



# 2024 ACC Replay Manual

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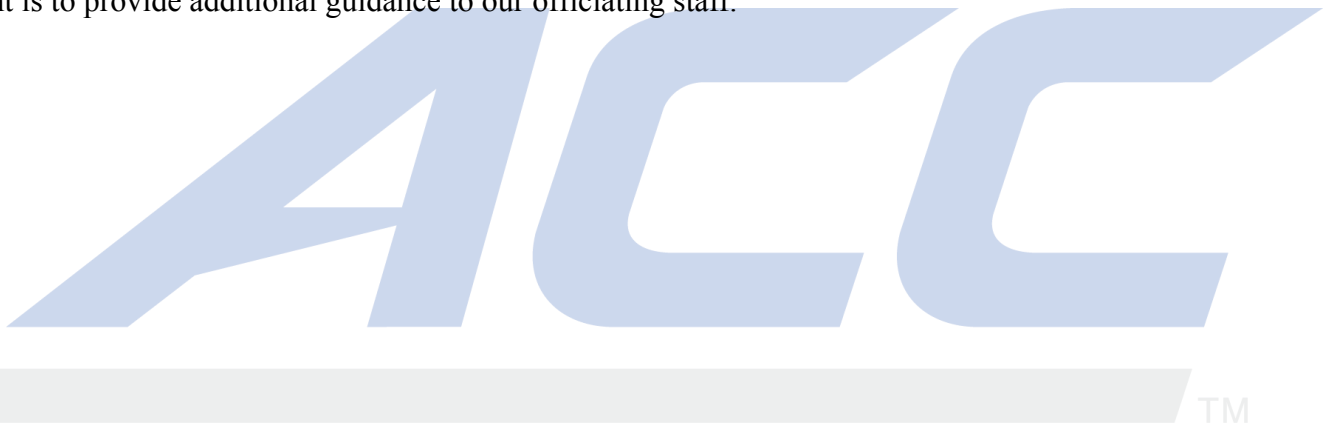
# Purpose

The purpose of this ACC Instant Replay Manual is to outline the expectations for all Replay Officials (RO), and Replay Communicators (RC) who work in the ACC Football Officiating Alliance. The ACC Football Officiating Alliance consists of the following conferences as of June 1, 2024.

- Atlantic Coast Conference (ACC)
- Coastal Athletic Association, Ivy League, and Patriot League (CIP)
- Ohio Valley Conference (OVC)
- Northeast Conference (NEC)
- Southern Intercollegiate Athletic Conference (SIAC)

This “Manual,” as it will be referenced, is a working document that shall be used each game. The checklist and worksheets are provided to assist in game preparation and gameday work as part of the replay staff. The replay mechanics are intended to walk ROs and RCs through their actions in the booth.

This document does not supersede the NCAA Football Rules Book or the NCAA Football Case Book. If in conflict, the NCAA Football Rules Book and the NCAA Football Case Book take precedence over this Manual. The intent is to provide additional guidance to our officiating staff.



# Checklist

## During the Week:

- Review available training videos and documents
- Attend conference call(s)
- Study rules
- Take weekly rules test

## Pregame with Crew:

- Discuss logistics of transportation
- Discuss situations in which you may be able to assist the crew such as spots, player numbers, penalty administration, and clock administration
- Be sure to identify the difference in communication between stopping for a review and communicating information through O2O (see Official to Official (O2O) Communication)

## Arrive at the Stadium:

- Identify camera locations

## Arrive at Booth and Take Following Action:

- Check that the Replay Official's (RO) monitor has the ACC camera configuration (See DVSPORT Camera Configuration)
- Test the headsets and Official to Official (O2O) communications 2.5 hours before kickoff
- Match cameras on RO's monitor to the camera plan received during the week. Note any difference to discuss with the producer directly after the 105 meeting.
- Call the Game Day Operations Center (GDOC) at 704-471-3341 at the 2.5 hour mark to test communications including O2O, preferably at the same time headsets are being checked with the Referee.

## 105 Meeting

- Attend 105 meeting and identify the TV Producer, Red Hat, and Sideline Replay Assistants (SRA)
- After the 105 meeting meet with the TV producer
  - Confirm cameras and their locations (Identify cameras not in the multi-view)
  - Identify which cameras will be used in the TV producer's isolation plan
  - Find out if it is a remote broadcast (REMI)
  - Ask the production crew for an embedded clock for the entire game
  - Ask if the game clock is synchronized with clock on screen
  - Exchange contact information which includes name and number
  - Assure the producer we will let them know what we are reviewing
  - Remind the producer of ACC protocol for SRAs on TD and change of possession to clear the play without stopping the game. If a longer review is required, you will stop the game for review.



- After the 105 meeting meet with the Sideline Replay Assistants (SRA)
  - Talk with the SRAs about signals (hold vs start) and position after TD or change of possession on a fumble or interception
  - Let the SRAs know that the Referee may not look at them because the RC is talking to them via O2O
  - Turn the monitors off when not in use
  - Bring monitor out onto the field and face away from the bench area

### **Back to Booth:**

Work with the monitor, switching to each camera from the multi or quad-screen.

- Test the Xbox Controller for the monitor
- Test ring down phone and walkie-talkies, and confirm who has walkie-talkies (sideline assistants, TV liaison)
- Check pagers
- Check headsets and walkie-talkies with SRAs and make sure they know to keep them on during the game
- Conduct mini-pregame conference with Replay Technician (RT) and Replay Communicator (RC)
- RC records all necessary information on replay forms
- Test communications and monitor function
- Call DVSPORT representative and give status of equipment (may be done by RT)

### **Kick Off:**

- Record the results of the coin toss
- Test the pagers by paging the crew and SRA(s) after the coin toss when the crew gathers
- Record start time of game

### **Halftime Check:**

- Check pagers when officials are in positions to start 2<sup>nd</sup> half
- Check the headsets with SRAs and see if they have any questions
- Ask replay Technician to perform another “sync” of cameras

### **End of the Game:**

- Thank Replay Technician and SRAs for their assistance and hard work
- Neither look for nor avoid school personnel. All questions must be referred to the Supervisor of Officials
- Call the Supervisor of Replay if there are any circumstances the Supervisor of Replay should be aware of immediately
- The RC will complete the Replay and Kick-Off Data Collection Worksheets prior to leaving the booth for entry into QwikRef
- The RO will enter replay reports into QwikRef by 11:59pm the following day



# Replay Mechanics

Guiding Principle: The Ruling-on-the-Field (ROF) is correct. The RO may reverse a ruling if, and only if, the indisputable video evidence (IVE) convinces the RO beyond all doubt that the ruling was incorrect; otherwise, the call “stands.” Exception: Targeting plays require the RO to officiate the play and stands is not an option.

WE are a Replay CREW. Everyone is important. Everyone has a role to make this crew successful. It is a TEAM effort. We will get it right together. IF YOU SEE SOMETHING, SAY SOMETHING!

Replay Officials will immediately initiate a review when GDOC or collaborative Replay Official says to stop the game.

Stay alert and be assertive on every play. Attention to detail, especially recognizing “smoke” (visual evidence of a potential reviewable error), is vital to our replay and field officials’ success.

The review of a play should be broken into parts of the play; Pre-snap, Post-snap, After the play, and Replay Review, if required. The communication between the Replay Official and the Communicator should be a conversation and almost a rhythmic back and forth of information.

## Part 1: Pre-Snap Process

Replay Official (RO)	Replay Communicator (RC)
Count Offense/Kicking Team and verbalize	Count Defense/Receiving Team and verbalize  RC to help count RO’s side when necessary. RO will count again once previous play is cleared.
Verbalize down/distance, line of scrimmage including hash and line to gain along with competitive effect  Example: 1 <sup>st</sup> and 10 from the A25, going to A35.	Communicate clock status before and after each play.  When clock is stopped, verbalize specific time, and write down that time.
Set replay DVSPORT monitor to multi- screen.	

