

Schedule 6

Minimum Host Broadcast Production Requirements

Minimum Host Broadcast Production Requirements (“HB Requirements”)

The HB Requirements in this **Schedule 6** set out UEFA’s minimum requirements for any host broadcast production of Matches by the Partner. The Partner accepts that UEFA may adapt or amend these HB Requirements from time to time. The Partner agrees to comply with any such amended HB Requirements upon receipt of such document.

1. Host Broadcast Production

- 1.1 The Partner shall provide a first-class host broadcast production of each relevant Match in accordance with the highest professional standards for the televising of world class sporting events.
- 1.2 All materials produced must be of international broadcast quality, and comply generally with UEFA’s instructions, including UEFA’s then current production manual, running orders and guidelines (“**Production Manual**”). UEFA may update and modify the Production Manual from time to time.
- 1.3 For the purposes of these HB Requirements, the following video and audio signal standards shall have the following meanings:

1080i/50:	HD-SDI, 1485Mbps as defined by SMPTE-292M with up to 16 embedded audio channels (as eight AES/EBU stereo channels in Group 1 – 4, SMPTE-299M) SDR/Rec. 709;
1080p/50:	3G-SDI, 2970Mbps, SMPTE-424M (Level A) with up to 16 embedded audio channels (as eight AES/EBU stereo channels in Group 1 – 4, SMPTE-299M) SDR/Rec. 709;
Ultra-HD (UHD-SDR):	4 times higher resolution than HD-SDI minimum 3840x2160 pixels, 2160p/50 spatial resolution, 10-bit colour depth and Rec.709 colour space representation. Delivered as 4 synchronised 3G-SDI quadrants, 2970Mbps, SMPTE-424M (Level A) signals with up to 16 embedded audio channels in quadrant 1(as eight AES/EBU stereo channels in Group 1 – 4, SMPTE-299M) SDR; and
UHD-HDR:	delivery of the UHD signal in High Dynamic Range (HDR) format. HDR provides higher level of contrast between light and dark images creating a much more realistic image. The HDR format preferred by UEFA is the HLG format (hybrid log gamma) with Rec.2100 colour space representation.

2. Host Broadcast Coverage of Matches

- 2.1 The host broadcast coverage of each Match which is played in the Territory, and if required, certain other Matches in accordance with **Paragraph 11.5** (for the avoidance of doubt, including any Match which is postponed or moved (for whatever reason) to another date) (“**HB Coverage**”) shall be produced and delivered in high definition (1080i/50 in 16:9 aspect ratio) (“**HD**”) with synchronised audio (Dolby® 5.1+2 audio as a Dolby®E encoded stream and simultaneous international-sound stereo effects). For the avoidance of doubt, HB Coverage in 1080p/50 with final output and associated isolated (ISO) feeds converted into 1080i/50 will also be acceptable to UEFA.

- 2.2 The HB Coverage to be produced and delivered to UEFA must, as a minimum, include the following:
- (a) full live and continuous audio-visual coverage (with international sound effects and English graphics) of the relevant Match (including any extra-time periods and penalty kicks);
 - (b) continuous and varied coverage of stadium shots, ambiance and team warm-ups, such coverage to start at least sixty (60) minutes prior to first-half kick-off;
 - (c) the multilateral running order, which shall in principle commence at least sixty (60) minutes prior to first-half kick-off and end sixty (60) minutes after the final whistle (further details in relation to the multilateral running order are set out in the Production Manual);
 - (d) full live audio-visual coverage of super-flash and post-match interviews with such team representative(s) as specified by UEFA;
 - (e) audio-visual coverage from isolated camera angles of such duration as specified by UEFA, which is to be provided during half-time and after the relevant Match,
- additionally, if requested by UEFA, the HB Coverage must include:
- (f) full live audio-visual coverage of the training sessions, press conferences and interviews taking place at the relevant venue on the day prior to the Match (the minimum number of cameras to be used and any additional relevant requirements are to be notified by UEFA);
 - (g) full live audio-visual coverage of the teams' arrival at the Match venue;
 - (h) full live audio-visual coverage of pre-match interviews with such team representative(s) as specified by UEFA; and
 - (i) full live audio-visual coverage of any official post-match press conferences taking place at the Match venue.
- 2.3 In accordance with UEFA's instructions, the Partner will, for each Match, produce a "rough cut" HD feed in 16:9 aspect ratio (including at least coverage of the team arrivals, team training sessions, press conferences, interview footage and such other content as may be specified by UEFA) of between fifteen (15) and thirty (30) minutes' duration to be made available at a point specified by UEFA for transmission to other media rights holders and any other UEFA-appointed technical/production supplier and/or third party (in accordance with UEFA's instructions) ("**Transmission Point**") promptly following the conclusion of the relevant events (and, in any event, by no later than 22:00 CET unless otherwise instructed by UEFA) on the day prior to the Match or the day of the Match (as appropriate).
- 2.4 The Partner shall ensure that the following signals are delivered to the Transmission Point in respect of the HB Coverage:
- (a) a main video signal (including the commentaries of both the host broadcaster and the main visiting broadcaster) produced in accordance with **Paragraph 2.1 ("Feed A")** together with up to sixteen (16) channels of embedded audio (48KHz, 24-bit audio);

