

SEC FOOTBALL INSTANT REPLAY

THE OBJECTIVE

To allow for specific types of officiating calls to be immediately reviewed during all games hosted by SEC teams

THE COACHES' CHALLENGE

Each head coach is allowed one Instant Replay challenge per game, which is exercised by requesting a team timeout. A head coach may issue a challenge only if his team has one or more timeouts remaining in the half. If the challenged ruling is overturned, the timeout is not charged, but the coach has no more challenges during that game.

THE SOURCE

All reviewable video comes direct from either the television network broadcasting the game (CBS Sports, ESPN, ESPN2, Lincoln Financial) or other TV production facilities that meet established conference standards.

THE PLAYS

Reviewable

1. Plays governed by Sideline, Goal Line, End Zone, and End Line:
 - a. Scoring Plays, including a runner breaking the plane of the goal line
 - b. Pass complete/incomplete/intercepted at sideline, goal line and end line
 - c. Runner/receiver in or out of bounds
 - d. Recovery of loose ball in and out of bounds
2. Passing Plays:
 - a. Pass ruled complete/ incomplete/ intercepted in the field of play and end zones
 - b. Touching of a forward pass by an ineligible receiver
 - c. Touching of a forward pass by a defensive player
 - d. Quarterback (Passer) forward pass or fumble (if ruled incomplete, play is finalized)
 - e. Illegal forward pass or illegal handing off beyond the line of scrimmage
 - f. Illegal forward pass or illegal handing off after change of possession
 - g. Forward or backward pass thrown from behind the line of scrimmage
3. Other Detectable Infractions:
 - a. Runner ruled not down.
 - b. Forward progress with respect to first down
 - c. Touching of a kick
 - d. Number of players on field
 - e. Clock adjustments (in conjunction with overturned plays)
 - f. Fourth-down/try fumble plays

Not Reviewable

- | | |
|------------------------------------|--------------------|
| 1. Fighting participants | 7. Face mask |
| 2. Off-sides/Encroachment | 8. Taunting |
| 3. Pass interference | 9. Illegal blocks |
| 4. Roughing passer/kicker | 10. Holding |
| 5. Illegal formations | 11. Personal fouls |
| 6. Taunting/excessive celebrations | |

THE PROCESS

Each SEC football stadium has a secured replay booth equipped with a DVSport Digital Replay System. Three individuals work in the booth for the duration of the game: 1. Replay Official, 2. Communicator, 3. Technician. The Replay Official is selected and assigned by the Conference Office.

A live video feed is sent directly to the replay booth. The Technician watches the feed on an input monitor while capturing/digitizing it into the DVSport Digital Replay System. The Technician also marks the beginning of each play as well as any replays as they occur in real time.

Each play and subsequent replay then appears on a touch screen in front of the Communicator. As the Technician marks the incoming video, each view (by mark) will appear as a small picture on the computer touch screen. At any time, the Communicator can touch/click on a thumbnail and immediately send that play/replay to the Replay Official.

With the Communicator's assistance, the Replay Official can quickly jump between replays while playing back the video. All replay video navigation is done via a remote device controlled by the Replay Official. All replays/video are viewed on an output monitor. The touch screen is only used to select the replays.

While most plays are reviewed between the whistle and the beginning of the next play, the Replay Official can stop play on the field by using a pager system. Five on-field officials wear pagers. If play is stopped the Referee announces on the stadium PA microphone that play has been stopped so the previous play can be reviewed. The Referee then proceeds to the sideline headset, which provides direct communication to the Replay Official in the booth.

Once the play has been reviewed, the Replay Official notifies the Referee, who then announces the decision on the stadium PA system.

THE EQUIPMENT

Each SEC member institution uses the Digital Replay System developed by DVSport of Pittsburgh, Pa. The replay systems are maintained by the home institution with technical support from DVSport.