

FOOTBALL

1.0 ADMINISTRATION OF SPORT

1.1 MEETINGS.

1.1.1 ANNUAL BUSINESS MEETING. The annual business meeting shall be held via video on the Wednesday prior to the Minnesota Football Coaches Association Clinic at 10 a.m.

1.1.2 PRESEASON MEETING. The preseason meeting shall take place in August via video.

1.2 AD LIAISON. The AD Liaison is responsible for 1) Representing the AD Council at coaches meetings, 2) Communicating key information to coaches, 3) Representing coaches at AD Council meetings, including the presentation of minutes and action items.

1.3 ADMINISTRATION. MIAC Staff shall be responsible for chairing meetings and recording minutes. *(revised 5/25)*

2.0 SPORTS SEASON

2.1 PLAYING & PRACTICE SEASON. Follow NCAA Division III playing & practice season bylaws.

2.2 SCHEDULING POLICY. A round-robin schedule of Conference games shall be played to determine the championship. The schedule will have teams play each other every other year home and away against common opponents. *(revised 05/25, 05/20, 05/15, 05/05)*

2.3 POLICY FOR POSTPONEMENT/RESCHEDULING.

2.3.1 INCOMPLETE GAME PROTOCOL. If a game does not reach completion, the game will be resumed where it left off, unless mutually agreed upon by head coaches, in consultation with home site administrator. Game will be resumed on Sunday. If Sunday is not playable, both Athletic Directors will determine an appropriate play date. *(added 5/19)*

2.4 WEATHER / TEMPERATURE POLICY. See MIAC Weather Policy (Appendix F) for heat and cold policies.

2.5 FIELD PLAYABILITY. When situations require, the host Athletics Director (or designated institutional administrator) shall decide whether a game shall not be started because of unsatisfactory conditions of weather or playing field, in consultation with the host head coach, visiting team head coach and officials (as necessary). ATC manages lightning and weather policy related items. *(added 5/2024)*

3.0 GAME/MATCH/MEET/CONDUCT

3.1 START TIME. All MIAC games played during Daylight Saving Time shall be scheduled at 1 p.m. or 7 p.m. The time of the contest will be set by the home team. All MIAC games played after Daylight Saving Time ends (after the first Sunday in November) shall be set for noon. Game times may be adjusted by mutual consent. *(revised 5/25, 12/84)*

3.1.1 START TIME EXCEPTIONS.

3.1.1.1 POST DST LIGHTS. A home institution with appropriate stadium lights for college football may elect to play later than noon after Daylight Saving Time ends. *(added 5/25)*

3.1.1.2 CONCORDIA. Night games with Concordia will be arranged only through mutual consent.

3.1.2 START TIME DESIGNATION. Conference game times must be set and communicated to opponents and the conference office by the home team no later than June 1. Start times will default to 1 p.m. (DST) or noon (post-DST) if no notification occurs. Start time changes made after June 1 require mutual consent. *(revised 5/25, 5/19)*.

3.1.3 PRE-GAME TIMING. The pre-game schedule for all Conference games shall be (if start time differs, amend appropriately):

For a 1 p.m. start:

11:30 Long sideline field setup applies to both teams

12:15 Midfield (45 yard line) serves as team divider

12:45 Teams off the field

12:55 Captains in the middle of the field talking with officials

12:57 Coin flip

12:58 National Anthem (teams WILL be on the field)

1:00 Kickoff *(revised 05/06, 05/05, 12/84)*

3.1.4 HALFTIME. Half-time intermission shall be twenty (20) minutes in length.

3.2 RULES TO GOVERN CONTEST. NCAA football rules shall be used in all Conference games.

3.2.1 UNIFORM COLOR. The home team will wear dark jerseys and the visiting team will wear light.

3.2.2 GAME BALL. Wilson shall be the official Conference game ball. Any Wilson collegiate football may be used by institutions. Each team will provide their own game balls for home and away contests. Each team shall provide at least six (6) for every contest. *(revised 5/14, 5/13, 5/99, 12/86)*

3.3 SITE PREPARATION REQUIREMENTS.

3.3.1 LOCKER ROOM. Private dressing rooms shall be available two (2) hours prior to game time (11 a.m. or 5 p.m.). Game field shall be available one and one half (1.5) hours prior to game time. *(revised 05/05, 12/84)*