- (b) if requested by UEFA a back-up video signal (including the commentaries of both the host broadcaster and main visiting broadcaster) produced in accordance with **Paragraph 2.1** using a different chain of processing equipment (i.e. embedding, conversion, distribution and monitoring) than for the main video signal and outlined in **Paragraph 2.4(a)** (“**Feed B**”) together with up to sixteen (16) channels of embedded audio (48KHz, 24 bit audio);
 - (c) any other feeds (for example, Video Assistant Referee (“**VAR**”), Virtual Board Replacement (“**VBR**”) or isolated camera feeds) as specified by UEFA.
- 2.5 The HB Coverage shall be delivered by the Partner to the Transmission Point ready for onward transmission to other media rights holders and any other UEFA-appointed technical/production supplier and/or third party. The Partner shall ensure that all of its technical transmissions are Encrypted. The delivery of the HB Coverage shall be implemented as specified by UEFA in the Production Manual. In the event that such delivery cannot be guaranteed by the Partner, UEFA may appoint, at the Partner’s cost, a competent authority or body to assist in the delivery of the HB Coverage to the Transmission Point. The Partner shall be responsible for any failure to deliver the HB Coverage to the Transmission Point.
- 2.6 In addition to delivering the HB Coverage to the Transmission Point in accordance with **Paragraph 2.5**, if requested by UEFA, the Partner shall make the following available to UEFA and/or third parties authorised by UEFA in accordance with UEFA’s reasonable instructions:
- (a) the live transmissions as well as recorded footage from team activities taking place at the stadium on the day prior to the Match (e.g. press conferences, training sessions, and interviews);
 - (b) any feeds of the coverage of any Match-related press conference and the open part of any training session that takes place within the Territory but outside of the relevant stadium where the Match takes place. The Partner shall produce such coverage acting as the host broadcaster (where the relevant Match takes place in the Territory) or as a main visiting broadcaster (in relation to a Match involving the National Association of the Territory that takes place outside of the Territory), as the case may be. Such coverage must be made available to UEFA either live or near live (as requested by UEFA);
 - (c) the live Match feeds and isolated camera feeds of the HB Coverage (including for use in UEFA’s digital services) in the format(s) of production;
 - (d) all feeds of the HB Coverage, tests on the day of the Match and the day before, and production assistance (including the relevant provision of personnel and equipment (including cabling)) as deemed necessary by UEFA or a National Association (including by examples – to appointed service providers of VAR, Goal-Line Technology (“**GLT**”), double production services and VBR, in order to facilitate the performance of their services on-site). For all SSM camera (triple-speed) feeds, the three individual phases must be delivered to the relevant service provider(s) authorised by UEFA;
 - (e) the relevant National Association or UEFA-appointed VBR supplier may utilise a technology that requires the installation of additional equipment on selected Partner cameras. The Partner shall at all times facilitate the installation and testing of such equipment in order to allow the relevant National Association

and/or UEFA (including its appointed service provider) to deliver the VBR solution; and

- (f) any and all other feeds produced by the Partner pursuant to **Paragraph 9**.

