



## Compass Media Networks 2023 College Basketball Format

Compass Media Networks is proud to broadcast College Basketball games this season.

There are 12 minutes available for station sale.

The games/satellite channels that are available are as follows:

DATE	OPPONENTS	TIME	CHANNEL
Tuesday, January 3 <sup>rd</sup>	Kansas @ Texas Tech	8:45pm	111
Saturday, January 7 <sup>th</sup>	Kentucky @ Alabama	12:45pm	111
Friday, January 13 <sup>th</sup>	Michigan State @ Illinois	8:45pm	111
Saturday, January 14 <sup>th</sup>	North Carolina @ Louisville	1:45pm	111
Tuesday, January 17 <sup>th</sup>	Baylor @ Texas Tech	8:45pm	111
Sunday, January 22 <sup>nd</sup>	Michigan State @ Indiana	11:45am	111
Tuesday, January 24 <sup>th</sup>	Ohio State @ Illinois	6:45pm	111
Sunday, January 29 <sup>th</sup>	Michigan State @ Purdue	11:45am	111
Saturday, February 4 <sup>th</sup>	Purdue @ Indiana	3:45pm	111
Monday, February 13 <sup>th</sup>	Miami @ North Carolina	6:45pm	111
Tuesday, February 14 <sup>th</sup>	Michigan @ Wisconsin	8:45pm	111
Sunday, February 19 <sup>th</sup>	North Carolina @ NC State	12:45pm	111
Saturday, February 25 <sup>th</sup>	Indiana @ Purdue	7:15pm	111
Wednesday, March 1 <sup>st</sup>	Auburn @ Alabama	6:45pm	111
Saturday, March 4 <sup>th</sup>	Duke @ North Carolina	5:45pm	111
Sunday, March 5 <sup>th</sup>	Michigan @ Indiana	1:45pm	111
March 8-March 12	BIG TEN TOURNAMENT	TBA	111

\*All times are Eastern\*



**2023 CMN COLLEGE BASKETBALL FORMAT**  
**12 Minutes for Station Sale**

Broadcast opens with theme, intro and Network billboards...[By (*sponsor*) and by (*sponsor*)]. Following the final Network billboard, 10 second of music in the clear will play...Stations may voice over this music with a 10-second local billboard.

*NETWORK CUE:*

**YOU'RE LISTENING TO COMPASS MEDIA NETWORKS,  
THE NATION'S FASTEST GROWING SPORTS NETWORK**

*STATION CUE:*

**YOU'RE LISTENING TO COMPASS MEDIA NETWORKS,  
AMERICA'S NEW HOME FOR COLLEGE BASKETBALL**

**PREGAME SHOW**

Pos #1 - Network (120)

**Pos #2 - Station (120)**

Pos #3 - Network (120)

**FIRST HALF**

**Pos #4 - Station (90)**

Pos #5 - Network (90)

Pos #6 - Network (90)

Pos #7 - Network (90)

**END OF FIRST HALF**

**Pos #8 - Station (120)**

**HALFTIME**

Pos #9 - Network (120)

**Pos #10 - Station (120)**

Pos #11 - Network (120)

**SECOND HALF**

**Pos #12 - Station (90)**

Pos #13 - Network (90)

Pos #14 - Network (90)

Pos #15 - Network (90)

**END OF GAME**

Pos #16 - Network (180)

**POSTGAME**

**Pos #17 - Station (180)**



## **2023 COLLEGE BASKETBALL FORMAT PRODUCTION NOTES**

### ***STATION ID***

A ten-second window for station identification will be provided near the top of each hour on this cue:

**"LET'S PAUSE 10 SECONDS FOR STATION IDENTIFICATION, YOU'RE LISTENING TO COMPASS MEDIA NETWORKS, AMERICA'S NEW HOME FOR COLLEGE BASKETBALL**

### ***OVERTIME***

If the game goes into overtime or additional timeouts are taken, network may take additional breaks. When the game concludes, the format would resume as normal with POS 16 being a network break signaling end of game. Followed by POS 17 (LOCAL)

### ***COMMERCIAL SEQUENCE***

The Network is not always in control of when commercial breaks can be taken, as this is often dictated by game play or the organization televising the contest. As a result, some commercial positions may not air in the exact order that they are scheduled on the above format. For example, should a game quarter end before all the formatted commercial positions have aired, the Network will jump ahead and go to the break scheduled for the end of that quarter. Any skipped commercial positions will be made good at the first available opportunity.

### ***STATION MAKEGOODS***

If any Station Positions are not accommodated as scheduled, make goods will be given at the first available opportunity with the cue:

**YOU'RE LISTENING TO COMPASS MEDIA NETWORKS, AMERICA'S NEW HOME FOR COLLEGE BASKETBALL**



## **Radio Advertising Policies of the NCAA**

### **Prohibited**

NCAA advertising policies are designed to prohibit those advertisements that do not appear to be in the best interests of higher education. The NCAA will have the authority to rule in cases where doubt exists concerning acceptable advertisers and advertising copy for broadcasts of NCAA Championships; however, the following are expressly prohibited:

1. Alcoholic beverages (except as specified below),
2. Cigarettes and other tobacco products,
3. Professional sports organizations or personnel (except as specified hereafter),
4. Organizations promoting gambling,
5. Firearms, ammunition and other weapon related items, and
6. Nightclubs, pool halls, and similar establishments.

### **Restricted**

There will be no advertisements for alcoholic beverages other than malt beverages, beer and wine. Such advertisements shall comprise not more than 60 seconds per hour, and no more than 120 seconds total of any broadcast.

### **Use of Professional Athletes**

Advertisements featuring active professional athletes from the sport for which an NCAA broadcast is being produced are permissible, provided there are no vocal references to that sport. There are no advertising or promotional limitations applicable to active professional athletes in other sports. Advertisements in broadcasts that contain reference to the games, personnel (except as noted above), broadcasts, or other activities of professional sports organizations are not acceptable.

### **Drug Advertisements**

Non-therapeutic drugs and, generally, other drugs and patent medicine advertisements are not allowed; however, analgesics, cold remedies, antacids and athletics training aids that are in general use are acceptable. Institutional advertising by pharmaceutical firms also is acceptable.

### **Affiliation with NCAA, Participating Teams**

No commercial advertisement may relate, directly or indirectly, the advertising company or the advertised product to the participating institutions or their student-athletes, or the Association itself, unless prior written approval has been granted by the NCAA.



## **TECHNICAL FORMAT NOTES**

CMN NCAA BASKETBALL games can be received using the Westwood One receivers

CHANNELS – 111 and 112

Relays:

Relay 1- stop set start

Relay 2- Station ID

Relay 3- End of Game

There will not be a relay to indicate the start of a program, as they have hard start times.

**For Troubleshooting/Receiver issues please call NetOps center:  
1-888-HELP-450 or 720-873-5177.**



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COMPASS MEDIA NETWORKS

Sports: <http://compassmedianetworks.com/index.php/sports>

Promos: <https://www.compassmedianetworks.com/index.php/sports/sports-promos-3/>

Technical Assistance: <https://www.compassmedianetworks.com/index.php/technical-help/>

Schedule – Station of the Week Stream: <http://sports.compassmedianetworks.com>

Game Highlights: <https://sports.compassmedianetworks.com/Highlights>

Announcers: <https://www.compassmedianetworks.com/index.php/sports/announcers/>