



VIDEO EXCHANGE AGREEMENT

The NFHCA will utilize an Open Video Exchange hosted by TeamXStream. Participation is mandatory for all Division I and Division II members of the NFHCA. Participation has been fully endorsed by the Division III Membership and is strongly recommended for all Division III members. Upon agreeing to participate in this program, members agree to follow all rules and guidelines as outlined in this agreement.

In Division I, violations of the NFHCA's Video Exchange Agreement will be reviewed by the Division I Film Exchange Review Committee. In Division II and Division III, violations of the NFHCA's Video Exchange Agreement will be reviewed by the NFHCA Office. Should issues of non-compliance arise, the institution in question may be locked out of the NFHCA Video Exchange Program temporarily and/or for an extended period of time.

General Guidelines:

- 1) Division I and Division II members are required to release all games for their regular season, conference championship, and the NCAA Tournament. Requests from institutions that are not participating or have been locked out should be denied.
- 2) Officials and assignors will have access to games for their own training and development.
- 3) In Division I and Division II, all games are to be filmed using an HD camera. An HD camera is to be used in Division III, when possible.
- 4) All game film must be downloadable.
- 5) In Division I and Division II, the Home Team shall be responsible for uploading each game by midnight (local time) on the same day as the match. In Division III, the Home Team shall be responsible for uploading each game within 24 hours of the match. If there are circumstances that do not allow this to happen, a staff member **MUST** communicate with fellow coaches via the TeamXStream Open Exchange Forum prior to the exchange deadline to explain the situation.
- 6) Division I institutions are highly encouraged to share all basic codes. Basic codes include: outlet, press, corners, attacking 25, defensive 25, and goals. Please refer to the Coding Guidelines included within this document for specifics. Coaches are asked to coordinate the sharing of codes with one another. Codes can be sent from one TeamXStream account to another. **Please note that the NFHCA is unable to mandate the uploading and sharing of basic codes due to the fact that institutions are now using software provided by several different companies.**
- 7) If playing at a neutral site, the school designated as the Home Team in the scorebook shall be responsible for the video upload. The designated Home Team has 24 hours after they travel home to upload the Neutral Site Game. A hard copy of the Neutral Site Game should be made available to any opponent that requests it.
For example: if Team A plays Team B at a Neutral Site on Saturday and Team A is then scheduled to play Team C on Sunday, Team A will need to provide a hard copy of the game film from Saturday to Team C as well as to Team B.
- 8) The Away Team shall not be responsible for uploading film, but may do so voluntarily or if asked to by the Home Team due to an unexpected issue or malfunction in the Home Team's filming or uploading.

- 9) All in game action must be taped from the start of the match and shall include corners, strokes, overtime play, and shootouts, when necessary. Timeouts, halftime, and injury timeouts need not be included.
- 10) In Division I and Division II, all videos shall include sound and shall include all team announcements. In Division III, videos shall include sound and shall include all team announcements whenever possible.
- 11) All videos shall be taped from an elevated, midfield or end zone perspective. All players and their respective jersey numbers must be visible.
- 12) All videos shall reference the scoreboard during breaks in the action, after goals, at the end of the first half, and at the end of the game.
- 13) In Division I and Division II, streamed video or TV copies are not acceptable versions for the upload. In Division III, streamed video or TV copies are not recommended but are acceptable.
- 14) It is the responsibility of the coaching staff to train all video personnel regarding film quality and compression standards expectations.

Specific Filming Guidelines:

- 1) Filming the ball carrier:
 - a) Ball carrier should be in the middle of the frame
 - b) The zoom should allow for a 15 yard halo/circle around the ball carrier
- 2) Filming corners:
 - a) Film the complete circle so that both the defense in the goal AND the attack players on the circle are on the screen for the start of the corner

Recommended Coding Guidelines:

Corners – Lead time set to 3, lag time set to 8. Code initiated when ball reaches stopper.

Goals – Lead time set to 8, lag time set to 5. Code initiated when ball crosses goal line.

Attacking 25 – Lead time set to 5, lag time set to 10. Code initiated when ball crosses attacking 25.

Defensive 25 – Lead time set to 5, lag time set to 10. Code initiated when ball crosses defensive 25.

Outlet – Lead time set to 5, lag time set to 10. Code initiated when ball is in play. Outlet is defined by a restart by the attacking team in their defensive 35.

Press – Lead time set to 5, lag time set to 10. Code initiated when ball is in play. Press is defined by a restart by the opponent in your attacking 35.

Compression Guidelines:

- 1) It is suggested that film should be compressed to 720p or 1080p HD format setting.
1080p = 1920 x 1080 resolution; 720p = 1280 x 720 resolution
- 2) 16:9 aspect ration
- 3) Data rate should be at least 3000 kbps
- 4) Frame rate = 29.97 for 30 fps
- 5) Audio sample rate = 44 kHz
- 6) Audio bit rate = 128 kbps
- 7) Compression format = H.264 AVC
- 8) If you are compressing to a different setting due to the subtle differences with cameras, capture and software, this is permissible UNLESS there are complaints registered regarding the quality of the film downloaded.

Additional Compression Details:

<https://teamxstream.zendesk.com/hc/en-us/articles/202478574-Settings-for-HD-SD-video>

Tutorials:

Uploading video

<https://teamxstream.zendesk.com/hc/en-us/sections/200295204-Uploading>

Gamebreaker Videos

<https://teamxstream.zendesk.com/hc/en-us/sections/200293910-GameBreaker>

Video Format & Compressing

<https://teamxstream.zendesk.com/hc/en-us/sections/200293900-Video-Format>

Exchange Issues or Questions:

Coaches should use the TeamXStream Open Exchange Forum to ask general questions as well as to inform fellow coaches of any filming issues.

More complex issues and/or formal complaints should be reported using the TeamXStream “Report An Issue” option.

Technical Issues or TeamXStream Support Questions:

Technical issues and or TeamXStream Support questions should be sent to support@teamxstream.com

Violations or Concerns with Film Quality

NFHCA Contact – Jennifer Goodrich * 480-789-1136 * jenn.goodrich@nfhca.org