

Appendix I • Media Timeout Protocol



Timeout Protocol

During Division III men's basketball tournament competition, NCAA Rule 5-14.10 will be in effect regardless of media presence.

1. Three 30-second timeouts for each team per regulation game.
 - a. Each team may carry up to two 30-second timeouts into the second half.
2. One 60-second timeout for each team per regulation game that may be used any time during the game.
3. The electronic media timeouts shall occur at the first dead ball after 16-, 12-, 8- and 4-minute marks when the game clock is stopped. These media timeouts should be 1 minute in length (preliminary rounds) and 2 minutes in length (semifinals/finals).
4. The first timeout requested by either team in the second half shall become the length of a timeout called by media agreement:
 - a. In any extra period, the first timeout granted to either team may become an electronic- media timeout.
5. When a timeout is granted and creates a dead ball with 30 seconds or less before the media marks or creates the first dead ball after one of the 16-, 12-, 8- and 4-minute marks, that timeout will become the electronic-media timeout for that specified media mark time. (*Exception: Rule 5-14.10.e.*)
6. 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.
7. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Note: The NCAA Division III Men's Basketball Committee has chosen to implement four media timeouts per half during the Division III Men's Basketball Championship.