

Annotated Bibliography

Primary

Vandal, Lee. Interview. Conducted by Jackson Eickhoff. December 14th, 2023.

From this interview, we learned what it is like playing in a game when instant replay is being used. This was helpful because we heard the positives and negatives of instant replay from a football player's perspective.

"Interview: Tony Verna Discusses the First Use of Instant Replay 40 Years Ago." *Day To Day*, 8 Dec. 2003, p. NA. *Gale In Context: Middle School*, link.gale.com/apps/doc/A162149969/MSIC?u=mnsminitex&sid=bookmark-MSIC&xid=f7e3a843. Accessed 1 Nov. 2023.

From this interview, we learned that it was really risky showcasing a new device on live television. This primary source told us about how the reason that they could show this new thing in this game was because it was delayed. Tony Verna explained how instant replay worked. This is a very important resource because it is a primary interview of the person who made instant replay (Tony Verna).

"'Face Off' NFL Bans Instant Replay, 2 April 1992" | *JFK Library*, www.jfklibrary.org/asset-viewer/archives/EMKSEN/AU0009/EMKSEN-AU0009-011/EMKSEN-AU0009-011-009/EMKSEN-AU0009-011-009. Accessed 11 Nov. 2023.

In this news broadcast, we learned that the NFL banned instant replay in April 1992. Although this was not a permanent ban, it only got banned for four years. The reason that they banned it was because the fans were complaining that it was taking too long and causing delays in the game. This primary source shows us a main event about our topic.

Verna, Tony. *Instant Replay, the Day that Changed Sports Forever*. California: 2008.

While reading this book, we found how instant replay was first used in football. It talked about who invented it and how it worked. There was also information about how it was used and how the fans reacted. This source really helped us get the perspective of Tony Verna because the book was written by Tony Verna, it gave us his own thoughts and feelings instead of other people's.

Secondary

Center, Smithsonian Lemelson. "The Invention of Instant Replay." *Lemelson Center for the Study of Invention and Innovation*, 2022, invention.si.edu/invention-instant-replay. Accessed 16 Oct. 2023.

This website discussed that the Army and the Navy squared off in their annual football game. In the fourth quarter, the army's running back got a hand off from their quarterback and then ran into the end zone for a touchdown. Tony Verna worked at CBS and knew that something could be changed, so that was what led him to invent instant replay. He knew this because the fans would love to see their team score for a second time. The website took us a little farther into our research and helped us find out when the first time instant replay was used in a real sports match.

Dudko, James. "The History of Instant Replay in the NFL." *Bleacher Report*, 3 Oct. 2017, bleacherreport.com/articles/1666250-the-history-of-instant-replay-in-the-nfl. Accessed 30 Oct. 2023.

From this website, we learned that the first ever regular season game that instant replay was used in was on September seventh, 1986. There weren't any challenges that coaches could call, and there weren't certain plays officials could review. We will use this article in our website because it gave us the starting information that we needed on our topic. This information will provide us with our introduction to our website.

Grumet, Tobey. "Second Down For Instant Replay." *Popular Mechanics*, vol. 176, no. 10, Oct. 1999, p. 68. *Gale In Context: Middle School*, link.gale.com/apps/doc/A56210199/MSIC?u=mnsminitex&sid=bookmark-MSIC&xid=40673a72. Accessed 1 Nov. 2023.

In this magazine, we learned about a call that would have changed the course of the Seahawks season if they used instant replay. The NFL tried instant replay in the 1980s, but it didn't work. It wasn't fast, and it made the game slower. We also learned some rules for challenging plays and what calls can be reviewed.

"Infographic: The NFL's Instant Replay Review Process." *NFL Football Operations*,

operations.nfl.com/officiating/instant-replay/nfl-instant-replay-process/. Accessed 09 Nov. 2023.

This website helped our group understand the after effects of instant replay. It gave us lots of statistics such as, most NFL games have about 152 plays in the game and only 0.7 percent of coaches challenge plays. Before instant replay, there wasn't even a challenge rule because there was no good way to tell the difference between the original call and the new one.

Pinter, Jacob, and Samantha Raphelson. "He Invented Instant Replay, The TV Trick We Now Take For Granted." *NPR*, 2015, www.npr.org/sections/thetwo-way/2015/01/20/378570541/he-invented-instant-replay-the-tv-trick-we-now-take-for-granted. Accessed 12 Nov. 2023.

In this website, we found out a bunch of information about Tony Verna. We learned that he died at the age of 81, and he produced or directed five Super Bowls. Back in 1963, instant replay involved tape decks and were about the size of a refrigerator, which was housed in a big truck. This website helped us learn a lot about Tony Verna and instant replay.

"Replay Assistance Rule." *NFL Football Operations*, operations.nfl.com/officiating/instant-replay/replay-assistance-rule/#:~:text=In%202021%2C%20the%20NFL%20expanded,in%20the%202023%20NFL%20rulebook. Accessed 30 Oct. 2023.

