



## COLLEGE FOOTBALL OFFICIATING, LLC

### 2024 NCAA FOOTBALL PLAY INTERPRETATIONS BULLETIN NO. 3

#### Coach-to-Player Communications – Rule 1-4-11-a Exception 3

Questions have been raised concerning the cutoff switch for Coach-to-Player (C2P) and the requirements of the capability. The cutoff switch will turn the C2P system off when the play clock reaches 15 seconds or at the snap, whichever comes first, and will remain off throughout the down. When the down ends, the communications will be restored.

By rule, if the cutoff switch is unavailable for a team's C2P system, then that team's C2P system may not be used until the cutoff switch capability is restored and is available for the system.

By conference agreement of the ten FBS conferences, the cutoff switch for each team will be located in a designated area of the press box and be integrated together into one switch. If the integration is not possible, both teams' cutoff switch will be located in the designated area so that the one C2P operator can operate each team's cutoff switch. If either team's cutoff switch is not located in the designated press box area, or is not operational, this will be considered a component failure for that team, and not a complete system failure. This would not prohibit their opponent from using their C2P system.

**Play #1:** At the opening kickoff, it is determined that the visiting team's cutoff switch for their C2P system is (a) inoperative; (b) is operational at the sideline but is not operational in the designated press box location.

**RULING:** In (a) and (b), the visiting team may not use their C2P system during the game until the cutoff switch is working and available in the designated press box area. The home team may use their C2P system as the visiting team's cutoff switch failure is a component failure and not a total system failure.

### **Timeout - CCA Mechanics page 86 / 181**

During timeouts, if a team huddles near the sideline, all players and coaches must remain outside the numbers and in front of the team area. During this timeout, coaches and players may use tablets in the team huddle as long as they stay outside the numbers and in front of the team area.

**Play #2:** During a timeout, Team A huddles near the sideline and in front of their team area. The head coach for Team A brings one of the 18 authorized tablets for in-game video and reviews plays with Team A players.

**RULING:** Legal use of the tablet.

**Play #3:** During a timeout, Team A remains in the center of the field in a huddle. The head coach for Team A brings one of the 18 authorized tablets for in-game video and reviews plays with Team A players in the center of the field.

**RULING:** Not a legal use of the tablet. The head coach is penalized for Unsportsmanlike Conduct (Rule 9-2-1-2-b 1). This is a dead ball foul, and the penalty is enforced 15-yards from the succeeding spot.

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