



LONE STAR CONFERENCE FOOTBALL MEDIA TIMEOUT POLICY

- Media timeouts shall be utilized at ALL football games hosted by Lone Star Conference member institutions, regardless of what media is or is not covering the contest. There shall be up to Ten (10) media timeouts in each game, including **two (2) per quarter plus the first-half intermission** (between the 1st and 2nd quarters) **and second-half intermission** (between the 3rd and 4th quarters).
- The LSC member institution hosting the game shall provide a Sideline Timeout Coordinator, whose responsibility shall be to ensure proper compliance with this policy. The coordinator should report 75 minutes prior to game time to the football officials' locker room for a brief discussion on signals and coordination of duties. The coordinator **should wear the Conference-provided red hat and red vest** in order to be easily recognizable.
- Media timeouts are intended to accommodate a 90-second commercial break. The referee shall **notify both teams after 90 seconds**. Five (5) seconds after the referee's notification he shall declare the ball ready for play, thus starting the 25-second play clock interval. It should be noted that media timeouts cannot be shortened regardless of whether one or both teams indicate readiness.
- **Media timeouts will be taken at the first two (2) approved opportunities in each quarter.** Approved opportunities are as follows:
 - following any PAT or successful field goal, **and**
 - **once both teams have had possession of the ball**, following a punt or safety.

NOTE: The referee retains the right to forego an approved opportunity, if warranted (e.g., quick score after play has just begun or returned from media timeout).

*CLARIFICATION: If any quarter has less than two (2) approved opportunities, the corresponding media timeout(s) will **NOT** carry over to subsequent quarters.*

*REMINDER: Media timeouts should **NOT** be taken after a turnover, including a turnover on downs.*

- Intermission between the 1st and 2nd quarters (first half) and between the 3rd and 4th quarters (second half) shall be treated as **additional media timeouts** and cannot be shortened from 90 seconds in length, followed by a 5-second buffer before ball is marked ready for play, then 25-second play clock interval preceding the next play.
- In addition to the media timeouts, each team is entitled to **three (3) charged team timeouts during each half**. Unlike media timeouts, the length of each charged team timeout shall be 30 seconds. The referee shall **notify both teams after 30 seconds**. Five (5) seconds after the referee's notification he shall declare the ball ready for play, thus starting the 25-second play clock interval. ***NOTE: The referee retains the right to extend a team-called timeout into a media timeout, if warranted (e.g., late in a quarter if a media timeout is due and appears to be in jeopardy of being missed).***
- Intermission between halves shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both schools. ***NOTE: The Conference office, game officials, and applicable broadcasting entities should be notified upon agreeing to alter the length of any halftime intermission.***

Media Timeout Worksheet

- The Sideline Timeout Coordinator should use this form to keep track of LSC Media Timeouts as they occur, serving as a resource to the officiating crew, if needed.

Date: _____

Opponent: _____

Media Timeout

Game Clock

1. **FIRST QUARTER** Break 1 _____

2. **FIRST QUARTER** Break 2 _____

3. **FIRST-HALF INTERMISSION** Break _____
(between 1st and 2nd quarters)

4. **SECOND QUARTER** Break 1 _____

5. **SECOND QUARTER** Break 2 _____

6. **THIRD QUARTER** Break 1 _____

7. **THIRD QUARTER** Break 2 _____

8. **SECOND-HALF INTERMISSION** Break _____
(between 3rd and 4th quarters)

9. **FOURTH QUARTER** Break 1 _____

10. **FOURTH QUARTER** Break 2 _____