



New Jersey State Interscholastic Athletic Association

NEW JERSEY STATE HIGH SCHOOL FOOTBALL

Video Replay Manual 2019

Rules, Regulations, Process, and Protocols

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

Larry White

Executive Director
Route 130, P. O. Box 487
Robbinsville, New Jersey 08691
www.njsiaa.org
609-259-2776

New Jersey State High School Football

Replay Review Committee

Jack Dubois, NJSIAA Assistant Director

Carmine Picardo, Committee Chair, NJSIAA Football Officials Coordinator

Bill Surdoval, NJSIAA Football Rules Interpreter

Joe Ricciardelli, Athletic Director, New Milford High

Todd Ricker, Athletic Director, Parsippany Hills High

Dave LaGamba, Athletic Director, Millville High

Chris Ferrone, Athletic Director, Point Pleasant High Boro

Drew Gibbs, Head Football Coach, Ramapo High

Jason Morrell, Head Football Coach/Athletic Director, West Deptford High School

Brian Bowers, Head Football Coach, Delbarton School

Table of Contents

A. PURPOSE AND PHILOSOPHY	3
B. ELIGIBILITY AND PARTICIPATION.....	3
C. REVIEWABLE PLAYS.....	3
E. INITIATING THE REPLAY PROCESS	6
F. How to Use the iPad for Video Review	7
SECTION 2 - OFFICIATING MECHANICS AND GUIDELINES.....	8
A. Catch/No Catch.....	8
B. Forward Progress.....	9
C. Fumble	10
D. Goal Line/Pylon.....	10
E. Momentum	11
F. Passing	11
G. Runner Down	11
H. Safety	12
SECTION 3 CASE PLAYS	12
A. Kicking Plays	12
B. Running Plays	14
C. Passing Plays	14
D. Fumbles.....	16
E. Scoring Plays.....	18
F. Penalty Enforcement After Reversal	20
NJSIAA Replay Information Form.....	22
Officials Pre - Game Checklist.....	23
Replay Public Address Announcement	24
Replay Review Compliance Statement.....	25

NEW JERSEY INTERSCHOLASTIC ATHLETIC ASSOCIATION

Route 130, P.O. Box 487, Robbinsville, New Jersey 08691

NEW JERSEY STATE HIGH SCHOOL FOOTBALL

VIDEO REPLAY REVIEW 2019

SECTION 1 - REGULATIONS, PROCESS AND PROTOCOLS

A. PURPOSE AND PHILOSOPHY

Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions made by game officials. The NJSIAA requested and was granted by the National Federation of High School Athletics permission to experiment with the use of replay video technology to assist game officials in the 2019 season.

It is believed that implementation should be cost efficient to participating schools, create minimal disruption to the normal game process, and also be effective in correcting potential errors made by game officials that may have significant impact during the contest.

The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such conclusive video evidence, the replay official must allow the ruling to stand.

B. ELIGIBILITY AND PARTICIPATION

For the 2019 regular season, member schools will be able to participate on a voluntary basis in the year two experiment. The member school must agree to full compliance with the rules and regulations for replay. For a contest to be designated as a replay game, both schools must have the required equipment and agree prior to the contest to participate. The game referee will certify prior to the contest beginning that both head coaches agree to the replay rules and regulations. All decisions of the replay official are final and are not subject to review or appeal. The NJSIAA reserves the right to initiate and implement replay at its discretion for its post season tournament.

C. REVIEWABLE PLAYS

For the 2019 season, the NJSIAA has determined that replay review will be limited to scoring plays and turnovers.

Reviewable plays involving a potential score include:

- a. A potential touchdown or safety. [Exception: Safety by penalty for fouls is not specifically reviewable.]
- b. Field goal and try for point 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.
- c. A turnover or potential turnover

The following can be reviewed if they involve a score or a turnover:

- a. Passes that are intercepted anywhere in the field of play or end zone
- b. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone if it relates to a score or turnover.
- c. Pass ruled forward or backward when thrown from behind or beyond the neutral zone. 1. If the pass is ruled forward and is incomplete, the play is reviewable only if there is clear recovery of a loose ball in the immediate continuing football action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands. 2. If the replay official reverses an incomplete forward pass ruling and the ball is recovered, it belongs to the recovering team at the spot of the recovery and any advance is nullified.

Dead and Loose Balls

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 an incomplete forward pass when there is a clear recovery in the immediate continuing action after the loose ball. 1. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands. 2. If the replay official rules fumble, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified.
- c. Loose ball ruled dead or live ball ruled dead in possession of a ball carrier when the clear recovery of a loose ball occurs in the immediate continuing football action. 1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead ball ruling stands
- d. 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.
- e. Catch or recovery of a loose ball in the field of play or an end zone.
- f. On a free kick to determine if the kick went 10 yards or was touched by the receiving team, if recovered by the kicking team
- g. On a scrimmage kick to determine if the receiving team touched the ball, and subsequently the kicking team recovers.

