

**Media Timeouts by Conference  
2022-2023  
Men (as of 11/2/22)**

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"> <li>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></li> <li>b. There shall be exactly <u>nine (9)</u> media timeouts in each game.</li> <li>c. <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.</b></li> <li>d. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest.</li> <li>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).</li> <li>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.</li> <li>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.</li> <li>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.</li> <li>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)</li> <li>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.</li> <li>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.</li> </ol> <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"> <li>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></li> </ol>

	<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"> <li>b. There shall be exactly <u>nine</u> (9) media timeouts in each game.</li> <li>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.</li> <li>d. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest.</li> <li>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).</li> <li>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.</li> <li>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.</li> <li>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.</li> <li>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)</li> <li>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.</li> </ul> <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"> <li>a. There shall be exactly <u>nine</u> (9) media timeouts in each game.</li> <li>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.</li> <li>c. The media timeouts will be in play for <u>every game</u>, regardless of what media is or is not covering the contest.</li> <li>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).</li> <li>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</li> </ul>

	<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"> <li>Four 75-second timeouts and two 30-second timeouts for each team per regulation game.</li> <li>The four 75-second timeouts may be used at any time.</li> <li>The two 30-second timeouts may be used at any time.</li> <li>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.</li> <li>The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).</li> </ol> <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"> <li>Three 60 second timeouts at the first dead ball under 15 minutes, 10 minutes, and 5 minutes in each half.</li> <li>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.</li> <li>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.</li> </ol> <p>Team Timeouts:</p> <ol style="list-style-type: none"> <li>Three 30 second timeouts for each team per game.</li> <li>May carry up to two 30 second timeouts into the second half.</li> <li>One 60 second time out per team per game that may be used any time during the game.</li> <li>One additional 30 second timeout in overtime.</li> </ol>
Independents	<p>No media format:</p> <ol style="list-style-type: none"> <li>Four 75-second timeouts and two 30-second timeouts for each team per regulation game.</li> <li>The four 75-second timeouts may be used at any time.</li> </ol>

	<ul style="list-style-type: none"> <li>c. The two 30-second timeouts may be used at any time.</li> <li>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.</li> <li>e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).</li> </ul>
Texas Eastern JUCO	<p>Media format:</p> <ul style="list-style-type: none"> <li>a. Three 60 second timeouts at the first dead ball under 15 minutes, 10 minutes, and 5 minutes in each half.</li> <li>b. 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.</li> <li>c. 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.</li> </ul> <p>Team Timeouts:</p> <ul style="list-style-type: none"> <li>a. Three 30 second timeouts for each team per game.</li> <li>b. May carry up to two 30 second timeouts into the second half.</li> <li>c. One 60 second time out per team per game that may be used any time during the game.</li> <li>d. One additional 30 second timeout in overtime.</li> </ul>
North Texas JUCO	<p>Media format:</p> <ul style="list-style-type: none"> <li>a. Three 60 second timeouts at the first dead ball under 15 minutes, 10 minutes, and 5 minutes in each half.</li> <li>b. 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.</li> <li>c. 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.</li> </ul> <p>Team Timeouts:</p> <ul style="list-style-type: none"> <li>a. Three 30 second timeouts for each team per game.</li> <li>b. May carry up to two 30 second timeouts into the second half.</li> <li>c. One 60 second time out per team per game that may be used any time during the game.</li> <li>d. One additional 30 second timeout in overtime.</li> </ul>
Dallas Metro	<p>No media format:</p> <ul style="list-style-type: none"> <li>a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.</li> <li>b. The four 75-second timeouts may be used at any time.</li> <li>c. The two 30-second timeouts may be used at any time.</li> <li>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.</li> <li>e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).</li> </ul>