



2026 Compass Media Networks College Football Format

Trouble on GAMEDAY? Call 1-888-HELP-450

2026 CMN COLLEGE FOOTBALL SCHEDULE:

DATE	TIME (EST)	MATCH-UP	CHANNEL
Sat-August 29 th	TBA	SAN JOSE STATE @ USC	111 – GAME MODE
Fri-September 4 th	8:30pm	MIAMI @ STANFORD	111 – GAME MODE
Sat-September 5 th	TBA	BOISE STATE @ OREGON	111 – GAME MODE
Sat-September 12 th	TBA	OKLAHOMA @ MICHIGAN	111 – GAME MODE
Sat-September 19 th	TBA	FLORIDA STATE @ ALABAMA	111 – GAME MODE
Sat-September 26 th	TBA	OREGON @ USC	TBA – GAME MODE
Sat-September 26 th	TBA	TEXAS @ TENNESSEE	TBA – GAME MODE
Sat-October 3 rd	TBA	OHIO STATE @ IOWA	111 – GAME MODE
Sat-October 3 rd	TBA	WASHINGTON @ USC	111 – GAME MODE
Sat-October 10 th	TBA	TEXAS vs. OKLAHOMA	TBA – GAME MODE
Sat-October 10 th	TBA	GEORGIA @ ALABAMA	TBA – GAME MODE
Sat-October 17 th	TBA	OHIO STATE @ INDIANA	TBA – GAME MODE
Sat-October 17 th	TBA	ALABAMA @ TENNESSEE	TBA – GAME MODE
Sat-October 24 th	TBA	TEXAS A&M @ ALABAMA	111 – GAME MODE
Sat-October 31 st	TBA	OHIO STATE @ USC	111 – GAME MODE
Sat-November 7 th	TBA	GEORGIA @ OLE MISS	111 – GAME MODE
Sat-November 14 th	TBA	USC @ INDIANA	TBA – GAME MODE
Sat-November 14 th	TBA	OLE MISS @ OKLAHOMA	TBA – GAME MODE
Sat-November 21 st	TBA	TEXAS A&M @ OKLAHOMA	111 – GAME MODE
Sat-November 28 th	TBA	AUBURN @ ALABAMA	111 – GAME MODE
Sat-December 5 th	TBA	BIG TEN CHAMPIONSHIP GAME	111 – GAME MODE

***The 2026 NCAA Football schedule on Compass Media Networks can be automated using the Wegner receiver system. Additionally, games will be offered via GAME MODE in Show Director on your Wegner Receiver. More information and instructions on how to use GAME MODE can be found at: <https://technology.westwoodone.com/documentations/wegener>**



CMN COLLEGE FOOTBALL FORMAT

PREGAME SHOW

Pos #1 — (180) Station

Pos #2 — (120) Network

Pos #3 — (180) Station

Pos #4 — (120) Network

Pos #5 — (180) Station

Pos #6 — (120) Network

START OF THE GAME

FIRST QUARTER

Pos #7 — (90) Station

Pos #8 — (90) Network

Pos #9 — (90) Network

Pos #10 — (120) Network

END OF FIRST QUARTER

SECOND QUARTER

Pos #11 — (90) Station

Pos #12 — (90) Network

Pos #13 — (90) Network

Pos #14 — (180) Network

END OF SECOND QUARTER

HALFTIME SEGMENT

Pos #15 — (180) Network

Pos #16 — (180) Station

Pos #17 — (180) Network

START OF THE SECOND HALF

THIRD QUARTER

Pos #18 — (90) Station

Pos #19 — (90) Network

Pos #20 — (90) Network

Pos #21 — (120) Network

END OF THIRD QUARTER

FOURTH QUARTER

Pos #22 — (90) Station

Pos #23 — (90) Network

Pos #24 — (90) Network

Pos #25 — (90) Network

Pos #26 — (180) Network

END OF GAME

POSTGAME

Pos #27 — (180) Station

Pos #28 — (180) Network

END OF BROADCAST

***Should the game be tied after the 4th quarter, the field may or may not toss to position #26 prior to overtime. If the entire break is taken, then position #27 becomes the end of game break. If it isn't, then position #26 will be taken at the conclusion of game and #27 will follow as usual. Any commercial breaks in OT will be Network. ***



2026 NCAA FOOTBALL FORMAT PRODUCTION NOTES

There will not be a relay to indicate the start of a broadcast, as all broadcasts have hard start times. All Compass Media Networks Broadcasts will be preceded by a ten-minute highlight montage/time check sequence. Channel will be silent five seconds before the Opening Billboard comes on at the set time.

