

**NORTHERN SUN INTERCOLLEGIATE CONFERENCE
FOOTBALL HANDBOOK
2025-26 EDITION
(July 2025)**

1 SPORT OPERATING PRINCIPLES.

- 1.1** The NSIC football chair shall be congruent with the athletic administrator council rotation. Shann Schillinger, head football coach at University of Mary will serve as chair for 2025-26.
- 1.2** Football in the NSIC shall follow NCAA Rules.
- 1.3 Conference Meetings.** The in-person coaches' meetings shall be held in the summer. A virtual coaches' meeting will take place on the Wednesday following the final regular season game to discuss all-conference and the Glen Galligan Award. The call will also act as a business call to review the season.
- 1.4 Official Football.** The official conference football shall be any official Wilson ball used for the NCAA playoffs, as outlined in the NCAA rule book.
- 1.4.1** Three new footballs are required for each game and are to be placed in the official's dressing room two hours before kick-off.
- 1.4.2** On wet days, three new balls shall be put into play at halftime.
- 1.4.3** Each team may use its own conference approved Wilson footballs.

2 CONFERENCE COMPETITION SCHEDULE.

- 2.1 GENERAL PRINCIPLES.** A 14-team divisional 10 game schedule played over 11 weeks. Each institution will have one bye with an open date in week seven for mid-season rest opportunity. Institutions can schedule non-conference opponents during weeks zero or seven. Each team plays against all their divisional opponents and 4 out-of-division opponents. The out-of-division opponents that a team plays each season will rotate during the scheduling cycle. Start of conference schedule is the second week of permissible play.
- 2.2** Each team will play 5 home and 5 away contests. The Overall Conference Champion shall be determined using the percentage calculated from wins and losses in the 10 conference games. In addition, a North Division Champion and a South Division Champion will be crowned based on the record in divisional play.
- 2.3** The conference office will develop a schedule to be approved by the coaches and the Athletic Administrators at least two years, and preferably four years, in advance.
- 2.4 Change of Schedule.** To move a game off Saturday, there must be mutual consent from the participating teams.
- 2.4.1** Home teams have the prerogative to move the site of a game due to unplayable conditions with approval from the conference office.
- 2.5 NCAA Automatic Bid.** The NSIC regular season overall champions will receive the automatic bid to NCAA postseason play. The tiebreaker system in Appendix FB-C is used by the NSIC to determine its automatic qualifier (AQ) for the Division II Football Championship. In no instance is this tiebreaker used to break a tie for the league championship, all teams tied for first place at the end of the regular season will share the title and be designated co-champions. *(Adopted 2/20/25)*

3 REGULAR SEASON PROCEDURES.

3.1 Kickoff Time. The game starting time is 1:00 p.m. However, the home team has the discretion to establish game times for Saturday football games between 12:00 p.m. and 6:00 p.m. Any other start time must be agreed upon by both institutions. All game times must be determined by June 1st.

3.1.1 Games Greater than 400 miles. Games with a travel distance between opponents greater than 400 miles must kick off by 3 p.m. unless mutually agreed upon by the two participating institutions.

3.2 Game Management.

3.2.1 Game Administration. NCAA rules and the NSIC game-day procedures as adopted by the Athletic Administrators Council shall be followed. See Appendix FB-A

3.2.1.1 The NSIC follows the NCAA pre-game field usage protocol.

3.2.1.2 Halftime shall be 20 minutes. The home team has the prerogative to increase halftime by five minutes and the visiting team must be informed prior to the game.

3.2.2 Facilities Setup Minimum Standards.

3.2.2.1 Adequate and secure dressing and meeting areas must be provided for the visiting team.

3.2.2.2 Towels shall not be provided.

3.2.2.3 A whiteboard must be provided in the team meeting area.

3.2.2.4 Traveling teams will be responsible for their own headsets. There is no maximum number of headphones.

3.2.2.5 To allow the NCAA Sideline Policy for tablets use under the following conditions: A maximum of eight tablets per team while utilizing SkyCoach technology. (*Adopted 7/11/24, Revised 7/10/25*)

3.2.2.6 An enclosed area for home and visiting camera personnel is required. In addition, the end zone camera must be stationed at 30-feet or as close to the top of the goal post as possible.

3.2.2.7 Padding is required on the goal posts.

3.2.2.8 The host institution shall provide a kicking net for the visiting team.

3.2.2.9 The official chain crew must be non-students.

3.2.2.10 It is recommended to use a first-down marker and line-to-gain marker on the side of the field opposite the official chain crew. Students are permitted to perform this task.

3.2.2.11 In the event of inclement or hot weather, if a heating or cooling device is used on the home team's sideline, they should be provided for the visiting team as well. Additionally, the visiting team can bring their own device if the home team is not providing with the caveat it is communicated prior to their arrival.

