



**2020 PAC-12**

# **FOOTBALL**

**COVID-19 ADDENDUM**

**Final and approved as of  
10/15/20**

**\*Please note this document  
is fluid and everchanging  
and will be updated as  
changes arise**



**TABLE OF CONTENTS**

- I. GENERAL..... 4**
  - A. Game Cancellation.....4
  - B. Rescheduling Policies (Conference Game).....4
  - C. Tie-Break Procedures To Determine Division Champions (Unbalanced Conference Schedule).....5
  - D. Determination of Championship Game Host.....6
  - E. Tie-Break Procedures to Determine Conference Championship Participations if Average Number of Conference Games Falls To 4 OR Below (Unbalanced Conference Schedule).....6
- II. FIELD.....7**
  - A. Field.....7
- III. VISITING TEAM OPERATIONS.....11**
  - A. Testing Protocols for Game Day.....11
  - B. Roster Size.....11
  - C. Travel.....12
  - D. Hotel.....12
  - E. Locker Rooms.....13
  - F. Booth Access.....13
  - G. Post-Game Meal.....13
  - H. Post-Game Family Interaction.....13
  - I. Positive Test on the Road - Medical Advisory Board recommendations forthcoming.....13
- IV. OFFICIATING.....14**
  - A. Crew Number.....14
  - B. Testing Protocols.....14
  - C. Game Travel.....14
  - D. Hotel.....14
  - E. Officials Locker Room.....14
  - F. Food distribution/dining facility.....15
  - G. Stadium Logistics.....15
  - H. Chain Crew Personnel.....15
  - I. Chain Crew Travel.....15
  - J. Chain Crew Locker Room.....15
  - K. Chain Crew Testing Protocols.....16
  - L. Red Hat, Sideline Assistant & Replay Technician:.....16
- V. TELEVISION BROADCAST.....17**
  - A. Camera Positions.....17
  - B. Parking.....17
  - C. Field Access.....17
  - D. On-Field Interview:.....17
  - E. TV Compound.....17
  - F. Broadcast Booth:.....17
- VI. MEDIA.....18**
  - A. Field Access.....18
  - B. Press Box Access - COSIDA Recommendations.....18
  - C. Numbers/Applying.....18
  - D. Screening & Entry.....18
  - E. PPE Protocols.....19
  - F. Physical Distancing.....19
  - G. Media Handouts.....19
  - H. Food & Beverage.....19
  - I. Post-Game Interviews.....19



<b>VII. TICKETING / FANS</b> .....	<b>20</b>
A. Attendance.....	20
B. Pass Gate Protocols.....	20
<b>VIII. IN STADIUM EXPERIENCE</b> .....	<b>21</b>
A. Ambient Noise.....	21
B. Game Presentation.....	22
C. Live Streaming of Pre-game and Post-Game In-Stadium Show.....	22
D. Visiting Team Radio All-22 Feed.....	23

## **I. GENERAL**

Using the guiding principles, the Pac-12 institutions and Conference in coordination with Pac-12 medical experts and the Pac-12 Student-Athlete Health and Well-Being Medical Advisory (SAHWBI) board have created the following minimum standards and best practices/considerations to return to play. These minimum standards should be adopted by all Pac-12 institutions in order to provide a healthy and safe environment to conduct football in 2020. In addition to these minimum standards, all local health guidelines also apply. This information will be continuously updated as we receive more guidance from the CDC, Pac-12 medical board and other best practices.

### **A. Game Cancellation**

The Pac-12 has established minimum thresholds to play a football game of at least 53 scholarship players available to participate and the following minimum number of position scholarship players available to begin a game: seven (7) offensive linemen, one (1) quarterback and four (4) defensive linemen. Each institution shall provide a complete roster by position to the Conference office prior to the season. The impacted institution has the option to play the game with fewer than the 53 scholarship players or fewer than the minimum number of position players listed above if it elects to do so. Otherwise, upon approval by the Commissioner, the game would be rescheduled or declared a no contest.

In addition:

1. Inability to isolate new positive cases within a team or athletic department or to quarantine high-risk contacts.
2. Unavailability or inability to perform testing as provided by in the Pac-12 medical guidelines.
3. Campus-wide or local community transmission rates that are considered unsafe by local public health officials.
4. Inability to perform adequate contact tracing consistent with governmental requirements.
5. Local public health officials of the home team state that there is an inability for the hospital infrastructure to accommodate a surge.

If an institution knows or expects any of the bases for cancellation or postponement, they should notify the Conference office and the opposing team as soon as possible. Cancellation, postponement and rescheduling of a contest will be decided by the Conference in consultation with the participating teams and the Pac-12 medical advisory group.

