OHSAA Radio Network Program Log
2023 Boys Basketball State Tournament

2023 Divisional Rotation: II, IV, III, I

Boys Semifinals March 17 and 18. Championship games March 19.

Game times each day are at 10:45 AM, 2:00 PM, 5:15 PM and 8:30 PM

Notes:

1. Affiliates listen for countdown beginning 3 minutes before network join each game.
2. Affiliates please find Skyview Satellite information in network delivery details document.
3. Network broadcasters will give cue and pause 10 seconds at the top of every hour for station ID.
4. There are 24 local avails. A one-second buffer pause will occur before and after local breaks (for network underlay).

Network Breaks: "Let's pause for these messages from the Ohio High School Athletic Association.
This is the OHSAA Boys basketball state tournament on the OHSAA Radio Network."

Local Breaks: "Let's pause for these messages from your local station.
This is the OHSAA Boys basketball state tournament on the OHSAA Radio Network."

Boys Game 12, Div. I State Championship Game
Sunday, March 19 / Network Join Time 8:10 PM; Tip at 8:30 PM

Actual Time	(Scoreboard)	Event	Length	Source
8:07:00	*(13:00)*	*3-minute network countdown*	*3:00*	*(Network Provides)*
8:10:00	*(10:00)*	***Beginning of Game Relay***		
		Network Intro	:20	(Network Provides)
		Welcome & Opening	:40	Play-by-Play Announcer
8:11:00	(9:00)	4 Local Spots & Joiner	2:00	Local Avail #1 :30
		Skyview Relay		Local Avail #2 :30
				Local Avail #3 :30
				Local Avail #4 :30
				Local Joiner :10
8:13:00	(7:00)	Welcome Affiliates Script	:30	Network Announcers
		Preview Notes	2:30	Network Announcers
8:16:00	(4:00)	4 Local Spots & Joiner	2:00	Local Avail #1 :30
		Skyview Relay		Local Avail #2 :30
				Local Avail #3 :30
				Local Avail #4 :30
				Local Joiner :10
8:18:00	(2:00)	Commentary to Anthem	2:00	Network Announcers
8:20:00	(0:00)	National Anthem		(Network Will Carry for All Games)
(10 minutes to tip)		**4 Network Spots**	2:00	**Network Spot :30**
				Network Spot :30
				Network Spot :30
				Network Spot :30
				Network Rejoiner
		Commentary to Tipoff at 8:30 PM		Network Announcers

FIRST QUARTER

Event	Source	Length	Content
Sponsor Reads	Network Announcers	-	Insert When Available
:30 Timeouts	Network Announcers	-	Sponsor Read

Championship Game TV Timeout

Event	Source	Length	Content
TV Timeout	2 Network Spots, Joiner & Read	:30	**Network Spot**
		:30	**Network Spot**
			Network Joiner

First Half Full Team Timeouts, If Taken

Event	Source	Length	Content
Full Team TO #1	1 Network Spot, Joiner & Read	:30	**Network Spot (Chocolate Milk)**
Full Team TO #2	1 Network Spot, Joiner & Read	:30	**Network Spot**
Full Team TO #3	1 Network Spot, Joiner & Read	:30	**Network Spot**

Boys Game 12

Event	Source	Length	Content
Between 1st & 2nd QTR	2 Local Spots & Joiner	1:00	Local Avail #9 :30
	Skyview Relay		Local Avail #10 :30
			Local Joiner :10

SECOND QUARTER

Event	Source	Length	Content
Sponsor Reads	Network Announcers	-	Insert When Available
:30 Timeouts	Network Announcers	-	Sponsor Read

Championship Game TV Timeout

Event	Source	Length	Content
TV Timeout	2 Network Spots, Joiner & Read	:30	**Network Spot**
		:30	**Network Spot**

HALFTIME (10:00 for semis, 12:00 for finals)

Event	Source	Length	Content
Quick Wrap & Coach Interview by Sideline Reporter			Analysis
Local Break	4 Local Spots & Joiner	2:00	Local Avail #11 (Underlay: Chocolate Milk)
	Skyview Relay		Local Avail #12
			Local Avail #13
			Local Avail #14
Local Joiner	Local Stations	:10	Local Joiner
OHSAA Partner Script	Network Announcers	-	Names/Slogans of OHSAA Corporate Partners
Halftime Interview	Halftime Host	6:00	TBA
Local Break	4 Local Spots & Joiner	2:00	Local Avail #15
	Skyview Relay		Local Avail #16
			Local Avail #17
			Local Avail #18
			Local Joiner (Network Music Underlay)
Disclaimer Script	Network Announcers		
Welcome Affiliates	Network Announcers		
Analysis Into 2nd Half	Network Announcers		

Reminders:

1. Broadcasters will give cue and pause 10 seconds at top of every hour for station ID (Skyview Producer).

2. A one-second buffer pause will occur before/after local avails (for network underlay).

Event	Source	Length	Content
Sponsor Reads	Network Announcers	-	Insert When Available
:30 Timeouts	Network Announcers	-	Sponsor Read

Championship Game TV Timeout			
TV Timeout	2 Network Spots, Joiner & Read	:30	**Network Spot**
		:30	**Network Spot**

Second Half Full Team Timeouts, If Taken			
Full Team TO #1	1 Network Spot, Joiner & Read	:30	**Network Spot**
Full Team TO #2	1 Network Spot, Joiner & Read	:30	**Network Spot**
Full Team TO #3	1 Network Spot, Joiner & Read	:30	**Network Spot**

Boys Game 12

Between 3rd & 4th QTR	2 Local Spots & Joiner	1:00	Local Avail #19 :30
	Skyview Relay		Local Avail #20 :30
			Local Joiner :10

FOURTH QUARTER

Event	Source	Length	Content
Sponsor Reads	Network Announcers	-	Insert When Available
:30 Timeouts	Network Announcers	-	Sponsor Read

Championship Game TV Timeout			
TV Timeout	2 Network Spots, Joiner & Read	:30	**Network Spot**
		:30	**Network Spot**

OVERTIME

Between OT Periods	1 Network Spot, Joiner & Read	:30	**Network Spot :30**
	Network Joiner	:10	**Network Joiner**

Note: Network will not go to commercial break at any time during overtime periods, only between periods.

GAME ENDS - POSTGAME SHOW

Event	Source	Length	Content
Quick Wrap & Interview by Sideline Reporter		:30	Analysis
3 Network Spots & Joiner	3 Network Spots & Joiner	1:30	**Network Spot :30**
			Network Spot :30
			Network Spot :30
		:10	**Network Joiner**
Analysis & Stats	Network Announcers		Analysis (about 2 minutes for semifinal games)
			- Runner-up trophy ceremony during finals
			- Champion trophy ceremony during finals
3 Local Spots	4 Local Spots & Joiner	2:00	Local Avail #21
	Skyview Relay		Local Avail #22
			Local Avail #23
			Local Avail #24
			Local Joiner :10
Final Thoughts	Network Announcers	:30	
Next Game Script	Network Announcers		
Closing and Sign Off	Network Announcers		
Game Ending Relay	*Skyview Relay*		

Reminders:
1. Broadcasters will give cue and pause 10 seconds at top of every hour for station ID (Skyview Producer).
2. A one-second buffer pause will occur before/after local avails (for network underlay).