

5.20.5. IFPC's Responsibility Regarding Instant Replay

Each IFPC must make its game feed available on the SMART Replay placed on the scorer's table, for use by the officials, to review instant replays.

A private line of communication with the EuroLeague editorial producer or game director in the TV production truck must be provided by the IFPC via a clearly labelled headset that will sit next to the designated TV monitor. No one apart from the officials and the Instant Replay operator will participate in the communication for the purpose of an easier and balanced process.

Post game, the SMART IRS needs around 10-15 minutes to upload the output video exported in the reviews from the client to the server.

Each IFPC shall consider this video exportation and shall not disconnect the IRS until the IRS Operator communicates that the transfer has been done.

The replay will not be shown to the TV audience or fed to the in-arena video screens, but will only be provided to the designated monitor. After the Crew chief has rendered a decision, the replays may be shown on TV, but under no circumstances may the replays be shown on the in-arena video screens. It is the responsibility and obligation of each IFPC to comply with the requirements of this section.

The fixed camera with the official shot clock must be shown on the Instant Replay screen(s) at specified times.

It has been decided to implement a standard for the use of the Instant Replay in all Turkish Airlines EuroLeague games. In order to gain uniformity on all the playing courts, this requirement is compulsory.

Camera allocation for the SMART Replay:

Camera Number	Input
Camera 1 - Wide Shot TV Platform Mid-Level Centre	1
Camera 2 - Close-Up TV Platform Mid-Level Centre	2
Camera 3 - Action Close-Ups Under Basket (SSM)	3
Camera 4 - Action Close-Ups Under Basket	4
Camera 7 - Locked Off Mini Camera, Behind Backboard	5
Camera 8 - Locked Off Mini Camera Behind Backboard	6
Camera 10 - Locked Off Shot Clock Camera	7
Camera 11 - Close-Ups Away End Corner (SSM)	8