3.2.2.12 Instant replay policy can be referenced in Appendix FB-B.

3.3 Squad Size. For all conference games, the visiting team may dress up to 64 players. (*Revised 7/13/23*)

3.3.1 A visiting team may have an unlimited number of non-uniformed student-athletes on the sideline for conference games provide they arrive and enter the playing field with their respective team. All members of the team shall report to the locker room before taking the field. Student-athletes shall not be granted free admission through ticket gates. The non-uniformed student-athletes must remain inside the team sideline box and will be held to the same conduct standards as the rest of the team.

3.4 Officials.

- 3.4.1 Locker Room.** A secure locker room with shower facilities and towels shall be provided for the game officials. If such a locker room cannot be provided, the host institution must notify the conference office no later than Wednesday of game week with its alternate plan.
- 3.4.2 Field Escort.** Uniformed security (i.e., campus security, police, and student-services) must escort game officials from their locker room door to the playing field during pre-game, halftime, and post-game.
- 3.4.3** The host institution shall provide access to a game video viewing device to the game officials, in addition to, water and/or sport/soft drinks.
- 3.4.4 Coordinator of Officials.** The Coordinator of Officials is contracted by the conference office and has the following duties:
 - 3.4.4.1** Hire and assign officials to games.
 - 3.4.4.2** Supervise the officials' work and continually attempt to improve it.
 - 3.4.4.3** Promote cooperation between the supervisor's office, officials, and coaches.
 - 3.4.4.4** Report to the coaches at the summer meeting.
 - 3.4.4.5** Administer the rating of officials.

3.5 Medical Personnel.

- 3.5.1** Each home team in football contests shall have a physician and a certified athletic trainer available at the field during and immediately after the football game.
- 3.5.2** Subsequent treatment shall be the responsibility of the conference team concerned.
- 3.5.3** The host institution must have an ambulance on site with an emergency plan of action in place.

4 NSIC FOOTBALL TIMEOUT POLICY.

- 4.1** The TV Media Timeout may be utilized at the discretion of the host institution in the sport of football. Each institution shall notify the conference office by June 30 if the institution will utilize the TV Media Timeout format for home games. *(Revised 7/13/23)*.
 - 4.1.1** The host institution is responsible for securing a Sideline Timeout Coordinator (i.e., Red Hat), whose responsibility shall be to ensure proper compliance with this policy. The coordinator should report at least 90 minutes prior to game time to the football official's locker room for a brief discussion on signals and coordination of duties. The host institution shall also be responsible for arranging compensation for the coordinator and that shall not be paid through the NSIC official's payment system.
 - 4.1.2** The length of each media timeout shall be 90 seconds. Just like charged timeouts, the 90 seconds shall include the play clock interval preceding the next play.
 - 4.1.3** The radio / TV broadcast partner will hold back at least 1 media timeout to coincide with the Two-Minute Timeout in each half.
 - 4.1.4** There shall be up to eight (8) media timeouts in each game.
 - 4.1.5** Media timeouts will be taken at the first two (2) approved opportunities in each quarter. Each team should have a possession before the first approved opportunity should occur (unless there is a score). Approved opportunities for media timeouts are following a PAT, field goal, punt, or safety. It should be noted that a media timeout shall NOT be taken after a turnover on downs.
 - 4.1.6** The media timeouts are not to be replaced by any other timeouts (e.g., charged team timeouts, injury timeouts, and official's timeouts). Further, intermissions will never take the place of a media timeout.

- 4.2** Each team is entitled to three (3) charged team timeouts during each half, in addition to media timeouts. A charged timeout shall be 30 seconds plus the 25-second play clock interval. However, the head coach may request that one of the allowed three timeouts in each half be a full timeout. This request should be communicated to the referee when the timeout request is made to the officials. The charged team timeout during an extra period may be a full timeout, at the request of the head coach.
- 4.3** During all timeouts (media and charged team), the referee shall notify both teams after one (1) minute, five (5) seconds later the referee shall declare the ball ready for play, thus starting the play clock interval.
- 4.4** If the team charged with a timeout wishes to resume play before the expiration of one (1) minute and its opponent indicates readiness, the referee may declare the ball ready for play. However, media timeouts cannot be shortened regardless of whether one or both teams indicate readiness.
- 4.5** Intermission between the first and second quarters (first half) and between the third and fourth quarters (second half) shall be two (2) minutes in length. Intermission between halves shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both institutions. The conference office and game officials should be notified before agreeing to any alterations to intermission times.

