



ACC Football Media Timeout Protocols

1. ACC Red Hats will promptly start their physical timeout clock (regardless of whether the Red Hat has made it to their position on the field or not) once the Referee starts their above the head wave motion. The Red Hat will have confirmed the timeout with TV immediately prior to securing the Referee's acknowledgement.
2. ACC will take media timeouts on player injury stoppages (if media timeouts remain) once the Referee calls medical personnel onto the field. The only exception is if the injury stoppage occurs following a 3rd down play and the offensive team is obviously planning to kick a FG on 4th down.
3. ACC will take media timeouts on instant replay review stoppages (immediately upon R's announcement) if media timeouts remain. The only exception is if the IR stoppage occurs on a scoring play. If there is an "expedited review", the ACC will not take a media timeout. TV and Red Hat will need to communicate appropriately to confirm an expedited review and that a break will not occur.
4. ACC Red Hats will not delay the start of the game or start of the 2nd half.
5. If a game goes to OT, the coin toss should happen immediately, during the break. The coin toss and the commercial break after the end of regulation should happen simultaneously.