Timing and Down

- a. Clock adjustment and status when a ruling is reviewed.
- b. Down adjustment when a ruling is reviewed

In Bounds/Out of Bounds

- a. Player ruled in bounds that scores but replay determines that he was out of bounds
- b. Player ruled out of bounds in end zone but upon review is determined to be in bounds

Penalties

Penalties are enforced according to standard Federation rule, except in cases where there is a reversal and Team A or B fouled after the change of possession or if a score occurred as a result of the reversal. (See Section 3 F Case Plays)

D. REPLAY PERSONNEL, EQUIPMENT AND LOCATION

Personnel

Instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. Typically in a high school contest, this would include personnel to operate the cameras and the video equipment. The Replay Official will be defined as the assigned game Referee. He will be solely responsible for review and adjudication of a reviewable play. He will be assisted by an official of his choosing (defined as the Replay Assistant) with preference given to the official who was directly involved in the reviewable play. The Referee's decision on any review will be final. Additional personnel can be utilized as needed i.e. cameras, stats, technicians, etc. The home school should have available a video technician to assist the referee when he is reviewing the play.

The officiating crew must consist of a minimum of six officials.

Equipment

The type of equipment used to carry out necessary instant replay duties shall be Hudl Sideline or similar video technology that provides replay during the contest, or NJSIAA sanctioned television/video broadcasts. A minimum of three cameras are required. At least one contestant must have a two angle supported system. More cameras can be used if available. At least two replay iPads (one for each team) must be made available to the replay official for review. If replay equipment other than Hudl Sideline or similar technology is used, a replay monitor must be made available for official's review. Each iPad should display two camera angles if supported – preferably a sideline and end zone. If more cameras are available, goal line angles would be used. A communication device shall be made available to the replay official (preferably a wireless microphone operated by the referee) so that he can convey information to the press box and relay pertinent information for a public address announcement.

Camera Set Up

The home team will place its cameras on the press box side of the field and in one end zone while the visiting team's cameras will be located opposite the press box and in the other end zone. What if the location opposite the press box is not suitable for the visiting team's camera set up? (Lack of a power source, visiting stands too low or not available)

The solution would be to have both sideline cameras set up on the press box side

Game Filming

Schools participating in replay should alert their camera personnel to keep recording a play until it is clearly finished and all surrounding and continuing action has been completed.

Breakdown in Equipment

What should be done if one team's replay equipment malfunctions?

The solution would be to use the remaining operable cameras for replay. Even though the team that has an equipment malfunction would not be able to review plays, it is the feeling of the replay committee that the use of replay equipment to assist officials in getting a play call correct, trumps the slight disadvantage presented by an equipment malfunction. If both sideline cameras were to be shut down, then the ability to assist officials would be lost for both teams which is counter to the philosophy of replay

Location

All equipment used (iPads) for reviewing a play during the replay process and the personnel using that equipment shall be located in a separate, secure location on the home team sideline. This area shall not be available or accessible to any person not directly involved in instant replay.

E. INITIATING THE REPLAY PROCESS

During the contest each team will be granted one challenge per half. If a challenge is successful the team will be allowed one more challenge in that half. Unused challenges in the first half do not carry over to second half and second half challenges do not carry over to an overtime period.

In each overtime, teams will be granted one challenge. If successful, no additional challenges will be granted in that overtime. Unused challenges do not carry over to subsequent overtimes

Special Provisions—in the last three minutes of the contest, each team will be granted one additional challenge, if they have already used their second half challenge(s). If they have a challenge left, they do not get an additional one.

There will be no challenges granted in the last two minutes of a contest if Team A is leading by 17 or more points or if the running clock (35 point second half differential) is in effect.

Process

A game may be stopped, by a head coach's challenge, at any time before the ball is next legally put in play **(except in last two minutes of game when the score differential is 17 or more, or if the running clock provision is in effect)**

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

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. And then informs the referee that he is challenging the ruling of the previous play. If a head coach's challenge is successful, he retains the challenge, which he may use only once more during the half.
2. After a review has been completed, if the on-field ruling is reversed, that team's timeout will not be charged.
3. After a review has been completed, and the on-field ruling is not reversed, the charged team timeout counts as one of the three permitted that team for that half or the one permitted in that extra period.
4. If a head coach requests a team timeout to challenge an on-field ruling and the play being challenged is not reviewable, the timeout shall count as one of the three permitted his team during that half of the game or the one permitted in that extra period.
5. A head coach may not challenge an on-field ruling if all the team's timeouts have been used for that half or in that overtime period. Exception: In the last three minutes of the game, a challenge will be granted if all three timeouts have been used, though the team will be assessed a 5 yd. penalty administered at the succeeding spot, if the challenge was unsuccessful.

