The REST API for the Wowza Streaming Cloud™ service is subject to request limits, which are explained in this article.

**About Wowza Streaming Cloud REST API limits**

Wowza Streaming Cloud REST API requests are subject to *limits*. Limits protect shared resources. API request limits are based on making resources available equitably and optimally for all customers.

The limits documented here are starting points for new API users. Limits can be increased by opening a Support ticket.

This guide might not cover all limits or might contain limits that don’t apply to your Wowza Streaming Cloud subscription. Stated limits don’t guarantee that the specified resource is available at its limit in all circumstances. For example, load, performance, and other system issues might prevent some limits from being reached. Limits are subject to change without notice. In addition, this guide doesn’t include limits for:

- Field lengths
- Your Wowza Streaming Cloud subscription

**REST API limits table**

The following are the Wowza Streaming Cloud REST API limits for concurrent and total API requests and operations for new API users.

For information about limits specific to the Wowza Streaming Cloud free trial, see **Trial limitations**.
<table>
<thead>
<tr>
<th>Feature/Endpoint</th>
<th>Request Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connections</td>
<td>60 per minute from the same IP address</td>
</tr>
<tr>
<td>Live streams</td>
<td>You can create up to 10 within 3 hours in the API and/or in the user interface. The limit applies to live streams because they automatically create stream targets. The limit doesn’t apply to transcoders, because they don’t create stream targets automatically.</td>
</tr>
<tr>
<td>Stream sources</td>
<td>You can create up to 10 within 3 hours in the API and/or in the user interface</td>
</tr>
<tr>
<td>Stream targets</td>
<td>You can create up to 10 within 3 hours in the API and/or in the user interface</td>
</tr>
<tr>
<td>Geo-blocking</td>
<td>For any Wowza CDN on Fastly stream target or Wowza CDN on Akami HLS or HDS stream target, you can block or whitelist a total of up to about 22 locations and IP addresses, in any combination</td>
</tr>
</tbody>
</table>
| Ultra low latency      | The default simultaneous viewer limit per ultra low latency stream target depends on the Wowza Streaming Cloud with Ultra Low Latency plan you select:
| Stream targets         | • Silver plan: 2,500 viewers  
|                        | • Gold plan: 5,000 viewers  
|                        | • Platinum plan: 10,000 viewers  |

**Exceeded REST API limits**

When you exceed an API limit, Wowza Streaming Cloud REST API resources return a 409 “limit reached” error.

If you exceed the default simultaneous viewer limit for an ultra low latency stream, new stream viewers will receive an error and won’t be able to establish a connection. If you have enabled and configured HLS as a fallback for playback, ultra low latency stream viewers beyond the allotted limit can view the stream via the fallback HLS connection.
Create a pool of resources

**Note: A pool of resources isn’t recommended for Wowza CDN on Fastly stream targets or for increasing the viewership limit for ultra low latency stream targets. You can request an increase to either of these limits by opening a Support ticket.**

Particularly in high-volume production environments, we recommend that you manage API limits by creating a pool of resources, configured for your specific streaming needs, in advance. This way, you always have resources available when you need them. The time-based limits apply only to the number of new resources you can create within a three-hour period. You can create additional resources in the next three-hour window, and there’s no limit to the total number of Wowza Streaming Cloud resources (live streams, transcoders, stream sources, and stream targets) that you can have provisioned and ready to use in your account.

For example, create 50 stream targets over the course of 15 hours during a period of downtime. Then, when you activate one, request another from the API at the same time. This allows you to tap a pool of ready-and-waiting resources on the fly while simultaneously replenishing the pool with a new resource, all without being restrained by the API’s limits.

You can scale the size of your pool up or down as needed, depending on your usage. For example, instead of adding a new resource when you start using one, you might want to set minimum and maximum thresholds—when 80 percent of your pool is active, for example, start requesting that many more from the API. If you’re only using 30 percent on a regular basis, delete some resources (but remember to allow time to re-create them if you need to do so later). This helps you avoid bumping up against limits when you’re in a production crunch.

### Request a limit increase

To request an increase on a limit, open a Support ticket.