### **B. Rescheduling Policies (Conference Game)**

It shall be the goal of the Conference to play each Conference football game to completion as scheduled. If a game is delayed at the start, or interrupted, the referee, after consultation with the two head coaches and game management, shall determine how much time the teams shall be provided to warm up prior to the start of play. A game hosted by a Conference institution that goes into overtime and is subsequently called due to darkness prior to a winner being determined shall be a tie game. When a game cannot be played to completion, these policies shall be followed:

1. If the game is suspended during play, every effort should be made by game officials and game management to continue it as soon as conditions allow, with the safety of student-athletes and spectators of paramount concern in the decision of when it can be resumed.
  - a. If at all possible, if the game(s) has a bearing on the Conference Championship, a division championship, the Conference's representative in the Rose Bowl or College Football Playoff, any member institution's eligibility to participate in post-season play or its opportunity to gain the best possible bowl berth, the game will be resumed at exactly the point of its suspension.
  - b. If none of the provisions of paragraph above are applicable, the game will be resumed at exactly the point of its suspension unless the participating institutions agree not to resume the contest.

2. If at all possible, a Conference game(s) which is suspended prior to the beginning of play shall be rescheduled at a subsequent time if it has a bearing on the Conference championship, a division championship, the Conference's representative in the Rose Bowl or College Football Playoff, any member institution's eligibility to participate in post-season play or its opportunity to gain the best possible bowl berth. A suspended football game not meeting any of these criteria also will be rescheduled unless the competing institutions agree not to reschedule the contest.
3. In any situation in which a game has been suspended and is to be resumed, the participating institutions should attempt to reschedule the game to play it while the visiting institution's team still is at the site of the game (assuming it reached the game site prior to suspension) to avoid the cost and loss of academic time required for it to make a second trip to the game site. (8/84, 7/92, 10/96)
4. Any additional financial costs or obligations incurred by either institution in connection with the suspension, rescheduling or cancellation of the suspended contest shall be borne equally by the two involved institutions. (12/96)

**C. Tie-Break Procedures To Determine Division Champions (Unbalanced Conference Schedule)**

In order for teams to be considered in a divisional tie-break scenario, teams must play no less than one fewer conference game than the average number of conference games played by all conference teams (rounded up/down at .50). For example, if the average number of conference games played in the 2020 season is 5.25 (value of 5 when rounded down), a team would be eligible to win their Division if that team played 4 conference games.

The winner of each Division will be determined by the best winning percentage (both divisional and cross-divisional) within the conference. In the event of an unbalanced schedule where there is a tie for the best record in the loss column, head-to-head results will take precedence over winning percentage.

In determining the divisional champions, the following will apply: If any team(s) has not played six (6) Conference games (due to not being able to reschedule a postponed Conference game) and any team(s) is within one Conference win from the team(s) with the highest conference winning percentage AND has an equal number of losses, those teams shall be declared tied. The following procedures will be applied to determine the Pac-12 Championship Game representatives:

**Two-Team Tie**

1. Head-to-head results.
2. Record in games played within the division.
3. Record against the next highest placed team in the division (based on record in all games played within the Conference), proceeding through the division.
4. Record in common conference games.
5. Team with the highest College Football Playoff (CFP) Ranking.
6. Cumulative winning percentage of each tied team's conference opponents.
7. Highest ranking by SportSource Analytics (team Rating Score metric) following the last weekend of regular-season games.
8. Coin toss.

**Multiple-Team Ties**

The following procedures will only be used to eliminate all but two teams, at which point the two- team tie-breaking procedure will be applied.

1. Head-to-head (best record in games among the tied teams).
2. Record in games played within the division.
3. Record against the next highest placed team in the division (based on record in all games played within the conference), proceeding through the division.
4. Record in common conference games.
5. Team with the highest College Football Playoff (CFP) Ranking.
6. Cumulative winning percentage of each tied team’s conference opponents.
7. Highest ranking by SportSource Analytics Following the last weekend of regular-season games.

**D. Determination of Championship Game Host**

The home team in the Pac-12 Championship Game will be determined by the record in all Conference games. In the event of a tie, the following procedures will be applied to determine the home team.

1. Head-to-head competition, if applicable.
2. Record against the next highest-placed common opponent in the Conference (based on recording all games played within the Conference) proceeding through the Conference.
3. Record in common Conference games.
4. Team with the highest College Football Playoff (CFP) Ranking.
5. Highest ranking by SportSource Analytics following the last weekend of regular-season games.
6. Coin toss.

**E. Tie-Break Procedures to Determine Conference Championship Participations if Average Number of Conference Games Falls To 4 OR Below (Unbalanced Conference Schedule)**

In the event that the average number of conference games falls to 4 or below, the two teams with the best winning percentage (both divisional and cross-divisional) within the conference will participate in the Pac-12 Football Championship Game (regardless of division affiliation). In order for teams to be considered in a tie-break scenario, teams must play no less than one fewer conference game than the average number of conference games played by all conference teams (rounded up/down at .50). For example, if the average number of conference games played in the 2020 season is 4.25 (value of 4 when rounded down) a team would be eligible to participate in the Pac-12 Football Championship Game if that team played 3 conference games.

Under this scenario, the participants in Pac-12 Football Championship Game will be determined by the best winning percentage within the conference. In the event of an unbalanced schedule where there is a tie for the best record in the loss column, head-to-head results will take precedence over winning percentage. If the teams remain tied, the following procedures will be applied to determine the Pac-12 Championship Game representatives:

**Two-Team Tie.**

1. Head-to-head.
2. Record in common conference games.
3. Team with the highest College Football Playoff (CFP) Ranking
4. Cumulative winning percentage of each tied team’s conference opponents.
5. Highest ranking by SportSource Analytics (team Rating Score metric) following the last weekend of regular-season games.
6. Coin toss.

