

OSAA RADIO NETWORK FORMAT - 2023 FOOTBALL STATE CHAMPIONSHIPS

WHAT	WHEN	NOTES	LENGTH
ADJACENCY	8:00 prior to kickoff	NETWORK	:30 – OSAA Open Adjacency
Pre-game	7:30 prior to kickoff	Scene-set	2:00
BREAK #1	5:30 prior to kickoff	NETWORK	2:00 – Peter Intro :30, OnPoint :30, Abby’s Pizza :30, Moda Health :30
Pre-game	3:30 prior to kickoff	Lineups	2:00
Break #2	1:30 prior to kickoff	LOCAL	1:00 – Sportsmanship NFHS:30; OSAA Store :30
1 st half			
BREAK #3	In 1 ST quarter	LOCAL	1:00 – OSAA.org :30, OnPoint :30
BREAK #4	In 1 ST quarter	NETWORK	1:00 – Abby’s Pizza :30, OSAA App :30
BREAK #5	END 1 ST quarter	LOCAL	1:00 – NSP :30, Foundation :30
BREAK #6	In 2 ND quarter	NETWORK	1:00 – Toyota :15, OnPoint :30, Toyota :15
BREAK #7	In 2 ND quarter	LOCAL	1:00 – Officials :30, Social Media :30
BREAK #8	END 2 ND quarter	NETWORK	2:00 – OSAAtoday :30, OSAA.org :30, Moda Health :30, Abby’s Pizza :30
Halftime			
BREAK #9	OSAA Foundation Halftime Report	LOCAL	2:00 – OSAA Store :30, NSP :30, Sportsmanship NFHS :30, OnPoint :30
Halftime			
BREAK #10	OSAA Foundation Halftime Report	NETWORK	2:00 – Toyota :15, OnPoint :30, Officials :30, Abby’s Pizza :30, Toyota :15
Halftime			
BREAK #11	OSAA Foundation Halftime Report	LOCAL	2:00 – Mini-Trophy :30, OSAA.org :30, Social Media :30, Moda Health :30
2 nd half			
BREAK #12	In 3 RD quarter	NETWORK	1:00 – OSAAtoday :30, Foundation :30
BREAK #13	In 3 RD quarter	LOCAL	1:00 – Toyota :15, Abby’s Pizza :30, Toyota :15
BREAK #14	END 3 RD quarter	NETWORK	1:00 – OnPoint :30, Moda Health :30
BREAK #15	In 4 TH quarter	LOCAL	1:00 – OSAA Store :30, OSAA App :30
BREAK #16	In 4 TH quarter	NETWORK	1:00 – Toyota :15, Officials :30, Toyota :15
BREAK #17	END OF GAME	LOCAL	2:00 – Abby’s Pizza :30, Foundation :30, OnPoint :30, Peter Thank You: 30
Post-game			No longer than 5:00; Announce Players of the Game
ADJACENCY		NETWORK	:30 – OSAA Close Adjacency
TOTALS	17 breaks	23 minutes	
OVERTIME SCENARIO: Run BREAK #17 (LOCAL) as scheduled following end of regulation play. No further breaks during or between any ensuing overtime periods. Run ADJACENCY (NETWORK) at end of overtime play.			