

7 DIGITAL BROADCASTING SERVICES

7.1 DIGITAL BROADCASTING SERVICES OVERVIEW

For the 2020-21 UEFA Nations League season UEFA will offer UNL broadcast partners a series of digital and broadcast services. These services will enable broadcast partners to access content through a flexible and connected ecosystem to support their digital media and broadcast exploitation.

These digital and broadcast services will be offered as various packages, in a rate card format, by UEFA's UNL broadcast partner service providers NEP and Eurovision Services.

The digital broadcasting services will include:

- dedicated video live streams
- multilateral video live streams or a match streaming widget
- video clips
- video highlights
- data feeds
- Plus other content

Broadcasters will also be provided with content for broadcast exploitation including additional programming content, programming raw footage, isolated camera compilations and archive, plus MD-1 and MD materials for certain matches. This broadcast quality content will be available through two different file delivery methods:

- Push-based file delivery using either the Eurovision Services Box or Aspera
- On-demand web-based media server delivery through the Hive delivered by NEP

For further details on prices and individual service descriptions for any of the packages below, please get in touch with your CAA11 account manager.

UEFA may offer further digital broadcasting services for the UEFA Nations League Finals. Details of these services would be provided in the dedicated UNL Finals service descriptions distributed following the conclusion of the UEFA Nations League.

7.2 LIVE STREAMS

7.2.1 UEFA NATIONS LEAGUE LIVE MATCH RAW STREAM

UEFA will provide UNL broadcast partners with access to raw video streams for all UNL matches for which they have the rights. This service is free-of-charge, provided that the broadcast partner has booked the live feed for at least one match per matchday from Eurovision Services. Please note that this solution does not include any player, geo-blocking features or CDN service; these should be implemented by the broadcast partner directly.

7.2.2 UEFA NATIONS LEAGUE LIVE MATCH STREAMING SOLUTION