Procedures

- a. When a game is to be stopped by a head coach's challenge, the officials on the field will be notified by the head coach.

When the game is stopped for a review, one official on the officiating crew will be designated to document the previous play's information on a replay review sheet. This information includes down, distance, yard line, hash and time on the clock of the previous play. While the review is being completed the designated official will listen and audit the review to ensure the crew isn't missing any aspect of the review and the information being conveyed to the referee is correct. If the ruling on the field is reversed, he will hand the completed review sheet to the replay official (referee) so that the appropriate adjustments can be made.

b. When 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 (if used) of the game or from other video means available (Hudl Sideline) to the replay official.

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

1. If the video evidence confirms the on-field RULING: "After further review, the ruling on the field is confirmed."

2. If there is no indisputable (conclusive) evidence to reverse the on-field RULING: "After further review, the ruling on the field stands."

3. If the on-field ruling is reversed) "After further review, the ruling is [followed by a brief description of the video evidence] is reversed. Therefore, [followed by a brief description of the impact of the ruling]."

e.. If a ruling is reversed, the referee or his assistant shall record 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.

Criteria for Reversal of an On Field Ruling

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

F. How to Use the iPad for Video Review

Below is a link to a short training video that depicts how to use the iPad to review game clips.

Officials and school personnel should watch this video which will help in learning how to use Hudl Sideline instant replay

Link

https://drive.google.com/file/d/1X-sl0bwTDH_qOkLYSVgv3hK7iVOT_7B/view?usp=sharing

SECTION 2 - OFFICIATING MECHANICS AND GUIDELINES

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

A. Catch/No Catch

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

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

Firm grip and control

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

Body part down inbounds

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

- It is an incomplete pass if a receiver's foot contacts the pylon before controlling the ball. An airborne receiver is out of bounds if he first touches the pylon before getting a body part down.

Second Act

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

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

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

Additional Guidelines

- The process of the catch was completed if a player fumbles the ball as part of the "second act."
- A pass hitting the ground before or at the same time as being caught is a trap and therefore an incomplete pass

B. 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. The only forward progress spot that is reviewable is the goal line.
- Forward progress can be reviewed in relation to the goal line (coming out or going in). The replay crew must know the ruling on the field and where officials ruled progress. **Replay can create or negate a safety or touchdown.**

C. Fumble

- A play in which a runner fumbled, but was ruled down can be reviewed if there is a clear recovery of the ball in the *immediate continuing action* after the fumble. For a recovery to occur in the immediate continuing action, players in the vicinity of the loose ball must try for the recovery. There can be no recovery in the immediate continuing action if players in the vicinity relax due to thinking the play is over.
- The ruling on the field stands if there is not a clear recovery of a fumble.
- Replay can review recovery of a fumble and possession anywhere in the field of play and the end zone.
- There must be indisputable video evidence of possession to confirm/reverse the ruling on the field.
- Replay can review whether a fumble touched the sideline or end line.
- Various scenarios that can occur if the ball is dropped short of the goal line and then enters the end zone are:
 - 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.
 - No clear recovery of the ball in the end zone.
- Replay can review the spot of fumble or a fumble out of bounds if it involves goal line.
- Replay can review a ball going through and out of the end zone (out of end zone is viewed as the equivalent to a clear recovery).
- It is a fumble if the passer's hand comes forward with no ball or a loose ball.
- It is a fumble if the ball comes loose while the passer is bringing the ball back into his body.
- It is a 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.

D. Goal Line/Pylon

- The entire football must be out of the end zone for it to be in the field of play. If any part of the ball is on the line, it is a safety/touchback.
- A receiver who leaves the field and lands out of bounds beyond the goal line without touching the field of play or end zone must extend the ball over or inside the pylon. The receiver does not get the benefit of an extended goal line.
- The ball must have broken the plane of the goal line before the runner is down or out of bounds to rule a touchdown.
- Look for a "second act" or the player reaching out while on other players when at the goal line. It is a score if the ball breaks the plane of the goal line while the runner is on other players.
- An airborne receiver who catches the ball and then touches the pylon before touching the ground is an incomplete pass.

E. Momentum

- Replay can review where possession of a ball occurred in relation to the goal line:
- Replay cannot change the ruling of a safety to momentum, or change the ruling of momentum to a safety.

