10 @ 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. Overturn to incomplete pass, A 2-Goal on B-5 (Rule 12-3-2-a). This would also apply in the field of play.

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 clearly 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. Uphold ruling on the field. Completed pass. Touchdown.

Note: If the receiver remains upright with the ball and maintains control long enough to perform an act common to the game, 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. 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 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. Overturn 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).

36. 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. Overturn to incomplete pass, A 4-10 on A-30, reset clock if after the Two-Minute Timeout. If during a normal step any part of the foot touches out of bounds, the foot is out of bounds (toe/heel or heel/toe) (Rules 12-3-2-a and 12-3-3-h).

37. 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. A80's other foot then clearly touches out of bounds, and after a delay 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. Uphold call on the field. Completed pass, A 1-10 on A-35. (Rules 12-3-2-a and 12-3-3-h).

38. 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. Overturn 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).

39. Pass at pylon

1/10 @ 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 rule touchdown. **RULING:** Reviewable play. Overturn 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). If the right foot hits the pylon at the same time the left foot lands in bounds, the player is out of bounds.

40. 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. Overturn to illegal touching of a pass. A 2-10 on A-20, reset clock if after the Two-Minute Timeout. (Rules 12-3-2-b, 12-3-3-h and 12-3-8-e).

41. 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. Overturn 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).

42. 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. Overturn to no foul, completed pass. The action must be clear and overt. A 1-10 on 50, start clock on the referee's signal (Rules 12-3-2-b and 12-3-3-h).

43. 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. Overturn 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 clear and obvious video evidence that there was no contact then the play is reviewable.

44. Out of bounds player attempting to catch pass

3/10 @ A-30. QBA1 is under pressure and attempts to throw the ball out of bounds from the A-25. B1 is standing at the sideline at the A-42 and leaves both feet to attempt to intercept the pass. B1 controls the ball and comes down with his left foot in bounds before stepping out of bounds with his right. The officials rule interception. Replays show B1 with both heels on the sideline and his toes in bounds, and then in one motion he leaves his feet and controls the pass while airborne. **RULING:** Reviewable play regarding whether B1 intercepted the pass. Overturn to incomplete pass, A 4/10 @ A-30. B1 is out of bounds and must perform a separate act beyond just leaving his feet to re-establish back in bounds. If part of a player's foot is out of bounds and then he leaves his feet in a normal jumping motion, the player is still out of bounds until he subsequently gets a body part down in bounds.

45. Receiver 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. Overturn to incomplete pass. A 2/10 @ A-20, reset clock if after the Two-Minute Timeout. (Rules 2-27-15-a-2, 12-3-2-b and 12-3-3-h).

46. 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. Overturn 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 clear and obvious video evidence as to which team recovers or confirmation from the on-field officials, the ruling of incomplete pass is upheld.

47. Passer beyond the neutral zone

First and 10 on the A-20. A10 scrambles to the A-19 ½ 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. Overturn 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).

48. 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. Overturn to illegal forward pass, B 1-10 on A-30 (Rule 12-3-2-d).

49. 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. Overturn to legal play. Touchdown counts (Rule 12-3-2-e).

50. 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. Overturn to no foul, A 4-10 on A-30. (Rule 12-3-2-b). In order to overturn the call on the field, the touching must occur away from and prior to the contact that caused the interference.

51. 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. Overturn to a foul for pass interference. A 1-10 on A-35 (Rule 12-3-2-b).

52. Pass touched by 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:** A tip signal or the referee's announcement allows the 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 clear and obvious video evidence that there was no tip of the ball. First and 10 for Team A at the B-35.

53. Pass touched behind neutral zone

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." **RULING:** Reviewable play. The 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 replay official informs the referee that the pass was touched behind the neutral zone, overturning the ruling of an ineligible receiver downfield. First and 10 for Team A at the B-39.

54. 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 replay official to stop the game to review where the ball was first touched in relation to the neutral zone. The replay official informs the referee that the pass was touched beyond the neutral zone, overturning 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.

55. 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 replay official to stop the game to review where the ball was first touched in relation to the neutral zone. The replay official informs the referee that the pass was touched beyond the neutral zone, overturning 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.

56. 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. Overturn to no foul, A 1-10 on B-15 (Rule 12-3-2-b).

