

3.2.2.1. Replay Philosophy

- a) The game director will have ultimate editorial control on the replay philosophy
- b) Priority given to live coverage, with replays used only when relevant to current action
- c) Best action first
- d) Quality over quantity
- e) Keep the sequence of replays as close as possible to the action they refer to
- f) No replay to be inserted when the ball is in play
- g) The official EuroCup replay animation will be used in and out of replays

3.3. Running Order

The IFPC will only produce the international feed output from the TV production truck. In doing so the international feed will provide a “top and tailed” safe programme for all rights holders.

If home team rights holders wish to add their own personalisation, they must add their own unilateral facility.

EV has designed an international feed Running Order to ensure consistency between games from different IFPCs that are expected to deliver a produced international feed in 16:9 HD (4:3 graphics safe) to the satellite uplink truck, from 10 minutes prior to tip-off.

The IFPC game director will strictly adhere to the international feed Running Order to enable other rights holders to plan their own programme broadcasts and provide a consistent product across all venues.

If a rights holder decides to personalise the international feed with interviews, videos, etc, it must do so by producing a completely different second feed, with the aim of never obstructing the established timings of the international feed. The international feed that must be delivered to the satellite uplink truck will have the international feed Running Order as to the start and finish of the international feed.

In this timeframe, the signal that is delivered to the satellite uplink truck of the international feed will be with English graphics, and without any reference to the IFPC. Also, the signal will be a produced signal to all effects. For the avoidance of any doubt, the signal will not be one isolated camera shot for a long period of time.

(See Appendix RO)