



**2022-23 NCAA Division I Men’s Basketball Regular Season  
Media Timeout Format (Rule 5-14.10)**

1. Each team has three 30-second timeouts per regulation game, two of which may be carried over to the second half.
2. Each team has one 60-second timeout, which may be used at any time during the game.
3. The electronic media agreement determines the number and media marks for electronic media timeouts (e.g., 15-, 10- and 5- minute marks or 16-, 12-, 8- and 4-minute marks).
4. The electronic media timeouts will occur at the first dead ball at or after any of the above minute marks when the game clock is stopped.
5. The first timeout requested (charged) by either team in the second half (regardless of the time on the clock) shall become the length of a timeout called for under the electronic media timeout.
6. When one of the following occurs that creates a dead ball, that dead ball will become the scheduled electronic media timeout:
  - a. A timeout is granted with 30 seconds or less before any of the media marks, or
  - b. An official elects to use instant replay with 30 seconds or less before any of the media marks, or
  - c. Either a or b above creates the first dead ball after one of the media marks.  
(Exception: See #5 above.)
7. In addition to carrying over any unused timeouts into any overtime period, each team shall receive one additional 30-second timeout for each overtime period but not until the period begins.

**The following examples are for schools/conferences that use the 16-, 12-, 8- and 4-minute timeout format.**

*Example No. 1 – First team-called timeout occurs at 17:30 of the **first half**. (This is either a 30- or 60-second charged timeout).*

<b>Scenario</b>	<b>Action</b>
15:55 – Team-called timeout or officials stop game for instant replay	Charged timeout except for instant replay; becomes the 16-minute media timeout
12:05 – Team-called timeout or officials stop game for instant replay	Charged timeout except for instant replay; becomes the 12-minute media timeout
11:59 – Dead ball occurs after team took a timeout from 12:30-12:00	Not a media timeout

*Example No. 2 – First team-called timeout occurs at 16:45 of the **second half**. (This is a charged timeout that becomes the length of a media timeout because it is the first team-called timeout of the second half.)*

<b>Scenario</b>	<b>Action</b>
15:55 – First dead ball occurs at or under 16:00	16-minute media timeout
12:05 – Team calls a timeout or officials stop game for instant replay	Charged timeout except for instant replay; becomes the 12-minute media timeout
11:59 – Dead ball occurs after team took a timeout from 12:30-12:00	Not a media timeout

Example No. 3 – The first dead ball occurs at or below 15:59 of the **second half**. (This becomes the under 16-minute media timeout.)

<b>Scenario</b>	<b>Action</b>
11:45 – First team-called timeout of second half or officials stop game for instant replay	Charged timeout except for instant replay and length of the media timeout because it is the first team-called timeout of the second half
10:05 – Team calls a timeout or officials stop game for instant replay, and this is the first dead ball at or under 12:00 (after the first team-called T.O.)	Charged timeout except for instant replay; becomes the 12-minute media timeout
7:45 – Team calls a timeout or officials stop game for instant replay and this is the first dead ball at or under 8:00	Charged timeout except for instant replay; becomes the 8-minute media timeout