



WBSC World Cups TV Production - Host Broadcasting Manual

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1. Introduction

This manual outlines the minimum requirements, rights, and duties for the WBSC World Cup Host Broadcaster, and it represents the key organisational processes to stage a successful WBSC Event TV Production.

WBSC, as the rights holder, is responsible for the negotiation and conclusion of all contracts relating to the worldwide transmission of all games of the Tournament.

WBSC alone can authorize broadcasts of all or any games of the Event, including arrangements for provision of basic coverage and for all live and delayed broadcasts (highlights, news or otherwise) into all countries.

2. Production cameras requirements

To guarantee a consistent high standard of broadcasting across all WBSC world cups, a minimum of 10 cameras must be used. The host broadcaster camera plan shows all cameras provided to the multilateral feed. All cameras should be available on replay (minimum of two EVS XT (2/3) HD six channel machines or equivalent). Broadcasters should advise the maximum potential camera positions (including minimum host broadcaster camera positions and optional camera positions) at the time of the site visit.

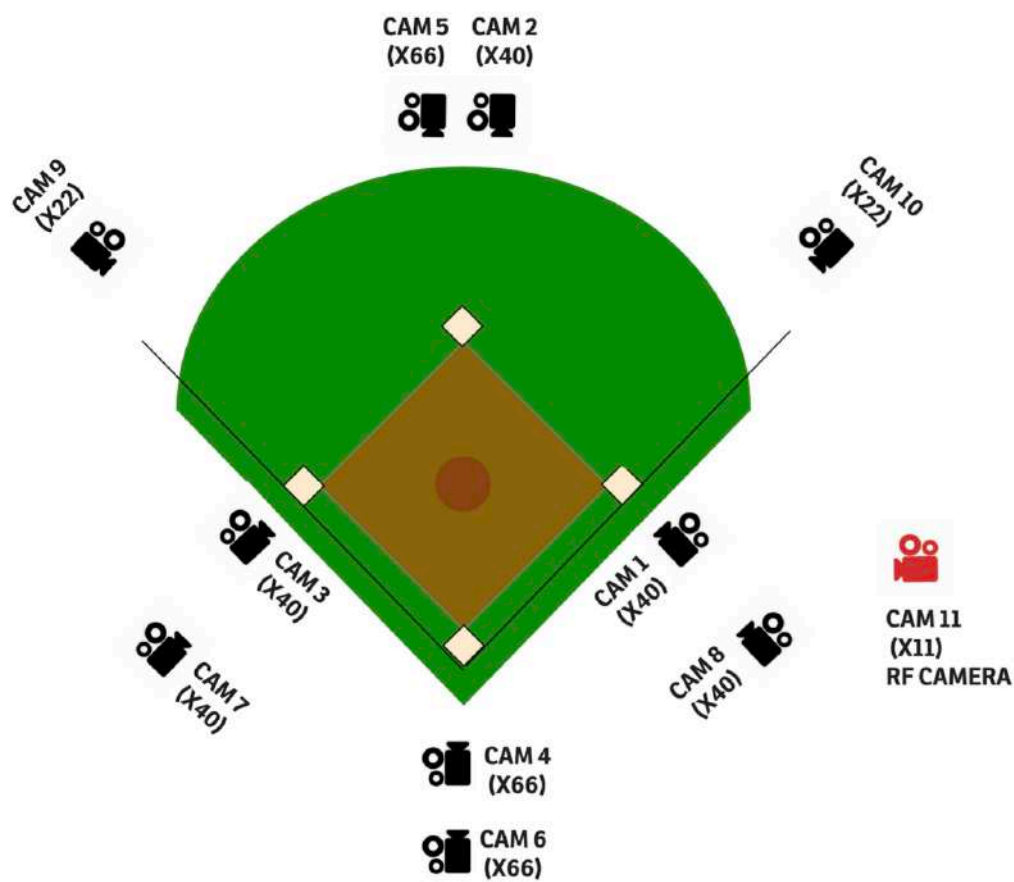
The following conditions apply to all camera positions:

- Cameras may not obstruct the view of any substitutes, technical staff, or spectators.
- Cameras must not present any safety risk for players, technical staff, spectators, or broadcast personnel.
- Cameras must be positioned and operated in a way that does not conflict with any local safety and security regulations.
- All fixed dugout cameras must have adequate protective covering to ensure the safety of players.
- All camera positions must be approved by the WBSC/BASE on site.

