

3. INTERNATIONAL FEED OPERATIONS

3.1. Introduction

Production staff

The IFPC is requested to designate a producer close to the game director but also to the EVS and graphics operator, or with a direct/constant communication with the EV producer.

The IFPC producer will be in charge of the ultimate on-site editorial control, focusing on providing a safe engaging international feed, but also overseeing the coordination of graphics delivery, replay content, timings and package content. They will strictly adhere to the predetermined international feed Running Order, which is paramount to a unified cross territory production.

3.2. General Guidelines

The following guidelines ensure that all productions appear with the look and feel of the 7DAYS EuroCup.

3.2.1. Production Standards

The IFPCs are required to produce all games according to the basic required standards:

The production standard is High Definition (16:9 HD 1080i 50Hz Digital ITU-R BT.601 colour system) with 4:3 safe English graphics).

All IFPCs must include slow motion replays, be free of any commercial or domestic content, and have no in-vision reporters or studios or other local or customised features once the designated international feed has started.

All host broadcasters must make a camera available free of charge for pre- or post-game unilaterals that can be booked through the IMG Technical Services team.

Any changes in production outside those described in this manual must be authorised by EV.

3.2.2. International Feed Production Principles

The key principle for all game directors is to remember that they are providing coverage for an international feed. Therefore, it should be unbiased and objective in order to satisfy the viewing preferences of a global audience and not a specific domestic market.

- a) Continuous coverage of scenes from the arena, with the exception of replays/additional angles shown at half-time and full time, must be provided prior to