3.3.2 SIZE LIMITATIONS, MARKINGS. Follow NCAA Rules.

3.4 HOME TEAM SHALL. Provide the following:

3.4.1 MEETING ROOM. Private squad rooms adjacent to field for both pre-game and half-time use.

3.4.2 ICE. Provide ice.

3.4.3 BOARD. Chalk and blackboard or Dry-Erase Board and markers

3.4.4 STATISTICS. Half-time and final statistics shall be provided by the host school: Official NCAA game statistics format shall be used. The home team is encouraged to provide a play by play sheet. NOTE: Effort to be made by host school to provide final game stats prior to visiting team's departure from game site.

3.4.5 HEADPHONES. Each school shall provide their own headphones at home and on the road. The home team shall have no responsibility for providing backup headphones for the visiting team. *(revised 05/05, 12/87)*

3.4.6 KICKING NET. Home team provide the visiting team a kicking net on game day. *(added 5/2024)*

3.5 VISITING TEAM SHALL. Provide what they need that is not provided.

3.6 VISITING TEAM ROSTER LIMIT. The visiting team roster limit for all Conference games shall not exceed seventy five (75) players in uniform on the sideline at the start of the contest. (see MIAC General Code 3.4.6 for definition of Visiting Team Roster Limit and applicable penalties). *(revised 5/2024, 05/13, 05/07, 5/98, 1988)*

3.7 POLICY FOR VIDEO. See MIAC Football Film Standards & Exchange following the football bylaws for approved expectations. *(revised 5/26, 5/25, 5/24, 5/17, 05/10, 05/09, 05/07, 05/05, 2/96)*

3.7.1 SIDELINE VIDEO. Use GameStrat for in-game sideline film. *(added 5/2025)*

3.7.2 ATTEND GAMES. Coaches may attend conference member games if they are not scouting (i.e. taking notes). *(revised 3/00)*

3.8 PRESS BOX PROCEDURES/ASSIGNMENTS. Press box space shall be assigned as follows according to stated order:

3.8.1 TIMER/SCOREBOARD. Timer and scoreboard operator (2)

3.8.2 STATISTICIAN. Statistician and spotter (2)

3.8.3 ANNOUNCER. P.A. announcer and spotter (2)

3.8.4 VIDEO CAMERA. Video camera operator - 1 for each team (2)

3.8.5 SPOTTER. Team spotters - 2 for each team (4)

3.8.6 WORKING PRESSBOX. It is recommended that the press box be reserved only for those officially "working" the game.

3.9 IN-GAME VIDEO REVIEW. The MIAC will not automatically adopt any NCAA-approved instant replay rules. Any adoption of instant replay rules must be approved through the MIAC's legislative process to take action in the conference. An institution/team is permitted to use in-game video review in a non-conference contest hosted by a conference member in any sport. *(revised 5/2026; added 12/2016)*

3.9.1 HALFTIME TARGETING EJECTION VIDEO REVIEW. Require halftime targeting ejection video review. *(added 5/18)* (See procedures at end of football policy section)

3.10 EJECTION POLICY. All ejections from any contest will result in an automatic Incident Review. An institution that has a student-athlete or coach ejected from a contest is required to submit details of the incident, along with film (if available) of the ejection by noon the following business day (*exception: when competition occurs prior to the next business day, in which the ejection report is due by noon the following day*). An Athletic Administrator must submit the information to the MIAC Commissioner. Information must include: a - written summary report of the ejection, b - film clip, c - any additional action the institution will be taking (if applicable). A head coach is not allowed to communicate directly with the commissioner during the incident review process. *(revised 5/2026, 12/2022, 5/19; added 10/18)*

3.11 DEPTH CHART. MIAC Coaches will exchange previous games two-deep depth chart by noon on Monday to the next opponent. It is a requirement that each team will have a roster on its webpage and game statistics which show starting lineup for each game. *(revised 05/05, added 5/04)*

4.0 GAME SUPPORT STAFF

4.1 GAME OFFICIALS. Seven (7) officials shall each be paid according to current rate as established by the membership. *(revised 05/07, 5/99, 12/87)*

4.1.1 POLICY TO ASSIGN OFFICIALS. The conference assignor shall assign the officials. Approved officials will be assigned to any conference school.