2.1 Camera position diagram

The camera position format shall be determined based on the competition venues infrastructure, as shown in the following diagram:

Minimum Level of Production



2.2 Camera position sample plan




Here is the camera position sample plan used in past event.






Charros Stadium, Guadalajara (MEX)




2.3 Camera standards

The following camera standards is based on the camera positions that have been suggested in section 2.1, however, the final camera standard shall be determined between BASE and the Host Broadcaster based on the competition venues infrastructure.

	<p>CAMERA 1</p> <p>Type: Standard</p> <p>Magnification: X40</p> <p>Position: Beside the 1st base</p> <p>Description: This camera should be placed besides the 1st base dugout. It is used to provide right-handed batters and left-handed pitchers close-ups. When a wide shot is used, this angle can show the full frame of the right-handed batter for replays showing the batter's swing and ball's trajectory through the strike zone.</p>
	<p>CAMERA 2</p> <p>Type: Standard</p> <p>Magnification: X40</p> <p>Position: Center Field</p> <p>Description: This camera should be positioned in the center field. It is used as the primary camera to provide the main with wide shot coverage of the game, including the pitcher and home base umpire. This camera also follows the batter to 1st base after a hit.</p>
	<p>CAMERA 3</p> <p>Type: Standard</p> <p>Magnification: X40</p> <p>Position: Besides the 3rd base</p> <p>Description: This camera should be placed besides the 3rd base dugout. It is used to provide left-handed batters and right-pitchers close-ups. When a wide shot is used, this angle can show the full frame of the left-handed batter which can be used for replays showing the batter's swing and ball's trajectory through the strike zone.</p>

	<p>CAMERA 4</p> <p>Type: Standard</p> <p>Magnification: X66</p> <p>Position: Behind Home Plate</p> <p>Description: This camera placed behind the home plate, is used to provide close-ups of the pitcher and defensive players infield. This angle provides important shots of the lines, which can be used for replays of close fair/foul calls.</p>
	<p>CAMERA 5</p> <p>Type: Standard</p> <p>Magnification: X66</p> <p>Position: Center Field</p> <p>Description: This camera should be positioned next to Camera 2 in the Center Field, closer to the 3rd base. With this camera having a higher magnification function than Camera 2, it is effectively used for pitcher/batter close-ups in which the batter statistics can be included in the L3 of the screen. This camera is also used to shoot close-ups of the outfielders catching fly balls and throwing it to home base.</p>
	<p>CAMERA 6</p> <p>Type: Standard</p> <p>Magnification: X20</p> <p>Position: High Behind Home Plate</p> <p>Description: This camera is positioned high behind the home base. It is used to follow the ball in play. This wide view can also provide a good picture of the defensive and offensive position of both teams.</p>
	<p>CAMERA 7 & 8</p> <p>Type: Standard</p> <p>Magnification: X40</p> <p>Position: High Left and Right Field</p> <p>Description: These cameras are positioned high besides the 1st and 3rd base. Because players and base coaches can sometimes block the view of Camera 1 and 3, these cameras are best used to cover base runners.</p>
	<p>CAMERA 9 & 10</p> <p>Type: Standard</p> <p>Magnification: X20</p> <p>Position: High Next to Right and Left Foul Poles</p> <p>Description: These cameras are positioned in the high left and right field. It is used to capture close-ups of the outfielders catching fly balls or to capture where the ball lands. It can also be used to provide stadium shots and bleachers shots.</p>