57. Passer stepping out of bounds/down by rule

3/9 @ B-41. QBA11 is under pressure and rolls out of the pocket. As he nears the sideline, he throws a forward pass and a) the ball hits the ground out of bounds at the B-30; or b) A80 catches the ball in bounds at the B-30 and runs to the B-25 where he is pushed out of bounds. The officials rule A11 stepped on the sideline before the pass was thrown and put the ball at the out of bounds spot. Replays show A11 was in bounds when he released the pass.

RULING: a) A 4/9 @ B-41; and b) A 1/10 @ B-30. The ruling is reviewable through the continuing action after the dead ball ruling. In b) the catch is awarded, but no advance is allowed. This would also apply if the passer was ruled down prior to releasing the ball.

58. 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. Uphold ruling on the field, A 2-15 on A-25 (Rule 12-3-2-b).

59. Coach's Challenge - Reviewable Aspect Changed

Third and nine at the A-30. End A80 runs a deep curl pattern 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 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. **[Exception:** Coach challenges the line to gain, the spot is adjusted, but the down does not change.]

NON-REVIEWABLE PLAY SITUATIONS ON PASSES

60. 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 or the receiver did not step out of bounds, then the play is reviewable. A 1/10 @ 50. **NOTE:** A80 must reestablish himself as an inbounds player for the catch to be legal.

61. 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.

62. 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. There are no flags on the play. **RULING:** Not reviewable. A 1/Goal @ B-8.

63. 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. The location of the pass in relation to the line of scrimmage is reviewable, but not the location of an eligible receiver.

QB Pass or Fumble

64. 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. Overturn to incomplete pass, A 2-10 on A-20, reset clock if after the Two-Minute Timeout. (Rule 12-3-3-a).

65. 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. Overturn to fumble, Team B 1-10 on A-20. If the ruling is overturned, Team B will get possession but no advance is allowed (Rule 12-3-3-b).

66. 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 and the umpire rules a recovery by Team B at the 50-yard line. **RULING:** Reviewable play, regarding whether a fumble or forward pass. B 1-10 on the 50. A play in which there is a fumble but was ruled an incomplete pass can be reviewed if there is a recovery of ball in the immediate continuing action after the fumble determined by the ruling officials on the field or through video evidence (Rule 12-3-3-b).

67. 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 stop his throwing motion, but before he begins to bring the ball back towards 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. Overturn to incomplete pass, A 2-10 on A-20, reset clock if after the Two-Minute Timeout. 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).

68. Forward pass or fumble on 4th down

4/10 @ 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. Overturn to fumble, B 1/10 @ B-25, reset clock if after the Two-Minute Timeout. Overturn creates a fourth-down fumble which gives Team B the ball (Rules 12-3-3-b and 12-3-3-f).

69. 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 throws 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 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 clear and obvious video evidence that the ball was not fumbled. Overturn to incomplete pass and intentional grounding penalty enforced, 4th-and-25 on the B-35.

70. 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 hand starts forward, the ball pops out and lands at the B-23 where B77 recovers. The referee rules incomplete pass. **RULING:** Reviewable play. Overturn to fumble, Team B 1-10 on B-23 (Rule 12-3-3-b).

NON-REVIEWABLE PLAY SITUATION ON QB PASS/FUMBLE

71. Forward pass or fumble—No referee announcement

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 if after the Two-Minute Timeout.

Fumble/Backward Pass

72. Fumble/down by rule

1/10 @ A-20. 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. Overturn to down by rule. A 2-5 @ A-25. (Rule 12-3-3-c).

73. 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. The line judge rules the runner down. **RULING:** Reviewable play, regarding whether there was a fumble or the runner was down. Overturn to fumble, Team B's ball, 1-10 on A-27. Reset clock if after the Two-Minute Timeout. (Rule 12-3-3-d).

74. 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 comes to rest on the ground with no player recovering it in the immediate and continuing action. **RULING:** Reviewable play, regarding whether there was a fumble or the runner was down, but without video evidence or confirmation from the officials on the field of a clear recovery, the ruling on the field is upheld. A 2-5 on A-25. Once it is clear there is no recovery, the review process is complete and the game does not need to be stopped if the next snap is not imminent. (Rule 12-3-3-d).

75. Fumble/down by rule

First and 10 on the A-20. A22 runs to the A-25, where he loses the football on the way to ground but regains control prior to his right knee touching down. The ball comes loose after the knee hits and B25 recovers at the A-27. Officials rule fumble and give possession to Team B. **RULING:** Reviewable play, regarding whether there was a fumble or the runner was down. Overturn to down, A 2-5 on A-25. If a ball carrier loses control of the football on the way to the ground but regains it prior to a body part other than a hand or foot touching down he is down by rule (Rule 12-3-3-d).