5 GAME FILM/SCOUTING.

5.1 Game Film Taping. Digital taping of all football games is required by conference members. Sharing of all conference and non-conference game video is required. (*Adopted 7/13/23*) To restrict sharing of video with opposing teams on Hudl until the other team has also played a contest that can be shared. This is applicable for only week zero and one. (*Adopted 7/11/24*)

- 5.1.1** Game-day filming requires a team to take a wide shot and an end zone tight shot of the game. The visiting team may film its own wide shot, and it may be possible to do an end zone shot in some stadiums.
- 5.1.2** The home team is responsible for loading the game video on Hudl no later than midnight post-game. Coaches shall have access to all games loaded on the system.
- 5.1.3** All wide-angle filming must be done in an enclosed overhead shelter.
- 5.1.4** All wide-angle tapes should include all 22 players on each play and the filmer shall view the chains or scoreboard after each play.
- 5.1.5** Tight end zone shots shall include a view that shows from tight end to tight end and from the heels of the running backs to the heels of the linebackers.
- 5.1.6** The home team is required to upload game video that includes down, distance, field position, offense, defense, kicking as well as gain/loss yard line.

5.2 Scouting.

- 5.2.1** Scouting of opposing conference teams is prohibited.
- 5.2.2** Coaches cannot provide videos, tapes or written scouting reports on conference members to non-conference opponents.
- 5.2.3 Football 2-Deep Exchange Policy.** Football coaches are to have 2-deep rosters to their CSCs no later than 12:00 p.m. on Monday. The SIDs have until 2:00 p.m. to send to that week's opponent.

6 WEBCASTING.

- 6.1** See NSIC Webcasting Handbook for details: <https://northernsun.org/webcastinghandbook>

7 AWARDS.

7.1 Pre-Season Awards. The conference office, by vote of the coaches, shall distribute a preseason media release which includes a pre-season NSIC North & South Offensive Player of the Year and NSIC North & South Defensive Player of the Year selection. Each coach will be asked to include two “players to watch” from their own team for the media release.

7.2 Player of the Week. Player of the week nominations will include the entire regular season. Each college sports communicator may nominate an offensive, defensive and special teams’ player from their team and submit that nomination to the conference office.

7.2.1 Criteria. The NSIC office will select the player of the week based on the following criteria.

7.2.1.1 Offensive Player of the Week.

- a. Overall performance (e.g., yards per game/TDs)
- b. Performance of individual led to team success.
- c. Quality of opponent played.
- d. Milestones/school records achieved.

7.2.1.2 Defensive Player of the Week.

- a. Overall performance (e.g., tackles, INTs, TDs)
- b. Performance of individual led to team success.
- c. Quality of opponent played.
- d. Milestones/school records achieved.

7.2.1.3 Special Teams Player of the Week.

- a. Overall performance (e.g., return yards, tackles, TDs)
- b. Performance of individual led to team success.
- c. Quality of opponent played.
- d. Milestones/school records achieved.

7.3 All-Conference Selections.

7.3.1 Nomination Procedure. Coaches shall nominate players in the last week of the regular season. Coaches are asked to rank their nominations when more than one player is nominated for the same position. Nominations are due no later than noon the Friday prior to the last regular season game. Coaches’ votes for all-conference are due by noon on the Tuesday following the final regular season game.

7.3.2 Each Divisional All-Conference Team will consist of 51 players (27 First Team & 24 Second Team). FIRST TEAM (OFF 12): Tight ends (1), linemen (5), wide receivers (3), running backs (2), quarterbacks (1) FIRST TEAM (Specialists – 3 of 4 honored annually according to coaches’ votes**) returner (1), punter (1), kicker (1), long snapper (1). FIRST TEAM (DEF 12): Linemen (4), linebackers (4), and backs (4). SECOND TEAM (OFF 12): Tight ends (1), linemen (5), wide receivers (3), running backs (1), and quarterbacks (2). SECOND TEAM (DEF 12): Linemen (4), linebackers (4), and backs (4). *(Revised: 8/19/21)*

** For specialists, the coaches would vote for six players across the four positions (K, P, RS, LS). The top vote receiver would earn first team, then the highest point receiver from the next three positions would be All-NSIC and finally the highest point receiver from the final two positions would fill the final position. Three of the four positions would be represented each year. *(Adopted: 7/10/25)*

7.3.3 Voting Process. Coaches will vote by position by ranking twice the number of players on the first team. For example, offense has 15 first-team spots. Coaches will rank tight ends (2), linemen (10), wide receivers (6), running backs (4), quarterbacks (2), returners, punters, long snapper and kickers (6). Defense has 12 first-team spots, linemen (8), linebackers (8), and backs (8).

- 7.3.4 Voting Results.** The all-conference team is selected by position by the coaches via online voting. Coaches are not allowed to vote for their own players.
- 7.3.4.1 Tie Break Procedure.** The following tie-breaking procedures shall be used in the event of ties in all-conference voting.
- 7.3.4.1.1** Number of first-team votes received.
 - 7.3.4.1.2** Number of second-team votes received.
 - 7.3.4.1.3** Appearance on most number of ballots.
 - 7.3.4.1.4** Member of team with higher finish in the standings.