**Multiple-Team Ties.**

The following procedures will only be used to eliminate all but two teams, at which point the two- team tie-breaking procedure will be applied.

1. Head-to-head (best record in games among the tied teams).
2. Record in common conference games.
3. Team with the highest College Football Playoff (CFP) Ranking.
4. Cumulative winning percentage of each tied team’s conference opponents.
5. Highest ranking by SportSource Analytics following the last weekend of regular-season games.
6. Coin toss.

**II. FIELD**

**A. Field**

1. The field should only be accessible by essential personnel as defined below during pre-game, in-game and post-game time periods.
2. Everyone on the sideline outside of the team bench area shall adhere to physical distancing guidelines (at least six [6] feet apart) and wear a mask/face covering.
3. All persons entering the field may do so only after following institution’s guidelines for access.
4. Essential personnel who have permission to access the field should only do so when it is necessary to perform their duties; loitering on the field shall not be permitted.
5. Essential Personnel should either:
  - a. Not enter the field until five minutes prior to their duties beginning if their duties last for the duration.
  - b. Not enter until summoned onto the field to perform their duties.

# Essential Staff on Field



These positions are the maximum number of essential staff and teams allowed on the field while teams and officials are on the field

\* Broadcast positions are still TBD



# PAC-12 CONFERENCE FOOTBALL COVID TESTING & PPE REQUIREMENTS



PERSONNEL	TESTING	WELLNESS QUESTIONNAIRE	TEMPERATURE SCREENING	REQUIRED TO WEAR	
				FACE COVERING	GLOVES
<b>F1 (PLAYING SURFACE AND TEAM AREA FOR DURATION OF GAME)</b>					
Student-Athletes				*	-
Coaches					-
Team Staff					-
Ball Retrievers					
On-Field Officials					-
Alternate Official					-
Chain Crew					-
Red Hat**					-
Sideline Assistant**					-
Replay Technician**					-
<b>F2 (SIDELINE ACCESS AND END ZONE ACCESS)</b>					
FG Net Staff	-				-
Frequency Coordinator	-				-
Photographers	-				-
Television	-				-
Television Cart	-				-
Sideline Reporter	-				-
EMT	-				-
Security	-				-
Game Management	-				-
Grounds Crew	-				-
<b>BOOTH LEVEL (NO FIELD OR EVENT LEVEL ACCESS)</b>					
Media	-				-
Home Team Radio	-				-
Game Clock Operator	-				-
Play Clock Operator	-				-
PA Announcer & Spotter	-				-
Medical Spotter	-				-
Statisticians	-				-
Audio & Video Control Staff	-				-
IT Staff	-				-
Replay Officials					-
<b>GENERAL ACCESS (CONCOURSE, FAN SPACES)</b>					
Stadium Staff	-				-
Concessions	-				-
	-				-

\* - Student-Athletes should wear gator masks that can be used when helmets are removed

\*\*Limited Team Area Access



# PAC-12 CONFERENCE FOOTBALL PERSONNEL BREAKDOWN



## ON FIELD - F1 (PLAYING SURFACE, TEAM AREA)

<b>Student-Athletes</b>	(74) Participating Student-Athletes, Non-Participating Student-Athletes for Visting Team (Full Roster) Participating Student-Athletes, Non-Participating Student-Athletes for Home Team
<b>Coaches</b>	
<b>Team Staff</b>	(60) - Includes coaches group & team staff listed in travel party)
<b>Ball Retrievers</b>	(4) Max - (2 Per sideline). Need to stay on own Sideline, not rotate
<b>On-Field Officials</b>	(8) On-Field Game Officials
<b>Alternate Official</b>	(1) 9th Alternate Official, Will also share Timeout Clock duties with Red Hat
<b>Chain Crew</b>	(5) Total - (2) Official Rod Holders, (1) Official Box Holder, (1) Clip Person, (1) Foul Recorder
<b>Red Hat</b>	(1) Should be located at the 10 yard-line of the home sideline. Will share Timeout Clock duties with Alternate Official
<b>Sideline Assistant</b>	(1) Should be located at the 10 yard-line of the home sideline. F1 Access will mainly be pre-game and post-game
<b>Replay Technician</b>	(1) F1 Access will mainly be pre-game and post-game for equipment set-up

## ON FIELD - F2 (LIMITED SIDELINE/ ENDZONE ACCESS , NO TEAM AREA)

<b>FG Net Pullers</b>	(4) Total - Two per endzone
<b>Frequency Coordinator</b>	(1)
<b>Photographers/Videographers</b>	(8) on the field
<b>Television Cart</b>	(6) Total - Only at stadiums where spacing allows. (1) Cart Operator, (2) Utility, Camera Operator, (2) Security
<b>Television</b>	Sideline Camera Operators, Cable Runners, Endzone Camera Operators, House Camera Operators, Parabolic Mic Operators, Engineer, Floaters
<b>Sideline Reporters</b>	(2) Total - TV Reporter and Producer
<b>EMT</b>	(4) Total - Located on field near Tunnel
<b>Security</b>	(TBD) On-Field Stadium Security Staff

