



2015-17 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 as many of their timeouts in the first half as they choose; however, only three timeouts carry-over to the second half.
- If a team does not use a timeout in the first half, they will lose one 30-second timeout.
- 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 three 30-second timeouts (two from the second half and one for the extra period) and one full timeout (from the second half).

Electronic-media timeouts:

- 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 quarter'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.