## Part 2: During the Play

During the play, provide a concise play by play as the down progresses. Speak in facts to what you see.

Replay Official (RO)	Replay Communicator (RC)
<ul style="list-style-type: none"> <li>Start in the offensive backfield and remain aware of action at line of scrimmage.</li> <li>If a pass play, stay with the QB and if the ball</li> </ul>	<ul style="list-style-type: none"> <li>Start at line of scrimmage and watch 5 to 10 yards from line of scrimmage.</li> <li>Focus on wide receivers near the sidelines.</li> </ul>

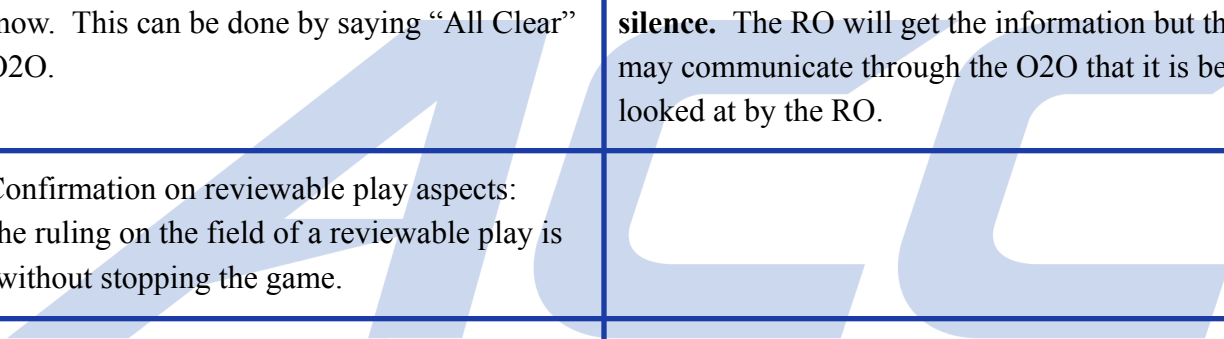



<p>is thrown, go to where the ball is thrown after you clear the QB.</p> <ul style="list-style-type: none"> <li>• If QB rolls out, state the line of scrimmage yard line. (i.e. 35, 35, 35)</li> <li>• If it is a running play, stay focused on the vicinity of the runner.</li> <li>• If you see smoke during the play, press A on Xbox controller to pause the video at that spot.</li> </ul> <p><b>Verbalize:</b> Run or Pass Forward/Backward Pass</p>	<ul style="list-style-type: none"> <li>• If it is a running play, stay focused on the vicinity of the runner.</li> <li>• If ball is thrown, go to where the ball is being thrown.</li> <li>• If the pass is released and within 4 yards of the line of scrimmage, announce if ball is touched behind or beyond line of scrimmage.</li> </ul>
<p>Be aware of big hits, especially off ball (discuss with RC on long returns splitting the field on free kicks and scrimmage kicks eyeing possible BSBs with TGT).</p>	<p>Be aware of big hits, especially off ball (discuss with RO on long returns splitting field on free kicks and scrimmage kicks eyeing possible BSBs with TGT).</p>

### Part 3: After the Play

Replay Official (RO)	Replay Communicator (RC)
<p>When the play is over, go to the multi-view and identify the best angle to review the play.</p> <p>Establish the reviewable aspects of the play and competitive effect.</p> <p>Clear the contact on the QB or kicker if applicable</p> <p>If a play has any smoke, verbalize it immediately and start looking at the monitor.</p>	<p>Continue viewing the field and <u>identify the ROF at the conclusion of every down</u>. This includes the status of the football (loose on the ground, defense has it, etc.) and any other information such as:</p> <ul style="list-style-type: none"> <li>• Signals by official</li> <li>• Flag Down</li> <li>• Injured player</li> <li>• Time out</li> <li>• Hat off by official</li> </ul> <p>If a play has any smoke, verbalize it immediately.</p>
Replay Official (RO)	Replay Communicator (RC)
<p>As you review the play,</p> <ul style="list-style-type: none"> <li>• Listen for the ruling on the field</li> <li>• Be aware of what the RC is saying, and</li> <li>• Determine the reviewable aspects of the play.</li> </ul>	<p>Continue viewing the field watching and verbalizing the progressive actions of the offensive team (center).</p> <ul style="list-style-type: none"> <li>• We have time – if offense is taking their time for the next play.</li> <li>• Subs for Offense – when there are subs</li> </ul>




<p>Use the All 30 camera to clear big hits of targeting on reverses, change of possession returns, kicking plays and other plays where players are spread out over a large area of the field.</p>	<ul style="list-style-type: none"> <li>• They are huddling</li> <li>• They are coming to the line fast</li> <li>• The center is over the ball</li> </ul> <p><b>The goal is to stop the game prior to snap being imminent.</b></p> <p><b>Be aware of what is happening on the field.</b></p>
<p>Make your decision if you are going to stop the play.</p> <p>If the RO stops the game, use the O2O to communicate to the Crew. This can be done by saying, “This is replay, Stop the Game, Stop the Game, Stop the Game.” Make sure to cover this communication during the pregame with the crew</p>	<p>Be aware of what is happening on the field and communicate that</p> <p>Hit the button to page the beepers after you hear the RO say, “This is replay, Stop the Game, Stop the Game, Stop the Game, Stop the Game.”</p>
<p>When done reviewing the play let everyone in the booth know. This can be done by saying “All Clear” on the O2O.</p>	<p><b>Questions from the field should not be met with silence.</b> The RO will get the information but the RC may communicate through the O2O that it is being looked at by the RO.</p>
<p>Booth Confirmation on reviewable play aspects: means the ruling on the field of a reviewable play is correct without stopping the game.</p>	
<p>If your decision is not to stop the play, go to the Multi-view and be in live mode, then start viewing the field for the next play.</p>	

## Part 4: Replay Review

Replay Official (RO)	Replay Communicator (RC)
Breathe	Breathe
<p>The Referee will announce that the play is under review. Once the Referee is at monitor/headset, they will establish communication by stating the ruling on the field. This will ensure that the crew is in sync and working from the same result of the play.</p>	<p>The RC or Tech will call the TV truck when necessary to inform them of which aspects and angles we were pursuing. Make sure it is noted when all shots are sent so a final decision can be made on tight play.</p>



<p>Replay Official should start to prepare shots before the referee gets to the monitor.</p> <p><b>Be aware of the direction being given by the RC on the replays that TV is showing.</b></p>	<p>Listen to what the Replay Technician is saying and watch <b>your monitor</b> for replays that TV is showing.</p> <p>Help with notifications of incoming replays. Include camera angle and if TV is manipulating the video.</p> <p>Give clear direction on what TV is showing and filter the views for the RO.</p> <ul style="list-style-type: none"> <li>○ “Replay A is a good view of the ...”</li> <li>○ “Replay B is no good. Keep working.”</li> <li>○ “Replay C is a good view of the ... from another angle.”</li> <li>○ Be specific and, if necessary, tell the Tech what you are looking for, i.e., right foot down in bounds, left shin/knee down prior to loose ball, etc.</li> </ul> 
<p>The Replay Official will walk the Referee and the GDOC through his/her process, verbalizing what he/she sees. The RO must process out loud so everyone can hear the details of what they are reviewing.</p>	<p>If the RO is looking at the monitor, let the RO know if you see something in yours – loose ball, foot out of bounds, knee down, touching, etc.</p>
<p>GDOC and Referee will provide concurrence. Wait for the GDOC to give confirmation on the review.</p>	<p>On plays that are overturned, communicate with the RO to confirm the on-field administration matches with the replay information given.</p>
<p><b>Replay Official (RO)</b></p>	<p><b>Replay Communicator (RC)</b></p>
<p>RO will provide information to the referee in the following format:</p> <ol style="list-style-type: none"> <li>1. After further review</li> <li>2. The ruling on the field <ol style="list-style-type: none"> <li>a. Stands,</li> <li>b. Is confirmed, or</li> </ol> </li> </ol>	<p>Fill out the replay form to reflect any change in down, distance, yard line, ball position, penalties reinstated or removed, status of the clock, camera angles, etc. See Replay Worksheet for more detail.</p>