F. Passing

- A pass is forward when its initial direction is toward its opponent's end line. A backward pass is thrown with its initial direction parallel with or toward the runner's end line. When in question, a pass thrown in or behind the neutral zone is forward rather than backward.
- Any intentional forward movement of the passer's hand/arm with the ball firmly in control starts the forward pass. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player.
- It is a fumble if the passer's hand/arm comes forward with no ball or a loose ball.
- It is a pass if the ball comes loose at any point after the hand starts forward until the passer starts to bring the ball back toward his body.
- It is a fumble if the ball comes loose while the passer brings the ball back into his body.
- If passer is ruled down, the play is over. Replay cannot review if the passer was up/down before releasing the pass. Replay can rule only on whether the passer fumbled before being down.
- Replay can review if the passer lost possession of the ball before being ruled down if there is a clear recovery in the immediate continuing action.
- There must be a clear recovery in the immediate continuing action to reverse a ruling on the field of incomplete pass to fumble/recovery. The ball is awarded to the recovering team at the spot of recovery with no advance.
- A backward pass that goes out of bounds is the same as a clear recovery in the immediate continuing action.

G. Runner Down

- A ball carrier is down when any part of his body, except his hand or foot, touches the ground or when he is tackled or otherwise falls and loses possession of the ball as he contacts the ground with any part of his body, except his hand or foot.
- The hand/wrist and foot/ankle touching the ground does not put a runner down.
- A player is out of bounds when any part of his body touches anything on or outside a boundary line (other than another player or official).
- It is a fumble if a ball hits the ground and comes loose with no other body part down.
- Once a runner is ruled down or out of bounds, replay cannot put him back up. The runner is down at that spot even if evidence indicates that the runner was not down/out of bounds.

- Replay can determine the location of the ball in relation to the goal line when the runner is ruled down.
- If in the normal process of taking a step any part of the foot touches the sideline, that foot is out of bounds.
- A runner who is ruled out of bounds gets one step and a dive to get into the end zone. Anything more than a step and a dive will put the runner down at the spot the official ruled him out of bounds. This applies only with going into end zone. It does not apply to the line to gain.

H. Safety

- Review of a safety can occur when progress is an issue. A ruling of safety due to a runner being ruled down in the end zone is reviewable.
- A safety created by penalty is not reviewable. An example would be a foul that occurred in the end zone. Whether the foul actually occurred in the end zone is not reviewable.
- 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).

SECTION 3 CASE PLAYS

The following case plays will help officials and coaches in determining if a play is reviewable, as well as providing guidance in adjudicating replay reviews.

A. Kicking Plays

Possession of a kick in the field of play

1. On an onside kick attempt, K20 attempts to recover the ball at the R48. He lands on the ball but then it slides underneath him and R39 recovers it at the R-43. Officials rule that K20 recovered the ball. Video replays show that K20 never had possession of the ball. **RULING:** Reviewable. R 1-10 at R43. Recovery of a loose ball is reviewable.

2. On an onside attempt, K20 attempts to recover the ball. K20 secures possession and the officials rule he legally recovered the ball. Video replay shows he touched it before it traveled the required ten yards. Ruling: Reviewable since the play resulted in a turnover. R's ball 1-10 at the spot of first touch.

Kick-catch interference

1. On a kickoff to start the game, K12 attempts an onside kick. The ball is kicked into the air to the R-48 where R25 attempts to field it. K20 contacts R25 before the ball arrives and K30 recovers it. The officials rule kick-catch interference. **RULING:** Not reviewable. 1-10 on R-30. Penalties are not reviewable

2. Same play except in this case K recovers and the officials do not rule kick catch interference and award team K the ball **Ruling:** Potential penalties not called by the officials are not reviewable. If replay shows a clear recovery by K, the play is not reviewable

Possession of a kick near the sideline

On an onside kick attempt, K20 leaps in the air near the sideline and possesses the ball at the R-49 inbounds but then loses the ball when he hits the ground out of bounds. Officials rule that A20 recovered the ball in bounds. **RULING:** Reviewable play. Foul, free kick out of bounds R would have free kick out of bounds options. The recovery is reviewable. We treat this play just like possession of a pass. Since he did not maintain control when he landed he did not complete the recovery.

Possession of a kick in the field of play

During a free kick, R22 leaps high into the air to catch a pooch kick in the middle of the field. He possesses the ball while airborne, lands at the R-40, and the ball comes loose after he has gone to the ground and is down. At the R-42, K30 clearly recovers the loose ball immediately. Officials incorrectly award possession to Team K. **RULING:** Reviewable. R 1-10 at R-40.

