

- i) IFPCs will ensure that the coverage is shot 4:3 graphics safe.
- j) Possible VIP shots will only be used if the personality is internationally recognisable, provided that the ball is not in play. Also all VIP shots must be clearly identified with a name and position graphic.
- k) Game directors will not be influenced by domestic commentaries.
- l) The EuroLeague editorial producer must be sensitive to the following controversial game circumstances*:
 - Serious injuries to players
 - Violent or abusive behaviour by players
 - Lack of respect towards officials or unified scorers
 - Fireworks and flares in the crowd are not to be covered and the same restriction persists with bad crowd behaviour.

* The EuroLeague editorial producer must give instructions not to go back to the related footage and not to replay it.

- m) With reference to all these cases, IFPCs must provide the relevant footage to EV when required.

3.2.2.1. Replay Philosophy

- a) The EuroLeague editorial producer will have ultimate editorial control on the replay philosophy
- b) Priority given to live coverage, with replays used only when relevant to current action
- c) Best action first
- d) Quality over quantity
- e) Keep the sequence of replays as close as possible to the action they refer to
- f) No replay to be inserted when the ball is in play
- g) The official Turkish Airlines EuroLeague replay animation will be used in and out of replays