

CAMERA PLAN		
CAMERA	Lens	POSITION
1 Manned	Between 14-1 to 20-1	Master Camera Angle
2 Manned	86-1	Next to Cam 1
3 Manned	40-1	Mid Court Low
4 Manned	Between 14-1 to 21-1: Super Slow	Under Basket
5 Manned	Between 14-1 to 21-1	Under Basket
6 Unmanned	Mini CAM or Broadcast CAM 21-1	Shot Clock Cam
7 Unmanned	14-1	Beauty Cam

All cameras must be equipped with tallies and communications. Tripods are to be available for all cameras, including hand-held cameras. All hard cameras must be equipped with a five-inch viewfinder.

Rubber lens shades are required for all TV cameras.

(Appendix P)

3.5.1. Mid-Level Centre Court

Two main TV camera positions will be side by side and must, without exception, be placed opposite the team benches (and scorer's table), on the same side as the TV compound and on an elevated platform.

In addition, only a portion of the team benches may have courtside advertising or other signage in front of the players; the first 10 chairs on each team bench, beginning with the first chair nearest centre court, must be visible. The purpose of these rules is to make sure that TV viewers are able to see the coaches in "action" during the games, see reaction from the players sitting on the benches and to generally show the players to the TV audience.

Camera 1: Wide Shot Camera (14-1 to 20-1 depending on each venue). The camera will maintain the entirety of the game action, including ball and basket. Rows behind the benches will be visible, so that the coach is always visible. Also after replays or camera switches, the wide shot will be opened slightly in order to close in on the ball in play.

The aim of this camera is to be more active to get closer to the action when the ball is in the paint or when players are on breakaway fast breaks. This camera must not be too wide or passive.

The main TV camera (Camera 1) must be positioned at the centre of the playing court.

Camera 2: Close-Up Camera (86-1). This camera must be next to Camera 1 and will follow the player with the ball in action. In general terms, it will do the same movements as Camera 1, but zoomed in on the main action: player and ball.