

## 7. SATELLITE DISTRIBUTION

### 7.1. Introduction

The EuroCup Media Manager (hereby representing EV) will be overseeing the EuroCup distribution operation with IMG technical Services and will be the day to day point of contact. IMG will assist any technical/satellite issues and also provide, in case, live game MCR support.

The origin of the signal will be either the DSNG truck on-site or the Master Control Room of the TV station acting as a host broadcaster and each host broadcaster will be required to present an HD-SDI video output with embedded audios to the uplink.

#### 7.1.1. Audio Channels

All signals will be uplinked with a minimum of two stereo pairs of audio channels. Channels 1 + 2 will always carry stereo international sound; Channel 3 will either carry Host Broadcaster or Visiting Team RH commentary ; Channel 4 is reserved for visiting teams RHs commentary. For all EuroCup games the audio configuration will be:

Channel 1: Stereo International Sound L

Channel 2: Stereo International Sound R

Channel 3: Mono Home Team Comms or Mono Visiting Team Comms mix

Channel 4: Mono Visiting Team Comms mix (on request)

### 7.2. Vision Format and Timings

All EuroCup games must be produced as a standard international feed and distributed in High Definition (16:9 HD 1080i 50Hz Digital ITU-R BT.601 colour system) with 4:3 safe English graphics.

All production must include slow motion replays, be free of any commercial or domestic content, and have no in-vision reporters or studios or other local or customised features once the designated international feed has started. All IFPCs must make a camera available free of charge for pre- or post-game unilaterals if requested by other Rights Holders that can be booked through the EuroCup Media Manager.

#### 7.2.1. Technical Running Order

Satellite transmission for every game:

TO-30minutes	Satellite Test Signal + Satellite line-up starts
TO-10minutes:	International feed starts (sponsored billboard if required in your territory followed by opening titles)
Final buzzer+6:30 minutes:	International feed ends
Final buzzer+7:00 minutes:	ISO playout / melt reel