76. 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. Overturn to fumble with a clear recovery. B 1-10 on A-32 (Rule 12-3-3-d).

77. 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. Overturn to A 2-2 on A-28, fumble forward out of bounds, start clock on referee's signal. (Rule 12-3-3-i). If an overturn creates a forward fumble situation, then the relevant rule can be applied.

78. 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, overturn to B 1-10 on A-32 (Rule 12-3-3-d).

79. 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. Overturn 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).

80. 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 controls the ball at the A-38, and as he is going to the ground he gets one foot down in bounds, then loses control 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. Overturn 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).

81. 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, reestablishes inbounds and recovers the ball at that spot. Officials rule that B45 recovered the ball out of bounds. **RULING:** Reviewable play, B 1/10 @ A-25. Reset clock if after the Two-Minute

Timeout. If a player re-establishes inbounds before touching a loose ball, the ball is not out of bounds. (A 2/5 @ A-25 (Rule 12-3-3-h).

82. 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. Overturn to touchdown for Team B (Rule 12-3-1-a).

83. 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. Overturn to touchdown for Team B. This play is reviewable in the end zone and the field of play (Rule 12-3-1-a).

84. 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. Overturn to B 1-10 on B-33 (Rule 12-3-3-f).

85. 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. Overturn to Team B 1-10 on B-10, reset clock if after the Two-Minute Timeout. (Rules 12-3-3-a and 12-3-3-f).

86. Fourth down fumble/Backward pass

A 4/G @ B-3 (a) QBA1 and back A3 muff the exchange; (b) QBA1 muffs the snap. A3 recovers the ball at the B-2 and runs into the end zone. Officials rule touchdown. **RULING:** Reviewable play. (a) Overturn to no score. The ball is declared dead when a fumble is recovered by a player other than the player who fumbled. (b) Uphold score. Snap is a backward pass that may be recovered and advanced by any Team A player. This ruling also applies to any try attempt (Rule 12-3-3-f).

87. 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. Overturn to B 1-10 on B11, reset clock if after the Two-Minute Timeout. This is reviewable regardless of whether the line

to gain is involved 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).

88. 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. Overturn to touchback. Team B 1-10 on B-20. (Rule 12-3-3-i).

89. 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. Overturn to no fumble, A 1-10 on B-43. Reset clock if after the Two-Minute Timeout. 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).

90. Fumble through end zone

The ball carrier advances to the B-2 where he is hit. The ball comes out before the runner is down, goes into the end zone and over the end line. The line judge rules the ball carrier down. **RULING:** This type of play is reviewable only if there is clear recovery or the ball goes out of bounds in the immediate continuing action. Overturn to B 1-10 on B-20, touchback.

91. 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.

92. 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.

93. Simultaneous recovery of a loose ball

1/10 @ 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. Simultaneous possession is awarded to the team last in possession.

94. Fumble forward out of bounds

3/10 @ 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. All aspects of a fumble forward out of bounds are reviewable. A 4-2 @ A-28.

95. Spot where fumble or backward pass crosses sideline

3/10 @ 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:** A 4/1 @ A-29. This is reviewable regardless of whether the line to gain is involved.

Scrimmage Kicks

96. 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. Overturn to no illegal touching. The ball belongs to Team A 1-G on B-9 (Rule 12-3-4-a).

97. 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. B 1/10 @ B-15, illegal touching of a kick (Rule 12-3-4-a).

98. 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. Overturn 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.

99. Roughing/Running into–Referee announcement

Fourth and 10 at the A-40. Punter A10 takes the snap and under a 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 tip signal or referee's announcement allows the replay official to stop the game for a review to see if the ball was or was not tipped. If there is clear and obvious evidence that the ball was not tipped, replay will overturn the ruling on the field. The

referee may create a foul for roughing or running into the kicker. A 1/10 @ B-45.

100. 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. Overturn to B 1-10 on B-2 (Rules 12-3-3-i and 12-3-4-a).

101. 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. Overturn to B 1-10 on B-27, reset clock if after the Two-Minute Timeout. (Rule 12-3-3-i).

102. 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. Overturn to B 1-10 on B-45 (Rule 12-3-3-h).

103. 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. Overturn to touchback, B 1-10 on B-20, reset clock if after the Two-Minute Timeout. (Rule 12-3-3-i).