4.1.2 EVALUATION. Coaches are encouraged to evaluate officials each week.

4.1.3 LOCKER ROOM. Officials should be provided a private dressing room area and home team shall insure the privacy.

4.2 SECONDARY OFFICIALS. The chain crew shall be located on the side of the playing field opposite the press box.

4.2.1 TIMER. The official timer must be a competent, non-student, and must meet with the game officials prior to the start of the game.

4.3 SUPPORT PERSONNEL. Two ball persons must be available (one on each sideline).

4.4 MEDICAL PERSONNEL. The home team shall have a licensed medical doctor and a certified trainer in attendance at all football games on the sidelines. The visiting team shall bring a CERTIFIED ATHLETIC TRAINER and be on the sidelines.

5.0 MIAC/NCAA STATISTICS

5.1 STATISTICS. Teams are expected to maintain these statistics.

6.0 CONFERENCE CHAMPIONSHIP

6.1 HOW DECIDED. The championship in football will be determined on a point basis, one (1) point per win, based on the approved round-robin schedule. The MIAC recognizes multiple first place champions.

6.2 TIES. Tiebreakers to determine NCAA Automatic Qualifier: *(Revised 5/25, 5/21)*

- a. Head to Head winner among tied teams
- b. Results against teams not tied in descending order
- c. Point differential between tied teams
- d. Team not in the NCAA Playoffs most recently
- e. NPI Ranking [as listed one hour before NCAA AQ deadline]
- f. Coin flip.

7.0 POST SEASON POLICY

7.1 AUTOMATIC QUALIFIER. Conference Champion receives automatic bid (see 6.2 for tie-breaker policy).

8.0 AWARDS

8.1 CONFERENCE CHAMPIONS. A championship plaque will be provided by the conference for the team(s) that finishes first at the conclusion of the conference schedule.

8.2 ALL-CONFERENCE TEAM. The All-Conference team will consist of 61 players. Only conference statistics will be used in determining placement on the All-Conference team. All-Conference certificates for customization and printing may be downloaded from the MIAC administrator website. *(revised 6/26, 8/22)*

8.2.1 TEAM STRUCTURE. The MIAC All-Conference Football Team will consist of 61 players. *(revised 5/26, 8/22)*

OFFENSE: TE (2), OL (10), WR (6), RB (4), QB (2), At-Large (3).

DEFENSE: DL (8), LB (8), DB (8), At-Large (3).

SPECIAL TEAMS: K (2), P (2), RET (2), LS (1).

8.2.2 HONORABLE MENTION. After the All-Conference team has been established, any players who were not named All-Conference but still received at least three votes in the At-Large balloting will receive Honorable Mention distinction. *(revised 8/22)*

8.3 INDIVIDUAL HONORS. All nominating and voting for individual awards will occur online during the All-Conference voting process using separate ballots for each award.

8.3.1 COACH OF THE YEAR. The Coach of the Year shall be selected by vote during the All-Conference process. The award is branded as the John Gagliardi Coach of the Year. *(revised 05/13)*

8.3.2 OFFENSIVE PLAYER OF THE YEAR. The Offensive Player of the Year shall be selected by vote during the All-Conference process. *(revised 8/22, 5/01)*

8.3.3 DEFENSIVE PLAYER OF THE YEAR. The Defensive Player of the Year shall be selected by vote during the All-Conference process. *(added 5/22, revised 8/22)*

8.3.4 INTERIOR LINEMAN OF THE YEAR. The Interior Lineman of the Year shall be selected by vote during the All-Conference process. An endowment to supply a plaque for the outstanding lineman award is held at Carleton College. The award is branded as the Mike Stam Award. *(added 4/90, revised 5/01)*

8.3.5 ROOKIE OF THE YEAR. To be eligible for nomination for Rookie of the Year, the student must be a true college first-year student (not a transfer from another institution or an academic sophomore/junior/senior who has not used eligibility). *(added 5/22)*

8.4 ATHLETES OF THE WEEK. Three Football (Offensive, Defense, Special Teams) Players of the Week will be chosen each week of the conference regular season. SIDs will nominate and the MIAC office will select the honorees.

