

6. TV GRAPHICS

- 6.1. Introduction
- 6.2. Operational Use

7. GAME OF THE WEEK

- 7.1. Introduction
- 7.2. Enhanced Production
- 7.3. Game of the Week Schedule
- 7.4. Enhanced International Feed: Running Order
- 7.5. Camera Positions
- 7.6. Commercial Obligations

8. FINAL FOUR

- 8.1. Introduction
- 8.2. Minimum Requirements
- 8.3. Enhanced Production
- 8.4. Technical Facilities

9. SATELLITE DISTRIBUTION

- 9.1. Introduction
 - 9.1.1. Audio Channels
- 9.2. Vision Format and Timings
 - 9.2.1. Technical Running Order
- 9.3. Distribution (Europe, Asia and United States)
- 9.4. Broadcast Liaison and Game Day Support

10. COMMERCIAL OBLIGATIONS

- 10.1. Commercial Protocols
- 10.2. Use of Technology to Modify Advertising
- 10.3. Scrambling
- 10.4. Use of Broadcasting Enhancements and Sponsor Identification
- 10.5. Mandatory Copyright Notification
- 10.6. Opening/Closing and Period-Break Sequences
- 10.7. Promotional Spots
- 10.8. Official Names
- 10.9. EuroLeague Microphone Cubes

11. ADDITIONAL PRODUCTION ELEMENTS AND REQUIREMENTS

- 11.1. Weekly Highlights
- 11.2. Highlights Show
- 11.3. EuroLeague News Service

12. CONTACT DETAILS