<p>c. Is overturned to ...</p> <p>3. If overturned, report the information to the Referee. The information is relayed in the following order:</p> <ol style="list-style-type: none"> <li>Yard Line</li> <li>Ball Position</li> <li>Down/Distance</li> <li>Clock Adjustment (from line feed), if necessary, and Clock status</li> </ol>	
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## Expedited Review

The following is the process for an “expedited review.” An expedited review is defined as an overturn that is so clear and obvious that the answer is known prior to buzzing the field. When in doubt, do not use the expedited review process. **An expedited review will not be used in the following situations and the Referee must go to the monitor/headset.**

- All targeting calls
- Reviews where the clock can be changed by rule
- Overtime

Replay Official (RO)	Replay Communicator (RC)
<p>Clearly state that you have a reversal and the review is being expedited via O2O</p> <p>Page the field</p>	<p>Watch the field and alert RO whether the next play is being snapped or not</p>
<p>Obtain down – distance – yard line and then clearly state “<b><i>The play has been reviewed and replay has determined (Brief description of the new ruling)</i></b>”.</p>	



# Play Specific Replay Mechanics

The following replay mechanics are specific to the play or situation. Use your game understanding & rules knowledge to anticipate what might happen on every play.

## Free Kick

Replay Official (RO)	Replay Communicator (RC)
Count Kicking Team	Count Receiving Team
For an on-side kick - kicker (clear the kicker), the ball hitting the ground, and who touched the ball. Watch for possible targeting on the kicker.	For an on-side kick - Know whether or not the ball crossed 10 yards (touched or untouched) and identify blocking by players of the kicking team before the ball reaches 10 yards.
Stay with the ball and on the return possible blindside block w/TGT on far half of the field.  Watch for player of Kicking Team going out of bounds w/out contact.	Verbalize any fair catch signals; valid and invalid, touching of the ball and on the return possible blindside block w/ TGT on near half of the field.  Clock – Did the clock properly start and stop.  Record free kick data.

## Run

Replay Official (RO)	Replay Communicator (RC)
Follow the ball	Help with the clock –note its status, if it starts properly & when a play results in a stopped clock If runner is OB, say “the clock is stopped at 7:14 will start on the ready”  When the clock starts, say “clock started” or “clock did not start” and note the time.



## Pass

Replay Official (RO)	Replay Communicator (RC)
<p>Verbalize if close to forward/backward and behind/beyond line of scrimmage.</p> <p>If the QB scrambles toward the LOS, call out the LOS. For example – “45/45/45/45”</p>	<p>Check receiver proximity to sidelines. Scan field for reviewable aspects and official flags, bags, hats and spots.</p>

## Punt

Replay Official (RO)	Replay Communicator (RC)
<p>Watch the kicker and look for possible tips near the kicker and TGT. Once the punter is cleared, transition to watch the gunner on the far side of the field. If the gunner steps out of bounds, announce the number of player(s) that stepped out of bounds and verify that he is not the first to touch the ball.</p>	<p>Watch the gunner on the near side of the field. If the gunner steps out of bounds, announce the number of player(s) that stepped out of bounds and verify that he is not the first to touch the ball</p>
<p>On the return watch for possible targeting with blindside blocks in the bottom half of the field.</p>	<p>Verbalize any fair catch signals; valid and invalid, touching of the ball and on the return possible targeting with blindside blocks top half of the field.</p> <p>Verbalize end of kick or illegal touching of punts, &amp; out-of-bound spots.</p>

## Red Zone

Replay Official (RO)	Replay Communicator (RC)
<p>Know which cameras are available around the goal line.</p>	<p>Note which cameras are on the goal line for the RO.</p>



## Penalties

Replay Official (RO)	Replay Communicator (RC)
<p>Verbalize the spot of the foul and where it is in relation to the end of the play.</p> <ul style="list-style-type: none"> <li>The RO will verify the number and spot of the foul and review the fouling action through video.</li> </ul> <p>If there is a foul for pass interference, verify that the ball had not been touched away from and before the interfering action.</p> <ul style="list-style-type: none"> <li>RO will then verbalize in the booth the enforcement of foul</li> </ul>	<p>Will verbally announce the type of foul (preliminary signal,) the calling official, the spot of the penalty flag, and whether the officials are conferencing or moving the penalty flag.</p> <p>Provide this information via O2O if needed.</p> <p>RC will verify that the on-field enforcement matches what RO has stated of enforcement</p>
<p>Verify and record all targeting and Unsportsmanlike fouls.</p>	<p>Help verify and record all targeting and Unsportsmanlike fouls. Make sure to record team, player number, and name if duplicate number.</p>

## Scores

Replay Official (RO)	Replay Communicator (RC)
<p>Review or confirm all scores &amp; turnovers. This requires the field officials to wait on the ready for play until the RO confirms or stops the game.</p> <p>RO should say “All Clear”, using the O2O, “This is replay, All Clear.” If needed, use the “All 30” camera to confirm the number of players on a kick.</p>	<p>Keep your EYES on the field and continually communicate what is happening.</p>

## Timing < 2 minutes

Replay Official (RO)	Replay Communicator (RC)
<p>Resetting clock and ten second clock scenarios</p>	<p>Resetting clock and ten second clock scenarios</p>
<p>Last play of the half or game, if potential game-changing score or no-score and there is any question about a reviewable aspect, stop the game immediately. If the half or game is over without incident state on the O2O “replay is clear” the Referee will then announce the half or game is over.</p>	<p>Verbalize the starting and stopping of the clock</p> <p>Keep your EYES on the field and on the in-stadium clock</p>



# Camera Viewpoints

When reviewing certain types of plays, there are corresponding cameras that will provide the best view most of the time. These cameras are typically a good starting point for your review.

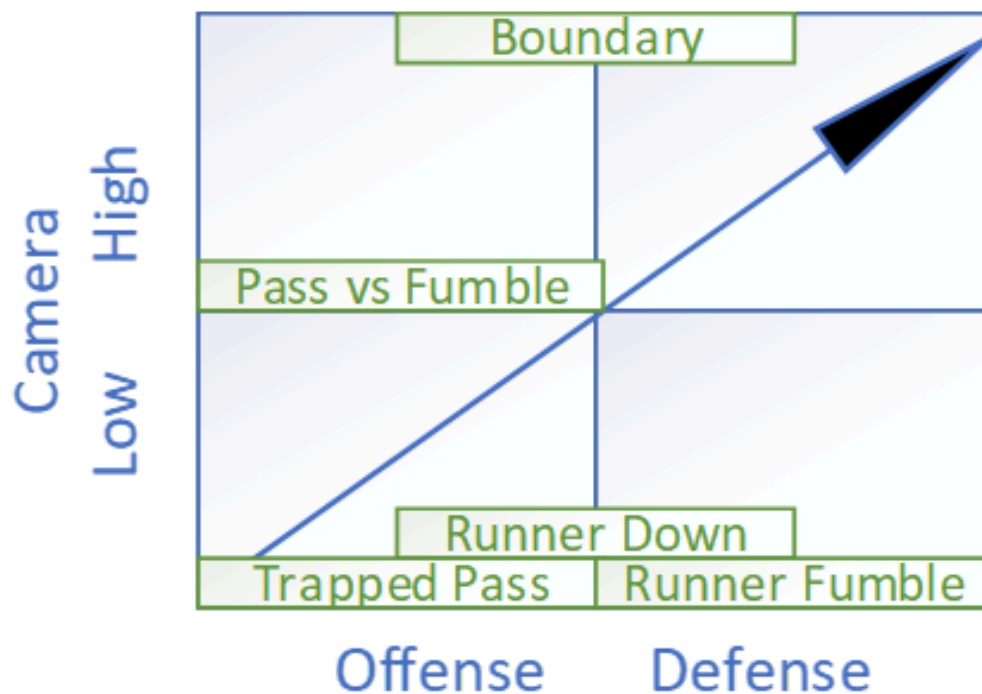
## General Rule

- Low Cameras - Best for determining if a runner has a body part down.
- High Cameras - Best for determining if a player is in or out of bounds on a boundary line.