Should the Partner need to install extra equipment or a dedicated facility in order to deliver all the feeds as indicated in this **Paragraph 2.6**, the Partner shall seek UEFA's prior written approval. If such approval is given, the Partner shall be responsible for installing any such extra equipment or facility at its own cost.

- 2.7 There shall be no commercial content included in any of the HB Coverage other than commercial branding designated by UEFA for the benefit of the relevant Competition Sponsors. The Partner shall not dwell on or otherwise give noticeable prominence to any other advertising.
- 2.8 Prior to a Match, during half-time, after the end of the Match and during any prolonged interruption of the Match, the Partner shall provide continuous varied coverage of scenes from the stadium (including the playing area, spectator areas and interior areas) in accordance with the Production Manual and any other specific instructions of UEFA.
- 2.9 Prior to, during and after the end of the Match, the Partner shall direct and edit the coverage to conform with UEFA's standard multilateral running order and other instructions issued by or on behalf of UEFA from time to time, including instructions relating to coverage of wide angle, natural and close up shots, camera angles, cutaways, replays and slow motion replays, such instructions not to unduly restrict the Partner in its editorial freedom.
- 2.10 The Partner shall comply with all directions given by any person nominated by UEFA as to the coverage to be given or not to be given to any public disorder, civil disobedience, display of material within the crowd or on the pitch or other matter extraneous to the Match, provided that such directions will not unduly restrict the Partner's editorial freedom.
- 2.11 UEFA may (at its discretion) organise from time to time broadcaster workshops with its media rights holders to review and discuss, amongst other matters, technical standards, match direction, the production format and content of the coverage of Matches. The Partner hereby agrees to send, at its own cost, relevant personnel to participate in such workshops and to comply (subject to the terms of the Agreement) with the conclusions of such workshops as set forth in the minutes thereof.
- 2.12 The Partner will use the latest generation of equipment for all productions. In addition, the Partner shall from time to time provide co-operation and assistance to UEFA and UEFA's relevant technical suppliers as UEFA may reasonably require in relation to the conducting of all testing and/or use of new technologies and equipment (including, for example, virtual or augmented reality) by UEFA and/or UEFA's relevant technical suppliers (including by providing the relevant cabling for the same).
- 2.13 The Partner shall ensure that Feed A and (where relevant) Feed B will be available at a time specified by UEFA (which may take place on the day of the Match and/or the day prior to the Match) for any satellite end-to-end tests and shall provide co-operation for operational tests as specified in the Production Manual.
- 2.14 The Partner shall co-operate fully with UEFA and UEFA's relevant appointed technical suppliers in conducting all tests (including, satellite end-to-end, GLT, VAR, VBR tests and where relevant, an LED colour calibration test) required by UEFA on both the day

of the Match and/or the day prior to the Match, including the provision of all personnel and equipment (including cabling) as required by UEFA (or UEFA's appointed service provider) for each test.

2.15 The Partner shall comply with the minimum camera positions; sound production standards and slow motion/super slow-motion requirements as may be notified to the Partner by UEFA. As at the Commencement Date, a minimum of 11 cameras and positions are required, as listed below including a minimum of two (2) super slow-motion cameras:

1. main camera;
2. close-up camera (located on same level as the main camera);
3. pitch-side halfway camera;
4. 16m camera left;
5. 16m camera right;
6. high behind goal;
7. low behind goal camera left;
8. low behind goal camera right;
9. reverse-angle camera;
10. beauty camera; and
11. steadicam (or other UEFA approved camera with stabilisation system);

Certain of the above-mentioned cameras and/or the additional host broadcaster cameras can be used to cover the following mandatory minimum additional positions:

- dressing room filming and team arrivals camera;
- pitchside presentation camera;
- team line-ups camera;
- flash interview camera(s) (this camera(s) should ideally be an additional camera(s) to the minimum camera requirements set out above); and
- tunnel camera.