7.4 Individual Awards.

- 7.4.1 NSIC Offensive and Defensive Player of the Year.** The offensive and defensive players of the year shall be selected for the offensive and defensive teams during the all-conference voting process.
- 7.4.2 NSIC Offensive and Defensive Newcomer of the Year.** The offensive and defensive newcomers of the year shall be selected for the offensive and defensive teams during the all-conference voting process. The newcomer of the year must be in their first season of football competition in the NSIC. True freshman, Redshirt freshman and transfers from non-NSIC institutions are eligible for the honors. The student-athlete must complete their first season of competition at the institution according to NCAA rules. *(Revised: 1/12/2024)*
- 7.4.2.1 NCAA Bylaw 14.2.4.1.7 – Football Exception:** Student-athletes that participated in competition the previous season and utilized NCAA Bylaw 14.2.4.1.7 – Football Exception (a student-athlete representing a DII institution, in their initial year of collegiate enrollment, may participate in up to three contests in a season without using a season of competition) are eligible for NSIC Newcomer of the Year. *(Adopted: 1/12/2024)*
- 7.4.3 NSIC Coach of the Year.** The coach of the year shall be selected by vote during the all-conference process.
- 7.4.4 NSIC Assistant Coach of the Year.** An assistant coach of the year shall be selected by vote during the all-conference process. Head coaches will be required to nominate upon request from the conference office.
- 7.4.5 Glen Galligan Award.** The Glen Galligan Award winner shall be selected by a coaches' vote.
- 7.4.5.1** Coaches cannot vote for their own nominee.
 - 7.4.5.2 Award Criteria.**
 - 7.4.5.2.1** The Glen E. Galligan Outstanding Senior Football Player Award recipient shall be a four-year student at his institution.
 - 7.4.5.2.2** He shall be a full-time regularly enrolled graduating senior student, playing on one of the conference football teams.
 - 7.4.5.2.3** He shall be an academically sound student and make a positive contribution to his institution.
 - 7.4.5.3** The winner's name shall be placed on a plaque on display in the trophy case at Winona State University.
 - 7.4.5.4** A trophy shall be sent to the winner of the award as well as the conference institution represented in the competition.

Appendix FB-A

NSIC Football

NSIC Pre-Game Procedure and Timeline

<u>Time Prior to Game</u>	<u>Activity</u>
90:00	The SkyCoach Replay System must be set up in its secure location near the field.
75:00	Game clock starts. Field available for pre-game warm-up, teams may use L on the side of the field beginning at the 30-yard line in front of their bench.
60:00	Before the 60-minute pre-game, Head Coach/ Referee/Umpire meeting, the camera film operators will test recording at least two plays for the referee to confirm that the plays are properly loading on the replay system tablet.
60:00	Field available 45/45 to both teams or when both full teams are on the field. When players from both teams are on the field. All officials should be on the field.
15:00	Both teams off field.
7:00	Pre-game announcements and introductions. Visitors introduced first, followed by home team.
5:00	NSIC Influencers of Change Pledge and National Anthem Teams shall be on field, lined up for the National Anthem
3:00	Captains report to midfield for the coin toss.
0:00	Kickoff
Halftime Time	
20:00	Clock starts when field is clear of teams.
5:00	Head coach notified of time remaining.
3:00	Field must be available for squad members. Note: Team members that enter field before field is available must be accompanied by staff member. Activity by squad members before field is made available must be on team, area and kicks into nets only. "L" configuration only at intermission.
0:00	Second half kickoff