Touching of a kick

Fourth and 10 on the Team K-40. K80 recovers the rolling punt at the R-9. The ball grazed off the fingertips of R45 at the R-13 prior to K80 recovering it and the officials' award possession to Team R. Replays show that K30 touched the punt at the R-15 before it touched R45. **RULING:** Reviewable play, regarding whether K30 touched the ball. Reverse to B 1-10 at R15

Muffed kick

Fourth and 10 on the K-35. Team K's punt is muffed by R21 at the R-30. K34 recovers the loose ball at the R-28 and advances it across B's goal line. The ruling on the field is that R21 possessed and then fumbled the ball, and then a touchdown for Team K. **RULING:** Reviewable play. Reverse to K 1-10 on R-28. Adjust game clock. The replay official may review whether a kick was muffed or fumbled since this play resulted in a score.

Touch by R of a Kick

Fourth and 8 on the K-35. K 84 punts and R21 attempts to catch the kick but backs away at the last moment, but the ball bounces and touches R 21 in the leg at the R-45. K34 recovers the loose ball at the K 49 and advances it across B's goal line. Officials allow K 34 to advance for a TD. On the play, kicker K 84 was roughed by R 55. **RULING:** Reviewable play. Reverse to K 1-10 on R-28 or K has the option of taking the penalty for roughing the kicker which would give team K a 1st down on the 50. Adjust game clock. The replay official may review whether a kick was muffed, touched or fumbled since this play resulted in a score.

Inadvertent Whistle

Team K punts on fourth and 15 at the K-30. R44 is in position to receive the kick. In attempting to catch the ball, R44 muffs it at the R-35. The Field Judge blows his whistle when it appears that B44 is catching the ball, but it rolls along the ground after R44 muffs it. K88 chases the ball, and in the immediate continuing football action he recovers it grounded at the R-30. R22 is flagged for holding during the kick. **RULING:** Reviewable play. Clear recovery of a loose ball - Inadvertent whistle. Team A declines the penalty and will have the ball at the R-30, first and 10.

Inadvertent Whistle

Team K punts on fourth and 15 at the K-30. R44 is in position to receive the kick. In attempting to catch the ball, R44 muffs it at the R-35. The Field Judge blows his whistle when it appears that R44 is catching the ball, but it rolls along the ground after R44 muffs it. The ball disappears into a pile of players. R22 is flagged for holding during the kick. **RULING:** Inadvertent whistle. Since the Replay official does not have indisputable video evidence as to which team recovers, the ruling of the dead ball stands. Inadvertent whistle rules would be applied

Forced Touching

Fourth and 7 on the K-23. During a punt, K80 blocks R45 into the loose ball at the R-35, where K88 recovers. Team K 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

Touching of a kick

Fourth and 10 on the Team K-40. K80 recovers the rolling punt at the R-9. Replays show that the ball grazed off the leg of R45 at the B-13 prior to K80 recovering it. **RULING:** Reviewable play, regarding whether R45 touched the ball. If yes, ball belongs to Team K 1-G at R 9.

B. Running Plays

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:** Not reviewable since the play did not involve a score or turnover.

Runner stepping out of bounds

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

Runner Down Before Fumble

First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. A1's left knee hit the ground before he lost the ball. **Ruling:** Reviewable. A's ball 2nd and 5 on A25.

Runner not down, back of hand or wrist touches

First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. The back of A2's hand and wrist touched the ground before he lost control of it. **Ruling:** Reviewable. B's ball first-and-10 on A25. Any part of the hand or wrist does not put a player down. Any part of the arm above the wrist will put a player down. The same holds true for the foot or the ankle. It must be above the ankle (shin/calf) to put a player down.

Runner down, any body part other than hand or foot touches

First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. A2's left shin hit the ground before he lost control of the ball. **Ruling:** Reviewable. A's ball second-and-5 on A25. Any part of the leg above the ankle will put a player down.

C. Passing Plays

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 Side Judge rules the pass incomplete, but replays show the ball did not touch the ground. **RULING:**

Not Reviewable since the official's whistle kills the play and any subsequent advance would be with a dead ball. There is no score or turnover, therefore it is not reviewable. Play stands as called on the field.

Pass ruled complete, and then ball fumbled

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

Same play as above but in this case the ball is recovered by Team A. **RULING:** Not reviewable since the play did not result in a turnover. Whether the pass was complete or incomplete is not reviewable

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 since it results in a turnover. Reverse to incomplete pass. A 2-10 on A-20 reset the game clock to the time when the ball hit the ground.

Pass ruled incomplete

First and 10 on the A-20. A10 throws a forward pass to A80 at the A-35. A80 controls the ball, takes three steps and turns up field before he is hit by a defender causing him to lose the ball which B45 falls on at the A-37. Officials rule the pass incomplete. **RULING:** Reviewable play regarding whether the ball was caught. Reverse to B 1-10 on A-37. There must be a clear recovery in the immediate continuing action in order to give the ball to the recovering team. If there isn't a clear recovery, the ruling of incomplete stands.