## Types of reviews and default camera

These cameras should be a good starting point in these types of reviews.

- Runner down or ball fumbled = low end zone from behind the defense
- Pass or fumble by the QB = end zone (high or low) from behind the offense and cart view
- Catch or no catch on a boundary = high end zone and low endzone camera
- Runner stepping on a boundary = high end zone camera
- Catch or no catch trapping the ball between the body and ground = a camera from behind the offense. Lower the better
- Goal line = cart, handheld, or pylon on the goal line



# Official to Official (O2O) Communication

O2O communication should be covered in every pregame. Discuss the difference in communication from the booth in the following situations:

1. **Replay Stoppage** – “This is replay, Stop the Game, Stop the Game, Stop the Game”
2. **Expedited Review** – “Hold for reversal, hold, hold, hold”
3. **Scores, Turnovers, and End of Half** – “All Clear”
4. **Information Assistance** – “This is replay, put the ball at the...”

During the game the Replay Team, via the O2O, may assist with the below information. When officials huddle, request that they open the O2O so the ROs may assist as needed. At **NO TIME** may the replay team use O2O to provide input on the **subjective** aspects of a foul. Lastly, questions from the field should never be met with silence.

- Player numbers for fouls, ejections/disqualifications, helmet off, and injury
- Number of players on the field at the snap when a foul is called
- Yard line for ball placement for:
  - End of kick
  - Dead ball spot after change of possession or a long gain
  - Spot of the foul
  - Spot of the field goal attempt
  - Spot of illegal touch
  - Spot of a fumble / backward pass out of bounds
- Penalty Administration
  - Know Penalty called by the crew
  - Enforcement Spot
  - Yardage
  - Number of the down
  - Clock Status
  - Check line to gain equipment for accuracy
- Clock Administration
  - Significant clock error
  - Resetting the clock after a pre-snap foul
  - 10-second run off potential
- Line of Scrimmage
  - Whether a pass made it to or crossed the line of scrimmage (LOS)
  - Whether a kick crossed the LOS (it has to touch something)
- Rule Application
  - Player who fumbled on a 4<sup>th</sup> down and player who recovered in advance of the fumble



# Game Reports

When the game is over, the RO will complete the game report by 11:59 p.m. the following day. The Replay Worksheet can be used to capture the following information for entry into QwikRef.

*\* denotes a required field*

<b>Report ID:</b>	
<b>Booth Initiated Stoppage for TGT:*</b>	▼
<b>O2O Expedited Review:*</b>	▼
<b>Did The Ruling On The Field (ROF) Result In a Change of Possession:*</b>	▼
<b>Entry:*</b>	▼
<b>Play Number:*</b>	
<b>QTR:*</b>	▼
<b>Time:*</b>	: (Minutes:Seconds Ex: 12:34, 0:32, 0:04)
<b>10 Sec RO</b>	<input type="checkbox"/> Yes
<b>Review Time:*</b> (Announcement to Announcement)	: (Minutes:Seconds Ex: 12:34, 0:32, 0:04)
<b>Stoppage Time:*</b> (Announcement to RFP)	: (Minutes:Seconds Ex: 12:34, 0:32, 0:04)
<b>D/D/YD:*</b>	/ / Down Distance Yardage Example: 1/1/A15 or 1/G/B15 or FK/B25 or Try//A10
<b>Team in Possession:*</b>	▼
<b>Play Type:*</b>	▼
<b>TV T.O. Taken:*</b>	▼
<input type="button" value="Save"/> <input type="button" value="Cancel"/> <input type="button" value="Delete"/>	

<b>Reason:*</b>	▼
<b>Camera Angle:*</b>	▼
	<input type="button" value="Clear Camera Angles"/>
<b>Ruling on Field (ROF):*</b>	▼
<b>Position Reviewed:*</b>	<input type="checkbox"/> R <input type="checkbox"/> U <input type="checkbox"/> HL <input type="checkbox"/> LJ <input type="checkbox"/> FJ <input type="checkbox"/> SJ <input type="checkbox"/> BJ <input type="checkbox"/> CJ <input type="checkbox"/> RO <input type="checkbox"/> AO
<b>Coach Challenge:</b>	▼
<b>Challenging Coach:</b>	▼
<b>Results:*</b>	▼
<b>Comment/Description:*</b>	
<input type="button" value="Save Reason Info"/> <input type="button" value="Cancel"/> <input type="button" value="Delete Reason Info"/>	

When providing the write up in QwikRef, the Comment/Description should be written in a way that describes your process. Entries should be complete sentences that use proper writing. Do not use all CAPS. The following format is an example.

Targeting descriptions will contain the following elements:

- Was the player defenseless?
- What was the indicator?



- What was the body posture of the fouling player?
- Did the player take aim for the purpose of attacking with forcible contact?

**Example:**

Player A## was determined to be a runner and not defenseless. Player B## lowered his head before attacking by initiating forcible contact with the crown of the helmet to A##'s head and neck area. We had clear video evidence of a targeting foul when viewing Replay B.

Catch – No Catch descriptions will contain the following elements:

- Did the player come in from the field of play?
- Did the receiver have firm grip and control?
- Was there a body part down inbounds?
- Did the receiver have an opportunity to make a football move or was there an element of time?
- If going to the ground did the receiver maintain control?

**Example:**

Player A## had firm grip and control of the ball with his left foot down inbounds and maintained control of the ball long enough to complete the process of the catch.



# New For 2024 – Reporting Foul Descriptions in Foul Report

For 2024, the RO and RC will have access to the Fouls and Grading page where the foul report for the game is entered by the HL. The HL will continue to enter the foul report in QwikRef for the game as has been done in the past.

In the past, for fouls created by replay such as TGT or 12 men, etc., Foul Description data had not been entered in the foul report because the HL did not have it. **For 2024, the RO or RC, will now access the Foul Report on the Fouls and Grading page after the HL has entered the foul report and enter foul description data for the fouls enforced that the RO created.**

Detailed instructions in how to access the foul report and enter foul descriptions in the foul report for fouls created by replay are in the ACC QwikRef user instructions for RO's.

Below is a sample screenshot of the foul report. The HL will have already entered all of the fouls called in your game.

Find the Foul entries for the fouls you created. Click on the “Select” button for that foul to open the data entry screen.

