

**Media Timeouts by Conference
2020– 2021
Men (as of 9/14/20)**

Conference	Rule
Lone Star	<p>Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by Lone Star Conference member institutions.</p> <ol style="list-style-type: none"> a. The length of each media timeout shall be <u>75 seconds (Note to media: 60-second commercial break with 15-second buffer)</u>. <i>NOTE: For live television games, the length of each media timeout shall be 105 seconds (Note to media: 90-second commercial break with 15-second buffer).</i> b. There shall be exactly <u>nine (9)</u> media timeouts in each game. c. Media timeouts will be taken at the first dead ball after the 16:00, 12:00, 8:00 and 4:00 marks on the clock in each half. Additionally, the first timeout requested by either team in the second half or in any extra period automatically shall become the length of a media timeout. d. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest. e. The media timeouts are <u>not to be replaced by any other timeouts</u> (e.g., team-called timeouts, injury timeouts, officials’ timeouts, intermissions will never take the place of a media timeout). f. In addition to the media timeouts, each team is entitled to <u>three (3) 30-second timeouts</u>. Each team may carry up to two (2) 30-second timeouts into the second half. Each team also gets <u>one (1) 60-second timeout</u> that can be used any time during the game. For overtime games, each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously. g. During all timeouts, a warning horn to alert teams to prepare to resume play shall be sounded <u>15 seconds before the expiration of any charged or media timeout</u>. A second game-clock horn shall be sounded at the end of any charged or media timeout and shall resume immediately. h. The team that requests a charged timeout may shorten that timeout when the captain/head coach notifies the official of the team’s intent. However, <u>media timeouts (including the first team-charged timeout of the second half or in any extra period) cannot be shortened</u> regardless of whether one or both teams indicate readiness. i. When a timeout is granted and creates a dead ball with 30 seconds or less before a media marks or creates the first dead ball after one of the 15-, 10-, 5-minutes marks or the 16-, 12-, 8-, 4- minute marks, that timeout will become the electronic-media timeout for that specified media mark time. (Exception: Rule 5-14.10.d) j. Timeouts granted and charged/media. (Rule5-14.10). The media timeout format now requires the media timeouts to occur “at or under” the media mark timeouts. k. When officials elect to use Instant Replay and this creates a dead ball with 30 seconds or less before a media mark timeout is required, this dead ball will become the media mark timeout. <p><i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i></p>
American Southwest	<p>Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by American Southwest Conference member institutions.</p> <ol style="list-style-type: none"> a. The length of each media timeout shall be <u>60 seconds (Note to media: 45-second commercial break with 15-second buffer)</u>. <i>NOTE: For live television</i>

	<p><i>games, the length of each media timeout shall be 105 seconds (Note to media: 90-second commercial break with 15-second buffer).</i></p> <ul style="list-style-type: none"> b. There shall be exactly <u>nine (9)</u> media timeouts in each game. c. Media timeouts will be taken at the first dead ball after the 16:00, 12:00, 8:00 and 4:00 marks on the clock in each half. Additionally, the first timeout requested by either team in the second half or in any extra period automatically shall become the length of a media timeout. d. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest. e. The media timeouts are <u>not to be replaced by any other timeouts</u> (e.g., team-called timeouts, injury timeouts, officials' timeouts, intermissions will never take the place of a media timeout). f. In addition to the media timeouts, each team is entitled to <u>three (3) 30-second timeouts</u>. Each team may carry up to two (2) 30-second timeouts into the second half. Each team also gets <u>one (1) 60-second timeout</u> that can be used any time during the game. For overtime games, each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously. g. During all timeouts, a warning horn to alert teams to prepare to resume play shall be sounded <u>15 seconds before the expiration of any charged or media timeout</u>. A second game-clock horn shall be sounded at the end of any charged or media timeout and shall resume immediately. h. The team that requests a charged timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. However, <u>media timeouts (including the first team-charged timeout of the second half or in any extra period) cannot be shortened</u> regardless of whether one or both teams indicate readiness. i. When a timeout is granted and creates a dead ball with 30 seconds or less before a media marks or creates the first dead ball after one of the 15-, 10-, 5- minutes marks or the 16-, 12-, 8-, 4- minute marks, that timeout will become the electronic-media timeout for that specified media mark time. (Exception: Rule 5-14.10.d) j. When officials elect to use Instant Replay and this creates a dead ball with 30 seconds or less before a media mark timeout is required, this deal ball will become the media mark timeout. <p><i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i></p>
SCAC	<p>Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by SCAC member institutions.</p> <p>The length of each media timeout shall be <u>60 seconds (Note to media: 45-second commercial break with 15-second buffer)</u>. <i>NOTE: For live television games, the length of each media timeout shall be 105 seconds (Note to media: 90-second commercial break with 15-second buffer).</i></p> <ul style="list-style-type: none"> a. There shall be exactly <u>nine (9)</u> media timeouts in each game. b. Media timeouts will be taken at the first dead ball after the 16:00, 12:00, 8:00 and 4:00 marks on the clock in each half. Additionally, the first timeout requested by either team in the second half or in any extra period automatically shall become the length of a media timeout. c. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest. d. The media timeouts are <u>not to be replaced by any other timeouts</u> (e.g., team-called timeouts, injury timeouts, officials' timeouts, intermissions will never take the place of a media timeout). e. In addition to the media timeouts, each team is entitled to <u>three (3) 30-second timeouts</u>. Each team may carry up to two (2) 30-second timeouts into the