9.0 AWARDS SELECTION PROCESS

9.1 NOMINATIONS. Coaches will nominate deserving players from their own team using the MIAC's online awards system.

Nominations will open Monday at 8:00 a.m. and close Friday at noon during the final week of the regular season. *(revised 8/22)*

9.2 VOTING. Coaches will rank players at each position: tight ends (2), offensive linemen (10), wide receivers (6), running backs (4), quarterbacks (2), defensive linemen (8), linebackers (8), defensive backs (8), kickers (2), punters (2), returners (2), and long snapper (1). The first round of voting will begin at 8:00 a.m. on Monday following the last regular season game and will close at noon on Tuesday. Coaches are not allowed to vote for their own players. After 55 players have been selected to the All-Conference Team, any nominated student-athlete not selected will be added to an "At-Large" ballot for offense or defense. Coaches will rank their top six candidates, regardless of position. At-Large voting will begin at 8:00 a.m. on Wednesday and will close at noon on Thursday. The top three vote-getters on offense and defense will be added to the First Team. *(revised 5/26, 8/22)*

9.3 ANNOUNCEMENT. The conference office will assemble a proof to be sent to coaches within 24 hours of the conclusion of the final round of voting. The MIAC Football awards will be announced the Monday following the final vote. Institutions shall not release award information to the media prior to the official release. *(revised 8/22)*

10 MISCELLANEOUS

10.1 COACHES SPEAKING ENGAGEMENTS. The onus is on the speaking coach and staff to let the other conference coaches know via e-mail if the topic is scheme sensitive and not open to other league coaches and their staff members. If it is, there can be no opposing conference coaches in the lecture. If the speaking session is open, there is no need to any coach to take action. *(added 5/09)*

10.2 MUSIC. To assist with music compliance, the following procedures must be adhered to during games - The band/music must stop playing as soon as the center's hand is on the ball. *(added 5/25)*

MIAC Football Film Standards & Exchange Policy

Added June 2025, Updated June 2026

1. **POLICY FOR VIDEO EXCHANGE** – All games will be recorded to a camera using a Class 10 SD Card in the format 720/60 (NCAA Standard). Each team will upload their game via conference selected vendor software. Every conference and non-conference regular season game (including the final week) will follow identical protocol and be posted weekly to the league pool.
2. **INTERCUT FILM** - The intercut game film exchange will include both sideline (SL) and endzone (EZ) angles and be in the play order of the game. The exchanged film will not include timeouts or deadplays. Scoreboard (SB) and Officials on penalty shots must be included in the actual play. A singular SB shot will occur after the final scoring play of a drive from the SL camera (following a PAT, 2 point play, or made FG - this SB shot should be an individual clip and be a minimum of 5 seconds). That SB clip will be included before the following kickoff. All other SB shots are optional. However, if you shoot SB it should be included before the play. The officials signals on penalties are required and must be included at the end of the play in which the foul occurred. *(updated 5/2026)*
3. **UPLOAD** - Both teams will upload the camera SL raw and EZ raw (raw = unedited film) SD cards weekly to the HUDL film pool prior to the intercut game being completed (Best practice - within 1 hour after the conclusion of the game for both home & road team).
 - a. **INTERNET** - All teams are required to provide gigabit ethernet cable access in visiting coaches booth for road teams to upload raw SD cards.
 - i. If ethernet is not available at the stadium or within a block following the game, an even swap of SD cards will occur. As a result, the home team will be responsible for uploading the road version of the SL and EZ raws to the league pool on behalf of the road team.
 - b. **VIDEO EXCHANGE** - Each week a total of 4 independent raw angles should exist on the league pool (2 SL, 2 EZ.) per game.
 - i. For a non-conference regular season game - the MIAC team should attempt to obtain the raw SL and EZ angles from the non-conference opponent to be shared in the league pool. *(added 5/26)*
 - ii. If a non-conference opponent will not provide raw SL and EZ angles - It is then expected that the MIAC team will obtain and share the non-conference opponents version of the game in the league pool in addition to the MIAC teams copy of the game. *(added 5/26)*

