

Additional UHD Audio production requirements:

- All audio feeds will be embedded on top-left quadrant(Q1) of the UHD feed including the Dolby Atmos streams
- Quadrants 2, 3 and 4 (Q2, Q3 and Q4) will be muted on all audios
- The Dolby Atmos® ED2 streams will be produced and supplied by the host broadcaster to be embedded on the allocated audio channels of the UHD feeds only
- For UHD the Host Broadcaster will supply elements for embedding for Dolby Atmos on UHD feeds only
- The audio standard would be the same as the HD production, i.e. international sound stereo on channels 1 and 2, English commentary mix mono and English commentary clean mono on channels 3 and 4, Dolby E 20bit mux on channels 5 and 6 and potential visiting broadcaster commentaries on channels 7 and 8
- The Dolby Atmos® ED2 streams will follow on channels 9 to 16
- An embedding plan will be supplied by UEFA

Additional UHD requirements:

- All cameras must be UHD native or at least HD-SDI 1080p
- Steadicams (or any other wireless cameras) must be at least HD1080p50 with latency below 300ms max

Technical notes:

- For UHD: All replay operations in HD 1080p50 at least
- For all UHD recording requirements, please [see section 3.3.9](#) (PRO-RES HQ)

2.2 BROADCAST PRINCIPLES

UEFA has established certain key principles for the protection of the game, and will cooperate with broadcast partners to ensure that they understand these principles.

RESPECT FOR...

...THE FIELD OF PLAY

Any media equipment and personnel must be positioned so as to not present any danger to players or match officials. Generally, cameras should be four metres from touchlines and behind advertising boards on goal lines. All pitchside fixed cameras must also have adequate protective covering to ensure the safety of the players. The field of play itself must always be kept free of broadcast equipment and personnel, except for the steadicam used for the pre-match line-up and the steadicam(s) used at the end of the match.

...MATCH OFFICIALS, PLAYERS AND COACHES

Broadcast equipment and personnel must not obstruct the view or movement of, or cause confusion for, match officials, players or coaches.

Broadcast partners must respect the needs of players and coaches. Interviews may only be arranged outside the technical area (the area extending from the substitutes' benches) in positions that are judged to be safe for all participants. Reporters must not speak to or approach players or coaches for interviews or comments during play.

...SPECTATORS

Broadcast equipment and personnel should not obstruct the spectators' view of the field of play (with the exception of confirmed camera positions). Cameras should not film or record the crowd in any manner that could cause any dangerous activity, e.g. continuous filming of the crowd.