From this website, we learned what coaches are able to review plays in a football game. They also can only review outside the last two minutes of a half. This secondary source helped us to learn if a coach tries to challenge a play, but the call stands, the consequence is that they lose a timeout. We will use this information in our website because it really told us the problem and what caused Tony Verna to invent instant replay.

"Tony Verna, TV Director Who Introduced Instant Replay, Dies at 81." *Los Angeles Times*, 2015, www.latimes.com/local/obituaries/la-me-tony-verna-20150119-story.html. Accessed 31 Oct. 2023.

In this magazine, we learned that in the fourth quarter of the Army Vs Navy game, the running back scored a touchdown and Tony Verna announced that he would be replaying the touchdown. "This is not live," said Tony. It was the moment that instant replay was born. That was the day that would change sports forever.

Tallon, Beverley. "Instant replay." *The Beaver: Exploring Canada's History*, vol. 89, no. 6, Dec. 2009, p. 10. *Gale In Context: Middle School*,

link.gale.com/apps/doc/A227182612/MSIC?u=mnsminitex&sid=bookmark-MSIC&xid=1c686b57. Accessed 2 Nov. 2023.

In the article, we learned that instant replay isn't just in football. In the article, it talks about instant replay in hockey. This secondary source. It also shows that viewers take instant replay for granted. It also explains that every sport uses instant replay in some shape or form.

"Tex Schramm." *Encyclopedia of World Biography Online*, vol. 24, Gale, 2005. *Gale In Context: Middle School*, link.gale.com/apps/doc/K1631008397/MSIC?u=mnsminitex&sid=bookmark-MSIC&xid=dde500ab. Accessed 3 Nov. 2023.

This Biography of Tex Schramm told us about how he helped Tony Verna create instant replay. He knew that it was in college football but wanted to bring it to the NFL. This is exactly what he did. He helped Tony Verna in bringing instant replay to a thing.

"Upon Further Review..." *NFL Football Operations*, operations.nfl.com/officiating/instant-replay/history-of-instant-replay/. Accessed 10 Nov. 2023.

From this website, we learned that instant replay was first used in the NFL in 1986, but first invented in 1963. This source had a video from the first time that it was used in the NFL. It shows us the first game it was used in the NFL was the Bears and the Browns. It gave us statistics like how many play reversals there were from when it was created to 1991.

Walsh, Bill. "Another call for instant replay." *The Sporting News*, vol. 222, no. 51, 21 Dec. 1998, p. 24. *Gale In Context: Middle School*, link.gale.com/apps/doc/A53487416/MSIC?u=mnsminitex&sid=bookmark-MSIC&xid=81655c7b. Accessed 4 Dec. 2023.

While reading this magazine, we learned about how instant replay could potentially save a coach's job. If there is a bad call, and it ends up losing the team the game, the coach could get fired. This could help us with the after affect section of our website.

Images for Illustration

www.delcotimes.com/wp-content/uploads/migration/2015/06/15afaaacfd9c89ed10f0539fe4c9cbff.jpg?w=879. Accessed 04 Jan. 2024.

This is a picture of an army football player tackling a navy football player.

media.bleacherreport.com/w_768,h_512,c_fill/br-img-images/002/347/613/hi-res-104081466_crop_north.jpg. Accessed 04 Jan. 2024.

This is a picture of a referee standing near an instant replay camera.

static01.nyt.com/images/2015/01/22/sports/VERNA-1-obit/VERNA-1-obit-articleLarge.jpg?quality=75&auto=webp. Accessed 04 Jan. 2024.

This is a photo of Tony Verna in a booth during a football game

assets3.cbsnewsstatic.com/hub/i/r/2015/01/18/93cf158c-c2b9-4f38-a4a1-bf286bbc60b5/thumbnaill/1200x630/02fbac71943ecf1da3e365cc16422d78/tony-verna-dl-background.jpg?v=bc5e97361bb9e6142df5dbc26086568a. Accessed 04 Jan. 2024.

This is a photo of Tony Verna controlling instant replay in a booth.

www.usatoday.com/gcdn/presto/2018/12/07/USAT/87902c2e-7b67-4614-b9ca-c5f495391e0f-staubach_07.JPG?width=660&height=450&fit=crop&format=pjpg&auto=webp. Accessed 04 Jan. 2024.

This is a picture of the Navy running the ball in the 1963 game.

operations.nfl.com/media/knwkutyl/ap22340236683123.jpg?rxy=0.48369982211654167,0.18507665388875616&width=1417&height=740&rnd=133355645124070000&quality=85. Accessed 04 Jan. 2024.

This is a picture of an Instant replay machine that a referee is next to.

www.sbnation.com/2010/12/8/1065778/12-07-1963-instant-replay-at-army-navy-game

This is an overhead view of the 1963 army vs navy game.

“2010 NCAA FCS Quarterfinals - Eastern Washington vs North Dakota State.” *YouTube*, 17 Aug. 2019, www.youtube.com/watch?v=MFOQKHQWpQE. Accessed 12 Jan. 2024.

This video is about a college quarter-final game. Our interviewer played in this game. The video showed a good example of instant replay in live action.