[Download Record](#)   [Export to Spreadsheet Layout](#)   [Email Coach's Foul Report](#)

Entry	QTR	Time	10 Sec RO	Play Type	Play #	Foul Code	Category	ACC/DEC	Off/Def	Team	Player	Official(s) Calling	Calling Officials Name	Foul Description	Video Clip	
Select	Foul	1	12:34	Dead Ball		FST		ACC	Offense	Florida State	50	HL	Josiah Ford	test entry	No	<a href="#">Upload Video</a>
Select	Foul	1	8:54	Pass		RPS		ACC	Defense	Georgia Tech	69	REF	Jerry Magallanes	demo entry	No	<a href="#">Upload Video</a>
Select	Foul	1	1:23	Pass		DPI	CO	ACC	Defense	Florida State	49	FJ	Harry Tyson	demo entry	No	<a href="#">Upload Video</a>
Select	Foul	2	12:34	Run		TGT	TGT / 9-1-3, DSQ	ACC	Defense	Georgia Tech	13	RO	Rusty Acree		No	<a href="#">Upload Video</a>

The data entry window will open. In the “Foul Description” text box, copy your write-up from your replay report (Comment / Description) text box and paste it into the Foul Description text box of the foul report. Select the text in your replay report by left clicking and dragging over the text. Then use **CTRL / C to copy** it. Use **CTRL / V to paste**. Click the “Update Foul” button to save your entry.

Add New Play

*\* denotes a required field*

Play Info							Hide
Game ID: / Foul ID:	Entry:*	QTR:*	Time:*	10 Sec RO	Play Type:*	Play #:	
2 / 5	Foul	2	12 : 34 <small>(Minutes:Seconds Ex: 12:34, 0:32, 0:04)</small>	<input type="checkbox"/> Yes	Run		
Foul Info							
Foul Code:*	Category:*	Accept/Decline:*	Offense/Defense:*	Team:*	Player:*	Officials Calling:*	
TGT - Targeting	Select TGT / 9-1-3, DSQ <small>Clear Categories</small>	ACC	Defense	Georgia Tech	13	<input type="checkbox"/> Ref: <input type="checkbox"/> Ump: <input type="checkbox"/> HL: <input type="checkbox"/> LJ: <input type="checkbox"/> FJ: <input type="checkbox"/> SJ: <input type="checkbox"/> BJ: <input type="checkbox"/> CJ: <input checked="" type="checkbox"/> RO: <input type="checkbox"/> RC: <input type="checkbox"/> AO:	
<b>Foul Description:</b>							
<span>Update Foul</span> <span>Cancel</span> <span>Add Another Foul To This Play</span> <span>New Play</span>							
							<span>Delete</span>
<span>Send DSQ Alert to COORD</span>							



Here's a screenshot below of the data entry page with Foul Description data pasted in from the replay report.

Add New Play

*\* denotes a required field*

Play Info							Hide
Game ID: / Foul ID:	Entry:*	QTR:*	Time:*	10 Sec RO	Play Type:*	Play #:	
2 / 5	Foul	2	12 : 34 (Minutes:Seconds Ex: 12:34, 0:32, 0:04)	<input type="checkbox"/> Yes	Run		
Foul Info							
Foul Code:*	Category:*	Accept/Decline:*	Offense/Defense:*	Team:*	Player:*	Officials Calling:*	
TGT - Targeting	Select TGT / 9-1-3, DSQ Clear Categories	ACC	Defense	Georgia Tech	13	<input type="checkbox"/> Ref: <input type="checkbox"/> Ump: <input type="checkbox"/> HL: <input type="checkbox"/> LJ: <input type="checkbox"/> FJ: <input type="checkbox"/> SJ: <input type="checkbox"/> BJ: <input type="checkbox"/> CJ: <input checked="" type="checkbox"/> RO: <input type="checkbox"/> RC: <input type="checkbox"/> AO:	
<b>Foul Description:</b>	ROF: Not TGT. Program feed showed hard hit on runner with possible crown. Close-up from cart showed defender #13 lower head and drive crown of helmet into chest of runner. RO created TGT foul. GT defender #13 DQ'd. (Demo entry)						
<input type="button" value="Update Foul"/> <input type="button" value="Cancel"/> <input type="button" value="Add Another Foul To This Play"/> <input type="button" value="New Play"/>							
<input type="button" value="Delete"/>							
<input type="button" value="Send DSQ Alert to COORD"/>							

Here's a screenshot of the foul report when completed.

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[Email Coach's Foul Report](#)

Entry	QTR	Time	10 Sec RO	Play Type	Play #	Foul Code	Category	ACC/DEC	Off/Def	Team	Player	Official(s)	Calling Official's Name	Foul Description
Select	Foul	1	12:34	Dead Ball		FST		ACC	Offense	Florida State	50	HL	Josiah Ford	test entry
Select	Foul	1	8:54	Pass		RPS		ACC	Defense	Georgia Tech	69	REF	Jerry Magallanes	demo entry
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Select	Foul	2	12:34	Run		TGT	TGT / 9-1-3, DSQ	ACC	Defense	Georgia Tech	13	RO	Rusty Acres	ROF: Not TGT. Program feed showed hard hit on runner with possible crown. Close-up from cart showed defender #13 lower head and drive crown of helmet into chest of runner. RO created TGT foul. GT defender #13 DQ'd. (Demo entry)

## Targeting Process

- Is the player Defenseless? (9-1-4)
  - Runners are not defenseless unless:
    - Clearly on the ground
    - Giving yourself up (sliding)
    - Clearly out of bounds
    - Forward progress stopped
  - “When you rule defenseless, always look at it in real time”
  - “Player is defenseless until he proves he is not”
- Is the Crown (top) of the helmet involved? (9-1-3)
- Do we have an indicator?
  - **Launch.** A player leaving their feet to attack an opponent by an upward and forward thrust of the body to make forcible contact in the head or neck area.



- A **crouch** followed by an upward and forward thrust to attack with forcible contact at the head or neck area, even though one or both feet are still on the ground.
  - **Leading with helmet**, shoulder, forearm, fist, hand or elbow to attack with forcible contact at the head or neck area.
  - **Lowering the head** before attacking by initiating forcible contact with the crown of the helmet.
- Does the player take aim for the purposes of attacking with forcible contact that goes beyond making a legal tackle or a legal block or playing the ball?
- Body posture – Good or Bad?
    - Head – up or down? Is the player looking at ground or player?
    - Leads with head, shoulder, or forearm?
    - Trajectory – is there a launch/upward thrust or does the player just run through opponent?
  - Attack with force
    - Moving forward / upward / downward = attack
    - Stationary = Absorb thus not attacking

## Catch Process

= (Control + Body Part) + Time

- Establish control before ball touches ground
- Hand(s)/arms must be involved
  - Establish firm control before ball touches ground
  - Slight movement is not a loss of control
- Establish body part
- Any body part in bounds
  - Body parts touch in/out at same time = out of bounds
  - Pylon is same as sideline
  - Normal step - entire football must in bounds
- Establish time/move common to the game
- While upright: Transition from receiver to runner
    - Ability to ward off or avoid an opponent
    - Three Ts
      - Tuck the ball away
      - Turn upfield
      - Take a Step
    - Extend for additional yardage (goal line/line to gain)
- If time element completed while upright = catch
- If player does not complete time element while upright and goes to ground, then catch completed by:
- Maintaining control to the ground
  - Perform act common to game on the way to the ground. (i.e. extend for yardage)

**Note:** Do not go frame by frame to establish control or time. Use line feed for time element.



# Replay Time Change

- Change ruling to **stop clock** inside 2-minute timeout in the 2<sup>nd</sup>/4<sup>th</sup> quarter – Reset Clock.
  - Stopped clock includes a temporary stop such as 1st down & player/ball OB.
- Change ruling to **running clock** inside 2-minute timeout in the 2<sup>nd</sup>/4<sup>th</sup> quarter – reset Clock and 10 second runoff option for either team.
  - No runoff & No clock reset for...
    - Helmet off
    - Injury
  - Foul
    - Reset clock but no runoff
      - Except when foul is after the point of reversal or is removed due to reversal. (Examples: reverse to player down and foul occurs after that) In these examples, the clock would be reset, and runoff applied.
      - Except when foul is picked up.