104. 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. Overturn to B 1-10 on A-34, reset clock if after the Two-Minute Timeout. The replay official may review whether the ball crossed the neutral zone (12-3-4-d).

105. 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. Overturn to A 1-10 on B-28. Reset clock if after the Two-Minute Timeout. The replay official may review whether a kick was muffed or fumbled (12-3-4-c).

106. 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. Simultaneous possession of a kick is awarded to Team B.

107. Advance of fair catch–Ball not 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 12-3-4-g. Team B's ball at the B-20. Reset clock if after the Two-Minute Timeout.

108. Advance of fair catch–Ball not 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 12-3-4-g. Team B's ball at the B-25. Reset clock if after the Two-Minute Timeout.

109. Advance of fair catch–Ball not 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 12-3-4-g. Team B's ball at the B-25. Reset clock if after the Two-Minute Timeout.

110. Muffed scrimmage kick–Clear recovery

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:** Rule 12-3-3-d applies when there is a clear and immediate recovery in the continuing action. A 1/10 @ B-30. Team A declines the penalty. If there is no confirmation of a clear recovery from the on-field officials, or replay is unable to determine a clear recovery on video, the ruling on the field is upheld and the penalty is enforced as normal.

111. 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:** Reviewable. Five yards from the previous spot and rekick. If the Team A player does not touch the ball, the play is not reviewable.

NON-REVIEWABLE PLAY SITUATIONS ON SCRIMMAGE KICKS

112. Spot of untouched out of bounds kick

Fourth and 5 on the A-45. The airborne punt goes out of bounds untouched at the B-12. The officials mark the ball at the B-7. **RULING:** The spot where an untouched airborne kick goes out of bounds is not reviewable. B 1-10 on B-7. An airborne kick is one that does not hit in the field of play before going out of bounds.

113. 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.

114. 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).

Scoring Plays

115. 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. Overturn to touchdown. Reset clock if after the Two-Minute Timeout. (Rule 12-3-1-a).

116. 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. Overturn to touchdown. Reset clock if after the Two-Minute Timeout. (Rule 12-3-1-a).

117. 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. Overturn to touchdown. Reset clock if after the Two-Minute Timeout. 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).

118. 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. Overturn to touchdown. Reset clock if after the Two-Minute Timeout. 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).

119. 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 B-2. The officials rule TD. **RULING:** Reviewable play. Overturn to out of bounds at the B-1 where the ball initially crossed the

sideline. 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).

120. 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. Overturn to touchdown. If the runner crosses the goal line in the immediate continuing action following the out of bounds ruling replay can award a score. Reset clock if after the Two-Minute Timeout. (Rule 12-3-1-a).

121. Down by Rule

Third and 1 on the B-35. Ball carrier A22 runs and the line judge rules that his left knee touched the ground at the B-4. A22 continues running and crosses the goal line in the immediate continuing action. Replays show that A22 was not down during his run. **RULING:** Reviewable play. Overturn to touchdown. If the runner crosses the goal line in the immediate continuing action following the ruling of down replay can award a score. Reset clock if after the Two-Minute Timeout. (Rule 12-3-1-a).

122. 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 or his feet at the 1-yard line where he maintains control of the ball. Officials rule touchdown. **RULING:** Reviewable play regarding whether the pass was complete and whether it should be a TD. Ruling on the field is upheld. 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).

123. 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 out of bounds inside the goal line pylon. **RULING:** Reviewable play, regarding whether A22 scored a touchdown before he lost the ball. Overturn 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). If there is no definitive video evidence that the ball was fumbled out of bounds through the end zone the ball will be placed at the spot of the fumble with Team A retaining possession.

124. 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. Overturn 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 either the spot of the fumble or the dead ball spot, whichever is further back (Rule 12-3-1-a and 12-3-3-d). This ruling applies regardless of any signal or whistle by any official.

125. Potential fumble near the goal line

Third-and-five at the B-25. 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 upheld. If Replay rules that he had crossed the goal line before losing the ball, the ruling on the field is overturned to a touchdown.

