The majority of the time when reviewing certain types of plays there are typical camera angles that provide the best view.

Default Rule

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

Types of Plays/Reviews and Default Camera – These are a good starting point for these type plays/reviews:

* Runner down or ball fumbled = Low end zone
* Pass or fumble by the QB = End zone from behind the offense or Right/Left 25
* Catch or no catch on a boundary = High end zone
* Catch or no catch trapping the ball between the body and ground = a camera from behind the offense. Lower the better
* Runner stepping on a boundary = High end zone
* Line-to-Gain = The high camera nearest the line to gain or handheld down the line
* Illegal Forward Pass = Program Feed, High 50 Yd Line or Right/Left 25
* Forward or Backward Pass = Program Feed, High 50 Yd Line or Right/Left 25
* Potential Targeting = Right/Left 25 or high end zone
* Goal line = Cart, handheld, or pylon on the goal line