

REPLAY FOR NON-REPLAY TYPES - 2012

Timing [41]

Ruling on the field is reversed as play continues when down should have ended.

Game clock may, repeat may, be adjusted when:

- [1] Completed pass reversed to incomplete pass. {125}
- [2] Ball carrier ruled inbounds and replay reverses to ball carrier stepping out of bounds. {126}
- [3] Ball carrier ruled short of first down and replay reverses to first down. {127}
- [4] Ball carrier ruled down but replay reverses to fumble that opponent recovers in the immediate continuing action. {128}

Ruling on field not reversed.

- [1] Adjust clock only if there is a significant clock error. {136}

Half expires and time should have remained on clock.

- [1] Ball carrier steps out of bounds. {129}
- [2] Ball carrier earns first down. {130}
- [3] Pass incomplete. {131}
- [4] Ball carrier tackled and requests a timeout. Replay uses official's signal. {132}
- [5] Unsuccessful field goal, but not try, hits ground in B's end zone. {133}

Half expires and replay reverses to ball carrier down with time on clock: Adjust clock if:

- [1] Ball carrier made line to gain. {134}
- [2] Offense has a timeout remaining. Game over if no time remaining. {135}
- [3] Foul occurs during down.
- [4] Player's helmet came off. (possible 10-second subtraction)

Restoring time to game clock at end of either half when time expires:

- [1] There should have been time remaining.
 - a. Does not apply if next play is a free kick. {137}
- [2] Time may only be restored at end of fourth quarter only if game is tied or team next putting ball in play is behind by less than nine points. {138}

Significant time runs off game clock when it should have been stopped:

- [1] Replay may step in. Clock operator may have double-clutched. {136}
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