Certain cameras will need to operate as of two (2) hours before the Match (as specified by UEFA).

If requested by UEFA, a tactical camera (in a location to be approved by UEFA) shall also be provided. This camera is in addition to the number of standard minimum cameras listed above.

All multilateral cameras and external feeds relevant to the production (e.g. GLT and VAR) must be available on replay using a fully-networked-disc-based replay system. A minimum of one (1) operator per SSM camera and one (1) operator per four (4) standard replay cameras will be required.

At least four (4) cameras should use a min. 86x lens, with one (1) ideally using a min. 100x lens (the relevant cameras on which these lenses will be used shall be subject to UEFA's approval).

The use of additional cameras is encouraged, but any proposed changes to the above-mentioned cameras/camera plan (including any change to the number of cameras used and alternative camera positions) shall be subject to UEFA's prior written approval.

2.16 The minimum sound production requirements for the Match feed include:

- (a) Dolby® 5.1 (encoded) digital surround sound for all Matches, plus Dolby® Atmos ideally for any Matches produced in UHD. The embedding specifications of the Atmos streams (if applicable) will be specified by UEFA;
- (b) at least twelve (12) identical directional pitch microphones;
- (c) at least two (2) main platform directional microphones; and
- (d) at least one (1) “Soundfield/ORTF 3D array” (or similar technology) microphone which is capable of capturing the stadium atmosphere.

The Dolby digital audio tracks must be delivered to the Transmission Point in accordance with **Paragraph 2.5**. The final audio channel embedding shall be confirmed by UEFA.

All audio measurements shall comply with the EBU R128 recommendations on audio loudness and signal levels.

3. On-Screen Graphics

- 3.1 The Partner is responsible for producing and inserting all match graphics and informational devices into the HB Coverage in accordance with the Production Manual. In this regard, UEFA’s graphic templates for all Matches must be used, and instructions on how to access the UEFA data feeds adhered to. The Partner may not include any graphics or informational devices other than those approved by UEFA. The Partner acknowledges that there may be changes to the graphics or instructions on how to access UEFA’s data feeds from time to time, and any costs incurred by the Partner in re-inserting the graphics or incorporating the data shall be borne by the Partner.
- 3.2 Any production solely for the purposes of the Partner’s own broadcast to its viewers (including unilateral production) is to be done on a separate feed.
- 3.3 The Partner will not include any on-screen graphics or informational devices in the HB Coverage other than those referred to in **Paragraph 3.1**.
- 3.4 The Partner shall use two channel DVE effects and a standard 3D replay effect as provided by UEFA.
- 3.5 In respect of each Match of the UEFA Nations League Finals, the Partner shall include on-screen credits (in accordance with any instructions issued by or on behalf of UEFA) in the HB Coverage.

4. Facilities, Utilities and Security at the Stadium

- 4.1 The Partner understands the importance of its role as a host broadcaster. As such, the Partner agrees that it shall be available and shall ensure that its facilities on-site are operational at all times on the day prior to the Match day and the day of the Match as may be requested/required by UEFA. The Partner shall ensure that it shall be present to meet all venue procedures, transmission requirements and perform recordings as may be required from time to time by UEFA.
- 4.2 The Partner shall ensure, in accordance with the Production Manual, that sufficient and appropriate power, distribution and support is available on-site from 09:30 local time two (2) days prior to the Match, together with a suitable secure back-up power supply to ensure uninterrupted production, both for its own use and for use by UEFA and any

relevant UEFA technical/production suppliers (including, UEFA's satellite distribution provider and/or fibre provider, any UEFA equipment and graphics provider, GLT, VAR and VBR providers). Upon request, the Partner shall also supply such power supplies to any visiting media rights holders and may charge for the use of such power supply at a cost to be agreed with the relevant booking media rights holder in advance of the relevant Match.