126. Backward pass–potential safety

Team A snaps the ball at its 5-yard line. A12 throws a quick pass from the A-3 to the flat toward receiver A44. The line judge signals incomplete pass as the ball hits the ground at the A-2, takes a backward bounce and rolls into the end zone and out of bounds. **RULING:** Reviewable. Safety. The ball going out of bounds is treated like a clear recovery in the immediate continuing action. If there is no confirmation of a clear recovery in the end zone from the on-field officials, or the replay official does not have clear and obvious video evidence as to which team recovers, the only two possible rulings are a safety or a touchdown for Team B. In this situation the result will be the least impactful of those two rulings, which is a safety. (Rule 12-3-2-e).

127. Fumble recovery in the end zone

First and 10 on the A-2. Back A2 is hit and loses the ball at the A-3. The ball goes back into A's end zone and ends up in a pile of players from both teams. The line judge rules A2 down. Replays show the ball came loose before A2 was down, but there is no video evidence or confirmation from the officials on the field of a clear recovery by either team.

RULING: Reviewable. Safety for Team B. The only two possible rulings are a safety or a touchdown for Team B. In this situation the result will be the least impactful of those two rulings, which is a safety.

128. 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. Overturn to safety, safety kick A-20. Reset clock if after the Two-Minute Timeout. 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).

129. 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. Overturn to field goal attempt good (Rule 12-3-1-b).

130. 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. Overturn to field goal attempt no good. B 1-10 on B-35 (Rule 12-3-1-b).

131. 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. It is the position of the ball in relation to the goal line when the pass is released that is the determining factor. A 4/14 @ A3. (Rule 12-3-2-f) Note: When intentional grounding is ruled on the field, the position of the ball in relation to the goal line is reviewable.

NON-REVIEWABLE PLAY SITUATIONS ON SCORES**132. 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 and several Team B players near A22 reacted to the whistle and stopped playing. **RULING:** Not reviewable as A22 did not cross the goal line in the immediate continuing action following the out of bounds ruling. A 1-10 on B-15.

133. 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 and several Team B players near A22 reacted to the whistle and stopped playing. **RULING:** Not reviewable as A22 did not cross the goal line in the immediate continuing action following the out of bounds ruling. A 1-10 on B-25.

134. 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.

Timing

135. 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. Overturn to incomplete pass, A 2-15 on B-28 (Rules 12-3-2-a and 12-3-6-b). No adjustment to the game clock since there is 10:00 remaining.

136. Runner out of bounds

1/10 @ A-20. The ball carrier A22 is ruled down at the 50 with 1:55 on the game clock in the fourth quarter. A22 stepped out of bounds at the A-25 when there was 2:03 on the game clock. **RULING:** Reviewable play, regarding whether A22 stepped out of bounds. Overturn to player out of bounds, A 2/5 @ A-25. No adjustment to the game clock since the play started before the Two-Minute Timeout. (Rules 12-3-3-g and 12-3-6-b).

137. 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. Overturn to fumble, B 1-10 on A-28. No adjustment to the game clock since there is 9:50 remaining. The game clock starts on the snap (Rules 12-3-3-d and 12-3-6-b).

138. 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).

139. Game clock at end of half

Third and 10 on the A-45 with 0:12 on the game clock, Team A has no timeouts. QBA1 completes a long pass to receiver A86 at the B-15 where he is tackled in bounds and the game clock expires. Replays show that

after completing the catch A86 was down with (a) 3 seconds remaining on the game clock; (b) 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. In (a), A 1-10 on B-15, reset game clock to 0:03 and start on the referee's signal (Rule 12-3-6-c). In (b) since there is 0:02 remaining, the clock will start on the referee's signal, and Team A has no timeouts remaining, the half is complete. If Team A has a timeout remaining, they may elect to take the timeout and restore 0:02 to the game clock.

140. Resetting game clock after review

Second and 12 at the B-40. Passer rolls out and is under a heavy rush. About to be tackled at the B-45, as he goes down he throws a forward pass that is intercepted and returned for a touchdown. The ruling on the field is a touchdown on the interception return. Replay reviews the play and rules that the passer's knee was down at the B-45 before he released the pass.

- (a) **First quarter.** When the passer's knee is down the game clock reads 12:00. When the interception returner crosses the goal line the game clock reads 11:48. **RULING:** Team A's ball, third and 17 at the B-45. No adjustment to the game clock. The game clock starts on the referee's signal.
- (b) **Fourth quarter.** When the passer's knee is down the game clock reads 1:25. When the interception returner crosses the goal line the game clock reads 1:18. **RULING:** Team A's ball, third and 17 at the B-45. The game clock is adjusted to read 1:25 and the 10-second runoff is applied (assuming neither team takes a timeout to avoid the runoff). The game clock is set to 1:15 and starts on the referee's signal.
- (c) **Fourth quarter.** When the passer's knee is down the game clock reads 1:10. When the interception returner crosses the goal line the game clock reads 0:58. **RULING:** Team A's ball, third and 17 at the B-45. Adjust game clock to 1:10 and the 10-second runoff is applied (assuming neither team takes a timeout to avoid the runoff).