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 B30 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 50. **RULING:** Not a reviewable play. Out of bounds or catches that do not involve a turnover or score are not reviewable

Pass going forward or backward

First and 10 on the A-20. At the A-17, A10 throws a backward pass that is ruled forward and incomplete. After the ball hit the ground at the A-16, it was recovered by B77. **RULING:** Reviewable play. Reverse to B 1-10 on A-16. No advance is allowed. If the pass is ruled forward and is incomplete, the play is reviewable only if there is clear recovery of a loose ball in the immediate continuing action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands.

Forward pass or fumble

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

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 Second goal line. The Referee rules incomplete pass. **RULING:** Reviewable play. Reverse to fumble,

Team B 1-10 on A-20. If the ruling is reversed, Team B will get possession but no advance is allowed. B must have gained control of the ball in the immediate ensuing action and the recovery must be clear. If not, ruling of an incomplete pass stands.

No clear recovery

Second-and-10 on A25. QB A1 is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and goes into a pile, eventually B3 comes out of the pile with the ball. The Referee rules incomplete pass. Replays show that it was a fumble. B challenges the play. **Ruling:** Reviewable, but defense cannot gain possession since there was no clear recovery. A's ball third-and-10 on A25. If there is no clear recovery, the ruling on the field stands.

Forward pass or fumble

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

Interception

A 2/14 A26. A1's pass is intercepted near the sideline at the 50 by B1. B1 returns it to the A20. Replay review shows that B1's foot was on the sideline when he intercepted. **Ruling:** Reviewable play - Incomplete pass. A's ball 3/14 A26 Reset clock

Foul by Team B prior to Interception or Fumble

A 2/14 A26. A1's pass is intercepted near the sideline at the 50 by B1. B1 returns it to the A20. Replay review shows that B1's foot was on the sideline when he intercepted. Prior to the interception, Team B is flagged for defensive pass interference. **Ruling:** Not a reviewable play. Team B fouled prior to possession therefore, Team A would accept the penalty and replay the down. On plays where Team B fouls prior to a change of possession, the play is not reviewable

Interception -Time Expires During the Play

A 3/G B6. With 10 seconds left to go in the game, B leads 17-13, A1's **pass is intercepted in the end zone near the sideline by B1. B1 returns** the INT to the 50 as time runs out. Replays show that B1's foot was on the sideline when he first touched the pass. **Ruling:** Reviewable Reverse to incomplete pass and put time back on the clock. A4/G B6

Player Out of Bounds - Time Expires During the Play

A 3/12 B32. With 11 seconds to go in the game, QBA1 rolls out to his right, when he is near the sideline at the B33 he throws a pass that is caught by A2 in the end zone as time runs out. Replays show that A1 stepped out of bounds at the B33 prior to releasing the pass. **Ruling:** Reviewable Reverse to play out of bounds and reset clock to when player stepped OOB. A4/13 B33

D. Fumbles

Fumble/down by rule

First and 10 on the Team A 20-yard line. A40 runs to the Team A 25-yard line where he loses the ball. B15 recovers. Officials rule fumble and give possession to Team B. A40's left knee hit the ground before he lost the

ball. **RULING:** Reviewable play, regarding whether A40 was down before the ball came loose. Reverse to down by rule. A 2-5 on A-25. No adjustment to the game clock which starts on Referee's signal

Fumble/down by rule

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

Runner fumbled, clear recovery

First-and-10 on 50. A2 takes a handoff and runs to the B40 where he loses the ball and B1 recovers at the B42 and advances into A's end zone. Officials rule A2 was down by contact at the B40. Replays show that A2 lost the ball before he was down by contact. **Ruling:** Reviewable. B's ball first-and-10 on B42. Replay can give the ball to B, but cannot award an advance. Reset the clock to the time when B1 recovered the ball.

Runner fumbled, no clear recovery

First-and-10 on 50. A2 takes a handoff and runs to the B42 where he loses the ball and several players from both teams attempt to recover it in a pile. Officials rule that A2 was down at the B42, but replays show he fumbled. **Ruling:** Reviewable. A's ball second-and-2 on B42. There must be a clear recovery in order to change the ruling to a fumble. If there is no clear recovery, then the ball goes back to team A at the down by contact spot and the defense loses the challenge and a timeout. A player coming out of a pile with the ball is not a clear recovery.