Pre-game warm-up notes

Teams will use the NCAA pre-game field usage protocol for warm-up

Appendix FB-B

NSIC Football

NSIC Instant Replay Policies & Procedures

1 REQUIREMENTS FOR FOOTBALL INSTANT REPLAY.

- 1.1** Instead of a replay booth, the on-field referee will be the sole decision maker on any review and may include one additional crew member to consult with during the review process using the SkyCoach Instant Replay System.
- 1.2** The NSIC will require two cameras for instant replay in all NSIC contests during the 2025 season. Cameras are the two camera angles for film exchange. A third camera is optional for 2025 that would be elevated to the minimum high of the cross bar on the upright in the endzone not currently covered in the two camera operation. The third camera will be required for the 2026 season.
- 1.3** The Instant Replay Review equipment must be located outside the limit lines on the sideline or end zone, and it must be completely outside the team area.
- 1.4** The referee (and additional crew member) must be provided a separate, secure location, and they must be sheltered from the view of the team area, fans, and any personnel on the sideline with a tent or similar type structure.
- 1.5** All targeting fouls called on the field must be reviewed immediately. The only other method to stop a game for an instant replay review is through a coach challenge.
- 1.6** As per NCAA rules, a coach may challenge a reviewable play (Reviewable Plays – Coaches Challenges, per NCAA Rule 12 outlined in section 5 of this policy) by calling a team timeout.
 - 1.6.1** Each team will be permitted one challenge during the game.
 - 1.6.2** If the challenge is successful, the team retains the challenge, which may be used only one more time during the game.
 - 1.6.3** If the challenge is unsuccessful, the team uses the timeout, and it is out of replay challenges for the rest of the game.
 - 1.6.4** The team timeout will not be charged if the challenge is successful and the ruling on the field is overturned.
- 1.7** The crew on the field may not initiate an instant replay review (except for a targeting foul called on the field, as noted above).
- 1.8** The head coach may initiate a challenge of a play not called targeting by the on-field officials. *(Reminder – Team must have a time out and a challenge remaining for the head coach to challenge a play where targeting was not called.)*

2 EQUIPMENT.

- 2.1** The SkyCoach will ship the following equipment directly to each NSIC campus.
 - 2.1.1** SkyCoach Network Connections for two campus cameras.
 - 2.1.2** Two RCKs that attach to cameras.
 - 2.1.3** Two Stands for the SkyCoach antennas/radars.
 - 2.1.4** Two Tackle Boxes to store and carry the replay equipment and cables.

- 2.1.5** The tackle boxes will have the HDMI cables needed to connect the RCKs to the cameras, including a long HDMI for the EZ camera if an institution films, using an EZ tower.
- 2.2** NSIC institutions will provide the following.
- 2.2.1** A tent (or other portable structure) to place in a secure location near the field to shelter the tablet and to provide privacy during video replay reviews. As a reminder, the Instant Replay equipment must be located outside the limit lines on the sideline or the end zone, and it must be completely outside the team area. The review area should be easily and quickly accessible by the referee. Once the site has been selected, please notify the conference office.
 - 2.2.2** A table for the tablet, or a tablet stand, in the secure replay location. An additional Tablet should be located at the review tent for backup purposes.
 - 2.2.3** A power source (outlet or extension cord) for each of the three locations that the SkyCoach equipment will be located (Press box camera, Endzone camera, tent for tablet viewing location). It is recommended that you plan for three extension cords and three power strips at each equipment location to ensure a power source can be reached.
- 2.3** The conference office will send each institution four red challenge flags. Each head coach is expected to travel to away games with his red challenge flag within their replay system.
- 2.4** The key contact for SkyCoach for technical assistance (prior to or during competition) is the SkyCoach Support Line, which is staffed with multiple technicians ready to answer any questions 24/7. The help number is on all the SkyCoach equipment, and it is 318-629-5701. Please contact this support line immediately if you have questions, you are experiencing technical issues, or if you need to replace any equipment or cables.
- 2.5** How SkyCoach Works.
- 2.5.1** SkyCoach replay connections will attach via HDMI cables to both the HUDL press box camera and the HUDL endzone camera. Institutional discretion on the use of HUDL cameras or production cameras. The requirement is two views: one from the sideline and one from an endzone.
 - 2.5.2** WIFI will be transmitted from each connection/camera to a receiver unit and the tablet on the field.
 - 2.5.3** The tablet must be located on the sideline or outside the endzone (away from the team areas) in a secure location.
 - 2.5.4** The tablet will have the SkyCoach App downloaded, and during pre-game testing the App will connect to the replay network using the email address and password for that campus.
 - 2.5.5** Video of the previous play will be immediately ready for the Referee and one additional crew member to view when they arrive at the location of the tablet.
- 2.6** ~~The visiting team is required to travel with their SkyCoach Replay System, and this will serve as a back up unit in case there is an equipment problem with the home team's SkyCoach Replay System on Game Day. Please travel with the two SkyCoach tackle boxes and the two RCK cases (smaller black ones) for each game to have a complete backup system available for instant replay. The backup equipment should be placed in the review tent for easy access in case parts are needed. (Revised 8/15/24, AAC 14-4-0)~~
- 2.7** The quality of the replay will only be as good as the "play clip" that is captured by the camera operators following the game action on the field. Training and accountability for game film operators are important to the success of this replay system.

3 PRE-GAME TESTING.

- 3.1 90 minutes before kick-off, the SkyCoach Replay System must be set up in its secure location near the field.
- 3.2 After the replay system set-up is complete, and before the 60-minute pre-game, Head Coach/Referee/Umpire meeting, the camera film operators will test recording at least two plays for the referee to confirm that the plays are properly loading on the replay system tablet.
- 3.3 During pregame, please confirm all stadium microphones and headsets are working properly for officials.
- 3.4 Institutions are encouraged to test the complete SkyCoach Replay system and simulate game action during a pre-season scrimmage or practice.

