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**2024 Pre-game Discussion of Replay Process**

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

**Before the play:** Evaluate/Anticipate next play for potential replay situations!

**Technician** –

* We are all a TEAM and your job is extremely important to our success. Many people use the word team but don’t really mean it. I DO! If you see something, SAY SOMETHING!
  + To demonstrate this, I like to have the technician be able to hear the O2O. This helps everyone, but particularly the technician in entering foul information.
* Responsibilities to help (if able):
  + Watch for potential TGT. \*Explain what we are looking for with TGT so give the technician a clear understanding of what would constitute a potential TGT\*
  + Watch for fair catch signals away from the ball on kick plays
  + Help us make sure we never miss a down!
* When do you normally hit “new play”?
  + My preferred mechanic: Call out “new play up” when offense breaks the huddle or is coming to the line. Cue at the snap. **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 the “UNDO” button to get the PGM and ISO angles back in sync with the replay angles. Don’t hit “Start Review” until you hit “UNDO” and are back on the correct play.
* What is your verbiage when you hit “new play”?
  + My preferred verbiage: “New Play Up”
  + Don’t worry about verbalizing hitting the “Cue” button… just make sure to push it at the snap
* What is your typical mechanic during a review process?
  + My preferred mechanics:
    - Hit the “Start Review” button when you hear the Referee make the announcement “The previous play is under further review”
    - Enter the 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.
      * Verbiage: “Replay Alpha. Low EZ behind the defense”, etc.
    - Once the RO has a decision and announced the decision to the referee, hit the “Stop Review” button and enter the remaining data. If you don’t have time to get all the data, enter at least 2 fields so that we can come back to the play and get the remaining data. Ask the communicator for help if you’re not sure what to enter
* Do you have any questions about how to enter data into the software?

**Communicator**

* Down, Distance, Lateral Ball Position
* Count players on defense. Be aware of possible big plays and circumstances
* Announce after 3rd down
  + Offense is staying on the field OR
  + Kicking team is coming on
* Announce timeouts remaining for each team when under five minutes in half
  + If a team is out of TOs, they **CANNOT** challenge
* Clock status, especially under 2 minutes of each half
* **NEVER MISS A DOWN or 12 men on the field!**

**Replay Official**

1. Count offensive players
2. Confirm down, distance and line to gain
3. Call out “All Clear” after each play. This signals to the entire booth that we are ready to move to the next play. No need for technician to call out replays after this point.
4. Start each play in LIVE Multiview screen. Pause at the first sign of smoke

**During The Play**: **All** watch the action on the field

1. Communicator calls the action. Take your time! Don’t anticipate a result/ROF
2. Communicator must be sure to ‘clear’ the or kicker. RO must also clear if the Communicator indicates a suspect hit on either the QB or kicker.
3. Technician – during a free kick watch for fair catch away from the ball

**Targeting: TGT is HUGE!!! If you see something, say something!**

**After The Play is Over:**

1. RO begins typical play review. CO/Tech - **FIND THE BALL!**
2. Communicator announces result of play and ending yard line. Announce any flags. Keep eyes on the field! Check the game clock for status.
3. Technician enters ending yard line as well as any penalty information (data entry secondary)
4. RO announces **“LOOKNG AT IT,”** if close, and **“ALL CLEAR”** when he has looked at a play and is sure he is not going to stop the game

**Booth Review Process:**

1. RO - BEFORE REPLAY WILL SHUT DOWN THE GAME
   1. MUST know Final ROF
   2. Is it reviewable?
   3. Significant Competitive effect
   4. Specific aspects to review
   5. Determine best angels
   6. Do you have Indisputable video evidence
2. Automatic Reviews
   1. Scoring Plays
   2. Change of Possession
   3. TGT
3. Communicator
4. **Your primary responsibility is to keep that ball from being snapped before the RO announces “ALL CLEAR”!**
5. Describe action on the field (Huddle/No Huddle/Hurry–Up OR You’ve got time.), team coming up to line, center is over ball and putting hands on ball – **YOU NEED TO MAKE A DECISION!**
6. Look for angles on live feed which will help confirm call on the field and communicate to RO.
7. E.g., “replay B is up, it’s a good look at the ball”
8. **Technician** - Look for angles to confirm, announce angles as they come up. Send to RO on request **ONLY.** Focus 100% of your attention on watching the PGM feed and marking replay angles as they come up. Verbiage: “Replay Alpha. Low EZ behind the defense”, etc.

**Replay Stoppage:**

1. ALL REPLAY STOPPAGES START WITH THE ASSUMPTION THAT THE ROF IS CORRECT. (Except TGT)
2. Automatic Stoppages
   1. TGT
3. **RO**
4. Page field
5. Open O2O to the field officials so they can hear the review process
6. When Referee puts on headset
7. Confirm the ruling on the field/Do we have any ‘hanging fouls’?
8. Review play in consultation with Communicator – **Work the PROCESS!**
9. If play **STANDS** or is **CONFIRMED** – no additional info needed to Referee except to check game clock accuracy
10. If **REVERSAL**, give team in possession, down, distance, yard line, hash, clock is good or reset game clock to xx:xx and starts on RFP/snap
11. Check the line feed on Reversals for pertinent info (previous spot, hash, clock)

**\*\*No one talks during communication to Referee. Everyone listens to**

**what Replay Official says to Referee for accuracy\*\***

1. **Communicator**
2. Announce stoppage to on-field officials – **“STOP THE GAME, STOP THE GAME, STOP THE GAME”**
3. Once in a stoppage, move your focus to the monitor. Look for best angle on your monitor and alert RO to “go live” when shot needed to make decision comes up.
4. E.g., “Replay C is your money shot, go live”
5. Prepare replay card with pertinent info for RO
6. Stands or Confirmed – team in possession, down, distance, yard line, hash will not change since we are staying with the ROF. But **ALWAYS** check the game clock for accuracy
7. Reversal – be prepared to hand card to RO with all necessary info
8. Team in possession, down, distance, yard line, hash, clock adjustment as necessary, RFP vs Snap
9. Call truck and tell producer what we are looking at
10. We are looking at whether the runner stepped out at the 45 yard line
11. We are looking for targeting on the receiver at the 32 yard line
12. We are looking at whether the runner fumbled the ball before being down at the 24 yard line
13. **Technician**
14. Press “Start Review” at the Referee’s initial announcement
15. Call truck and tell producer what we are looking at
16. We are looking at whether the runner stepped out at the 45 yard line
17. We are looking for targeting on the receiver at the 32 yard line
18. We are looking at whether the runner fumbled the ball before being down at the 24 yard line
19. Announce replay angles as they come up – “Replay B, high EZ” “Replay C, handheld opposite side”
20. Tell RO if producer is manipulating video (slow-mo, zoom etc)
21. **Announce 1 minute into stoppage and every 30 seconds thereafter!!!!!**
22. Stop the review timer when RO makes his announcement to the referee on replay ruling