no time-out shall be charged if the injured or disqualified player leaves the game within one minute and if no more than an additional 30 seconds is consumed in completing the substitution. If time-out is granted to both teams simultaneously, a time-out shall be charged to each team.

Time-out is not charged under (a), (b) and (c) of Sec. 1 except that if the time consumed for a substitution exceeds 30 seconds, a time-out is charged.

Sec. 3. After time has been out the game watch shall be started with the referee signals time-in. If this follows

(a) a free throw for a technical or double foul, the referee signals time-in by blowing his whistle as the ball leaves his hands on the toss;

(b) a free throw for any other foul, the referee signals time-in by a chopping motion of his hand after the last free throw, including any substitute free throw, th this signal being given (1) as soon as it is evident that the ball will go into play by a rebound, or (2) if the throw is successful, or if the ball is awarded to the opponents for any other reason, as soon as the ball crosses the boundary line when it is thrown into play;

(c) a period when time has been out for any other reason, the signal is given as provided in Sec. 5 of this rule.

Sec. 4. Five charged time-outs may be granted to each team during the game. After a team has used its allowed number of time-outs, it may be granted additional time-outs at the expense of a technical foul for each such time-out.

Sec. 5. Whenever play is suspended (unless otherwise provided in the rules), play shall be resumed by tossing the ball up between the two players of opposing teams nearest to it, at that spot where it was when play ceased; except that if a violation or a foul has taken place, play shall be resumed with the administering of the penalty; or except that if the ball was in play and in the possession of a player when play ceased, any player of his team shall put the ball in play from out of bounds at the point nearest the spot where play ceased.