141. Restoring time when game clock expires

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).

142. Restoring time when game clock expires – time out called

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).

143. Restoring time when game clock expires – field goal

4/10 @ B-34. With the score tied late in the 4th quarter, 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. Replay would not put time back on the clock at the end of the 2nd quarter on a field goal attempt. (12-3-6-d).

144. Game clock at end of half – 10-second runoff

2/10 @ B-30. With 15 seconds remaining in the second 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. Overturn to A 3-3 on B-23, reset game clock to 0:07 and a 10-second runoff is applied. Team A may elect to use its final timeout to avoid the runoff and the game clock will start on the snap (Rules 12-3-3-c and 12-3-6-b). If Team A is out of timeouts the half is over. When an overturned ruling results in a running clock after the Two-Minute Timeout and there is no other reason the clock would have stopped (foul, injury, or helmet off), a 10-second runoff applies.

145. Game clock at end of game – 10-second runoff

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. Overturn to A 3-8 on B-28, reset

game clock to 0:05 a 10-second runoff is applied. Team A may elect to use its final timeout to avoid the runoff and the game clock will start on the snap (Rules 12-3-3-c and 12-3-6-b). If Team A is out of timeouts the game is over. When an overturned ruling results in a running clock after the Two-Minute Timeout and there is no other reason the clock would have stopped (foul, injury, or helmet off), a 10-second runoff applies.

146. 10-second runoff – Foul during down

A 3/G @ B-12 with 0:50 left in the fourth quarter. Team A trails by four points and has no timeouts remaining. Runner A22 is hit at the B-5 and loses the football. B56 recovers the ball and runs to the 50 and is downed with 0:39 remaining. The officials rule fumble. Replays show A22's right knee was down before the ball came loose with 0:45 remaining. (a) B96 is called for offside at the snap; or (b) B34 is called for a block below the waist during B56's run. **RULING:** Reviewable play, regarding whether A22 was down prior to losing the football. (a) A 3/G @ B-7, reset clock to 0:45, no runoff as the foul would have stopped the clock. (b) A 1/G @ B-2½, reset clock to 0:45 and run 10 seconds. If a live ball foul is administered as a dead ball foul as a result of a replay review the 10-second runoff rule applies.

147. Game clock at end of quarter

Third and 10 at the B-25, near the end of the first quarter. Team A's forward pass falls incomplete and the game clock shows 0:00. Replay sees that one second remained on the game clock when the pass hit the ground. **RULING:** The replay official must determine competitive effect, in this case based on weather conditions (e.g., strong wind). In such a case the replay official will stop the game and restore the time. If there is no competitive issue, the replay official should not stop the game.

148. Significant 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 utilizing the O2O system, B 1/10 @ B-20 (Rule 12-3-7).

149. Game clock at end of half – significant timing error

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 before the ball hit the ground. **RULING:** Reviewable under significant timing error. This is considered to be a significant timing error as it determines whether the half is over. The game or half is over. Replay can end any period if time should have expired but the on-field officials ruled it did not.

150. Game clock at end of half – significant timing error

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 significant timing error. This is considered to be a significant timing error as it determines whether the half is over. The game or half is over.

151. Instant replay review time

2nd and goal from the B5, midway through the first quarter. Team A throws a pass to A88 in the back of the end zone that is ruled a touchdown on the field. Replay stops the game for review, but 2 minutes into the review, the replay official cannot find a view that definitely shows A88's foot inbounds. **RULING:** Replay should conclude the review and let the play stand. The expectation is that the replay official will not exceed two minutes to complete a review; however, if there are multiple aspects to review or an end-of-game impact, there is no stated time limit.

152. Instant replay review time

Last play of the game with Team A trailing by 5 points. 2nd and goal from the B5, Team A throws a pass to A88 in the back of the end zone that is ruled a touchdown on the field. Replay stops the game for review, but 2 minutes into the review the replay official cannot find a view that definitively shows A88's foot inbounds. **RULING:** Replay should conclude the review and let the play stand unless TV is working to refine or locate additional views (i.e., an expansion view of the feet in relation to the end line). The expectation is that the replay official will not exceed two minutes to complete a review; however, if there are multiple aspects to review or an end-of-game impact, there is no stated time limit.