SPONSOR BILLBOARDS

There will no longer be a window for local billboards at the start of the broadcasts. The opening montage will still contain network billboards, but following the final billboard, the production will sting out and toss to the announcers who will continue with the broadcast without pausing for local billboard insertion like has been done in the past.

NETWORK & STATION BREAKS

All commercial breaks begin with a verbal announcer cue and end with a production stinger:

Station/Local Breaks will have a verbal outcue of:

"This is NCAA Football on Compass Media Networks."

Production Stinger ends - Automated Relay – K1 is sent.

**A mixture of public service announcements and CMN promos will be fed by the network during the station availabilities as a back up to your station's own commercial content playing. **

Note: There are 21 minutes of Station Availability.

Network Breaks will have a verbal outcue of:

"You're listening to Compass Media Networks; your home for NCAA football."

Production Stinger ends – Network Spots Play.



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 NCAA FOOTBALL ON COMPASS MEDIA NETWORKS.”

Automated Relay – K2

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:

“This is NCAA Football on Compass Media Networks”

Production Stinger ends - Automated Relay – K1 is sent.

END OF THE BORADCAST

At the end of the broadcast, talent will read credits and Network billboards and then this final cue:

"You've been listening to NCAA Football on Compass Media Networks."

Production music stings out - Automated Relay – K3 is sent.



JOIN IN PROGRESS PROCEDURE

The second game of a double header can be accessed via GAME MODE in Show Director on your Wegener Receiver. The host will read credits, network billboards, and inform the audience which game will be coming up next and then give the final cue: **"You've been listening to NCAA Football on Compass Media Networks."** Production music stings out - Automated Relay – K3 is sent. If Game Mode is configured properly on the affiliate end, you should be automatically taken to the next game. The game announcers will read a "welcome read" and provide the next break position coming up. More information and instructions on how to use GAME MODE can be found at: <https://technology.westwoodone.com/documentations/wegener>

WEATHER DELAY PROCEDURES

In the event of a weather delay, or any type of unforeseen delay, the announcers at the field will relay all the necessary information on the air. Once the broadcast starts, the announcers would fill from the field during any short delay. In this scenario, some "bonus" commercial breaks might be taken to help pass the time. If so, Network breaks would be played first but any bonus local breaks would be :90 seconds in length and announcers would alert local stations prior to taking the break, and then toss to the commercial with the normal station cue and break sequence. (Note that automation relays **WILL** be sent for any local breaks taken during a delay). Bonus network breaks may also be played during this window.

However, if a long delay is expected, the announcers will have the option to sign off and allow affiliates to return to local programming.

For automated stations, a series of relays (K6 and K7) would be used. These relays will allow for the network to send affiliates away during the delay and then return/bring them back cleanly once the game is ready to resume.

Relay K6 == cut away cleanly from broadcast temporarily for a weather delay (**PIN 7 on your relay connector**)

Relay K7 == rejoin a broadcast cleanly after a weather delay and play is ready to resume (**PIN 8 on your relay connector**)



In the case of a lengthy weather delay, automated stations can leave the broadcast and return to local programming upon receiving the K6 relay. And then, the K7 relay can be utilized to rejoin the network coverage cleanly (and immediately) once the game is ready to resume, or for the announcement that it has been postponed. Once brought back, and the game does not resume, the normal end of broadcast and K3 procedure would be utilized.

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

*****All affiliated stations ARE PERMITTED to stream Compass Media Networks' broadcasts of NCAA Football game broadcasts, provided they are simultaneously airing the same network broadcast on terrestrial radio. *****



TECHNICAL FORMAT NOTES

CMN NCAA Football games can be received using the Wegener receivers. Also, games will be offered via GAME MODE in Show Director on your Wegener Receiver. More information and instructions on how to use GAME MODE can be found at:

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Channel 111 or 112 **See weekly program updates for up-to-date times and channel**

Relays used:

- Relay K1- Start of Station Commercial Position
- Relay K2- Start of Station ID window (10 seconds)
- Relay K3- Indicates the End of Game
- Relay K6- Cut away cleanly from broadcast temporarily for a weather delay.
(PIN 7 on your relay connector)
- Relay K7- Rejoin a broadcast cleanly after a weather delay and play is ready to resume.
(PIN 8 on your relay connector)

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

For Troubleshooting/Receiver issues please contact NetOps:
1-888-HELP-450 or 720-873-5177
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