

The IRS will display any part of the game in real time, slow motion or frame by frame, as requested by the referees or unified scorers.

The IRS resolution must be sufficiently high quality in order for the officials to view all clocks, backboards LED lights, players, lines and the ball clearly.

The output from the IRS Monitor 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.

The system that will be implemented is an EVS + MULTISPLIT MONITOR + CLOCK INSERTED. The system consists of four camera angles (Camera 1 (central wide), camera 2 (central close), camera 4 (on the left basket floor), camera 5 (on the right basket floor), which are put in a four-window split signal. The fixed image of the game clock is embedded (and resized) in the central area of the screen.

This complete signal is switched to an EVS channel of one of the EVS slow-motion machines from the OB van of the host broadcaster. The fixed camera with the official game and shot clock must be shown on the Instant Replay screen(s) at all times.

Host broadcasters must send the proposed IRS system via email to Euroleague Ventures, who will then authorise or reject the proposed solution.

#### Timing protocol:

<b>Time</b>	<b>Activity</b>
Tip-off -90 minutes	Referees final system checks.
Tip-off	Game Starts.

#### Camera allocation for the IRS:

<b>Camera Number</b>	<b>Input</b>
Camera 1	1
Camera 2	2
Camera 4	3
Camera 5	4
Camera 6 shot clock	5

