

- half-time
- full-time

Ahead of the UEFA Nations League Finals, dedicated MROs including extra-time and penalties will be distributed to broadcast partners.

In case the match-specific MRO deviates from the standard MRO, an updated MRO will be distributed prior to each match via the FAME broadcaster information centre.

There will be no set shot sequence for pre-match ambience and the content is left to the HB's discretion, but it is intended as a source of additional quality stadium footage prior to kick-off, and will include player warm-ups, stadium atmosphere and beauty shots.

PRE-MATCH MRO

updated

The MRO starts with the live team arrivals (if provided by HB), the UNL opening sequence and the pre-match feed, and is followed by footage of stadium ambience, team warm-ups and the team line-ups.

In the event of pre-match unilateral time slots not being booked, or when the final unilateral presentation finishes early, host broadcasters will offer live stadium ambience shots and live player warm-ups.

Should the teams warm up earlier than expected, host broadcasters should record the footage and play this out between the times indicated above.

This time slot is reserved for every match and therefore not available for any unilateral bookings.

If the duration of the anthems is longer than foreseen pre-match MRO will be adjusted accordingly, on the advice of UEFA.

For the early team line-up graphic, host broadcasters will be asked to provide a neutral background. The purpose of the neutral background is to allow for the later and repeated use of the graphic throughout and following the broadcast. A neutral background should:

- be entirely static throughout
- not be a stadium beauty shot
- not show the tribunes
- provides a solid background on which the graphics can easily be read
- the same neutral background should be used for all graphics

LEAGUE A