



2008-2009 Timeout Comparison Chart

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
NO electronic- media timeouts	Four 75-second and Two 30-second timeouts per team per regulation game.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75- second timeout per team for each extra period.	None	None	None
FEWER THAN THREE electronic- media timeouts in at least one half	Four 75-second and Two 30-second timeouts per team per regulation game.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75- second timeout per team for each extra period.	One or two depending on the media agreement. a 75-second timeout taken in a half by either team replaces the next media timeout of the half.	One or two depending on the media agreement. a 75-second timeout taken in a half by either team replaces the next media timeout of the half.	The first team-called timeout in each period becomes a media timeout, if that is part of the media agreement.
AT LEAST THREE electronic- media timeouts in either half	Four 30-second timeouts and One 60- second timeout per team.	Any unused timeouts from the first half but can only carry three 30-second timeouts to second half. The fourth is lost if it was not used in the first half. The first team-called timeout in the second half becomes a media timeout	Any not used in regulation or any prior extra period(s) plus one 30-second timeout per team per extra period.	When using THREE electronic-media timeouts: - they occur after the 15- 10- and 5-minute marks, depending on the media agreement When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks.	When using THREE electronic-media timeouts: - they occur after the 15- 10- and 5-minute marks, depending on the media agreement When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks	The first team-called timeout in each period becomes a media timeout, if that is part of the media agreement.

**Each electronic- media timeout shall occur at the first dead ball AFTER the minute mark specified in the media agreement. 'The electronic-media timeout format MAY NOT be used without the presence of paid advertising in a live game. (For more information, see Rule 5-13 or contact Debbie Williamson, NCAA Secretary-Rules Editor at williamsondebbie@yahoo.com*