

3. INTERNATIONAL FEED OPERATIONS

3.1. Introduction

Production staff

Each game during the season will have an on-site EuroLeague editorial producer, whose role will be to editorially control the IFPC. They will be sitting in the OB van and will be the main creative influence on the live content.

The IFPC is requested to book a place for the EuroLeague editorial producer in the OB van close to the game director but also to the EVS and graphics operator, or with a direct communication via intercom that will be provided anyway for the communication between the EuroLeague editorial producer and the EuroLeague floor manager.

The EuroLeague editorial producer will be in charge of the ultimate on-site editorial control, focusing on providing a safe engaging international feed, but also overseeing the coordination of graphics delivery, replay content, timings and package content. They will strictly adhere to the predetermined international feed Running Order, which is paramount to a unified cross territory production.

A floor manager will be the outside broadcasts spotter on the floor.

3.2. General Guidelines

The following guidelines ensure that all productions appear with the look and feel of the Turkish Airlines EuroLeague.

3.2.1. Production Standards

The IFPCs are required to produce all games according to the basic required standards:

The production standard is High Definition (16:9 HD 1080i 50Hz Digital ITU-R BT.601 colour system) with 4:3 safe English graphics).

All IFPCs must include slow motion replays, be free of any commercial or domestic content, and have no in-vision reporters or studios or other local or customised features once the designated international feed has started.

All host broadcasters must make a camera available free of charge for pre- or post-game unilaterals that can be booked through the IMG Technical Services team.