Fumble ABA

First and 10 on the A25. A2 runs to the A29 where he is hit and loses the ball. B35 picks up the ball and returns it to the A 22 where he fumbles and subsequently A55 recovers on the A17. Replay shows that A 25 was down at the A28 before he lost control of the ball. Ruling: Reviewable play. A's ball 2 and 7 at the A28. Adjust clock

Same play except in this case A 29 is not down and replay shows that B 35 was down prior to losing possession. Ruling: Reviewable B's ball 1-10 at A22 Adjust clock

Fumble ABA

Third and 10 at the A25, passer A11 attempts to throw a pass but is hit prior to releasing the ball. The ball comes out of his hand and B75 picks it up and begins to run where but is hit and muffs the ball which is subsequently recovered by A66 at the A 14. Officials rule that A 25 fumbled the ball and B75 legally recovered the ball prior to losing possession. They award a first down to Team A 1-10 on the A14. **Ruling:** Reviewable play. B can challenge that B 75 did not have possession. Replay review shows that B 75 did not legally possess the ball, but only muffed the loose ball. Reverse the ruling to A fourth and 21 at the A 14

Fumble/Out of bounds

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

Recovery of a fumble in relation to a sideline

First and 10 on the A-20. A22 runs to the A-28 and fumbles. B77 recovers at the A-30 with one foot on the sideline. Officials award the ball to Team B. **RULING:** Reviewable play, regarding whether B77 was in or out of bounds when recovering the ball. Reverse to no recovery. A 2-2 on A-28

Recovery of a fumble in relation to a goal line

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

Recovery of a fumble in the end zone

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

Fumble through end zone

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

Potential fumble near the goal line

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

E. Scoring Plays

Goal Line

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

Pylon

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

Pylon

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

Pylon

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

Pylon

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

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-3 with his left foot. A22 then takes one more step and dives for the goal line and the ball breaks the plane within his possession before he lands in the end zone. Replays show that A22 did not step out of bounds during his run. **RULING:** Reviewable play. Reverse to touchdown. Adjust clock as necessary.

Pass in the end zone

First and goal on the B-5. A80 controls a pass while in the air in Team B's end zone and is hit by a defender causing him to land on his back at the 1-yard line where he maintains control of the ball. Officials rule TD. **RULING:** Reviewable play regarding whether the pass was complete and whether it should be a TD. Ruling on the field is confirmed. Completed pass for touchdown. This is treated just like forward progress in the field of play.

Fumble at a goal line

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

Safety

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

Safety with foul by B

A 2/9 A3. A1 drops back to pass in his end zone. He is under heavy pressure, is hit and as he is falling to the ground throws the ball to A2 who catches it at the A12 and runs to the A30 where he is tackled there by the facemask. Replays show that A1's knee was down in the end zone before he released the pass. Ruling: Reverse to safety, but penalty by must be enforced. A will kick off at A35

Field goal attempt

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

Field goal attempt

Fourth and 10 on the B-35. The field goal attempt is ruled good. Replays showed that the ball passed outside and below the top of the left upright. **RULING:** Reviewable play, regarding whether the ball was inside or outside the uprights. Not reviewable if the ball crossed above the top of the uprights. Reverse to field goal attempt no good. B 1-10 at B 20

** The previous two case plays would also apply to a Try for Point

Out of Bounds

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

Down by rule

Third and 1 on the B-35. Ball carrier A22 takes a hand off and runs to the B-6 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-6. Replays show that A22 was not down. **RULING:** Not reviewable. A 1-10 on B-6

Same play but in this instance, A22 is ruled down by contact at the one yd. line by the HL. As he is going down A22 reaches out and extends the ball toward the goal line. Replay shows that the ball broke the plane prior to any body part other than hand or foot touching the ground. **Ruling:** Reverse to TD - Adjust clock appropriately

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

F. Penalty Enforcement After Reversal

Interception with foul by B after change of possession

A 2/14 A26. A1's pass is intercepted near the sideline at the 50 by B1. B1 returns it to the A20. During B1's run, B2 blocked below the waist or committed a blindside block. Replay review shows that B1's foot was on the sideline when he intercepted. **Ruling:** Reviewable play - Reverse to incomplete but the penalty must be enforced, so it will be A's ball 1/10 A41 Reset clock In these situations, 15 yd penalties are enforced since our philosophy dictates that safety and sportsmanship fouls should not be ignored.