153. Restoring time when game clock expires – free kick

Fourth and 10 on the B-27. With a) 6 seconds remaining in the 2nd Quarter; or b) with 6 seconds remaining in the fourth quarter, 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:** a) Reviewable play, but the clock is not adjusted since there is no significant competitive impact. The half is complete (Rule 12-3-6-c).

b) Reviewable play, if the score differential is 8 points or less. Reset the game clock to 0:01.

154. Play Clock after the Two-Minute Timeout - Upheld

A 3/10 @ B-40. Late in the 2nd quarter, QBA1's pass to A80 is ruled complete at the B-25 in the field of play. Team A gets up to the line, but before the snap the game is stopped to review the ruling of a catch. The game clock is at 1:20 and the play clock is at 0:17 when the game is stopped. After the review the ruling on the field is upheld. RULING: A 1/10 @ B-25, GC - 1:20, PC - 0:17, ready. The game clock and play clock remain where they were when the game was stopped for review.

155. Play Clock after the Two-Minute Timeout - Under 0:10

A 3/10 @ B-40. Late in the 2nd quarter, QBA1's pass to A80 is ruled complete at the B-25 in the field of play. Team A gets up to the line, but before the snap the game is stopped to review the ruling of a catch. The game clock is at 1:20 and the play clock is at 0:06 when the game is stopped. After the review the ruling on the field is upheld. RULING: A 1/10 @ B-25, GC - 1:20, PC - 0:10, ready. The game clock remains where it was when the game was stopped for review. Since the play clock was under 0:10 when the game was stopped, it is reset to 0:10.

156. Play Clock after the Two-Minute Timeout - Overturned

A 3/10 @ B-40. Late in the 2nd quarter, QBA1's completes a pass to A80 who is tackled near the line to gain with 1:30 remaining on the game clock. The officials spot the ball at the B-31. Team A gets up to the line, but before the snap the game is stopped to review the ruling of a catch. The game clock is at 1:18 and the play clock is at 0:28 when the game is stopped. After the review the ball is placed at the B-30 for a 1st down. RULING: A 1/10 @ B-30, GC - 1:30, PC - 0:40, ready. Since the ruling on the field was changed, the game clock is reset and the play clock is set to 0:40.

157. Play Clock after the Two-Minute Timeout - Runoff Option

A 3/10 @ B-40. Late in the 2nd quarter, QBA1 throws a pass from the B-45 as he is getting tackled. A80 catches the pass and runs out of bounds at the B-35 with 1:20 remaining on the game clock. The officials spot the ball at the B-35. Replays show that QBA1 was down prior to throwing the pass with 1:26 remaining on the game clock. RULING: A 4/15 @ B-45, GC - 1:26, PC - 0:25. There is potential for a 10-second runoff, unless either team takes a timeout.

NON-REVIEWABLE SITUATIONS REGARDING THE GAME CLOCK

158. 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, replay does not put time back on the clock in this situation. Game over (Rule 12-3-6-c).

159. Runner in or out of bounds

Second and 15 on B-40. Team A is trailing by 3 points and out of time outs with a) 0:50 remaining in the 4th quarter; or b) 0:10 remaining in the 4th quarter, receiver A80 catches a pass at the B-34 and runs toward the sideline. He is tackled at the B-30 and ruled out of bounds with a) 0:42 on the game clock; or b) 0:02 on the game clock. Replays show A80's left knee hit the ground in bounds before he touched the sideline. **RULING:** a) A 3-5 on B-30 (0:42, snap). b) Game over, run 10 seconds. Whether a runner was down in bounds or out of bounds at the same spot is not reviewable. Replay cannot review whether the clock should have stopped or kept running unless a correct ruling of down in bounds would have ended the half. If another aspect of the play was reviewable (e.g., spot in relation to the line to gain), the replay official would properly rule whether the player was in bounds or out of bounds along with all clock implications.

Penalty Enforcement

160. 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-e).

161. 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-e).

162. Personal Foul and unsportsmanlike conduct fouls– penalty enforcement after an overturn

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. Overturn 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 is upheld, or as a dead-ball foul if the ruling is overturned. Only penalties for personal fouls and unsportsmanlike conduct fouls are enforced in this situation (Rule 12-3-2-a).

