OHSAA Radio Network Program Log 2024 Boys Basketball State Tournament

2024 Divisional Rotation: IV, III, II, I

Boys Semifinals March 22 and 23. Championship games March 24. Game times each day are at 10:45 AM, 2:00 PM, 5:15 PM and 8:30 PM



2024 Boys

Game 12

Div. I Final

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 20 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 and OHSAA.tv. and it's brought to you Chocolate Milk."

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 and OHSAA.tv."

Boys Game 12, Div. I State Championship

Sunday, March 24 / Network Join Time 8:10 PM; Tip at 8:30 PM

Actual Time (Scoreboard)		<u>Event</u>	<u>Length</u>	<u>Source</u>
8:07:00	(14:00)	3-minute network countdown	3:00	(Network Provides)
8:10:00	(11:00)	Beginning of Game Relay		
		Network Intro	0:20	(Network Provides)
		Welcome & Opening	1:40	Play-by-Play Announcer
8:12:00	(9:00)	4 Network Spots & Joiner	2:00	Network Spot :30
				Network Spot :30
				Network Spot :30
				Network Spot :30
				Network Rejoiner
8:14:00	(7:00)	Preview Notes	2:30	Network Announcers
8:16:30	(4:30)	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
8:18:30	(2:30)	Welcome Affiliates Script		Network Announcers
		Commentary to Anthem		Network Announcers
8:21:00	(0:00)	National Anthem		(Network Will Carry for All Games)
(9 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	1	Network Announcers

FIRST QUARTER

<u>Event</u> <u>Source</u> <u>Length</u> <u>Content</u>

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

1:00

Network Joiner

First Half Full Team Timeouts, If Taken

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

Between 1st & 2nd QTR 2 Local Spots & Joiner

Skyview Relay

Local Avail #5 :30

Local Avail #6 :30 Local Joiner :10

SECOND QUARTER

<u>Event</u> <u>Source</u> <u>Length</u> <u>Content</u>

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

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

EventSourceLengthContentQuick Wrap & Coach Interview by Sideline Reporter:15Analysis

Local Break 4 Local Spots & Joiner 2:00 Local Avail #7 (Underlay: Chocolate Milk)

Skyview Relay Local Avail #8

Local Avail #9
Local Avail #10

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 #11

Skyview Relay Local Avail #12

Local Avail #13

Local Avail #14

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).

THIRD QUARTER

Content Event Source <u>Length</u>

Sponsor Reads Network Announcers Insert When Available

Sponsor Read :30 Timeouts **Network Announcers**

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 :30 **Network Spot** 1 Network Spot, Joiner & Read Full Team TO #2 1 Network Spot, Joiner & Read :30 **Network Spot**

Full Team TO #3 1 Network Spot, Joiner & Read :30 **Network Spot**

> Local Avail #15:30 2 Local Spots & Joiner Skyview Relay Local Avail #16:30

1:00

Local Joiner: 10

FOURTH QUARTER

Between 3rd & 4th QTR

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

Analysis & Stats

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

> Network Joiner :10 **Network Joiner**

Note: Network will not go to commercial break at any time <u>during</u> overtime periods, only <u>between</u> 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 **Network Joiner**

:10 **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 #17

Skyview Relay Local Avail #18

> Local Avail #19 Local Avail #20 Local Joiner: 10

Final Thoughts :30 **Network Announcers**

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).



Boys Game 12