



Announcer Responsibilities

The announcer shall be prohibited from making an announcement while the clock is running and while the clock is stopped and the ball is alive...such as during a free throw, a throw in, etc. Doing so could potentially affect communication of coaches, players or be disconcerting.

The announcer shall be prohibited from interrupting the game through the use of the microphone unless there is an emergency.

Announcements or comments shall be made during those times when there is a stoppage of the clock and the ball is not live, such as time outs, between quarters, pre-game, half time and post game.

The announcer is allowed to announce basic information that does not potentially affect the play in general, the players, the coaches, or the officials. The announcer's information is not official information and could be misinformation shared with all.

Appropriate training of announcers by school personnel and proper pre-game instruction by the Referee are necessary.

Announcer's Responsibilities:

The announcer's role does not include "cheering the home team on" or otherwise inciting the crowd. Doing so is common at other levels of athletic events. But high school athletics is different because sports are educationally based.

In a very real sense, the public address announcer at a high school event is a "Champion of Character".

He/she can influence the atmosphere of the contest by what is said and how it is said.

The announcer who performs professionally promotes good sportsmanship by what he/she says and how he/she acts upon saying it.



Announcer Responsibilities

May be announced:

Player who scored

Player charged with foul

Player attempting free throw

Team granted a time out

Length of time out: 30 seconds or 60 seconds

Player entering game

Team Rosters

Shall not be announced:

Number of points player scored

Number of fouls on player

Number of team fouls

Number of team time outs or number remaining

Time remaining in the quarter/game

Type of foul or violation

Emphatic 2 or 3 point goal