

## MAIN CAMERA (1)

This camera must be positioned in the main stand, situated exactly on the halfway line, covered and facing away from the sun. It is used to provide the main wide-shot coverage of the game.



## CLOSE-UP CAMERA (2)

(Minimum lens size: 75x)

This camera must be located next to and on the same level as the main camera. It is used to provide close-up coverage of the action and to zoom in on players and officials.



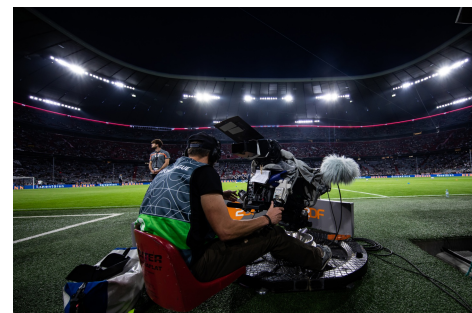
## PITCHSIDE HALFWAY CAMERA (3)

(Minimum lens size: 55x)

A fixed camera on the halfway line at pitch level on the same side as the main camera, at least four metres from the touchline. Upon UEFA approval the host broadcaster can use two 20m cameras instead of the pitchside halfway camera. For this set-up both 20m cameras need to be equipped with a minimum lens size of 55x. This means that an additional camera with at least a 55x lens would be required in addition to the minimum camera requirements.

It may be necessary for the pitchside halfway camera to be placed between the substitutes' benches, in which case a solution must be found to enable good action coverage by the camera, and at the same time an unimpeded view of the field of play and substitutes' benches for the UEFA fourth official, and a clear view of the pitch for national associations representatives.

Further guidelines for the usage of this camera are outlined in [section 3.1.4](#).



## 16M CAMERAS (4 AND 5)