

OSAA RADIO NETWORK FORMAT - 2025 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	3:00
BREAK #1	4:30 prior to kickoff	NETWORK	1:00 – Peter Intro :30 / <u>OnPoint :30</u>
Pre-game	3:30 prior to kickoff	Lineups	2:00
Break #2	1:30 prior to kickoff	LOCAL	1:00 – Toyota :30 / Sportsmanship NFHS:30
1 st half			
BREAK #3	In 1ST quarter	LOCAL	1:00 – OSAA Digital: 30 / Abby's Pizza :30
BREAK #4	In 1ST quarter	NETWORK	1:00 – <u>POA :30</u> / OSAA Digital :30
BREAK #5	END 1ST quarter	LOCAL	1:00 – NSP :30 / Foundation :30
BREAK #6	In 2ND quarter	NETWORK	1:00 – <u>OnPoint :30</u> / <u>ODOT :30</u>
BREAK #7	In 2ND quarter	LOCAL	1:00 – Officials :30 / OSAA All-State :30
BREAK #8	END 2ND quarter	NETWORK	2:00 – OSAAtoday :30 / <u>Abby's :30</u> / OSAA Store :30 / <u>POA :30</u>
Halftime			
BREAK #9	OSAA Foundation Halftime Report	LOCAL	2:00 – Mini Trophy :30 / NSP :30 / Sportsmanship NFHS :30 / OSAA Digital :30
Halftime			
BREAK #10	OSAA Foundation Halftime Report	NETWORK	2:00 – <u>Toyota :30</u> / Officials :30 / <u>OnPoint :30</u> / OSAAtoday :30
Halftime			
BREAK #11	OSAA Foundation Halftime Report	LOCAL	2:00 – Abby's :30 / OnPoint :30 / OSAA Foundation :30 / POA :30
2 nd half			
BREAK #12	In 3RD quarter	NETWORK	1:00 – Mini Trophy :30 / OSAA All-State :30
BREAK #13	In 3RD quarter	LOCAL	1:00 – Toyota :30 / Abby's Pizza :30
BREAK #14	END 3RD quarter	NETWORK	1:00 – <u>OnPoint :30</u>, OSAA Student Advisory Council :30
BREAK #15	In 4TH quarter	LOCAL	1:00 – ODOT :30, OSAA Store :30
BREAK #16	In 4TH quarter	NETWORK	1:00 – <u>Toyota :30</u> / NSP :30
BREAK #17	END OF GAME	LOCAL	2:00 – ODOT :30 / POA :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	22 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.			