

Audio Control Room

- Digital audio desk with a minimum of 60 inputs
- Digicart or Sigma Broadcast SpotOn system
- DAT, CD player, Reverb unit, Audio delay units

General

- The main game coverage is to have stereo full effects.
- The audio mix will need to reflect the action on the playing court with the replays offering an opportunity for “close-up” sound effects.
- The passion and intensity of the supporters should also be apparent.

(See Appendix S)

3.6.2. Referees' Microphones

Referees' microphones will not be allowed for game production live and delayed for the 2018-19 7DAYS EuroCup season, unless the Company's TV Department is previously informed and gives written authorisation in the following manner:

Microphones will never be live on-air at any time. If the game director wishes to air referees' comments during play, they must record the audio and put together pre-recorded segments in the best interest of the game (avoiding controversial situations such as tough or difficult discussions with coaches and players immediately after a play, but not technical explanations of a decision, a specific situation or a call/non-call if given in a clear and cooperative manner).

3.7 Other IFPC requirements

3.7.1. Tape Machines

a) Replays

Minimum 3 8 channel or 4 6 channel EVS or equivalent machines to record all cameras including two SSM.

EVS TECHNICAL PLAN							
EVS	PRODUCTION RESPONSIBILITY	INPUT CHANNELS	OUT CHANNELS	MIX CHANNEL	CAMERA ISO's	Network	OP
EVSA	Main Replay	6	1	1	2,3,4	YES	1
EVSB	Main Replay	7	1		5,1	YES	1
EVSC	ISO Packages, Replay	6	1	1	Clean TX, Dirty TX, 2,5	YES	1
Instant Replay	Instant Replay System				1,2,4, 5,6		1