

8. Final Four

8.1. Introduction

The Final Four is the top basketball event in Europe and as an audiovisual product requires a certain number of improvements and changes compared to any other game of the competition. All four games during the Final Four weekend are considered Games of the Week with the traditional list of enhanced production, but with the addition of more cameras, specific graphics and some unique pre-edited video content to complete the Final Four international feed as much as possible.

The Final Four's TV production's responsibility by the Rights Holder of the territory where the event is going to be played.

EV will agree on the camera plan that is going to be applied in the Final Four arena together with the Host Broadcaster, with a minimum of 23 cameras, according to the logistical limitations of the arena.

After seeking the maximum consensus with the Host Broadcaster, the final decision regarding all key aspects of the production plan will be decided by EV.

All audiovisual and commercial rights pertaining to the Final Four are exclusively and solely owned by EV.

EV reserves all rights to oversee and control the TV production of all Final Four games and related activities. Therefore, the production standards, facilities and other matters will be determined by EV at its sole discretion, in consultation with the applicable IFPC, and will be subject to applicable agreements. The EuroLeague TV Broadcasting Manual is not necessarily applicable to the Final Four and will, instead, be governed by a separate agreement between EV and the IFPC of each Final Four. For the Final Four, EV expects that the production standards will be substantially enhanced in terms of equipment, preparation and the experience of the personnel.

8.2. Minimum requirements

In due course, the EV will decide if the host broadcaster's regular Outside Broadcast game scanner can deliver the technical specification required for a Final Four Television production.

It is imperative that the international feed TV truck can cope with a minimum of 23 cameras and 48 channels of EVS.