

Rubber lens shades are required for all TV cameras.

All cameras working on the basketball floor may not use a tripod of any kind, thus ensuring a perfect view of the game. A low chair with wheels is strongly recommended, alternatively camera operators will sit on the floor with the camera on their shoulder.



Camera 9: Camera (22-1) positioned behind the team benches. During play the camera will offer close-ups of both team benches and give an alternative reverse angle for player close-ups on the playing court.

3.5.4. Unmanned Fixed Camera Positions

Two unmanned cameras will be mounted on tripods, properly framed and fixed to provide the TV production truck with a live and continuous feed of the shot clock and a beauty shot.

Camera 6: One of those cameras will be a beauty-shot camera (14-1) positioned high up in the arena, with a full shot of the entire playing court and seating area. It should be a fixed shot, to be used during time-outs, pre- and post-games and half-time intervals. If managed by an operator, it can be used for replays, fast breaks, and tactical explanations of the game and also as a second main TV camera wide shot. That camera must also be protected from any possible view obstruction by spectators standing up.

Camera 10: this camera (22-1) will be used for both the shot clock and the game clock. The images of these clocks will be shown inserted on screen in the graphic template, when any malfunctions occur at the scorer's table console and may also be used for the Instant Replay System.

Camera 7 and Camera 8: Two mini cameras (10-1) on the backboards, these two cameras must be mounted and rigged early in the day when the baskets are accessible to the IFPC.