

The steadicam should preferably be a radio frequency camera. If not, a cabled camera can be used, as long as cable assistants manage the cable.

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



## ADDITIONAL MINIMUM REQUIREMENT POSITIONS

Some of the above cameras or the additional host broadcaster cameras can also be used to cover the following minimum requirement positions:

### DRESSING ROOM AND TEAM ARRIVALS FILMING (I)

A portable (cabled or ENG) camera must be used to film the team dressing rooms up until two hours before kickoff.

Host broadcasters can use a number of cameras, in fixed positions pre-agreed between the VOBM and Match Manager to film team arrivals. These camera positions can include a camera positioned as the players walk off the bus, a camera positioned en route from buses to dressing rooms, and another positioned outside the dressing rooms to film the players walking into the dressing room. None of these positions can have a view into the dressing room itself.



During the dressing room filming the host broadcaster (and, subject to approval of the visiting team, the main visiting broadcast partner) may give a presentation inside the dressing room of their respective team, for unilateral use. The crew may only consist of one presenter and one member of technical staff. Requests for such presentations must be submitted to UEFA in advance.

### PITCHSIDE PRESENTATION CAMERA (II)

A portable camera located pitchside must be made available for pre-match unilateral presentations on the multilateral feed (subject to bookings). The position of this camera will be decided by UEFA, but it is usually located along the main touchline, away from the technical areas.



### TUNNEL CAMERA (III)

One, to a maximum of two, portable cameras (or fixed mini-cameras subject to approval by UEFA) in a fixed position in the players' tunnel. These cameras should not impede the movement of players, officials or NA representatives, nor should any camera lighting cause any inconvenience.

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



### TEAM LINE-UPS CAMERA (IV)

A steadicam should be used to cover the team line-ups and coin toss. Further details of the line-up procedure are provided in [section 3.1.4](#)