4 NCAA/NSIC REPLAY POLICIES.

- 4.1 There are two methods to stop the game to review a ruling or a play on the field.
 - 4.1.1 If the officials call a targeting foul on the field, the game will be stopped, and the referee will make a ruling after viewing the targeting call from the replay system. All targeting fouls that are called will be immediately reviewed by the referee.
 - 4.1.2 The Head Coach challenges the call on the field after the play is over and before the next snap. For the head coach to challenge a ruling or play:
 - 4.1.2.1 The team must have a time out remaining.
 - 4.1.2.2 The head coach must have a challenge remaining.
 - 4.1.2.3 The ruling or play must be reviewable via the list provided below.
(Note: The head coach may challenge a play not called targeting by the officials, but they must have a time out remaining and a challenge to use).
- 4.2 Head Coach Challenges.
 - 4.2.1 Each head coach will have one challenge (if the team has a time out left).
 - 4.2.2 The head coach is responsible for initiating the challenge by taking a team time out and then either throwing a red challenge flag on the field before the ball is next legally put in play / or informing one of the officials during the team timeout that he is challenging the ruling on the previous play.
 - 4.2.3 If the coach wins his challenge, he will not be charged for the time out.
 - 4.2.4 The coach will also retain his challenge that he may use one more time during the game.
 - 4.2.5 If the challenge is not won, the coach will lose his time out, and he will be out of challenges for the remainder of the game.
- 4.3 After reviewing the challenged play or targeting call, the referee will make an on-field announcement to the coaches and fans regarding the result of his review.
 - 4.3.1 Prior to reviewing the play, the Referee shall clearly communicate to the Head Coach what the call on the field was and confirm the play is reviewable by rule. Before going “into the tent”, the Referee shall make an on-field announcement that the previous play is under review and succinctly state what the call on the field was that initiated review.
- 4.4 If the play for a targeting call or a coach’s challenge is not available for review because of an equipment failure or camera operator malfunction (e.g., doesn’t send play to the replay system), the ruling on the field will “stand” as called, and the team will not lose its challenge, nor will it be charged a timeout.

- 4.5** A targeting call not available for review in the first half (because of an equipment failure/malfunction) will be looked at by the referee at halftime to determine if the call stands.
- 4.5.1** Any source of video (game film or production) available to the Referee for the halftime review can be used. Both teams need to know what video will be used in case there is a review when there is a failure/malfunction with the instant replay equipment, and this should be communicated during the pregame meeting. *(Adopted 8/15/24)*
- 4.5.2** Halftime targeting review must be provided to the head referee in a secure and private space. *(Adopted 8/15/24)*
- 4.6** If the play for a targeting call or a coach's challenge is available for review, but the play angle is bad, the result is inconclusive, or the questionable action is outside the screen view of the sideline camera or endzone camera, the ruling on the field will "stand" as called, and the team will lose its challenge, and it will be charged a timeout.
- 4.7** If a coach calls a timeout or throws a challenge flag, the game is stopped, and then he learns that the play in question is not a reviewable play per NCAA Rule 12 (Section 3), the timeout will be enforced, the team will lose a timeout, but the team will not have used a "challenge".
- 4.8** A team does not receive a new challenge to be used during overtime. A maximum of two challenges are available to a team (to be used as noted in 4.2 above) for an entire game, including overtime.

5 REVIEWABLE PLAYS – COACH CHALLENGES, Per NCAA RULE 12 (Section 3).

Reminder: All targeting fouls will be automatically reviewed by the referee using the instant replay system. A team must have a timeout remaining for a coach to challenge a particular play.

<https://www.ncaapublications.com/productdownloads/FR23.pdf>

At the end of the first half, after the teams have left the field and the Referee has (1) cleared the final play with the on-field crew and (2) there is no head coach Instant Replay challenge, the Referee will declare the first half ended. Once the Referee has declared the first half ended, there can be no additional replay reviews from the previous play.

5.1 Scoring Plays.

- 5.1.1** A potential touchdown or safety.
- 5.1.2** Field goal attempts *(Note-If the ball is higher than the top of the uprights as it crosses the end line it may not be reviewed.)*

5.2 Passes.

- 5.2.1** Pass ruled complete, incomplete, or intercepted.
- 5.2.2** Forward pass touched by a player (eligible or ineligible) or an official, including where the touching is beyond or behind the line of scrimmage.
- 5.2.3** Forward pass or forward handing when a ball carrier is or has been beyond the line of scrimmage.
- 5.2.4** Forward pass or forward handing after a change of team possession.
- 5.2.5** Pass ruled forward or backward.
- 5.2.6** Location of the ball when there is a ruling of intentional grounding.