## BOOTH LEVEL (NO FIELD OR EVENT LEVEL ACCESS)

<b>Media</b>	(TBD) Total number based on Local Health Authority
<b>Game Clock Operator</b>	(1)
<b>Play Clock Operator</b>	(1)
<b>Video Replay</b>	(2)
<b>Stadium PA</b>	(2) Total - (1) Announcer, (1) Spotter
<b>Medical Spotter</b>	(1)
<b>Statisticians</b>	(6) Total - (1) Inputer, (2) Spotters, 1 Scribe, (2)
<b>AV Control Staff</b>	(TBD) At discretion of school based on need
<b>IT Staff</b>	(TBD) At discretion of school based on need
<b>Replay Officials</b>	(3)

### III. VISITING TEAM OPERATIONS

#### A. Testing Protocols for Game Day

1. Sports medicine staffs of both teams should coordinate as early as possible in the week prior to the game to allow for testing of visiting team.
2. Teams will utilize their own test inventory for each game (home and away). The sports medicine staffs of each team should collaborate prior to travel and game day to coordinate any necessary testing logistics to allow for visiting teams to administer and perform the full testing process “on the road.” Home teams that have identified obstacles in hosting testing for visiting teams should communicate with visiting teams prior to the start of the regular season.
3. Teams may engage a third-party test administrator to perform its required home and away testing protocols. Pac-12 SAHWBI is currently accepting and reviewing bids to provide an option for third-party test administration.
4. For competition start times scheduled to begin prior to 12:00 pm local, the “game day” test can be administered within 24 hours of the start of competition and each tested individual remains in a controlled environment from the time of testing until kickoff (i.e., testing individuals should remain at the team hotel, on the team bus and in the athletics facilities with no physical interaction with individuals outside of the team).

#### B. Roster Size

1. Visiting team will be restricted to a maximum of 140 people on their travel roster.
2. Each of the 140 people on travel roster are required to be tested for COVID-19 the day of competition.
3. Only those listed on the Official Travel Party list will have access to the stadium, team bench area and locker room.
4. Travel party is broken down as:
  - a. (74) Student-Athletes (Includes both participating and non-participating student athletes.)
  - b. (66) Team Staff
    - I. Coaches (Coaches, Specialists, Analysts, Grad Assistants)
    - II. Medical/Athletic Training
    - III. Equipment Staff
    - IV. Video & Communications Staff
    - V. Designated Administration Athletics Directors need to sign off on who is deemed designated administrators for travel party and are responsible for following all testing and medical guidelines outlined for the teams.
    - VI. Home team is required to provide a “Visiting Team AD Suite” that is away from other suites and media press box.

**C. Travel**

No one who is symptomatic, infected (even if asymptomatic) or a high-risk contact of an infected person may travel. It is strongly recommended teams continue to follow identified favored mitigation techniques when possible. Social distancing and cloth face coverings continue to show benefit in disease transmission reduction.

1. Charter Travel:
  - a. When possible, middle seat in all rows should remain empty.
  - b. Food and drink in-flight should be limited.
2. Non-Chartered Travel:
  - a. For teams that travel commercially, airlines which maintain open middle seats and have robust COVID-19 prevention plans should be used whenever possible.
  - b. Food and drink should be limited to that brought on board the plane by the student-athlete/ staff and use of the restroom should be avoided if possible.
  - c. Teams and staff should also occupy the same section of the plane, if possible.
  - d. Face coverings should always be worn and recommended hygiene should be maintained.
3. Bus Travel
  - a. Travel parties should be limited to essential personnel (134-person travel party: student-athletes, coaches, team staff and medical staff).
  - b. Bus assignments should be split according to those that are already with the closest contact (i.e. offense/defense, positions, etc.).
  - c. Face coverings should be worn at all times, removing for eating and drinking only.
  - d. When possible, one passenger seated per row per side and the first row of the bus should be unoccupied.
4. Vehicle Travel
  - a. Visiting staff members and student-athletes should limit travel to only essential travel once in competition city.
  - b. Rental cars should be for 1-2 passengers maximum.
  - c. All passengers should wear face coverings during travel and the vehicle should be well-ventilated with open windows.

**D. Hotel**

1. Athletes should have single occupancy rooms or share rooms with whom they are already in closest contact (e.g., positions, dorm or house roommates, etc.)
2. Face coverings should be worn whenever out of the room.
3. Team meetings should be virtual when possible.
4. Team meals should be pre-packaged and eaten outside, away from other people, or in the room.
5. Visitors and family should be limited at team hotels prior to the game. Everyone should remain masked and social distancing should be practiced as much as possible.

