



## 2017-19 NCAA Women's Basketball MEDIA TIMEOUT FORMAT GUIDELINES

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### Team timeouts:

- Each team receives three 30-second timeouts and one full timeout (60 seconds).
- Teams may use their timeouts **at any time during the game.**
- The full timeout may be used in either the first or second half.
- Each team receives one 30-second timeout for each extra period, in addition to any unused second half timeouts.

**Play 1:** Team A uses one 30-second timeout in the first half. How many timeouts does Team A have remaining for use in the second half?

**Ruling 1:** Team A has two 30-second and one full timeout for use in the second half.

**Play 2:** Team A calls their full timeout in the first half. How many timeouts will Team A have in the second half?

**Ruling 2:** Team A will have three 30-second timeouts in the second half.

**Play 3:** Team A calls no timeouts in the first half and no timeouts in the second half. If the game goes into overtime, how many timeouts will Team A have for use?

**Ruling 3:** Team A will have four 30-second timeouts (three from the second half and one for the extra period) and one full timeout (from the second half).

### Electronic-media timeouts:

- The length of a media timeout is determined by the host institution/conference or the electronic-media agreement between the host institution/conference and their media partner.
- There is one electronic-media timeout in each period that occurs at the first dead ball at or below the 5-minute mark.
- When a team calls a timeout before the electronic-media timeout mark for that period, or calls a timeout which creates the first stoppage in play at or below the mark, the timeout shall be charged to the team and it will become that period's electronic-media timeout.

- The first team-called timeout of the second half will become an electronic-media timeout. This timeout does not replace the 5-minute media timeout in the period in which it is called.
- The first team called timeout in any extra period(s) may become an electronic-media timeout if stipulated in the conference media agreement.

**Play 4:** In the first period, Team A calls a 30-second timeout with 7:15 on the game clock.

**Ruling 4:** Team A is charged with a 30-second timeout, which will become the length of the electronic-media timeout. There are no remaining electronic-media timeouts in the first period.

**Play 5:** In the first period, Team A calls a 30-second timeout with 7:15 on the game clock. At 5:00 on the game clock

- (a) B3 commits a traveling violation or;
- (b) Team B calls a 30-second timeout.

**Ruling 5:** In (a), play will immediately resume with a throw-in awarded to Team A. In (b), Team B is charged for a 30-second timeout, which will remain 30 seconds in length.

**Play 6:** In the third period, Team A calls a 30-second timeout with 7:30 remaining in the period. This is the first team-called timeout of the second half.

**Ruling 6:** The team-called timeout by Team A will become an electronic-media timeout. There will still be an electronic-media timeout in the third period at or below the 5-minute mark, unless either team calls a timeout before the media mark.

**Play 7:** With 5:00 remaining in the third period, A1 is fouled in the act of shooting. The try is unsuccessful. The 5-minute media timeout is taken before A1's first free throw. Prior to the second free throw, Team B calls a timeout, which is the first team-called timeout of the second half.

**Ruling 7:** The team-called timeout by Team B will become an electronic-media timeout, as it is the first team-called timeout of the second half. Following the timeout, A1 will attempt her second free throw.