



## Dakota Bowl XXVII Instant Replay Policy and Protocol

Instant Replay will be used for the first time in NDHSAA football history during the Dakota Bowl XXVII. Instant Replay in football is complex and we ask for your patience with this experiment.

**Purpose:** the purpose of using Instant Replay is to correct obvious, potential game-changing mistakes. The purpose is to not make sure that every call is accurate.

Replay reviews will occur automatically in the following situations:

- 1) On any scoring play or potential scoring play (a play in which a decision by an official may have prevented or awarded a score, which includes a try, field goal, or safety).
- 2) On any turnover or potential turnover.
- 3) Any other play in the last two minutes of the 1<sup>st</sup> half when a call or timing error may have impacted the status of the clock.
- 4) Any other play in the last two minutes or any overtime, when the outcome of the review would have a direct competitive impact on the game.\*\* These plays would include but are not limited to:
  - Determine if a player was in bounds or out of bounds
  - Determine whether there was a catch on a pass or interception
  - When the ball is ruled dead in a loose ball situation
  - Determine spots that affect the line to gain
  - Determine whether a kick or pass was touched
  - A call or a timing error that may have impacted the status of the clock

\*\* Direct competitive impact is defined as a situation when the call or lack of a call by an official, has an impact on the opportunity for a team to change the outcome in a game with a point differential of 16 points or less.

### Protocol:

- Coaches may not request reviews.
- The on-field officials and sideline attendants, have no control and no direct involvement in the review of plays.
- The Replay Official and the Replay Assistant will be review plays from a booth in the press box.
- If the Replay Official can confirm the ruling on the field without stopping play, he will do so.
- Play will only be stopped if the ruling on the field meets the above criteria and the Replay Official cannot confirm the ruling on the field prior to the next legal snap.
- Replay decisions will be communicated to a Sideline Assistant, who will communicate directly with the on-field Referee.
- The Referee will announce the results of the review.
- The Sideline Assistant will tell the on-field officials when play needs to be stopped until a review is complete.
- On most reviews the call will be confirmed quickly, there will be no stoppage of play, and no announcement.
- There will be a limited number of camera angles on each play.
- For a play to be reversed there must be indisputable evidence that shows the original call was incorrect.
- If there is not a camera angle that definitively shows there was an error, the call will stand.
- When the replay officials have an angle that shows the call was correct they will confirm the original call.
- If a camera angle does shows that an error was made, the call will be reversed.
- Every attempt will be made to complete the review in ninety seconds or less.

- Additional reviewable items:
  - If the play in question meets replay criteria (scoring play, turnover, last two minutes) you can review and create a foul or take a foul off the play for the following:
    - Player clearly making a forward pass/handoff when beyond the neutral zone or after a change of possession
    - Running into or roughing the kicker where video evidence clearly indicates touching of the kick prior to the foul
    - The number of players on the field for either team during a live ball
    - Illegal participation fouls
    - Player who is clearly out of bounds touching a free kick that had not been touched in bounds
    - Forward pass that becomes illegal as a second forward pass during the down
    - Whether or not an onside kick has traveled 10 yards before contact is initiated by K.
    - Defensive or offensive pass interference where video evidence clearly indicates touching of the pass prior to the foul