

- in order to show the full tactical sweep of a move the speed may be varied within a replay. This technique should not be overused and should not be used in consecutive replays. The suggested limits are two speed variations per action

## 3.1.2 CAMERA POSITIONS AND REQUIREMENTS

To guarantee a consistently high standard of broadcasting across all UEFA Nations League matches, host broadcasters must fulfill the following requirements.

LEAGUE PHASE MATCHES
11 cameras of which at least one (pitchside halfway, low behind goal or reverse) should be a super slow motion camera
1 lens 75x
3 lenses 55x

All on-site super slow-motion cameras must be minimum triple speed. Additional high-speed cameras may replace the requirement for triple speed (super slow-motion) cameras only upon UEFA approval.

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### REPLAY SERVER ALLOCATION

- all multilateral match coverage cameras must be available on replay
- in addition, the GLT feed (and VAR feed, if implemented by the home NA) must be recorded on a replay server (i.e. EVS) in the HB truck
- the GLT feed should not be cut-up directly on the vision mixer
- two additional channels would be required should the GLT cameras be used by the HB

In order to effectively utilise the replay servers and supply the iso angles, a sufficient number of operators and operator positions necessary to satisfy these minimum requirements is mandatory.

For a complete overview of all booking deadlines for the UNL league phase, please refer to [section 9.2.6](#) or the [Cycle Planner](#).

## GENERAL CAMERA GUIDELINES

The following conditions apply to all camera positions:

- camera operators must not impede, disturb or distract any players or referees
- cameras may not obstruct the view of any substitutes, technical staff or spectators
- cameras must not present any safety risk for players, technical staff, spectators or broadcast personnel
- cameras must be positioned and operated in a way that does not conflict with any local health, safety and security regulations
- all camera must respect the minimum distances as described in this manual, unless otherwise agreed with UEFA (see standard pitch set-up diagram in [section 2.2](#))
- UEFA may request a demonstration of a camera or camera system on MD-1 to confirm it conforms to UEFA guidelines