

## Material For Announcer

# Announcers Instructions

## GENERAL

Use the Team Introduction sheet for what it is worth. If you have announced before, you may very well have your own style and lingo. If you have no experience, and wish to create your own lingo, feel free. The point is to have fun, watch the game, and be the source of important details to the fans. If I could say one thing to remember throughout, it is this – If they can't hear you, it won't matter what you say. So, make sure you speak loud enough to be heard.

## Play by Play Dialog Guidelines

## SPONSORS

You will be given scripts to read about our corporate sponsors. It will direct you as to when you should read each announcement (i.e. at the quarter break, halftime, before game, etc). If you fall behind or forget, feel free to catch up during timeouts.

## LINEUPS

You will be given a blank script to use for introducing the teams and their coaches. Prepare it at least 10 minutes before the game, and spend a few minutes going over the names to make sure you know how to pronounce everyone's name. If you are unsure of any pronunciations, ask an assistant coach. Refer to tournament program to get each Team Sponsor for the starting lineup

Make certain you include the player's starting position, height, grade, and jersey number with their name. When introducing the plays, read the dialog in that order. **Example:**  
**At guard, a 6'1" junior, #23, Mary Smith.**

## SCORING

Get a program from the scorers' table or the venue supervisor and use this to track the players during the game. The official scorer to your right will be able to provide you with the total number of player fouls and team fouls if you choose not to track your own stats.

When a player scores, announce that they have scored, and give credit to the player who assisted them (if it was a good pass or an obvious assist). For **Example: Mary Smith for two points, assist from Jill Jones.** Again, if the assist was not obvious, say **Mary Smith for two points.**

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### REBOUNDING

Don't announce rebounds, unless after getting the rebound, the player makes a basket with it, then say **Example: Rebound basket good by Mary Smith.**

### FOULS

When a player commits a foul, announce what foul it is for them personally, as well as what team foul it is. For **Example: The foul is on Mary Smith, that's her 3rd personal foul, team foul number 6,** or something to that affect. If there are foul shots involved, announce who is shooting the foul shots and how many they will shoot. Again, the official scorer can assist you with these exact stats.

### DEAD BALL FREE THROWS

Announce if we are shooting a **“ONE AND ONE”** or **“TWO”** shots. Also, announce if there are substitutions to enter the game. This will help the officials expedite getting players into the game quickly. You may give the name of the subs entering the game if you wish, but it is not a must.

### END OF PERIODS

Refer to the Public Address announcements sheets and read the proper announcements at that time.

### TIMEOUTS

Announce what team has taken a timeout and what type of timeout it is (30 second or full). **Example: 30-second timeout for the Wildcats.**

### MISCELLANEOUS

When there is a jump ball, announce it is a jump ball and whom the possession goes to. Also do this for a traveling or double dribble violation.

### HALFTIME

Refer to the Public Address announcements sheets and read the proper announcements at that time.

Always, when referencing the tournament, use the entire name of  
**THE STATE FARM HOLIDAY CLASSIC.**