

European teams and on a UEFA Nations League match night immediately after they have happened in real time. This feed has been designed to complement the matchnight highlights service so that broadcast partners can create their own highlights packages from the clips included in the feed (which provides coverage of all the matches via a single signal).

The instant highlights feed is a continuous satellite play-out in high definition (HD 1080i/50) to UEFA's nominated point for satellite transmission from 20.30CET to 23.10CET on each weekday matchnight during the league phase, and on Saturday and Sundays, the instant highlights feed will run from 17.45CET to 23.10CET (as half or more of the matches will kick-off at or after 18.00CET), with the highlights played out in chronological order.

A short compilation of highlights of any early matches will be played out before the 20.45CET matches on weekdays and 18.00CET matches at weekends. If there are no early kick-offs (i.e. earlier than 20.45CET on weekdays or 18.00CET on weekends), a full frame graphic listing the fixtures will be played out instead. The early match highlights will also be included in the half-time and full-time compilations. Where any Matches go to extra time or penalties, the play-out and satellite transmission shall continue to run as normal provided that more than one other Match is still being played. If only one Match goes to extra time, the play-out and satellite feed shall show live coverage from that Match.

Any noteworthy action will be played out as soon as it takes place, except for action from matches with earlier kick-off times. Incidents to be played out must include as a minimum goals, chances, saves, penalties and red cards.

Where there is no action to be shown, a full frame graphic showing the current scores in all matches should be displayed over a moving graphics background with UEFA Nations League branding, accompanied by UEFA Nations League branded music.

A full frame graphic clearly displaying the match and the nature of the action to be played out will be placed before each incident. These graphics are generated by the instant highlights producer.

At half-time, a compilation will be played out of the best first-half highlights from all matches (including the full highlights from any matches played earlier that day). At full time, a compilation of the best highlights from all matches will be played out (including the full highlights from any matches played earlier that day).

A short compilation of highlights of any early matches will be played out before the 20.45CET matches on weekdays and 18.00CET matches at weekends. If there are no early kick-offs (i.e. earlier than 20.45CET on weekdays or 18.00CET on weekends), a full frame graphic listing the fixtures will be played out instead. The early match highlights will also be included in the half-time and full-time compilations.

Where rights are applicable, international friendlies featuring a UEFA member will be added to the instant highlights feed.

The instant highlights feed will be operational on a total of 14 matchnights during the league phase only.



### 6.3.3 MATCHNIGHT HIGHLIGHTS PROGRAMME

The matchnight highlights programme is a 48-minute ready-to-air highlights programme produced on each matchnight during the league phase. No matchnight programme will be produced during the Finals as there are insufficient