

Media Timeouts by Conference
2026-2027
Men

Conference	Rule
American Southwest	Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by American Southwest Conference member institutions. - 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> - There shall be exactly <u>nine (9)</u> media timeouts in each game. - 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. - The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest. - 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). - 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. - 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. - 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. - 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) - 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. - When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted. <i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i>
SCAC	Media timeouts shall be utilized at <u>ALL</u> basketball games hosted by SCAC member institutions.

	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>. - There shall be exactly <u>nine (9)</u> media timeouts in each game. - 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. - The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest. - 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). - 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. - 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. - 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. - 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) - 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. - When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted. <i>NOTE: Intermission between halves shall be 15 minutes. Additionally, there shall be a one-minute intermission before each extra period.</i>
Red River	Media Timeouts This policy applies to all regular season and conference tournament games. The length of all media timeouts is a minimum 60-seconds and maybe longer depending on the network contracts. Each half, a media timeout will occur when: • There is a stopped clock for any reason at or below the 15-, 10-, and 5-minute marks; or • There is a team timeout granted or there is a replay review within 30-seconds of the media mark above If there is overtime, a media break will take place at the end of regulation play before the first extra period and between each extra period. There will be no media timeouts during any overtime period(s). Team Timeouts Per game, each team will be allowed: • One timeout 60-seconds in length

	• Three timeouts 30-seconds in length • If no timeouts are taken in the 1st half, a maximum of three timeouts carryover to the 2nd half and in this instance a 30-second timeout will not carry over to the 2nd half • If a team does use a 60-second timeout in the 1st half and doesn't use a 30-second timeout in the 1st half, they will lose one 30-second timeout, as only two 30-second timeouts can carry over into the 2nd half. • If there is overtime, any remaining timeouts not used in regulation or any prior extra period(s) plus one 30-second timeout carry over to each extra period. • When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted. Floating Media Timeout In the 2nd half only, regardless of the time on the clock, if there is a team timeout granted, a floating media timeout will occur that is in addition to the other three media timeouts based on the 15-, 10-, and 5-minute marks. While rare, if no team timeout is granted in the 2nd half, there is no floating media timeout. Example 1 The first granted team timeout of the 2nd half occurs at 14:59, this will be the floating media timeout for the 2nd half. Following the ball being put in play, there is a stoppage in play for any reason at 14:32, this will be the under 15-minute media timeout. Example 2 There is a replay review in the 2nd half that occurs at 5:20, this will be the under 5-minute media timeout. Following the ball being put in play, the first granted team timeout of the 2nd half occurs at 4:37, this will be the floating media timeout for the 2nd half.
Western JUCO	Media format: - Three 60 second timeouts at the first dead ball under 15 minutes, 10 minutes, and 5 minutes in each half. - The first timeout requested by either team in the second half shall become the length of a timeout called for by the media agreement (60 seconds). This does not replace the media timeouts. - When a timeout is granted or charged, or the officials elect to use instant replay and either creates a dead ball with 30 seconds or less before the media marks or creates the first dead ball at or after one of the 15-, 10-, and 5- minute marks, that timeout or dead ball will become the electronic-media timeout for that specified media mark time. Team Timeouts: - Three 30 second timeouts for each team per game. - May carry up to two 30 second timeouts into the second half. - One 60 second time out per team per game that may be used any time during the game. - One additional 30 second timeout in overtime. - When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted.
Independents	No media format: - 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).

Texas Eastern JUCO	Media format: - At the first dead ball at the 16-, 12-, 8-, 4-minute marks of each half. Each timeout will be 60 seconds with the first horn blown at the 45 second mark. - When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted. Team Timeouts: - Three 30 second timeouts for each team per game. - May carry up to two 30 second timeouts into the second half. - One 60 second time out per team per game that may be used any time during the game. - One additional 30 second timeout in overtime. Special Note: First 30 second time out of the second half is changed to a full timeout (but written as a 30 second in the scorebook). It does not cancel the next scheduled media timeout.
North Texas JUCO	Media format: - At the first dead ball at the 16-, 12-, 8-, 4-minute marks of each half. Each timeout will be 60 seconds with the first horn blown at the 45 second mark. - When two media timeouts would otherwise occur consecutively, the game clock must run before the second timeout is granted. Team Timeouts: - Three 30 second timeouts for each team per game. - May carry up to two 30 second timeouts into the second half. - One 60 second time out per team per game that may be used any time during the game. One additional 30 second timeout in overtime.
Dallas Metro	No media format: - 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).