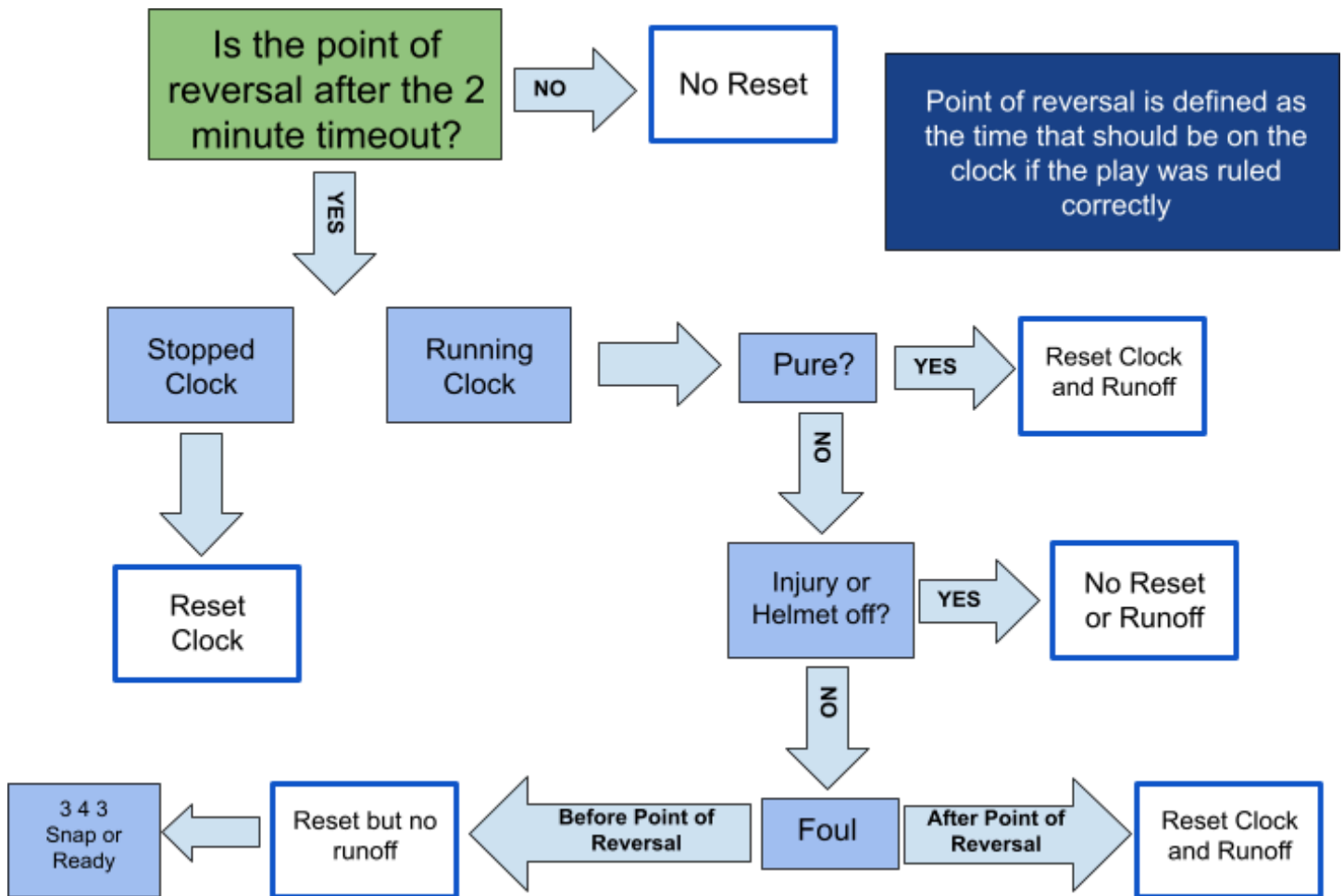
**NOTE:** Two Minute Timing Rules only come into effect after two minute timeout occurs.

## End of Game 0:00

- Margin of 8 points or fewer (If the result of the try, makes it 8 points or less)
- IF time left and next play is on the
  - **SNAP** - Reset
  - **READY** -
    - < 3 seconds must have **Time Out** to **RESET**
    - < 3 seconds + No time out = **GAME OVER**

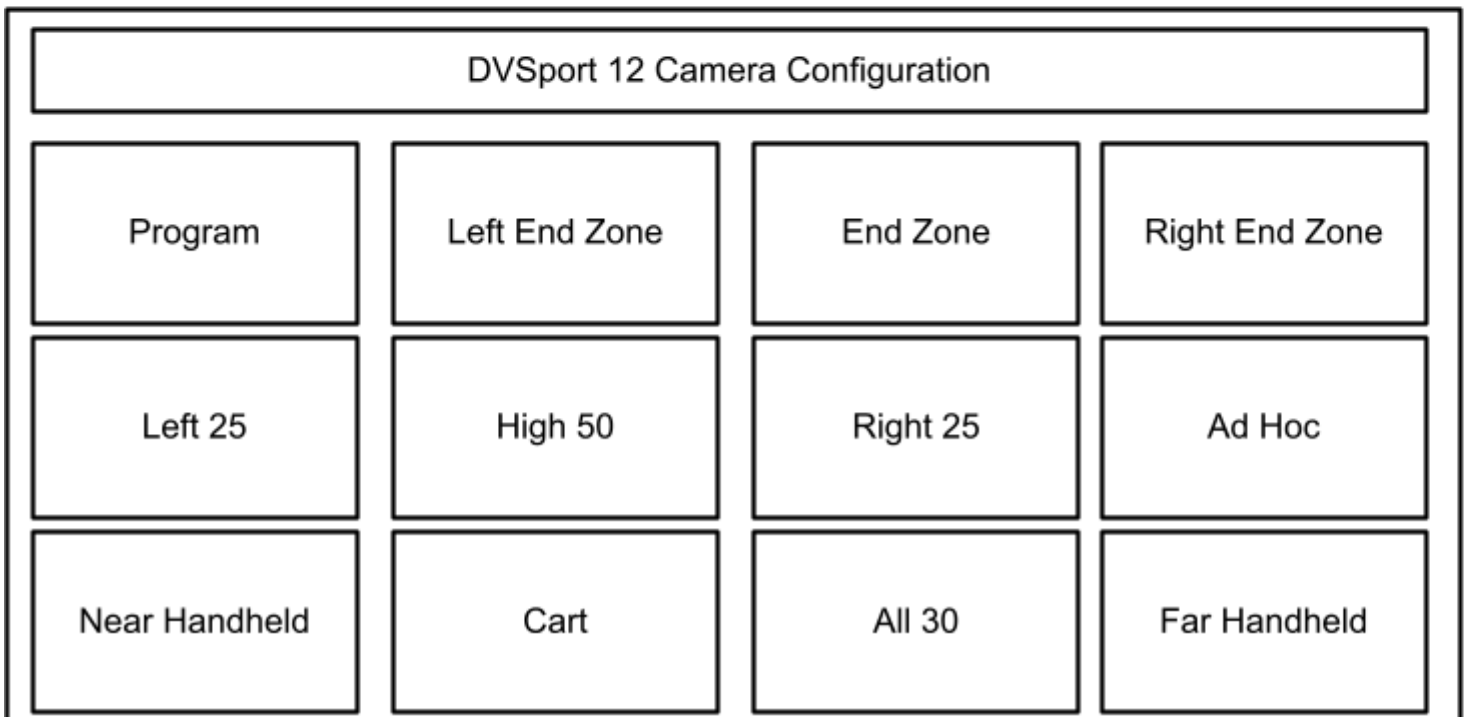
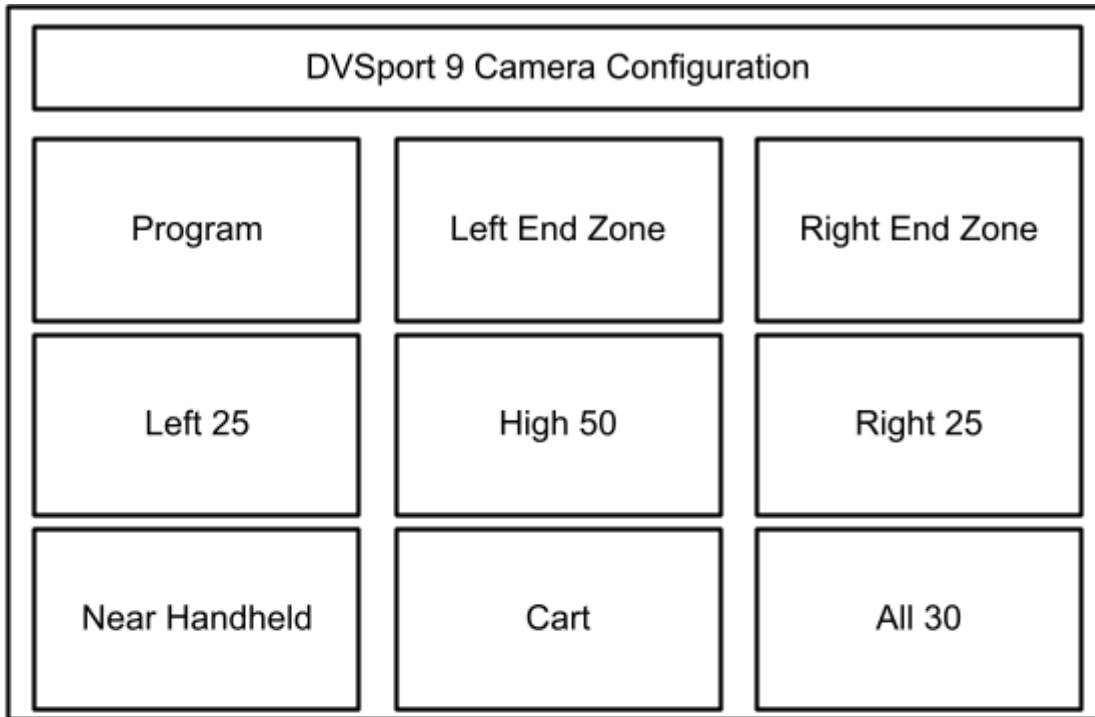
**Exception:** A foul by Team B will extend for an untimed down.