**E. Locker Rooms**

Where possible, the following mitigation measures should be used:

1. Limited Access: Measures need to be taken to limit density of locker room after practices.
2. Limit time in locker room when possible.
3. Access to locker rooms should be limited to essential team personnel (players, coaches, etc.).
4. Distancing: A minimum of 6-feet of distance should be kept in the locker room.
5. If 6-feet of distancing is not feasible in some situations staggered entry should be considered.
6. Showering is discouraged but not prohibited. If showering takes place the following requirements must be met:
  - a. Distancing between shower heads.
  - b. When possible, placement of partitions between showers.
7. Loitering: Student-athletes should be discouraged from hanging out in locker room.
8. Face coverings should always be worn in locker room.

**F. Booth Access**

1. The actual amount of space needed per person will vary slightly depending on local county guidelines.
2. All institutions should walkthrough the space with local health experts to get max occupancy
3. The total amount of people will also be dictated by positioning of seats in booth, ventilation and ability to use plexiglass.
4. Transport to booth may be conducted by host institution golf cart driver. Driver must have completed a health screening and been temperature checked.

**G. Post-Game Meal**

1. Teams should consider using in-house catering for post-game meals.
2. If teams choose to order from caterer or restaurant from outside the stadium, contactless delivery is strongly advised.

**H. Post-Game Family Interaction**

1. Post-game friends/family and Team Member greeting areas shall enforce to the greatest extent practicable with physical distancing and wearing of mask/face covering for all post-game interactions. Schools should strongly consider erecting barricades to emphasize physical distancing.
2. It is recommended that host institution provide hand sanitizer to area.

**I. Positive Test on the Road - Medical Advisory Board recommendations forthcoming**

## IV. OFFICIATING

### A. Crew Number

1. 8 On-Field Game Officials + 1 Alternate Game Official.

### B. Testing Protocols

1. All game officials including the alternate game official will self-administer a PCR between 48 – 72 hours before game time.
2. Officials will be tested via Antigen test at stadium or hotel the day of game.
3. The Conference officiating coordinator will coordinate with the home team’s sports medicine staff to schedule game day testing of officials.
4. For competition start times scheduled to begin prior to 12:00 pm local, the “game day” test can be administered within 24 hours of the start of competition and each tested individual remains in a controlled environment from the time of testing until kickoff (i.e., testing individuals should remain in their hotel room, vehicle and the stadium without physical interaction with individuals outside of the tested group).

### C. Game Travel

1. Game officials will be assigned by crew. Officials will be encouraged to travel from their homes to the game city by ground when possible. If restrictions on air travel are required, crews will be modified.
2. Officials should limit all vehicle travel to no more than two people per car with both individuals wearing masks.
  - a. Windows should be open for ventilation if possible.
  - b. Officials should limit travel to only essential travel once in competition city.
  - c. Rideshare apps (i.e. Uber and Lyft) should not be used.

### D. Hotel

1. No sharing rooms.
2. Officials will be self-quarantined to the maximum extent possible.
3. Face coverings should be worn to the maximum extent possible.
4. Officials will not gather as a group for meals.
5. Practice social distancing in elevators (no more than four people so all can face corner).
6. Pregame meetings will be held via Zoom. There will be no gathering in meeting rooms.
7. Officials should avoid interaction with guests or others outside of the officiating group.

### E. Officials Locker Room

1. Officials locker room should be cleaned, disinfected and made available by the host institution by 2.5 hours prior to the game.
2. Locker room should remain locked after disinfected until officials arrive at the stadium.
3. Social distancing should be practiced as much as possible in the locker room.
4. Locker room access will be restricted to officiating crew only.
5. Face coverings should be worn as much as possible in locker room.
6. Officials will come to the venue dressed and will not meet in the locker room for longer than 10 minutes.
7. Officials will not shower in the locker rooms post-game.

**F. Food distribution/dining facility**

1. Meals should be pre-boxed and provided to-go.
2. Avoidance of time spent waiting in lines is optimal.

**G. Stadium Logistics**

1. Stadium will provide an open air or large enough space for 90-minute meeting to ensure proper safety. (Distance should be maintained even if these individuals have been through testing).
2. Stadiums should be prepared to host 90-minute minute virtually if needed.
3. Restricting access to official's locker room.
4. Officials will not be required to remain overnight in the competition city and may drive home after the game.

**H. Chain Crew Personnel**

1. (2) Two Official Rod Holders.
2. (1) One Official Box Holder.
3. (1) Clip Person.
4. (1) One Foul Recorder.

**I. Chain Crew Travel**

1. Chain crews should be local to ensure only vehicle travel is necessary to get to games.
2. Crews should limit all vehicle travel to no more than two people per car with both individuals wearing masks.
3. Windows should be open for ventilation if possible.
4. Rideshare apps (i.e. Uber and Lyft) should not be used.

**J. Chain Crew Locker Room**

1. If this space has been shared with game officials in the past, stadium staff should provide a separate locker room the for chain crew.
2. Crew locker room should be cleaned, disinfected and made available by the host institution by 4.5 hours prior to the game.
3. Locker room should remain locked after disinfected until chain crew arrive at the stadium.
4. Social distancing should be practiced as much as possible in the locker room.
5. Locker room access will be restricted to chain crew only.
6. Face coverings should be worn as much as possible in locker room.
7. Chain crew members will come to the venue dressed and will not meet in the locker room for longer than 10 minutes.
8. Chain Crew will not be allowed to shower in the locker rooms postgame.
9. Meals should be pre-boxed and provided to-go.

