

- (d) When a captain requests time-out. (This time-out shall be granted only when the ball is dead or in possession of this captain's team.)

NOTE: Time-out shall be charged for each minute or fraction thereof.

- (e) When play is suspended for removal of a disqualified player.
- (f) When play is suspended because of injury to a player.

NOTE: When time-out is declared as provided in (e) and (f), a time-out shall be charged for each minute or fraction thereof. No time-out shall be charged, however, if the injured or disqualified player leaves the game within one minute and no more than an additional 30 seconds is required to make a substitution.

A time-out shall be charged to both teams if the requests are simultaneous.

Section 2. After a time-out, the game watch shall be started when the referee signals time-in. If this follows:

- (a) A free throw, a technical foul, or a double foul, the referee's whistle at the time the ball leaves his hands on the toss is an automatic signal for time-in.
- (b) A free throw for any other foul, as soon as the ball leaves the thrower's hand for the last free throw, the referee signals time-in by a chopping motion of his hand.
- (c) A time-out for any reason other than a free throw, the referee shall signal time-in by a chopping motion of his hand (1) as soon as the ball leaves his hands for the toss, if ball is put into play by a jump ball, or (2) as soon as the ball crosses the boundary line, if ball is put into play from out of bounds.

Section 3. Each team may be granted five time-outs during