STEP BY STEP EXPECTATIONS FOR BOTH TEAMS AFTER THE GAME

- a. TAKE CARD OUT OF SL CAMERA
 - c. USE SD CARD READER AND PLUG INTO LAPTOP - DONT DELETE CLIPS
 - d. UPLOAD TO HUDL POOL
 - e. NAMING CONVENTION [DATE, YOUR TEAM, OPPONENT, ANGLE from Team Name]
(EXAMPLE: 09-01-25 AUGSBURG @ ST OLAF SL from St. Olaf)
 - f. TAKE CARD OUT OF EZ CAMERA
 - g. USE SD CARD READER AND PLUG INTO LAPTOP - DONT DELETE CLIPS
 - h. UPLOAD TO HUDL POOL
 - i. NAMING CONVENTION [DATE, YOUR TEAM, OPPONENT, ANGLE from Team Name]
(EXAMPLE: 09-01-25 AUGSBURG @ ST OLAF EZ from St Olaf)
4. **VIDEO QUALITY** - Teams will NOT be allowed to upload clips from GameStrat, HUDL Sideline, or any program that collects clips at a lower frame rate than the 1280x720 60 8meg required NCAA Exchange file created by cameras.
 5. **UPLOAD TIMING** - Intercut game film will be exchanged by home teams by 8pm or within 5 hours of the conclusion of the game on HUDL league pool. Visiting teams are only required to post raw SL and raw EZ (best practices - within 1 hour of the end of the game).
 6. **GAME DATA** - Game data will be shared from offensive point of view and include - Play #, ODK, Down, Distance, Hash, Field position (Yard LN), Play Type, Result, Gain/Loss. To aid in the collection of data, Teams will also share the game XML from your school's SID for play verification (number of plays, etc.) These can be placed into a google drive folder and given access to each school. The conference office will also post these into a shared site.
 7. **COMMUNICATION OF ISSUES** - The Conference will have an open game film exchange policy meaning all regular season games will be open to all teams until the conclusion of the season. If there are issues with the game film, an email will be sent to all schools video contacts within 2 hours of the conclusion of the game (Head coaches must fill out the film coordinator document so video coordinators can connect in the event of an issue)
 8. **VIDEO COORDINATORS** - The school designated video coordinators will have a pre-season video zoom/conference call with the group during the first week of August to review the rules and regulations and to answer any questions before the season.

FILMING CONTESTS

9. **RECORDING START** - All cameras will start recording prior to the offensive center touching the football.
10. **SIDELINE VIDEO** - The Sideline camera (SL) will have all 22 players in the shot without excessive background (stands or track).
11. **ENDZONE VIDEO** - The End zone (EZ) camera shall film TE to TE and at RB and LB depth. The main focus of this shot is the OL and DL, camera operators can widen to get a throw in as long as the OL and DL are in the shot the whole time. Do NOT swing the camera to a receiver on a throw.
12. **ENDZONE CAMERA PLACEMENT** - The EZ shot should be between the goalposts (no wider than the hash mark if behind the goalpost isn't an option). The EZ tower should have a minimum height of 25' above the field level.
13. **RECORDING END** - All cameras (SL and EZ) will zoom in on the ball carrier at the conclusion of the play and not stop till the ball is given with an official.
14. **VIDEO STAFF IN PRESSBOX** - A minimum of 2 video staff members for each team in the pressbox. One person operates the camera and the other runs GameStrat software on the laptop.

FILMING LOCATIONS AND COMPETITIVE FAIRNESS

15. **PRIORITY & EQUAL ACCESS** - Both teams will have equal access to the same filming locations (example: If the home team shoots on the 3rd floor of the pressbox, the road team will be provided a similar space on the 3rd floor of the pressbox). Coaching film will have precedence over TV, live stream cameras, scoreboard cameras, or radio teams in all stadiums.
16. **SIDELINE** - Teams will film SL from the highest point possible at all stadiums (filming location still must follow equal guidelines). Roof access should be considered at all locations pending proper safety modifications.
17. **NO GLASS** - All teams will not film through glass or anything that reduces the quality of the image. This includes the EZ camera cameras should not film through a goalpost net.
18. **HOME & AWAY FILM** - Both Home and Visiting teams are required to film the game with their own film crew.
19. **CAMERA** - All teams will use a league approved camera to film the game. (Must have Class 10 SD Card capabilities - No I-pads).
20. **TRIPOD/MOUNT** - All teams will have cameras mounted on a tripod (No handheld or shoulder cameras).
21. **RAIN** - If the home school uses robotic cameras and there is rain in the forecast – that team will have alternative cameras to prevent the camera lens or globe being covered in rain droplets.
22. **SIDELINE IN-GAME VIDEO** - All teams will be required to use Gamestrat for sideline video software.
23. **FILMING LOCATIONS** - Each team will share the locations for filming with the road team prior to the first game of the season (to be shared on a document that all teams will have access to view).