**K. Chain Crew Testing Protocols**

1. Chain crew members will be tested via Antigen test at stadium or hotel the day of game.
2. The host stadium game manager will coordinate with the home team’s sports medicine staff to schedule game day testing of officials.
3. For competition start times scheduled to begin prior to 12:00 pm local, the “game day” test can be administered within 24 hours of the start of competition and each tested individual remains in a controlled environment from the time of testing until kickoff (i.e., testing individuals should remain in their hotel room, vehicle and the stadium without physical interaction with individuals outside of the tested group).
4. Travel
  - a. This group should be local to ensure only vehicle travel is necessary to get to games.
  - b. Group should limit all vehicle travel to no more than two people per car with both individuals wearing masks.
  - c. Windows should be open for ventilation if possible.
  - d. Rideshare apps (i.e. Uber and Lyft) should not be used.
5. Sideline Protocols
  - a. Masks should be worn at all times and social distancing (> 6 feet) maintained.

**L. Red Hat, Sideline Assistant & Replay Technician:**

1. Staff members will self-administer a PCR between 48 – 72 hours before game time.
2. Travel
  - a. This group should be local to ensure only vehicle travel is necessary to get to games.
  - b. Group should limit all vehicle travel to no more than two people per car with both individuals wearing masks.
  - c. Windows should be open for ventilation if possible.
  - d. Rideshare apps (i.e. Uber and Lyft) should not be used.
3. Sideline Protocols
  - a. Masks should be worn at all times and social distancing (> 6 feet) maintained.

## V. TELEVISION BROADCAST

Broadcast partners have their own COVID-19 policies. Please work in coordination with them to fulfill these protocols.

### A. Camera Positions

1. In a no fan model, the TV affiliates would ask for different camera angles than they had in the past if impacted by socially distanced requirements.
2. In a no fan model, the TV affiliates may request putting cameras in the first row of the stands. Utilize your best efforts to work with them.
3. Camera positions must be at least 12 feet from the team area and 6 feet from each other.

### B. Parking

1. To the extent possible, broadcast should have designated parking zone separated from game participants, stadium employees and other third-party personnel.
2. TV partners may need additional parking spaces due to inability to share rental cars.

### C. Field Access

1. Institutions screening protocols and face covers requirements must be met to access field.
2. Reduced Broadcasting Staff: TV partners have been asked to reduce their field credentials to essential personnel for a television broadcast.
3. Institution Policies: All TV personnel would need to adhere to institution protocols regardless of ESPN/FOX/Pac-12 Network internal policies.
4. TV partners will need to work with institutions to make sure pregame/walkthrough access is available.
5. Staff that is authorized to cover pre-game warm-ups must remain as close to stadium walls or faraway to game participant area as possible.

### D. On-Field Interview:

1. Virtual interviews are recommended with coach answering a questions into unmanned camera.
2. If virtual interview is not possible:
  - On-field interviews will take place in a designated area.
  - All broadcast staff must maintain at least 10-foot distance from those being interviewed.
  - Appropriate face covering must be worn by interviewer at all times.

### E. TV Compound

1. In order to maximize social distancing additional mobile units may be used.
2. This may increase parking needs for TV partners. Any additional needs from TV partners must be communicated in timely manner.
3. Restricted Access: non-essential stadium, club and league personnel will not be allowed to access TV Compound.

### F. Broadcast Booth:

1. Must have at least 6 feet of social distance or be in different booths.

## VI. MEDIA

### A. Field Access

1. Maximum of eight photographers/videographers will be credentialed for field access
  - a. Photographers/videographers must be socially distanced (>6 feet)
  - b. Photographers/videographers should not pass behind team area. Host event management should create a passthrough that is 12-feet behind team area or via the seating section for photographers/videographers. Passthrough should be clearly marked.
  - c. Eight Photographers/videographers on the field will consist of the following:
    - (2) photographers – AP, USA Today or Getty
    - (1) Home institutional videographer
    - (1) Home institutional photographer
    - (1) Away institutional videographer
    - (1) Away institutional photographer
    - (1) Pool photographer
    - (1) Pool videographer
2. Local health authorities will dictate the maximum number of photographer/videographers allowed in the stands or other designated socially-distanced area (photo deck, etc.).

### B. Press Box Access - COSIDA Recommendations

1. Total capacity: for press box for each institution will be determined by local health authority.
2. Home Team: Permitted 2/3 of total capacity to be allocated for SID staff, local and national media.
3. Visiting Team: Permitted 1/3 of total capacity to be allocated for visiting SID and visiting media.
4. Leftover Capacity: Any unused seats by visiting media will be returned to the host SID.

### C. Numbers/Applying

1. Determine a percentage reduction.
2. Single game credentials should be issued rather than season-long credentials.
3. These credentials should be distributed at a designated location where members screening takes place.