- 4.3 The Partner shall ensure safety at work and shall comply with all Applicable Law in connection with its activities as a host broadcaster. In particular, the Partner shall ensure that electrical installations for power supply or distribution and mobile units for outside broadcast are designed, operated and maintained to meet valid safety goals and regulations, including the following IEC standards:
- IEC 60364-7-717: "Requirements for special installation or locations – Mobile or transportable units";
 - IEC 60364-7-740: "Requirements for special installations or locations – Temporary electrical installations for structures, amusement devices and booths at fairgrounds, amusement parks and circuses";
 - IEC 60364-7-711: "Requirements for special installations or locations – Exhibitions, shows and stands";
 - IEC 60364-4-41: "Protection for safety – Protection against electric shock"; and
 - IEC 60364-4-44: "Protection for safety – Protection against voltage disturbances and electromagnetic disturbances".

The Partner shall ensure that each mobile unit has a copy of relevant documentation and certification proving compliance with valid safety goals and regulations at all times (including a certification according to IEC 60364-7-717). Such documentation and certificates must be provided to UEFA upon request. UEFA also reserves the right to conduct spot checks, to validate mobile units, and to take any appropriate action such as refusing entrance to the UEFA broadcast facilities.

- 4.4 The Partner shall provide all appropriate assistance and facilities to any visiting media rights holders to enable them to fully exercise their rights including through the installation and servicing of the commentary position area, in each case in accordance with the Production Manual. The Partner may charge visiting media rights holders for the use of such facilities at standard rate card costs as agreed with UEFA in advance of each season. The Partner shall also ensure that its technical personnel are available at the venue prior to and during the arrival of the visiting media rights holders' equipment and trucks in order to facilitate their arrival and provide any assistance that may reasonably be required. The Partner shall be responsible for the co-ordination of the parking area for outside broadcast vehicles in accordance with the Production Manual.
- 4.5 In accordance with the Production Manual, the Partner shall provide equipment and facilities for the flash interviews and any other pre-multi or post-multi unilateral activities on the international signal including all necessary microphones, monitors, lighting, cameras, talk-back and play-out facilities.
- 4.6 The Partner shall also, upon request, provide to UEFA, free of charge: (a) up to 3 (as requested by UEFA) partially equipped commentary positions for UEFA's purposes; (ii)

a pitch side monitor carrying the international signal and the information channel feeds (with a permanent time code and information channel); and (iii) a monitor carrying the international signal and the information channel feeds (with a permanent time code and information channel) to the Match Manager (MM) position; and (iv) any dedicated interview facilities (for example a flash position) specifically for UEFA's purposes.

- 4.7 The Partner shall, upon request from UEFA, facilitate connectivity between the Partner's production facilities and any on-site equipment of UEFA and relevant UEFA or National Association appointed technical/production suppliers and shall provide any on-site communications equipment required by UEFA and any relevant technical/production suppliers. In addition, the Partner shall cooperate fully with UEFA in respect of the provision of access to feeds at the Match venue (including for the purposes of giant screens, GLT, VAR, VBR, double productions, as well as any other match official assistance systems, hospitality areas, graphics production and media working areas).
- 4.8 UEFA shall use its reasonable endeavours to ensure that the relevant National Association provides security for the entire OB van area (including any visiting media rights holder vehicles) from 09:30 local time 2 days prior to the Match. If the National Association fails to provide such security to the standards required by either the Partner or UEFA, then the Partner undertakes to arrange such security itself at its own cost.

5. Interviews, Presentations and Additional Content

- 5.1 The Partner shall include in the materials produced (and, if requested by UEFA, otherwise separately make available) all interviews arranged or required by UEFA, (including any pre-match, super-flash, flash and post-match interviews) which are taking place during the Match Day at the stadium, a training camp, a team hotel or such other place as determined by UEFA.
- 5.2 The Partner shall include in the HB Coverage (and, if requested by UEFA, otherwise make available) all interviews arranged or required by UEFA (including any pre-match, super-flash, flash and post-match interviews) which are taking place during the Match Day at the stadium, a training camp, a team hotel or such other place as determined by UEFA.