BEST PRACTICES WITH VIDEO EQUIPMENT AND FILMING LOCATIONS

24. If the stadium allows, home and road teams should shoot EZ on opposite sides of the field between the goalposts or at least between the hashes. Home team will have the first choice where to set up. If both teams need to shoot in the same EZ the road team will set up on the hash closest to their bench. This will also allow teams to make triple cut film (SL, EZ 1, EZ 2).

POST SEASON FILM ACCESS

25. **REMOVE FILM.** Institutions are required to bring down film by noon Sunday prior to NCAA Playoffs for teams listed in the final NCAA regional rankings prior to playoffs. Game Film involving the team(s) should be taken down from Selection Sunday until the team is eliminated in the NCAA Championships or the Championships are completed (i.e.: athletics website, MIAC Network on demand, YouTube, etc.). (added 5/14, Revised 5/16)
26. **SHARING FILM.** Institutions are not allowed to share game film with anyone outside of team personnel or normal exchange requirements (i.e.: Hudl Insider Account). (added 5/14)
27. **FILM SHARING.** Conference members are PROHIBITED from exchanging or sending out any Video/Film/Tape or scouting reports of ANY conference members to anyone outside of the conference at any time. (revised 05/10, 05/06, 05/05, 4/92)

28. **SCOUTING.** No tape, film, or scouting information concerning Conference members shall be given to schools outside the MIAC (see general code 3.6.1.1). (revised 4/92)

CURRENT FILMING CONFIGURATIONS FOR SL

AUGSBURG - WINDOW
BETHEL - ROOF
CARLETON - OUTSIDE
CONCORDIA - WINDOW
GUSTAVUS - WINDOW
HAMLINE - TBD
MACALESTER - WINDOW
SAINT JOHNS - ROOF (ENCLOSED)
ST OLAF - ROOF / WINDOW
ST SCHOLASTICA - WINDOW / OUTSIDE

EQUIPMENT RECOMMENDATIONS

CAMERA:

- Canon Vixia HF G-70 Camera: www.amazon.com/dp/B0BCLWJMZ1?ref=ppx_hzsearch_conn_dt_b_fed_asin_title_2
- Panasonic AGAC 130/160: www.ebay.com/itm/116108622653?mkcid=16&mkevt=1&mkrid=711-127632-2357-0&ssspo=G-mF6fCwTGy&sssrc=2047675&ssuid=8GiZWrmQkq&widget_ver=artemis&media=COPY

CAMERA REMOTE:

- www.amazon.com/dp/B07DC2GCPQ?ref=ppx_hzsearch_conn_dt_b_fed_asin_title_4

TRIPOD:

- Aluminum Alloy Camera Tripod Stand w/360 fluid drag head:
www.amazon.com/dp/B09VL46P6R?ref=ppx_hzsearch_conn_dt_b_fed_asin_title_3&th=1

ENDZONE VIDEO POLES:

- 35 foot EVS (End zone Video Systems) 979-627-7300 - <https://endzonevideo.com/>

PORTABLE POWER:

- Schumacher Rechargeable AGM jump Starter
- www.amazon.com/dp/B07892JQ1Q?ref=ppx_hzsearch_conn_dt_b_fed_asin_title_6
- 954 250W Power Station: <https://chargetech.com/collections/portable-power/products/premium-54k-dual-ac-battery-pack?variant=44760249237826>

SD CARD READER:

