

Table A1: Balance Test of Matched Covariates using logit-based propensity score

	<i>Summary of balance for matched data:</i>						
	Means Treated	Means Control	SD Control	Mean Diff	eQQ Med	eQQ Mean	eQQ Max
Propensity Score	0.0134	0.0134	0.0033	0.00	0.00	0.00	0.00
Run Size by Momentum Team	7.3766	7.3766	1.9279	0.00	0.00	0.00	0.00
Substitutions by Momentum Team	0.0517	0.0517	0.2587	0.00	0.00	0.00	0.00
Substitutions by Opposing Team	0.1084	0.1084	0.4121	0.00	0.00	0.00	0.00

Note: Differences in all variables are not statistically significant.

Table A2: Balance Test of Matched Covariates using Mahalanobis distance

Summary of balance for matched data:

	Means Treated	Means Control	SD Control	Mean Diff	eQQ Med	eQQ Mean	eQQ Max
Run Size by Momentum Team	7.3766	7.3766	1.9279	0.00	0.00	0.00	0.00
Substitutions by Momentum Team	0.0517	0.0517	0.2587	0.00	0.00	0.00	0.00
Substitutions by Opposing Team	0.1084	0.1084	0.4121	0.00	0.00	0.00	0.00

Note: Differences in all variables are not statistically significant. Results are substantively identical to Table A1 because relatively few variables were used for matching.

Table B1: Alternative Estimators

	<i>Dependent variable:</i>		
	Points Scored in Next 3 Minutes by Momentum Team		
	Run \geq 6 Points	Run \geq 10 Points	Run \geq 15 Points
Subsequent TV Timeout	-0.111 ^{***} (0.014)	-0.150 ^{***} (0.041)	-0.363 ^{**} (0.175)
Run Size by Momentum Team	-0.004 (0.004)	-0.008 (0.010)	0.027 (0.040)
Substitutions by Momentum Team	-0.164 ^{***} (0.031)	-0.067 (0.080)	
Substitutions by Opposing Team	-0.080 ^{***} (0.019)	0.013 (0.057)	-0.058 (0.153)
Constant	1.806 ^{***} (0.028)	1.864 ^{***} (0.116)	1.346 ^{**} (0.681)
Observations	5,148	576	48
Log Likelihood	-12,370.540	-1,376.980	-120.674
theta	16.702 ^{***} (1.425)	18.802 ^{***} (5.298)	6.108 [*] (3.197)
Akaike Inf. Crit.	24,751.080	2,763.960	249.348

Note: Using an estimator designed for skewed data, the negative binomial, does not change results.
^{*}p<.1; ^{**}p<.05; ^{***}p<.01.

Table C1: Robust to Game Context

	<i>Dependent variable:</i>		
	Points Scored in Next 3 Minutes by Momentum Team		
	First TV Timeout Only	No Garbage Time	No Crunch Time
Subsequent TV Timeout	-0.090*** (0.012)	-0.093*** (0.012)	-0.105*** (0.012)
Run Size by Momentum Team	-0.012*** (0.003)	-0.010*** (0.003)	-0.010*** (0.003)
Substitutions by Momentum Team	-0.115*** (0.027)	-0.124*** (0.027)	-0.110*** (0.027)
Substitutions by Opposing Team	-0.071*** (0.017)	-0.075*** (0.017)	-0.078*** (0.017)
Constant	1.835*** (0.025)	1.830*** (0.025)	1.837*** (0.025)
Observations	4,920	5,144	4,968
Log Likelihood	-11,884.040	-12,379.090	-11,922.610
Akaike Inf. Crit.	23,778.080	24,768.190	23,855.210

Note: TV timeouts decrease points scored when analyzing only the first timeout, excluding garbage time, and excluding crunch time. These results suggest that strategic changes during TV timeouts do not explain the results. *p<.1; **p<.05; ***p<.01. In the 114 games with a second TV timeout interrupting momentum, there is no effect on momentum. No games have three TV timeouts interrupting momentum; results available upon request.

Table E1: Recreating Original Analysis but With Coaches' Timeout as Treatment

	<i>Dependent variable:</i>		
	Points Scored in Next 3 Minutes by Momentum Team		
	Run \geq 6 Points	Run \geq 10 Points	Run \geq 15 Points
Subsequent Coaches' Timeout	-0.134*** (0.003)	-0.120*** (0.008)	-0.054* (0.028)
Run Size by Momentum Team	0.001 (0.001)	0.001 (0.002)	-0.004 (0.008)
Substitutions by Momentum Team	-0.145*** (0.011)	-0.151*** (0.028)	-0.108 (0.109)
Substitutions by Opposing Team	-0.091*** (0.007)	-0.061*** (0.020)	-0.251*** (0.092)
Constant	1.794*** (0.006)	1.783*** (0.024)	1.799*** (0.128)
Observations	82,624	11,276	912
Log Likelihood	-202,333.000	-27,586.430	-2,246.644
Akaike Inf. Crit.	404,676.000	55,182.860	4,503.287

Note: These results replace runs interrupted by TV timeouts with those interrupted by coaches' timeouts. Results from this analysis are largely similar, though the effect size of coaches' timeouts is slightly larger on average. * $p < .1$; ** $p < .05$; *** $p < .01$.

Table E2: Comparing Coaches' Timeouts and TV Timeouts by Including Both in the Same Regression

	<i>Dependent variable:</i>
	Points Scored in Next 3 Minutes by Momentum Team
Subsequent TV Timeout	-0.142 ^{***} (0.009)
Subsequent Coaches' Timeout	-0.139 ^{***} (0.003)
Run Size by Momentum Team	0.0002 (0.001)
Substitutions by Momentum Team	-0.141 ^{***} (0.010)
Substitutions by Opposing Team	-0.083 ^{***} (0.007)
Constant	1.805 ^{***} (0.006)
Observations	87,772
Log Likelihood	-215,032.200
Akaike Inf. Crit.	430,076.500

Note: This regression matches runs with any timeout (coaches' or TV) with those uninterrupted by runs in order to compare the effect of the two types of timeouts to each other. The subsequent regression analysis includes indicator variables for both coaches' and TV timeouts. There is not a statistically significant difference between the effect of coaches' timeouts and TV timeouts. *p<.1; **p<.05; ***p<.01.

Figure captions

Caption for Figure D1: This figure shows the coefficient from regressions that replicate Table 3 but change the length of gameplay after a TV timeout that is used to measure the effect of interrupting momentum. The effect of a TV timeout is strongest soonest after gameplay resumes. All results are significant at a $p < 0.001$ level.

Figure D1: Effect Size and Distance From TV Timeout Dissipates As TV Timeout Recedes