6. Recordings

- 6.1 The Partner shall deliver the following recordings (on XDCAM, HDCAM, file-based system or any other format as requested by UEFA) for each Match to the person nominated by UEFA in accordance with the timings notified by UEFA:
- (a) a master recording (with graphics and international sound effects and no other sound) of the HB Coverage starting at least thirty (30) minutes prior to first-half kick-off and ending at least twenty (20) minutes after the final whistle. The format of delivery must be the same as the overall production format (*i.e.*, HD SDR or UHD). For Matches produced in UHD, a 1080i or 1080p recording must also be delivered at the same time;
 - (b) a full Match recording, in the format of production, from the wide shot main camera (known as "camera 1") with relevant audio;
 - (c) an isolated camera footage compilation, in the format of production, to include a minimum of three (3) minutes of action per camera, all angles of all main incidents

and additional requirements regarding all triple speed super slow-motion and other shots as detailed in the Production Manual; and

- (d) any other recordings or footage required to be produced by the Partner detailed in the Production Manual.

6.2 In accordance with the requirements and processes more fully detailed in the Production Manual, the Partner shall record in its OB van and deliver, to the person nominated by UEFA at the stadium, within thirty (30) minutes after the end of the Match five (5) USB keys, containing recordings of the Match with stereo international sound effects and no other sound.

7. Draw Programmes

7.1 UEFA may also appoint the Partner to act as the host broadcaster for a Draw taking place in the Territory.

7.2 Where the Partner is appointed by UEFA to act as host broadcaster for a Draw and produce the Draw Programme, UEFA and the Partner shall agree in good faith the production standards for such Draw, it being acknowledged that as a minimum the Partner shall provide the following, free of charge, to UEFA:

- (a) a live multi-camera coverage (including but not limited to the actual Draw proceedings), produced in HD (1080i/50 in 16:9 aspect ratio) and any recordings thereof; and
- (b) an edited highlight version of the Draw with natural sound effects to be delivered to UEFA or UEFA's appointed technical supplier within 10 minutes of the draw's conclusion.

7.3 The Partner shall comply, at its own cost and expense, with such additional obligations, instructions, guidelines and directions issued by UEFA from time to time in relation to the production of the Draw Programme.

7.4 Where the Partner is appointed to act as host broadcaster for a Draw, the Partner shall provide all appropriate assistance and facilities to any visiting media rights holders to enable them to fully exercise their rights. The Partner may charge visiting media rights holders for the reasonable costs linked to their use of such facilities at a standard rate agreed with UEFA in advance.

8. Alternative/Additional Production Arrangements

8.1 If the Partner wishes to utilise any new technologies, systems, workflows, production facilities, production opportunities or to otherwise produce the HB Coverage, or signals or content in relation to any Match, in any manner other than that ordinarily contemplated by these guidelines (for example, the production of additional signals such as UHD-HDR signals, the use of remote production solutions or new camera equipment/technologies), the Partner must submit its request/proposal for UEFA's prior approval. The Partner must provide UEFA with as much notice as reasonably practicable in relation to any such request/proposal (and in any event, where the request/proposal relates to a specific Match, no later than the HB offer deadline (as specified in the Broadcast Partner manual, or such other time as specified by or on behalf of UEFA) prior to that Match.

8.2 Any such request/proposal must:

- (a) not negatively impact on the main HD production the Partner is required to produce under these guidelines or on the unilateral productions of visiting media rights holders; or
 - (b) provide that any additional signals or content created by the Partner will be made available for use by UEFA and other media rights holders.
- 8.3 Where UEFA's approval is provided, the Partner shall: (i) comply, at its own cost, with such additional obligations, instructions, guidelines and directions (including those relating to safety and security matters) issued by UEFA from time to time in respect of the same; (ii) be responsible, at its own cost, for providing all required personnel, equipment and facilities; and (iii) be subject to the provisions of the Agreement.
- 8.4 Without prejudice to the provisions of **Paragraph 8.1**, if the Partner wishes to produce an additional signal of a Match in a standard which is not included in **Paragraph 2.2** and the Partner's request as well as its specific production plan (including in particular all camera positions) is approved by UEFA:
- (a) the relevant provisions of these Host Broadcaster Requirements (in particular, the Partner obligations) shall apply *mutatis mutandis*;
 - (b) the Partner shall comply, at its own cost, with any minimum production requirements notified to the Partner by UEFA (e.g., in relation to minimum number of cameras, sound production, etc.);
 - (c) the Partner shall deliver the relevant signal of the Match to the Transmission Point as part of the HB Coverage; and
 - (d) the Partner shall deliver to UEFA recordings of such signal as requested by UEFA and in such format as notified to the Partner by UEFA.