163. Penalty enforcement after an overturn

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

164. 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 will review all aspects of the targeting ruling: whether there was an indicator of targeting and whether forcible contact was made with the crown of the helmet. The replay official will confirm targeting foul and B52 is disqualified. (b) and (c) The replay official will stop the game and create a foul for targeting. B52 is disqualified.

165. 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 indicator of targeting and whether forcible contact was made with the crown of the helmet. Confirm targeting foul and B44 is disqualified. (b) The replay official will stop the game and create a foul for targeting. B44 is disqualified.

166. 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 forcible contact to A82's head/neck area with the shoulder, drawing a flag from the back judge. The referee announces a foul for targeting a defenseless player. **RULING:** The play is reviewed for all aspects of the targeting ruling: whether there was an indicator of targeting, whether A82 was defenseless, and whether forcible contact was made to the head/neck area. Confirm targeting foul and B28 is disqualified.

167. 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 forcible contact to A82's head/neck area with the shoulder. The back judge throws a flag and the referee announces a foul for defensive pass interference. **RULING:** The replay official will stop the game and create a foul for targeting. B28 is disqualified.

168. 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 the crown of his helmet into receiver A88 who is leaping for the ball. The back judge throws his flag for Defensive Pass Interference with Targeting. **RULING:** The play is reviewed for all aspects of the targeting ruling; whether there was an indicator of targeting and whether forcible contact was made with the crown of the helmet. Confirm targeting foul and B33 is disqualified. 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.

169. 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 leads with the shoulder and attacks with forcible contact to the blind-side of A55. B38 contacts A55 (a) in the shoulder; (b) clearly to head/neck area; (c) initially in the shoulder, but he also makes significant forcible contact to the head/neck area. In all three cases, a flag is thrown and a blind-side block with 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 for targeting and B38 is not disqualified. The blind-side block foul is enforced. (b) and (c) The play is reviewed as to whether there was an indicator of targeting, and whether forcible contact was made to the head/neck area. Confirm targeting foul and B38 is disqualified.

170. 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. B52, with his head up, runs through A7, wrapping him up and making forcible contact with the facemask to the head of A7. B52's actions do not include an indicator of targeting. 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 indicator of

targeting, whether A7 was defenseless, and whether forcible contact was made above the shoulders. Overturn the ruling of targeting and B52 is not disqualified. (b) The replay official upholds the ruling on the field of no targeting. The roughing the passer foul is enforced.

171. 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 line judge drops his flag and reports to the referee a foul by B55 for targeting to the head-neck area of a defenseless player. **RULING:** Replay will review of all aspects including looking for an indicator of targeting, whether A22 was defenseless, and whether the contact to the head was forcible. Confirm ruling on the field of targeting and B55 is disqualified.

NON-REVIEWABLE PLAY SITUATIONS ON TARGETING

172. 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. Any targeting review must be initiated by the replay official. This is not subject to a coach's challenge.

Miscellaneous Plays

173. 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. Overturn 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. If this occurs after the Two-Minute Timeout, the offended team has the option to reset the clock to where it was at the snap. (Rules 12-3-6-a and 12-3-8-d).

174. 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)

175. 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. Overturn to B 1-10 on A-13, and the referee announces that there is no foul for illegal substitution (Rule 12-3-6-a).

176. 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:** Reviewable play. A 3-5 on the B-17. The player is not out of bounds until he touches the ground on or outside the boundary line.

177. Illegal Substitution

2/5 @ B-35. Prior to the snap the officials shut the play down ruling Team A had 12 players in formation. Replays show Team A had 11 players.

RULING: Reviewable play regarding the number of players in formation when a flag is thrown. Overturn to no foul.

178. 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. Overturn to B 1-10 on B-1 (Rules 12-3-2-a and 12-3-3-i).

179. 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. Overturn to B 1-10 on A-33. Do not enforce false start penalty (Rules 12-3-2-a and 12-5-1-a).

180. Challenge After Review

2/8 @ 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 unless it is a separate aspect that is not considered by replay. A head coach may challenge an aspect of the same play if that component of the play was not considered by the replay official as part of the initial review. If the replay official did not review B34's return along the sideline, the challenge is allowed. Once the play is shut down, the replay official is responsible for looking at all reviewable aspects (Rule 12-5-1-b-4).

181. 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. A 3/9 @ A-45. **[Exception:** When the ball comes loose prior to or simultaneous with the first contact with the runner.]



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