

- e) Each IFPC will be requested to shoot and edit both the home team's arrival and the visiting team's arrival at the arena, their walk from the bus or private vehicles to the locker rooms and inside the locker rooms before the start of the game. Once all footage has been recorded, every IFPC will edit a video clip including approximately 30 seconds of the city, 10 seconds from the outside of the arena, and a 45-second playlist with footage of the arrival of both teams at the arena and their walk from the bus or private vehicles to their locker rooms, as well as footage inside the locker rooms. The complete playlist will last no longer than 2:30 minutes.

### **2.2.2. Rights Holders Obligations**

Regarding the broadcast of games, every rights holder of the competition agrees to broadcast and promote the Turkish Airlines EuroLeague in the following manner:

- a) They will never interrupt a live or delayed broadcast of a game (except during intervals of play between periods or time-outs).
- b) Broadcast all games of the competition, with the participation of teams from the territory (home and away) throughout the Regular Season and Playoffs and Final Four.
- c) Informing spectators regarding the evolution of the competition during news and sports programmes, using the official Turkish Airlines EuroLeague identity.
- d) Producing, at its expense, and airing, in order to promote the competition, broadcasting advertisements and trailers with a minimum of 20 promotions per week through all its TV channels and online platforms.
- e) Inserting a minimum of 20 promotions of the Final Four into the transmission of its TV channels and online platforms (i) upon the release of tickets for the Final Four and during a period of no less than four weeks thereafter; and (ii) during the four weeks prior to the start of the Final Four. These promotions will be provided by EV.
- f) Broadcasting the ancillary materials in its different programmes and channels delivered by EV.
- g) Cross-promotion on all its platforms (including TV, internet, mobile, press and highlights programmes).
- h) Live studio programmes, in the case, using the official Turkish Airlines EuroLeague identity.