Interception with Foul by A after change of possession

A 2/14 A26. A1's pass is intercepted near the sideline at the 50 by B1. B1 returns it to the A20 where he is tackled by the facemask by A1. Replay review shows B1's foot on the sideline when he caught the ball. **Ruling:** Reviewable play - Reverse to incomplete but the penalty must be enforced, so it will be A's ball 3/27 A13 Reset clock

Safety with foul by B

A 2/9 A3. A1 drops back to pass in his end zone. He is under heavy pressure, is hit and as he is falling to the ground throws the ball to A2 who catches it at the A12 and runs to the A30 where he is tackled there by the facemask. Replays show that A1's knee was down in the end zone before he released the pass. **Ruling:** Reviewable play Reverse to safety, but penalty by must be enforced. Team A will kick off at A35

Penalty not enforced after reversal and change of possession

First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line and during his return B5 is called for an illegal block above the waist and B6 is called for holding. Replays show that the ball hit the ground before B2 intercepted it. **Ruling:** Reviewable. A's ball second-and-10 on A30, reset the clock to the time when the ball hit the ground. Only 15 yard penalties are enforced in this situation. 5 and 10 yard penalties will be ignored after reversal and change of possession

Penalty by Team A prior to change of possession

First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line. Team A was flagged for an illegal formation on the play. Replays show that the ball hit the ground before B2 intercepted it. **Ruling:** Reviewable play A's ball 2/10 at A30 or 1/15 on A35 if team B accepts 5yd penalty for illegal formation

Reversal -- Double Foul Enforcement

First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line. During the return B4 blocked A5 low at the A23-yard line. Replays show that the ball hit the ground before B2 intercepted it. Team A was in an illegal formation at the snap.

Ruling: Reviewable. A's ball, first-and-10 on A30. Penalties offset. Replay the down Pass is incomplete, reset the clock to the time when the ball hit the ground

NJSIAA Replay Information Form

Date:		Conference:	
Home Team:		Length of Review:	
Visiting Team:		Number of Looks:	
Officiating Crew:		What Angle was used to reverse or confirm the call?	
Replay Referee:		Final Decision: Confirmed Stands Reversed	
Replay Assistant:		There were no reviews during this contest: Check off here	
Type of Play Reviewed:			
Quarter and Time of Review			
Brief Description of the Play:			
Additional Information:			
Submitted By:		Date:	
Submit to:	fbassigner@comcast.net		
Submit to:	Local assigner		

**Submit this form for each replay review that occurred during the contest

**If there were no replay reviews during the contest, check the box above and submit

NEW JERSEY INTERSCHOLASTIC ATHLETIC ASSOCIATION

Route 130, P.O. Box 487, Robbinsville, New Jersey 08691

NEW JERSEY STATE HIGH SCHOOL FOOTBALL

Officials Pre - Game Checklist

Day Before the Game

1. Confirm with both schools that they will be using replay for their upcoming contest
2. Contact Home School -- check if all equipment for review is operational - Hudl Sideline and iPads
3. Contact Visiting School -- remind them to bring their Hudl Sideline or other replay equipment and at least one iPad designated for replay review

Day of Game

1. Arrive at site at least 1 and ½ hours prior to game time. Meet with home Athletic Director
2. Review with Athletic Director logistics of replay.
3. Upon arrival check that replay equipment is operational.
4. Camera set up - one in each end zone and one on each sideline, if feasible
5. Make sure the home school has a secure location set up for replay review
6. Secure prior to contest one iPad from each team designated for replay and place it in the replay area. Check to see if it is operational
7. Check for communication devices for press box. Test wireless mic, if available
8. Meet with both head coaches to review rules and regulations for replay. Read replay compliance statement to coaches and certify that they are in agreement

Half Hour Prior to Game

1. Check that cameras are operational.
2. Check replay equipment to make sure it is operational. iPads from both teams provided by Hudl. Make sure they work. Locate the team technician. Remind him/her that they should stay in the replay area during the game and be available to assist the replay official during a review
3. Check communication devices one more time
4. Meet with both head coaches one more time to review any last minute questions related to replay

Meeting with Crew

1. Review replay manual
2. Review logistics of a replay review.
3. Review replay information sheet and who will assist the referee in completing the form

Replay Public Address Announcement

To be read by the PA announcer prior to the start of each contest

In tonight's contest, video equipment will be used designed for the purpose of providing instant replay in the event that a head coach challenges an official's ruling on the field following a turnover, score or potential turnover or score.

The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such conclusive video evidence, the replay official must allow the ruling to stand

For the 2019 season, member schools will participate on voluntary basis. Both contestant schools must agree to full compliance with the rules and regulations for replay. All decisions of the replay official are final and are not subject to review or appeal

Replay Review Compliance Statement

The following statement must be read to both head coaches by the game referee prior to each contest that will be using replay review

“Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions made by game officials. The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such conclusive video evidence, the replay official must allow the ruling to stand. All decisions of the replay official are final and are not subject to review or appeal.”

Do you agree on behalf of your team and school to abide by the Rules, Regulations, Process and Protocols set forth in the 2019 NJSIAA Replay Manual?