	<p>second half. Each team also gets <u>one (1) 60-second timeout</u> that can be used any time during the game. For overtime games, each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.</p> <p>f. During all timeouts, a warning horn to alert teams to prepare to resume play shall be sounded <u>15 seconds before the expiration of any charged or media timeout</u>. A second game-clock horn shall be sounded at the end of any charged or media timeout and shall resume immediately.</p> <p>g. The team that requests a charged timeout may shorten that timeout when the captain/head coach notifies the official of the team’s intent. However, <u>media timeouts (including the first team-charged timeout of the second half or in any extra period) cannot be shortened</u> regardless of whether one or both teams indicate readiness.</p> <p>h. When a timeout is granted and creates a dead ball with 30 seconds or less before a media marks or creates the first dead ball after one of the 15-, 10-, 5- minutes marks or the 16-, 12-, 8-, 4- minute marks, that timeout will become the electronic-media timeout for that specified media mark time. (Exception: Rule 5-14.10.d)</p> <p>i. When officials elect to use Instant Replay and this creates a dead ball with 30 seconds or less before a media mark timeout is required, this deal ball will become the media mark timeout.</p> <p><i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i></p>
Red River	<p>No media format:</p> <ol style="list-style-type: none"> Four 75-second timeouts and two 30-second timeouts for each team per regulation game. The four 75-second timeouts may be used at any time. The two 30-second timeouts may be used at any time. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s). <p><i>Note: If two schools agree, media timeouts can be used.</i></p>
Western JUCO	<p>Media format:</p> <ol style="list-style-type: none"> Two 60-second timeouts will be issued at the first dead ball under 14 minutes and under 7 minutes in each half When either of the teams uses a 75-second timeout (also called a “full timeout”) in either the first or second half, that timeout shall replace the next media timeout in that half. Example: If a team takes a 75-second timeout at 15:10 in the first half, that timeout shall replace the next media timeout scheduled for under 14:00 in the first half. Four 75-second timeouts and two 30-second timeouts for each team per regulation game to be used at any time. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts they have not used.. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.
Independents	<p>No media format:</p> <ol style="list-style-type: none"> Four 75-second timeouts and two 30-second timeouts for each team per regulation game. The four 75-second timeouts may be used at any time. The two 30-second timeouts may be used at any time.

	<ul style="list-style-type: none"> d. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously. e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).
Texas Eastern JUCO	<ul style="list-style-type: none"> a. Two 60-second media timeouts will be issued at the first dead ball under 14 minutes and under 7 minutes in each half. b. When either of the teams uses a 75-second timeout in either the first or second half, that timeout shall replace the next media timeout in that half. Example: If a team takes a 75-second timeout at 15:10 in the first half, that timeout shall replace the next media timeout scheduled for under 14:00 in the first half. c. Four 75-second timeouts and two 30-second timeouts for each team per regulation game to be used at any time. d. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts they have not used. e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.
North Texas JUCO	<p>When the electronic-media agreement calls for FEWER THAN THREE electronic-media timeouts in one half, the format shall be as follows (media at 14 & 7 in each half):</p> <ul style="list-style-type: none"> a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game. b. The four 75-second timeouts can be used at any time. c. The two 30-second timeouts can be used at any time. d. These electronic-media timeouts shall occur at the first dead ball after the minute marks specified by the electronic-media agreement. e. When either of the teams uses a 75-second timeout in either the first or second half, that timeout shall replace the next agreed-upon electronic-media timeout for that half. The timeout shall be 75 seconds or the length called for by the electronic-media agreement. <ul style="list-style-type: none"> 1. The first timeout requested by either team in the second half shall become the electronic-media timeout and shall be 75 seconds long or the length called for by the electronic-media agreement. f. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously. g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.
Dallas Metro	<p>No media format:</p> <ul style="list-style-type: none"> a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game. b. The four 75-second timeouts may be used at any time. c. The two 30-second timeouts may be used at any time. d. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously. e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).