# Timing After 2 Minute Timeout



# DVSPORT Camera Configuration

The following layouts are the base DVSPORT Camera Configuration for the ACC multi-view. The base configuration is not to be changed without approval of the Supervisor of Replay.



# Game Day Operations Official/Technician

The Game Day Operations Official/Technician (GDOO) is in the ACC Game Day Operations Center in Charlotte. Their responsibilities are as follows:

- Mark plays
- Notify supervisors of replay stoppage
- Record the previous spot, down, distance, time, ball position on all reviews
- Record result of replay and validate information in DVSPORT and QwikRef
- Validate spot of the foul and penalty enforcements
- Record all clock stoppages
- Notify supervisors of any unusual situation or plays

## Worksheet Descriptions

Worksheets have been provided for your convenience. You may use your own version, provided that the same data is recorded for each game.

### Play by Play Data Sheet

- The Play by Play Data Sheet is used to record data every time the clock is stopped. This information will help to expedite providing information to the field officials and RO. This is completed by the RC.

### Replay Communicator Sheet

- The Replay Communicator Sheet is used to record data from the game that will assist with administrative tasks and game information that should be shared with all crew members when necessary.

### Replay Worksheet

- The Replay Worksheet is used to record data for all reviews. This information will be used later for the RO to complete reports in QwikRef. This is completed by the RC.

### Kick-Off Data Collection Worksheet

- The Kick-Off Data Collection Worksheet is information required for the College Football Organization (CFO). This data is to be entered and recorded by the RC and entered in QwikRef by the RO.

### Field Diagram to Record Camera Location

- The Field Diagram to Record Camera Location is self-explanatory. The RO will note the location on the diagram prior to the 105 meeting and confirmed with the producer.







# Replay Worksheet

Replay Worksheet				Date		Home		Visitor		# of Plays	
				Game Start:	:	Win Toss?	Defer?	Win Toss?	Defer?	RO:	
				Game End:	:	Score		Score		RC:	
				Time Outs 1st Half							
				Time Outs 2nd Half							
Play #	QTR	CLOCK	D-D-Y	Reason for Review	Play Type	Stopped By	Official	Result	Review Time	Stop page Time	Comments
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	
<b>AFTER REVIEW: IT WILL BE</b> <b>BALL</b> <b>DOWN &amp;</b> <b>ON THE</b> <b>YARD LINE</b> <b>THE CLOCK WILL READ</b> : <b>TV TIMEOUT? YES NO</b> <b>EXPEDITED REVIEW YES NO</b> <b>Camera Angle:</b>											
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	
<b>AFTER REVIEW: IT WILL BE</b> <b>BALL</b> <b>DOWN &amp;</b> <b>ON THE</b> <b>YARD LINE</b> <b>THE CLOCK WILL READ</b> : <b>TV TIMEOUT? YES NO</b> <b>EXPEDITED REVIEW YES NO</b> <b>Camera Angle:</b>											
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	



AFTER REVIEW: IT WILL BE BALL DOWN & ON THE YARD LINE											
THE CLOCK WILL READ : TV TIMEOUT? YES NO EXPEDITED REVIEW YES NO Camera Angle:											
Play #	QTR	CLOCK	D-D-Y	Reason for Review	Play Type	Stopped By	Official	Result	Review Time	Stop page Time	Comments
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	
AFTER REVIEW: IT WILL BE BALL DOWN & ON THE YARD LINE											
THE CLOCK WILL READ : TV TIMEOUT? YES NO EXPEDITED REVIEW YES NO Camera Angle:											
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	
AFTER REVIEW: IT WILL BE BALL DOWN & ON THE YARD LINE											
THE CLOCK WILL READ : TV TIMEOUT? YES NO EXPEDITED REVIEW YES NO Camera Angle:											
		:	/ /	TEAM	Run Pass KICK	BOOTH COACH H V	R U L H F S B C	CONFIRMED STANDS OVERTURNED	:	:	
AFTER REVIEW: IT WILL BE BALL DOWN & ON THE YARD LINE											
THE CLOCK WILL READ : TV TIMEOUT? YES NO EXPEDITED REVIEW YES NO Camera Angle:											