- www.amazon.com/SmartQ-C307-Portable-MicroSDHC-MicroSDXC/dp/B06ZYXR7DL/ref=sr_1_15?crid=1ZSU0M757U9SP&dib=eyJ2ljojMSJ9.2U0sx6SZEvkWqN8EgTgHsSUXhde9yEBLDFGgHoK1DR9bT9R2dbtbfUAL46PjM1YYW9QxWLqllKd690vNQSnGVhpxOUiDpSizbVvlo_pjgmtAvpkTT1vk9I8WiRd2iD6bEmiOTBOnK70uqugn717bpRsQTWoz3suinCUvpgOuoUHBes843AS7CR4IbaPU2mtgXblif3PICzKJwxL4AtPRDE72eoMrcidElzVnVLUmK.6x-5fcCF2lh35uyi4O48IzmE3LEzEviBF0IIQUXXIlg&dib_tag=se&keywords=sd%2Bcard%2Breader%2Busb%2B3&qid=1742543213&spre fix=sd%2Bcard%2Breader%2Busb%2B3%2Caps%2C137&sr=8-15&th=1

FOOTBALL HALFTIME VIDEO REVIEW PROCEDURES – TARGETING EJECTIONS

Targeting Rules - 9.1.3 / 9.1.4

Games without Instant Replay: Halftime Video Review of Targeting Ejections

If a player is disqualified in the first half for targeting, during the intermission between halves the Referee will be provided a video of the play in question for his review in the officials' private secure location. The Referee will review the video to determine whether the disqualification is reversed. The decision of the Referee is final.

Note: The video source and the location of the review will be determined prior to the game through mutual agreement of the teams and the referee.

Home Team Responsibilities

1. Capture every play from the side angle and, if possible, the end zone using a portable camera(s) that can be taken to the officials immediately after the conclusion of the 1st half. Note: If both camera angles are not provided, the review will be based solely on the evidence presented.
2. Provide a secure, private location for the video to be reviewed (e.g. officials locker room) that is easily accessible and convenient to the location of the officials at halftime. It should be away from distractions and coaches.
3. Provide a means to display the video in the review location. This can be a large screen monitor, TV or a laptop computer connected to the camera(s). This will require all cables or other connection hardware be available.
4. Provide someone capable of operating the camera(s) and make them available to the officials for as long as the officials deem necessary. Also, prior to the game, the operator will meet with the Referee to review the procedure and test all applicable equipment.
5. The camera operator will be responsible to "queue up" the play in question for the officials to review. If a targeting foul is called, it is recommended that the camera operator immediately take a shot of the scoreboard to capture the time and note the elapsed time on the camera.

Visiting Team Responsibilities

1. The visiting team should ensure that their equipment is available to provide film to officials if there is a targeting ejection in the first half.
2. The visiting team video representative should bring film to the officials locker room immediately at the start of halftime (or designated review location).

Referee Responsibilities

1. Prior to the game, meet with a member of game management to (1) verify the source of the video, (2) review the procedure and test the equipment, (3) identify the review location and its security and (4) meet with the individual(s) who will provide technical assistance.
2. Using the provided camera(s), review the play in question at game speed and in slow motion if available, to determine whether there is indisputable video evidence that the disqualification is warranted under the targeting rule(s). The Referee's decision will be final and may not be appealed.
3. As soon as practical, communicate the review decision to both teams.
4. Upon returning to the field, and prior to second half kickoff, announce to the stadium the outcome of the review.
5. Following the game, record a brief narrative on the Game/Penalty Report outlining the decision and report same to the Coordinator of Officials following the game.



PRE-GAME PROTOCOL

FOOTBALL

Host will consult with opponent(s) regarding the pregame schedule. The host will keep teams notified of changes in the schedule and of any adjustments to game time(s).

The following pregame schedule will be followed for MIAC regular season and postseason contests, unless changes are agreed upon in advance:

(NCAA)

Time (1:00 game)	Protocol
11:00	Field available
11:30	L Shape in front of won bench
12:15	45-45 allowing 10 yard buffer for officials and game representatives
12:40	Teams leave field- introduction of players
12:50	Teams return to field- visitors first followed by home team- go directly to sidelines.
12:55	National anthem
12:58	Coin Toss
1:00	Kickoff

(MIAC)

Time (1:00 game)	Protocol
11:30	Long sideline field setup applies to both teams
12:15	Midfield (45 yard line) serves as team divider
12:45	Teams off field
12:55	Captains in the middle of the field talking with officials
12:57	Coin flip
12:58	National Anthem (teams WILL be on the field)
1:00	Kickoff

NOTE: The above-mentioned schedule shall be followed; however, due to inclement weather, facility constraints, playing area delays, or administrative demands, the schedule may be adjusted with consultation from both teams and officials.