### D. Screening & Entry

1. All media members including photographers and videographers will be required to complete a wellness questionnaire and will have their temperature checked prior to entering the stadium.
  - a. All persons must wear a face covering at all times, including before beginning the thermal screening process.
  - b. Any temperature above 100.4 degrees Fahrenheit will require a secondary temperature screening, which will be conducted by a medical professional.
  - c. Anyone who requires a secondary screening will have time to cool off before a second temperature is taken by medical staff.
  - d. Anyone with a confirmed temperature over 100.4 degrees Fahrenheit will not be allowed entry Stadium and will be directed towards medical care.
2. Proper distancing should be used at entry including limiting number of individuals using elevators at a time to access press box area.

**E. PPE Protocols**

1. Masks: Face coverings should be worn at all times removing for eating and drinking only.
2. Institutions should have additional masks for distributions for all personnel accessing stadium.
3. Sanitizing stations should be provided throughout the press box area.
4. Anyone distributing items should wear gloves in addition to their mask and or face shield.

**F. Physical Distancing**

1. Press boxes capacity should be reduced to ensure proper physical distancing in accordance with local regulation.
2. Press box seating should be configured to maximize distance between media members.

**G. Media Handouts**

1. Handouts such as statistics and notes should be distributed digitally as much as possible.
2. Should pieces need to be distributed, they should be done so by a designated person who is wearing the proper PPE including, a mask and gloves at a minimum.
3. Disposable wristbands or armbands should be considered for photographers instead of vests.

**H. Food & Beverage**

1. Individual Packaging: It is recommended that any meal items provided should be individually packaged including all beverages.
2. Distribution: Consider a second distribution area for media and photographers that will be located on the field.
3. Face coverings should be worn as much as possible removing for eating and drinking only.

**I. Post-Game Interviews**

1. It is recommended that all post-game press conferences be produced virtually with audio and video to Press Box.
2. It is preferred that the host institution set up two separate locations (visiting and home) for virtual interviews with adequate wireless / hardware and IT personnel available for troubleshooting.

## VII. TICKETING / FANS

### A. Attendance

No fans, band or spirit will be permitted at competitions held on Pac-12 campuses upon resumption of 2020-21 athletic competition. Student-athlete families/guests (in accordance with NCAA regulations), coaches' families, game-day working staff and designated administrators may be allowed to attend competitions, subject to and in accordance with local and state regulations. The acceptance of fans at athletic competition on Pac-12 campuses will be revisited and considered no later than January 1, 2021.

### B. Pass Gate Protocols

1. Attendance to games by guests of student-athletes and coaches will be dictated by local health authorities.
2. If institution is allowed to have guests of student-athletes and coaches the following will be allowed:
  - a. A maximum of 400 tickets for visiting team will be allowed for both student-athletes families/guests and coaches' families needs.
    - I. Per NCAA rules a maximum of four tickets (4 x74 = 296) per student-athlete will be prioritized with the remainder of the tickets available for coaches' families.
    - II. Home team would provide these 400 tickets, complimentary for 2020.
  - b. A maximum of 520 tickets for home team will be allowed for both student-athletes families/guests and coaches' families needs.
    - I. Per NCAA rules a maximum of four tickets per student-athlete will be prioritized with the remainder of the tickets available for coaches' families.
  - c. NFL Scouts will need to follow normal NCAA and local public health authorities guidelines for attendance to games. Home team will coordinate the appropriate socially distanced location (i.e. unused suite)
  - d. Designated Administrators in attendance: It will be the Athletics Director's discretion to define and sign off on "designated administrators" for both the home and away games. It is expected that these administrators are not essential staff, therefore are not allowed on the field. If these administrators must have access to the field, it is the responsibility of each institution to follow all testing and medical guidelines outlined for the teams.
    - I. Home team is required to provide a "Visiting Team AD Suite" that is away from other suites and media press box.
  - e. Face coverings must be worn by all pass gate attendees at all times (other than while actively eating or drinking), including during security screening.
  - f. Seating should be assigned in "units" to support physical distancing between each group of ticketholders that are family members or trusted acquaintances that have been sheltering in place together. Ticketing units should be arranged at least 6 feet apart from the next seating unit (both in the same row and in front/behind the pod). Seating in assigned ticket locations should be enforced to ensure physical distancing is maintained.
  - g. Physical distancing must be maintained in all common areas. Markers or other signage should be used to remind pass gate attendees to physically distance at security screenings, in restrooms, and in other common areas.

## VIII. IN STADIUM EXPERIENCE

### A. Ambient Noise

Home institutions, in adherence to the policies below, will play artificial crowd noise in order to create an audio landscape (i.e., a baseline “murmur”) that masks some field-level audio typically not audible in a stadium with a full stadium of fans.

