

**2008-09 NCAA WOMEN'S BASKETBALL
COURTSIDE REPLAY MONITOR GUIDELINES**

REQUIREMENTS: In order to use replay equipment, videotape or television monitoring equipment, it must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court). An on-screen graphic time display on the monitor may be used only when the display is synchronized with the official game clock. It is required that the timer have a stop-watch available at the table for use by the officials.

1. Officials *MAY* use monitor. Officials may use such equipment as follows:

a. Free Throws:

- (1) Determine who shall attempt a free throw(s) when there is uncertainty.
- (2) Determine whether a player who was fouled on his or her unsuccessful field goal try, at or near the three-point line, shall attempt either two or three free throws.
- (3) Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
- (4) Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.

b. Scoring:

- (1) Determine whether a successful try was a two- or three-point goal (this must be done within the correctable error timeframe).
- (2) Preventing or rectifying a scoring mistake by the scorer.
- (3) Determine whether a score was erroneously counted or cancelled as per 2-12.1.e.

c. Timing:

- (1) Determine whether the game clock or shot clock malfunctioned. A correction to the game clock must be made in the half or extra period in which occurred. A correction to the shot clock may be made in the shot clock period in which it occurred.
- (2) Determine whether a timing mistake has occurred in either starting or stopping the game clock. Determination is based on the judgment of the official. Such a mistake shall be corrected during the first dead ball or during the next live ball but before the ball is touched inbounds or out of bounds by a player. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player. No timing mistake correction shall be carried over from one half or extra period to another.

Such a mistake shall be corrected before the start of intermission.

- (3) Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in his/her judgment time has elapsed before the game clock stopped.
- (4) Determine whether the shot clock failed to properly start, stop, set or reset or that the shot clock has malfunctioned. Determination is based on the judgment of the official. The mistake or malfunctioning problem may only be corrected in the shot clock period in which it occurred. Any activity after the mistake or malfunction has been discovered shall be canceled, excluding a flagrant personal foul, intentional personal foul, or any technical foul.

2. Officials *SHALL* use monitor.

a. When there is a reading of zeros on the game clock and after making a call on the playing court the officials ***shall*** use such available equipment in the following situations:

- (1) **Try for goal**: Determine whether a try for field goal entering the basket was released before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game (refer to 5-7.2.b). When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
- (2) **Shot clock violation**: Determine whether a shot-clock violation occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game.
- (3) **Foul**: Determine whether a foul occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game. When it is determined that the foul occurred before the reading of zeros on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.

b. To determine whether a fight occurred and the individuals who participated or left the bench area.

3. Determining the expiration of time.

a. When using the monitor to determine whether a try for goal, shot clock violation, or foul occurred before the expiration of time in any period, the expiration of time shall

be indicated by observing, in order, the following:

- (1) The reading of zeros on the game clock.
 - (2) The red/LED light(s) when the game clock is not visible.
 - (3) The sounding of the game clock horn when neither the game clock or red/LED lights are visible.
- b. When definitive information is unattainable with the use of the monitor, the original call stands.

4. Officials *SHALL NOT* use monitor.

- a. The officials ***shall not*** use such available equipment for judgment calls such as:
- (1) Determine who committed a foul or whether a foul occurred. Exception: (Men) flagrant foul
 - (2) Determine whether basket interference or goaltending occurred.
 - (3) Determine whether a violation occurred.
 - (4) Whether the ball was released before the sounding of the shot-clock horn, except as in 2-13.3.b.

COURTSIDE REPLAY MONITOR PROTOCOL

1. Pregame:

- a. Availability. When the referee arrives at the game site, ascertain if a courtside television monitor is available.
- b. Location. When the officials get to the floor, identify the location of the monitor and if a headset is available. Put on the headset and become familiar with how it works. Ask that a stop-watch be available at the table. Run it once or twice to become familiar with how it works.
- c. Communication.
 - (1) Confer with the person responsible for providing any requested video replay (likely the television producer). Recommended items to discuss with the producer

can be found below.

- (2) When the officials meet the head coaches before the game-opening jump ball, the referee should inform both coaches that a replay monitor is available and if a review of the monitor is necessary at any time, especially at the end of the game, both coaches shall be responsible for keeping their respective teams in the team-bench area until the situation has been resolved.

2. Referee-Producer Pregame Discussion Items:

- a. Introductions. Get the producer's first name and make sure he/she know yours. When dealing with a review of the monitor, it helps to have a friend on the other end of the headset.
- b. Camera angles. Ask how many camera angles you will have to review. Also, stress the importance of angles that have the game clock (above the backboard) in view. Ask if the clock displayed on-screen is tied to THE game clock or if it is produced by the truck.
- c. Freeze-frame/slow-motion/zoom. Ask if the replay will have any of these capabilities. You may need them to determine release of a shot or a foot in proximity to the three-point line.
- d. Time codes. Ask if they have time-code capabilities. If he/she says yes, ask if they are timing every frame of the game. This works similarly to a time display on a DVR/VCR and can assist the crew in determining how much time to add or remove from the game clock. For example, you can ask the producer to go back to the last throw-in and mark that time with the time code. Then ask him/her to stop it at a specific time and ask how long that play took. Thus giving you the amount of time to add/remove from the game clock. A stop-watch serves the same purpose, but the time code may be more accurate, as it is displayed on the screen and tied to action.
- e. Game audio. Ask the producer if you will have game audio on the replay. You may need this if the clock is not visible and/or you need to *hear* when the whistle blew. Ask him/her if the volume can be increased.
- f. Timing. Let the producer know that you may need to go back 10 to 15 seconds (or to the last dead ball) before the play actually being reviewed to verify that the game clock is correct. This is especially important to determine if the play occurred in regulation or *after* zeros on the game clock
- g. Communication. Ask the producer if microphone lines are open – if you will be able to *hear* the TV talent and/or if the TV talent will be able to *hear* you. If you can't hear the talent, let the producer know that he/she may need to convey to you what they are

seeing or saying. If the TV talent can hear you, explain what you are looking for – proper rules application can also help the talent understand the situation.