For the avoidance of doubt:

- (e) any such (additional) signal produced by the Partner shall be in addition to the HD signal of the Match to be produced by the Partner in accordance with these Host Broadcaster Requirements;
- (f) where the Partner wishes to produce the HB Coverage in an ultra-HD standard, the Partner should operate, as a UEFA preferred option, in a dual-parallel output production mode with HB coverage, associated back up, ISO and others feeds natively produced in UHD and 1080i50. Alternatively, and if this preferred option is technically not possible, the Partner could provide an on-site (down) conversion to HD (1080i/50 or 1080p/50) of the HB Coverage, and associated back up, ISO and other feeds. All downconverter types must be pre-approved by UEFA. Unless otherwise expressly agreed by UEFA in writing, no up-conversion of any signal to ultra-HD will be accepted; and
- (g) the Partner shall provide all camera feeds to UEFA for services such as GLT, VAR or VBR in accordance with these Host Broadcaster Requirements.

9. Additional Competition-Related Content

- 9.1 If requested by UEFA, for each National Association from the Territory, the Partner shall produce and deliver to the person nominated by UEFA and on a date specified by UEFA, a “rough-cut” ten (10) minute feature (on XDCAM, HDCAM and/or any other format as requested by UEFA) in 16:9 aspect ratio with international sound effects of (each of) the National Association’s home stadium(s) and relevant city(ies) (in full daylight and at night time) in advance of the relevant Match Day, with the exact timing to be communicated by UEFA, but in any event not less than five (5) Business Days prior to the start of the relevant Match Day, for use by UEFA and other media rights holders.
- 9.2 The Partner must also provide UEFA (upon UEFA’s request) with any Match or related additional content produced by the Partner during any Match Day, which may include any in-stadia, city or aerial footage.
- 9.3 Where the Partner records any Match or Competition related events taking place in the Territory (including any trophy celebrations/festivities), the Partner shall, if requested by UEFA, deliver to the person nominated by UEFA the relevant footage in such format as notified to the Partner by UEFA for use by UEFA and other UEFA Media Partners in the context of Draw ceremonies or additional programming.

10. Co-operation with UEFA’s Technical and Production Suppliers and with National Associations

The Partner acknowledges that its production in accordance with these HB Requirements, as UEFA’s host broadcast production partner, forms a part of UEFA’s overall host broadcasting activities. Consequently, the Partner shall at all times co-operate fully with UEFA’s other technical and production suppliers in connection with the Match in order to ensure the proper, efficient and optimised planning, implementation and operation of the relevant aspects of the overall host broadcast activities. Such co-operation is acknowledged to include areas such as, but not limited to, access to and delivery of feeds, communications and connection and interfacing of equipment (including cameras, cabling and OB vans). For the avoidance of doubt, such co-operation is without prejudice to any other obligation to cooperate with UEFA or National Association appointed service providers with regard to specific matters including GLT, VAR, double production or VBR as further described in **Paragraphs 2.6 and 4.7**.

11. General

- 11.1 The Partner shall in fulfilling its obligations hereunder comply with:
- (a) all Applicable Law and all relevant UEFA statutes and regulations;
 - (b) the Production Manual and other applicable UEFA guidelines; and
 - (c) all reasonable instructions issued by or on behalf of UEFA.

In this regard, without prejudice to the foregoing, the Partner shall obtain and maintain such licences, consents, notices and approvals from third parties as are necessary or appropriate to enable it to fulfil its production obligations and shall ensure that it complies at all times with their applicable conditions and requirements.