	<p>CAMERA 11 (Handheld Rangefinder Camera)</p> <p>Type: Standard</p> <p>Magnification: X11</p> <p>Position: Non-Specific position</p> <p>Description: This camera is non-positioned and is primarily used to provide the fans shots. It is also used to provide batter hitting a home run and running back from 3rd base to home plate.</p>
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3. Audio plan and international sound

Audio coverage of the game is an important element of the audience experience. A steady but reactive crowd ambience should be confirmed with a dynamic mix of the sound.

3.1 Surround mix and stereo sound mix





The host broadcaster must produce a high-quality stereo television sound mix for each game. As all matches will be produced in HD, a 5.1 surround mix should be produced in addition to stereo mix. These mixes will be a blend of at least 8 close microphones, providing sound effects for pitchers, batting, players, and crowd reaction. The mix should accurately follow the picture coverage of the game and be mono-compatible.

3.2 Field side equipment

Directional microphones should be placed around the infield to cover the sound of the ball. The microphones should be protected from the wind and rain by basket-type windshields and covered with windjammers. Covers should generally be black or grey, or game predominant advertising colour the position.

3.3 Audio standards

Below please find the audio standards based on the camera positions that have been suggested in section 2.1. The final audio standard shall be determined based on the competition venues infrastructure:

	<p>MICROPHONES 1 & 2</p> <p>These microphones should be placed on camera besides the dugout. It receives the sound of plays.</p>
	<p>MICROPHONES 3 & 6</p> <p>These microphones should be placed on the roof of the dugout. The length of the microphones stand is not limited here (low stand is preferred here to avoid obstructing camera shots)</p>
	<p>MICROPHONE 4 & 5</p> <p>These microphones are placed inside the dugout near the benches. It receives sound of the players and coaches.</p>
	<p>MICROPHONE 7 & 8</p> <p>These microphones should be portable. Mic 7 is placed behind the Home Plate to receive sound of pitcher, batter, and catcher. Mic 8 is placed behind Center Field to receive out-field's fans, outfielders catch the ball or ball hitting the ground.</p>

3.4 Microphone and Cabling Setting

The following guidelines must be respected when positioning microphones around the field:

- Microphones must not be a danger to players or officials.
- Microphones must not obstruct the passageway
- Microphones and cables should be placed tight and steady on the ground

- Microphones cabling must not present a trip hazard and should be covered with rubber matting where appropriate

3.5 Audio configuration for the multilateral signal

The table below details the standard audio configuration required for the international feed

Audio Configuration		
Pair 1	Audio 1	International Sound, Stereo L
	Audio 2	International Sound, Stereo R
Pair 2	Audio 3	Commentary - English
	Audio 4	Commentary - English
Pair 3	Audio 5	Commentary - Language 2
	Audio 6	Commentary - Language 2
Pair 4	Audio 7	Commentary - Language 3
	Audio 8	Commentary - Language 3

4. TV graphics guidelines

The end user may not alter the design, formatting, or functionality of this package, without express permission from WBSC.

Download [HERE](#) the Sample TV Graphics **User Guide**.

Download WBSC World Cup **Official Music** [HERE](#).

This TV graphic toolkit is provided as a self-contained TGA sequences archive, which is ready for end-user data mapping. The graphics are supplied at 30fps HD 1080. They should be set to 'premultiplied on black' alpha channel - to ensure clean edges with no black halo and clean transparent areas. Please refer to the PDF user guide for specific notes and instructions regarding the building and implementation of this GFX PACK.