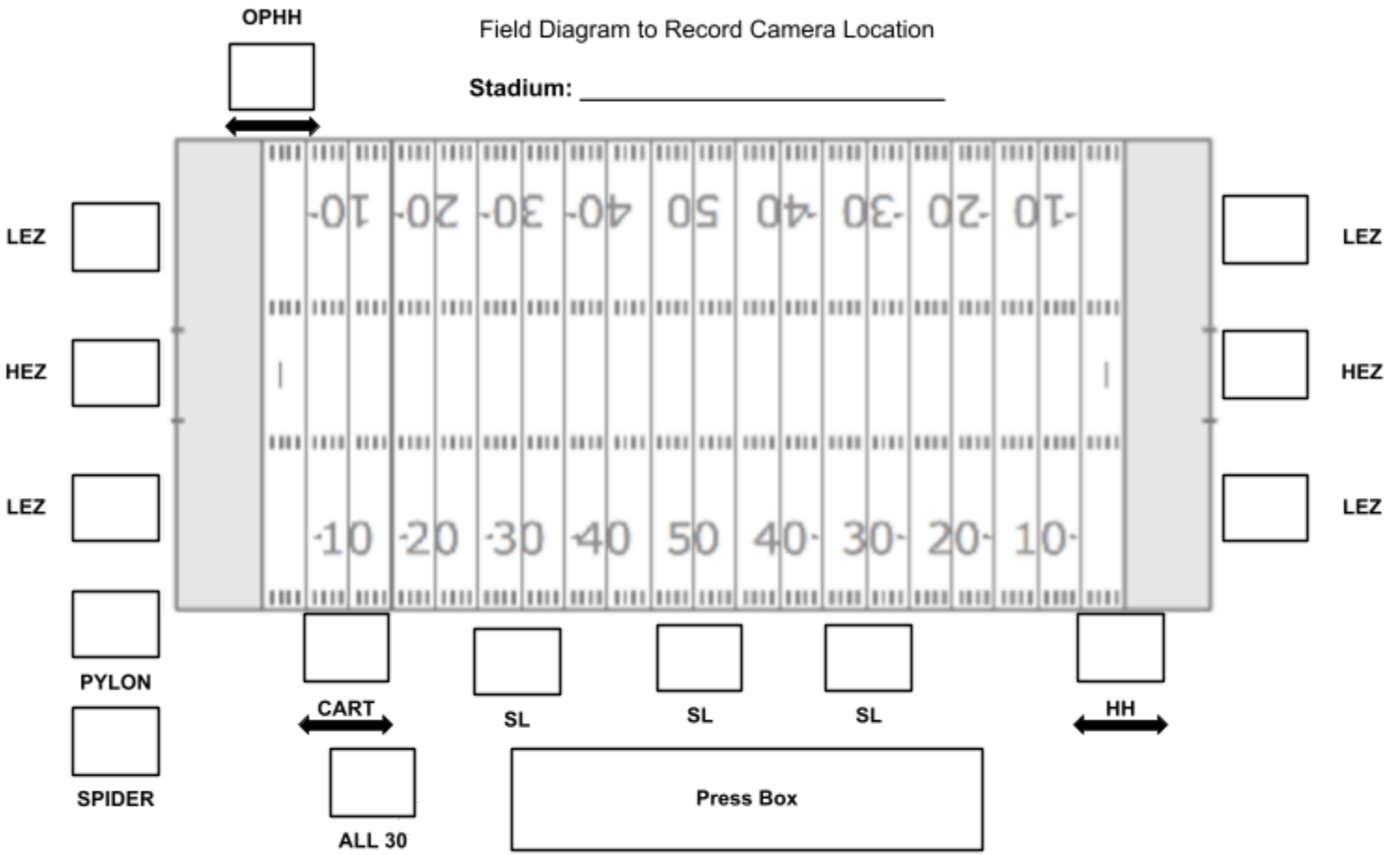


# Kick-Off Data Collection Worksheet

Data	Stick Counter 	Totals
# of Kick-Offs into EZ for TB		
# of Kick-Offs Resulting in Outside B25 FC		
# of Kick-Offs FC Inside B25 Yard Line		
# of Kick-Offs Returned		
# of Kick-Offs Returned for TD		
# of Kick -Offs Out of Bounds (OOB)		
# of On-Side Kick Offs		
<b>Total # of Kick-Offs:</b>		



# Field Diagram to Record Camera Locations



# Booth Technician Mechanics

## *WHAT IS SAID IN THE BOOTH, STAYS IN THE BOOTH!*

### PRE-GAME:

*We are all a TEAM and your job is extremely important to our success*

- Test equipment for full functionality
  - Pagers, headsets to the field, ringdown phone to truck audio/video to command center
  - Field monitor to the field for the referee (make sure that the video is coming from the primary, not the secondary system). Always turn off the monitor between use to save the battery
  - Jog shuttle or Xbox Controller (all buttons should be tested for functionality)
  - Touch screen (all functionality of the capture, navigation and plays and replays should be tested)
- Attend the 105 minute meeting is optional
- Log into the Command Center software on the desktop of the technician screen and log your name and phone number. This screen will have the DVSPORT representative and their contact phone number. Have your DVSPORT support representative's phone number accessible in the event it is needed during the game
- Communicate with TV, know when the camera sync is scheduled for the 85-minute mark. Start a new capture five to ten minutes before the sync. Go into Pre-Game Mode ahead of camera sync. **Do not close out of capture once the clock sync is done.**
- At the scheduled sync time. Watch the screen and make sure all cameras are pointing at the same clock on the ribbon board. Also, make sure that ALL-22/Coaches EZ from the teams are pointing cameras at the same clock.
- Go into Game Mode ten to fifteen minutes before Kickoff. When exiting Pre Game, you will be prompted with a pop-up to Stop Capture - Select NO. If you select YES, you will lose your camera sync. Do not Delete Media on Drives when going into Game Mode - this should be done earlier in Pre Game Testing / when you arrive on site.

### IN GAME:

*If you see something, SAY SOMETHING - Help make sure we never miss a down*

### **Every Play Process:**

- Press “New Play” when offense breaks the huddle or is coming to the line. Call out “NEW PLAY UP” and the play number “Play 34”
- Press “CUE” at the snap. No need to call this out; just press the button each snap
- Press “END” to end the play once the play is blown dead and the players are getting up to return to the huddle. This stops the video on the ISO cameras (including the coaches SL and EZ) from capturing
- If the play is going to a time out (including injury time out) or a quarter or half break, press the READY button on the controller
- **Do not start the next play until you have an “ALL CLEAR” from the RO!**
  - If we are in the process of evaluating a play and you start the next play in the system, we lose our place.
  - If you do hit NEW PLAY early and we then go into a review, quickly hit UNDO button to get the PGM and ISO angles back in sync with the replay angles.
    - **Don't hit START REVIEW until you hit UN “and are back on the correct play.”**



Once the play is complete, you should continue to be active:

- **Watch for penalty flags**
  - If you see it, call out “flag” if you see it so everyone in the booth is aware
  - If it is confirmed, **YES** - immediately hit the “PENALTY” box and fill in the penalty information.
  - Write play # down if you need to go back later or hit Bookmark to highlight it on the Playlist
  - If **NO** flag - move on to next step
- Enter “**END YARD LINE**” field. If you need help with where the ball spot is, **ASK**.
  - **Always make this the last step for data entry on each play, whether there is a penalty or not.**
- When the action of the play is over, hit the "END" button on the XKey controller.  
The Replay Official’s monitor will not be affected by pressing this button. This workflow will ensure clips get to the coaches tablet in the most efficient manner.

### **Review Stoppage Process:**

- **PRESS “START REVIEW”** button when you hear the Referee make the announcement. The previous play is under further review.
- Enter the ruling on the field “**ROTF**”
  - **Don’t worry about other data at this point**
- Focus 100% of your attention on watching the PGM feed and marking replay angles as they come up. Call out each replay and give a brief description. Verbiage: Replay Alpha. Low EZ behind the defense, etc.
- Tell RO if producer is manipulating video (slow-mo, zoom, etc.)
- **Announce 1 minute into stoppage and every 20 seconds thereafter**
- Once the RO has a decision and announced the decision to the referee, **PRESS “STOP REVIEW”** button and enter the remaining review data (Confirm, Stand, Reverse, Booth Stoppage, Challenge, etc.)
  - If you don’t have time to get all the data, enter at least the ending yard line and if it results in an automatic first down. You can always come back to the play and get the remaining data. Ask the communicator for help if you’re not sure what to enter.

### **POST GAME**

- Before closing out of the Replay Application, please go back and make sure all penalties and reviews are not missing any data. There may be a moment where play moves fast and you may have missed or did not put in a piece of data correctly (ROTF, Calling Official, Players # etc). This data is extremely important for post-game analytical grading and review.
- Once the field is clear and the game is over, exit the Replay Application and STOP CAPTURE. Go to the backup system and STOP CAPTURE on that system as well.

**Note:** Leaving these systems capturing for days or longer may cause issues with system performance in the future as the drives would be full and would not capture until those files are deleted!



## Controller Description

