

**OSAA RADIO NETWORK FORMAT
2019 BASEBALL / SOFTBALL STATE CHAMPIONSHIPS**

WHAT	WHEN	NOTES	LENGTH
ADJACENCY	10:00 prior to first pitch	NETWORK	:30 – OSAA Open Adjacency
Pre-game	9:30 prior to first pitch	Scene-set	2:00
BREAK #1	7:30 prior to first pitch	NETWORK	2:00 – Abby's :30, POA :30; OSAA App :30; NFHS Network :30
Pre-game	5:30 prior to first pitch	Lineups	
BREAK #2	3:30 prior to first pitch	LOCAL	2:00 – Peter Intro :30; OnPoint Mortgage :30; POA :30; OSAA.org :30
BREAK #3	Mid 1 st Inning	NETWORK	1:00 – Moda :30; OSAA Centennial :30
BREAK #4	End 1 st Inning	LOCAL	1:00 – OSAAtoday :30; Social Media :30
BREAK #5	Mid 2 nd Inning	NETWORK	1:00 – OnPoint Millennial:30; Foundation :30
BREAK #6	End 2 nd Inning	LOCAL	1:00 – Mini Trophy :30; NSP :30
BREAK #7	Mid 3 rd Inning	NETWORK	1:00 – POA :30; OSAA Store :30
BREAK #8	End 3 rd Inning	LOCAL	1:00 – Officials :30; OSAA App :30
BREAK #9	Mid 4 th Inning	NETWORK	1:00 – Moda Health :30; OnPoint Mortgage :30
BREAK #10	End 4 th Inning	LOCAL	1:00 – NSP :30; OSAA Store :30
BREAK #11	Mid 5 th Inning	NETWORK	1:00 – Abby's :30; POA :30
BREAK #12	End 5 th Inning	LOCAL	1:00 – Social Media :30; Foundation :30
BREAK #13	Mid 6 th Inning	NETWORK	1:00 – POA :30; OnPoint Millennial :30
BREAK #14	End 6 th Inning	LOCAL	1:00 – OSAA.org: 30; Mini Trophy :30
BREAK #15	Mid 7 th Inning	NETWORK	1:00 – OnPoint Mortgage :30; POA :30
BREAK #16	End of Game	LOCAL	2:00 – Officials :30; Abby's :30; OSAAtoday :30; Pete Thank You: 30
Post-game		Wrap-up	Announce Players of the Game
BREAK #17	Mid Post-Game	NETWORK	2:00 – POA :30; OSAA Centennial :30; OnPoint Millennial :30; Moda Health :30
Post-game		Wrap-up	Post-game no longer than 7:00 including Break #17
ADJACENCY		NETWORK	:30 – OSAA Close Adjacency
TOTALS	17 breaks 9 network 8 local	21:00 minutes 11:00 network 10:00 local	

NOTES:

- No bonus breaks for pitching changes.
- For extra innings, start over at Break #3, then #4, then #5, etc. When the game concludes, play Break #16 into post-game.
- If game is over in less than 7 full innings, drop Break #15 and go directly to Break #16.
- Break #16 will be saved for after the game is completed. Adjacency always runs at end of broadcast.