

**Media Timeouts by Conference
2024-2025
Men**

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> <ol 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 60 seconds (<i>Note to media: 45-second commercial break with 15-second buffer</i>). <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> <ol 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"> 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. <p>Team Timeouts:</p> <ol style="list-style-type: none"> 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.
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.

	<ul style="list-style-type: none"> 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).
Texas Eastern JUCO	<p>Media format:</p> <ul style="list-style-type: none"> a. 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. <p>Team Timeouts:</p> <ul style="list-style-type: none"> a. Three 30 second timeouts for each team per game. b. May carry up to two 30 second timeouts into the second half. c. One 60 second time out per team per game that may be used any time during the game. d. One additional 30 second timeout in overtime.
North Texas JUCO	<p>Media format:</p> <ul style="list-style-type: none"> a. 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. <p>Team Timeouts:</p> <ul style="list-style-type: none"> a. Three 30 second timeouts for each team per game. b. May carry up to two 30 second timeouts into the second half. c. One 60 second time out per team per game that may be used any time during the game. <p>One additional 30 second timeout in overtime.</p>
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).