5.3 Dead Ball & Loose Ball.

- 5.3.1** Loose ball by potential passer ruled fumble.
- 5.3.2** Loose ball by passer ruled incomplete forward pass when there is clear recovery, or the ball goes out of bounds in the immediate continuing action after a loose ball.
- 5.3.3** Live ball not ruled dead in possession of ball carrier.

- 5.3.4 Loose ball ruled dead or live ball ruled dead in the possession of the ball carrier when the clear recovery of a loose ball in the immediate continuing football action.
- 5.3.5 Ball carriers forward progress, spot of fumble, or spot of out of bounds backwards pass, with respect to a first down or goal line.
- 5.3.6 Catch or recovery of a fumble by a Team A player other than the fumbler before any change of possession during fourth down or a try.
- 5.3.7 Ball carrier in or out of bounds. (Note: If a ball carrier is ruled out of bounds the play is not reviewable unless it involves a potential scoring play or involves the recovery of a loose ball.)
- 5.3.8 Catch, recovery or touching of a loose ball by a player inbounds or out of bounds.
- 5.3.9 A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of the goal line.
- 5.3.10 Catch or recovery of a loose ball in the field of play or end zone.
- 5.3.11 Forward fumble that goes out of bounds with respect to a first down.

5.4 Kicks.

- 5.4.1 Touching of a kick.
- 5.4.2 Player beyond the neutral zone when kicking the ball.
- 5.4.3 Kicking team player advancing the ball after a potential muffed kick/fumble by the receiving team.
- 5.4.4 Scrimmage kick crossing the neutral zone.
- 5.4.5 Blocking by players of the kicking team before they are eligible to touch the ball on an on-side kick.
- 5.4.6 A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick.
- 5.4.7 Receiving team advancing after a fair catch signal.

5.5 Targeting.

- 5.5.1 Called targeting plays will be automatically reviewed by the Referee. For a player to be disqualified for targeting there must be all elements of a targeting foul, as confirmed by the referee during his review. There is no option for “ruling stands” as a part of targeting review. If any element of targeting cannot be confirmed during the review, then the referee must overturn the targeting foul. (Note: If the targeting play is not available for review, the targeting ruling on the field will “stand” as called.)
- 5.5.2 The head coach may challenge a play not called targeting by the officials. (Reminder: Team must have a time out and a challenge remaining for the head coach to challenge a play where targeting was not called, and the coach believes it should have been. The referee will need to see all elements of a targeting foul in the video replay in order to confirm that a targeting foul did occur on that challenged play.)

5.6 Timing.

- 5.6.1 Timing errors will NOT be reviewed as part of this replay system, as there is no access to the game clock as part of this system.

5.7 Miscellaneous.

- 5.7.1 Position of the ball in relation to the goal line.
- 5.7.2 Number of players on the field for either team during a live ball.
- 5.7.3 Correcting the number of a down. (Note: The correction may be made at any time within that series of downs or before the ball is legally put in play after that series concludes.)
- 5.7.4 Any person who is not a player interfering with live-ball action on the field of play.

Appendix FB-C

NSIC Football

NSIC Football Automatic Qualifier Tie-Breaking Criteria

The following tiebreaker system is used by the NSIC to determine its automatic qualifier (AQ) for the Division II Football Championship. In no instance is this tiebreaker used to break a tie for the league championship, all teams tied for first place at the end of the regular season will share the title and be designated co-champions.

When two teams are tied:

If there is a two-team tie in conference play and the two tied teams played each other, the winner of the head-to-head competition shall be declared the automatic qualifier (AQ).

If the tied teams did not play each other, then each team's record against all common opponents in the league shall be used to break the tie and declare the AQ.

If the teams are still tied, then each team's record against the next highest common opponent in the league standings shall be used to break the tie and declare the AQ. [Clarification: The record comparison against common opponents shall continue in descending order until the tie is broken.]

If common teams played are tied in the standings, they will be regarded as a unit when determining records against. [Example: If A/B/C are tied for first and next highest common opponents, D & E are tied, combined records against D & E will be used.]

If the teams are still tied, then the NSIC "Strength of Victory" (combined record of NSIC teams defeated) shall be used to break the tie and declare the AQ;

If the teams are still tied, then the NSIC "Strength of Schedule" (combined record of NSIC teams played) shall be used to break the tie and declare the AQ;

If the teams are still tied, a coin toss shall be used as the final tiebreaker.

When three or more teams are tied:

NOTE: If at any point a tie is broken using the multiple-team tiebreaker procedures and only two teams remain tied, the remaining teams shall revert to the two-team tiebreaker procedures.

If the tied teams all played one another, the team with the best cumulative record involving games with the tied teams shall be declared the AQ. For example, if a team is 2-0 against two other tied teams, that team shall be declared champion.

