

shooter prior to the illumination of the yellow LED light (signalling the end of the 24-second period).

- 5.20.3.7.** The officials are unsure whether a shot clock violation occurred immediately prior to a foul called. The officials will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the illumination of the yellow LED light (signalling the end of the 24-second period).
- 5.20.3.8.** The officials are unsure whether a foul off the ball called on the team without control of the ball occurred immediately prior to a field goal made. The officials will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the shooter commencing the act of shooting.
- 5.20.3.9.** The officials are unsure whether a foul off the ball called on the team with control of the ball occurred immediately prior to a field goal made. The officials will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the ball leaving the hand of the shooter.
- 5.20.3.10.** The officials are unsure who the correct free-throw shooter is. The officials will review the footage to determine the following issue **only**: the identity of the correct free-throw shooter.
- 5.20.3.11** The officials are unsure whether a foul called is an unsportsmanlike foul or a disqualifying foul. The officials will review the footage to determine if the foul met the criteria for an unsportsmanlike foul or disqualifying foul of a physical nature and upgrade or downgrade the decision as required.

#### **5.20.4. Replay Review Process**

- a)** All replay reviews will be conducted by the officials after gathering as much information as possible from valid sources. In cases of “disagreement”, the Referee will make the final decision.
- b)** The call made by the officials during play will only be changed when the replay provides the officials with “clear and conclusive” visual evidence to do so.