The following policies for artificial crowd noise must be followed by the home institution:

1. All member institutions agree to have ambient artificial crowd noise.
2. Artificial noise may not be used in a fashion that disrupts the game, is elevated to create a competitive disadvantage to the visiting team, or is demeaning to an opponent, game officials or to the image of the game.
3. Artificial crowd noise should be turned on by kickoff and remain on whenever the play clock and/or game clock is running, including during plays at a maximum of 75 dBs.
4. The game presentation representative should turn off the artificial crowd noise during game breaks (including injury timeouts, quarter breaks, halftime and commercial breaks). Bands or other music should be played or public address announcements made during those breaks.
5. Traditional audio prompts that have always been permitted to be played pre-snap (“It’s 3rd down, chain saw, horns, etc.) will continue to be permissible but must stop when the play-clock is under 15 seconds or when the offensive team is prepared to snap the ball (whichever occurs first) when a team is utilizing a “no huddle” offense. These prompts may be played simultaneously with the artificial crowd noise, however the combined audio cannot exceed 75 dBs.
6. Traditional audio prompts may be played during breaks with music but cannot exceed 75 dBs.
  - a. In the event of a “big play” for the home institution the artificial crowd noise (along with any traditional prompts; eg UCLA air horn) may be elevated to a combined maximum of 90 dBs. The decibel level must be returned to 75 dBs by the next placement of the football by the official.
  - b. “Big Play” defined as:
    - Touchdown
    - Long Play
    - Interception
    - Fumble Recovery
    - Offensive Gains of 15+ yards
    - Turnover
    - Sack or loss of 10+ yards
    - 1st , 3rd and 4th Down / 4th Down Conversion
    - Opening Kickoff of each half
    - Punt Block / Field Goal
    - Missed FG
    - Recovered Onside Kick
    - Safety
    - Forced fumbles, tackles for loss & field goals
    - Big Hit on Defense
    - Goal Line Stands / Red Zone
7. A violation of this policy could result in either a delay of game foul or an unsportsmanlike conduct foul.
8. Any violations of this policy are also subject to review under the Pac-12 sportsmanship policy.
9. This artificial crowd noise policy will apply for the 2020 season and will be reviewed on a weekly basis by the Pac-12 Conference.

**B. Game Presentation**

1. Virtual fans are allowed on videoboard.
2. Pyro/smoke or other enhancements for student-athlete experience are allowed as long as it takes place off the field.
3. “Show of Solidarity” – Social Justice & Anti-Racism
  - a. In an effort to support the Pac-12 and its member Universities’ social justice and anti-racism efforts, Pac-12 Student-Athletes recommended that we collectively dedicate some time, pre-game at all Pac-12 Conference events, to show solidarity in support of the initiative. Each team will initiate a show of solidarity effort during their first home game and any additional efforts throughout the season are optional on a school-by-school basis.
  - b. Student-athletes will come together on the field of play and show their solidarity in standing together against racism. The home team will work together to discuss what they would like their “show of solidarity” to be and communicate the effort / idea to the visiting team in advance of the game. The hope is that the discussion around how each team would like to show their solidarity will encourage conversations around social justice and anti-racism. The “Show of Solidarity” will allow Student-Athletes to communicate their individual and team voices to use their platform to amplify messages that are meaningful to them. Once agreed upon, the two teams will work in unison to show their solidarity prior to official play.
  - c. Activation Ideas:
    - Link arms
    - Ball or item exchange
    - Hold hands
    - Create a large huddle
    - Make a special presentation to each other with something symbolic from each team
    - Take a knee or kneel together
    - Hand over heart
    - Sign each other’s uniform or a communal item and then present to at-risk youth
    - Hold up individual or communal sign with message and then display on walls of venue
    - Special Read
  - d. Timing Example #1 (Closer to kickoff):
    - 4:30 Visiting Team returns to field
    - 4:00 Home Team returns to field
    - 3:30 Show of Solidarity
    - 3:00 Coin Toss
    - 1:00 Kick Off

**C. Live Streaming of Pre-game and Post-Game In-Stadium Show**

1. Pre-game/post-game streaming from the site of an ESPN/Fox/Pac-12 Networks broadcast games are okay only if they don’t overlap with the ESPN/Fox or Pac-12 Networks broadcast, including ESPN/Fox’s pre-game coverage, game broadcast, and post-game coverage. Halftime is not acceptable.

**D. Visiting Team Radio All-22 Feed**

The host institution video coordinator will provide an “All 22” shot without audio to the broadcasting network’s truck. The broadcasting network will provide all cabling and any other signal amplification devices or hardware to deliver the feed from the shooting location to the broadcast truck. It is suggested that the all 22 shot of the field be made available by the host institution video coordinator at 2 hours prior to kick for testing. The broadcasting network will patch the All 22 signal to the home team’s board show production room no later than 2 hours before kick.

The board show staff will be responsible for receiving the all 22 feed and providing a secure, high resolution, live streaming service (video only), with as little real-time delay or lag as possible, to the visiting team’s radio announce team at a remote location within the visiting team’s state. The home board show will provide all necessary personnel, encoding equipment, networking, cabling and hardware/software to produce and deliver the live stream.

A member of the visiting team’s radio staff shall reach out prior to game day to the home board show to arrange for a testing window on game day. The visiting team’s radio staff will provide all necessary personnel, equipment, networking, cabling and hardware/ software to receive the livestream.

The live stream may not be broadcast or repurposed in whole or part and is intended solely as an in-game live feed to assist with the visiting team’s radio broadcast.