If the tied teams did not play each other, but one team played and defeated all the other teams involved in the tie, that team is the AQ.

If the tied teams all played one another and have identical records against the other tied teams, then each team's record against all common opponents in the league shall be used to determine the AQ. If teams are still tied, then each team's record against the next highest common opponent in the league standings shall be used to determine the AQ.

If the tied teams did not play each other, then each team's record against all common league opponents shall be used to determine the champion. If teams are still tied and did not play each other, then each team's record against the next highest common opponent in the league standings shall be used to determine the AQ.

If the teams are still tied, then the NSIC "Strength of Victory" (combined record of NSIC teams defeated) shall be used to break the tie and declare the AQ;

If the teams are still tied, then the NSIC "Strength of Schedule" (combined record of NSIC teams played) shall be used to break the tie and declare the AQ;

If the teams are still tied, a coin toss shall be used as the final tiebreaker.

Example:

2-way tie from 2018

UMD 11-0 & MSU 11-0

If the tied teams did not play each other, then each team’s record against all common opponents in the league shall be used to break the tie and declare the AQ.

Both went 11-0, move to the next criteria

If the teams are still tied, then each team’s record against the next highest common opponent in the league standings shall be used to break the tie and declare the AQ. [Clarification: The record comparison against common opponents shall continue in descending order until the tie is broken.]

All common opponents were wins, move to next criteria

If the teams are still tied, then the NSIC “Strength of Victory” (combined record of NSIC teams defeated) shall be used to break the tie and declare the AQ;

UMD would earn AQ as WSC, USF and UIU (UMD non-common opponents) combined record is 13-20 and UMC, UMary, NSU (MSU non-common opponents) combined for 6-27 record. The 8 other games would cancel out.

MSU				UMD			
at Minot State University	W 49-3			Southwest Minnesota State University	W 49-13		
Minnesota State University Moorhead	W 60-7			at Augustana University	W 38-36		
at St. Cloud State University	W 41-17			Concordia-St. Paul	W 46-13		
Bemidji State University	W 26-19 2OT			at Winona State University	W 31-21		
Concordia-St. Paul	W 32-3			St. Cloud State University	W 45-10		
at Augustana University	W 28-17			at Minnesota State University Moorhead	W 42-20		
Southwest Minnesota State University	W 42-13			Minot State University	W 62-13		
at Winona State University	W 37-17			at Bemidji State University	W 47-20		
at Minnesota Crookston	W 63-7	1	10	at Wayne State College	W 55-2	3	8
Mary	W 55-0	1	10	Sioux Falls	W 31-21	7	4
Northern State University	W 40-13	4	7	Upper Iowa University	W 47-7	3	8
		6	27			13	20

Example:

3-way tie from 2022

BSU, MSU and WSC were all 9-2

BSU lost to MSU and did not play WSC

MSU beat BSU and lost to WSC

WSC beat MSU and didn't play BSU

BSU 0-1

MSU 1-1

WSC 1-0

If the tied teams did not play each other, then each team's record against all common league opponents shall be used to determine the champion. If teams are still tied, then each team's record against the next highest common opponent in the league standings shall be used to determine the AQ.

MSU and BSU were 6-1 versus common opponents and WSC was 5-2, which breaks a tie (removing WSC). The process would restart and MSU would get AQ with its H-2-H win over BSU.

If at any point a tie is broken using the multiple-team tiebreaker procedures and only two teams remain tied, the remaining teams shall revert to the two-team tiebreaker procedures.

MSU	Time/Result	BSU	Time/Result	WSC	Time/Result
at Bemidji State	W 37-34	Minnesota State	L 34-37	at Mary	W 33-28
Minnesota Duluth	W 17-10	at Augustana University	L 29-30	Northern State	W 13-6
at Northern State	L 22-23	Winona State University	W 34-24	at Minot State	W 49-10
Mary	W 31-28	at Upper Iowa University	W 48-22	Concordia-St. Paul	W 48-21
at Concordia-St. Paul	W 25-15	at Minot State University	W 59-14	at Winona State University	L 14-38
at Wayne State	L 33-41	Concordia-St. Paul	W 44-0	Minnesota State	W 41-33
Upper Iowa	W 43-20	at Minnesota State Moorhead	W 46-7	at Augustana	L 27-31
at Augustana	W 35-14	Minnesota Duluth	W 41-16	SMSU	W 20-14
at Sioux Falls	W 38-24	at Southwest Minnesota State University	W 34-15	Upper Iowa	W 56-14
SMSU	W 45-24	Northern State University	W 24-14	at Sioux Falls	W 31-24
Winona State	W 40-13	at Mary	W 51-14	MSU Moorhead	W 10-7
	6--1		6--1		5--2