3. Using the Monitor:

- a. Determine what is being reviewed. The referee should first discuss the situation being reviewed with both partners to determine what has transpired, verify the call made on the court, discuss any applicable rules and determine exactly what will be reviewed on the monitor. As with anytime the crew huddles, be mindful of player location and activity.
- b. Inform Head Coaches and Players to benches. Each umpire should inform a head coach of the general reason for the review and ensure that players and all bench personnel move to their respective bench areas.
- c. Timeout or intermission considerations. If it is time for an electronic-media timeout, television will likely NOT be able to go to commercial until the monitor review is completed. Don't let them rush you through this procedure! If it is halftime or the end of the game, security personnel should be summoned to assist with maintaining order.
- d. Obtain information. The referee should go to the scorer's table to gather and use all information possible to help resolve the situation. Use game-time references to determine time of possession. Anyone at the scorer's table (scorer, timer, shot-clock operator, timeout coordinator, play-by-play, etc.) may be consulted to gather appropriate information. If a standby is present, seek out information from that individual first, and then consult these other sources. Information obtained from these sources may, in fact, negate the necessity to view the monitor. View the monitor after acquiring as much information as possible.
- e. Review the play.
 - (1) The monitor shall be turned to face the playing court to prevent fans and other unauthorized personnel from having access to the image displayed. No one else – table personnel, coaches or players – should be near the monitor when the play is being reviewed.
 - (2) The referee then puts on the headset, when available, to review the play and ask the production crew to show the play in question from all possible camera angles. If the referee's headset doesn't work – ask to use the timeout coordinator's headset.

- (3) The referee should ask for time codes, game-clock overlay, slow-motion and freeze frames from the production crew when such information/views are necessary and available.
 - (4) When a critical timing error/malfunction is involved and will determine the outcome of the contest, utilize the information on the replay, but also use a stop-watch to verify the results.
 - (5) Take your time with the review process – don't let anyone rush you into a decision.
 - (6) Be aware that headset or television microphones may pick up your conversation – speak with a purpose and don't say anything you don't want repeated.
- f. Umpire responsibilities. While the referee is reviewing the play, one other official should also view the monitor with the referee. The third official should stand behind them observing the table and bench areas. If the opinion of the third official is desired, that official should replace the umpire that was reviewing the play. On critical plays that will determine the outcome of a contest – all three officials should have viewed the monitor at some point and have an opinion.
 - g. Make a decision. After consulting ALL necessary resources, the referee shall make the appropriate decision. The decision should also include the correct point from which to resume play and any other rules affected (i.e., if a timeout shall be assessed for a correctable error).
 - h. Confer with partners. Once a decision is reached, the referee should reconvene with both partners and share the decision. This is the last opportunity for the crew to discuss any and all issues.
 - i. Communicating the decision. The referee will then call BOTH head coaches together and inform them of the appropriate decision. The referee will then inform the public-address announcer of the decision for an announcement. If the opportunity presents itself, a nearby official may discretely inform the TV talent of the situation/outcome as play is about to resume. If the decision is to count/cancel a goal at/near the expiration of time in any period or to determine a 2/3-point goal, coaches need not be brought together and informed of the decision. A visual signal at the table communicates the decision.
 - j. Exiting at halftime/end of game. If it is halftime or the end of the game, the officials shall leave the floor with security personnel after the public-address announcer has been informed. If overtime is to be played after the decision, officials shall remain and perform appropriate overtime duties.

OFFICIALS DUTIES IN GAMES WITHOUT REPLAY/TELEVISION EQUIPMENT

When an obvious timing mistake has occurred because of the failure to start or stop the game clock properly, the mistake shall be corrected only when the referee has definite information relative to the time involved. After the ball is in play, such a mistake, shall be corrected during the first dead ball or during the next live ball before the ball is touched inbounds or out of bounds by a player. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player.

When the referee blows the whistle, signals for the game clock to be stopped, and has definite knowledge that time has elapsed before the game clock stopped, the referee shall instruct the official timer to put the correct time on the game clock.

No timing mistake correction may be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.

When the game clock has malfunctioned, the problem shall be corrected in the half or extra period in which it occurred when the officials have knowledge of the problem.

The officials shall make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

- When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of a flagrant personal foul, flagrant technical foul, intentional personal foul, (men) intentional technical foul, indirect technical foul or direct technical foul.

When an obvious mistake by the shot-clock operator has occurred in failing to start, stop, set or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot-clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved. Any activity after the mistake or malfunctioning problem has been discovered shall be canceled, ~~excluding a flagrant personal foul, flagrant technical foul,~~ intentional personal foul, (men) intentional technical foul, indirect technical foul or direct technical foul.