- 11.2 All production, services, equipment and facilities to be provided by the Partner hereunder shall be provided or delivered at the Partner's own cost and expense unless expressly stated to the contrary herein. In this regard and without limitation, the Partner shall be solely responsible for:
- (a) all matters relating to visas, work permits, social security payments, insurances (including all travel and personal (health and accident) insurances) and other employment related issues required by all Applicable Law in relation to any and all of its employees, agents and contractors; and
 - (b) paying all salaries, wages, commissions, bonuses, taxes, social security contributions, pensions, sick pay and all other amounts payable directly or indirectly in respect of all personnel engaged by the Partner in connection with the production services hereunder.

Without prejudice to **Clause 22** of the Agreement, the Partner shall indemnify and hold UEFA harmless from and against any and all loss, claims, demands, liabilities, costs and expenses suffered by or brought against UEFA and/or any UEFA Affiliate in connection with **Paragraphs 11.2(a)** and **(b)**. In the event that at any time, any personnel engaged by the Partner are, by operation of law, deemed to be employees of UEFA and/or any UEFA Affiliate, such UEFA entity shall be entitled to terminate such employment immediately and the Partner shall pay all costs and expenses associated with such employment and termination of employment on an indemnity basis.

- 11.3 The Partner agrees that it shall employ a sufficient number of suitably skilled personnel in performing its host broadcast functions during the Term (including personnel with experience in world class sports production). In addition, the Partner shall send such personnel as UEFA may reasonably require to host broadcast training sessions and/or seminars during or before each cycle of the relevant national team competition (whether or not such training sessions or seminars are organised by UEFA).
- 11.4 The Partner undertakes to attend all TV-related meetings during the period prior to each Match in accordance with any instructions issued by or on behalf of UEFA.
- 11.5 Save as set out in **Paragraph 7**, if the Territory National Team, for whatever reason, plays any or all of its home Matches in a stadium outside the Territory then, the Partner shall, upon request by UEFA: (i) act as host broadcaster for any such Matches at its own cost or (ii), if so elected by UEFA in its sole discretion, pay an appropriate financial contribution for the implementation of these HB Requirements by UEFA.

Also, if a team from another territory, for whatever reason, plays any or all of its home Matches in a stadium in the Territory then, upon request by UEFA and at UEFA's reasonable cost, the Partner shall act as UEFA's host broadcaster production partner for such Match(es).

- 11.6 Notwithstanding any other provision of these guidelines, UEFA reserves the right at its sole discretion to itself act, or to appoint a third party to act, as the host broadcaster in respect of all or part of the production of any Match. In such circumstances, the relevant production (or part of thereof) shall be at UEFA's reasonable cost, except where UEFA's decision to itself act, or to appoint a third party to act, as the host broadcaster (in whole or part) results from the Partner not being, in UEFA's reasonable opinion, in a position, or likely to be in a position, to fully comply with its obligations hereunder (for example, where the quality of the Partner's production will not meet or has not met the required high standards of UEFA) in which case, the cost of the production (or relevant

part thereof) shall be borne by the Partner (it being acknowledged that the costs may be higher than those that would otherwise ordinarily be incurred by the Partner due to, for example, increased travel and accommodation costs). In the circumstances where only part of the relevant production is undertaken by UEFA or a third party appointed by UEFA, the Partner will co-operate fully with UEFA and/or any such third party appointed to deliver those obligations which the Partner is not required to provide.

- 11.7 In relation to the Partner's activities at the Match, the Partner shall be responsible for returning the stadium to its original condition.
- 11.8 The Partner will be responsible and liable for any injury, loss or damage caused to UEFA or any third party arising out of the Partner's activities at the stadium. The Partner shall take out and maintain appropriate insurance to cover such liability and shall, upon request from UEFA, provide a copy of the relevant insurance policy to UEFA.
- 11.9 For the purpose of clarification but without limiting the application of the provisions of the Agreement relating to the cancellation of Matches, the Parties hereby agree that no guarantee is made by UEFA that any Match will take place and any and all losses arising to the Partner and attributable to the failure of such event to take place shall be met entirely by the Partner.