Some general points to adhere to however:

- Please use the correct fonts, weights, sizes, colors and alignment for each graphic item (if unsure then please ask WBSC for clarification.)
- Please use correct flag size (and ensure flag > team badge > HOLD system is retained where relevant) This flags pack will be supplied separately on 25/101/9.
- Team names should be written and abbreviated as per the examples. When written in full Dom. Republic and USA are the only exceptions. Otherwise please use either IOC code or full name.
- Player names should be formatted as per each template (EG: initial + surname vs full name) and surnames abbreviated where needed to ensure NO CONDENSING of font to fit the space.
- Please contact WBSC for advice on this matter.
- OUT animations (unless supplied) must be created by REVERSING the IN animation.

Download the Sample WBSC Baseball World Cup TV Graphic inventory in the following links:

Download [HERE](#) the Sample TV Graphics

5. International rundown

The international rundown is provided by WBCS and BASE to ensure consistency between games and to inform broadcasters what to cover during non-playing periods, so that they can plan their unilateral productions accordingly.

5.1 Pre-game rundown

The pre-game rundown starts 30 minutes before playball and allows broadcasters to build up each game by following the running order. It also helps broadcasters by providing accurate timings of when they should join the live game coverage. **It is extremely important that the host broadcaster follows the pre-game rundown closely to enable other broadcasters to plan their own programme transmissions and provide a consistent product across all venues.**

Broadcasters may request changes or modifications to the pre-game rundown by communicating in advance to WBSC and BASE for its consideration. Requesting a change or modification does not guarantee approval.

Changes and modifications request may include:

- Playball time (e.g., at the hour or several minutes after the hour)
- Anthem duration (by defaults anthems are 90 seconds long)
- Ceremonial first pitch or other ceremonies
- Player/coach interview

Time to PB	Duration	Source	On Screen	Graphics
30'00"	14'55"	VTR	Color bar & audio tone	Game ID / Team A v Team B
15'05"	00'05"	LIVE	Black	
15'00"	02'00"	EVS	Opening sequence	
		LIVE	Stadium beauty shot / fans	Game ID / Team A v Team B
				Weather
13'00"	10'00"	LIVE	Player admission	
		LIVE	National anthems	Team ID (L3)
		LIVE	Home plate meeting	

03'00"	01'00"	EVS	Opening sequence	
02'00"	00'20"	LIVE	Stadium wide shot	Away team offensive line-up
	00'20"	LIVE		Home team defensive line-up
	00'10"	LIVE	Umpire	Umpires (L3)
	00'10"	LIVE	Away team starting pitcher	Pitcher stats
00'00"	~	LIVE	Playball!	

5.2 On-game rundown

During the game the host broadcaster will provide a safety shot that is a wide shot with a Scoreboard (L3) graphic when the other broadcasters go through the commercial break.

The host broadcaster will provide the safety shot together with rights-free generic music or just ambience stadium sound.

The following break rundown is made by WBCS and BASE.

Each break is **90 seconds** for all breaks **except at the end bottom of 4th** the break will be of **240 seconds**.

Please note that all WBSC baseball events are 7 inning games unless otherwise communicated, U-12 baseball is 6 innings and long-break is at the bottom of the 4th.

Broadcasters may request changes or modifications to the on-game rundown by communicating in advance to WBSC and BASE for its consideration. Requesting a change or modification does not guarantee approval.

Changes and modifications request may include:

- Longer inning break time (e.g., to accommodate commercial breaks)

Broadcasters should plan their break activities in a way that ensures that they rejoin the live feed accordingly. It is impossible to delay playball.

Inning	Break	Duration	Source	On Screen	Graphics
1st	MID of 1st	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
	Start of bottom 1st	00'10"	LIVE	Home team offensive line-up	
		00'10"	LIVE	Away team defensive line-up	

		00'10"	LIVE	Home team starting pitcher	Pitcher stats
	END of 1st	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
#nd	MID of Top	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
	END of Bot	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
END of Bottom 4th		04'00"	LIVE	Highlights/stadium wide shot	
#nd	MID of Top	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
	END of Bot	01'30"	LIVE	Stadium beauty shots / fans shots	Scoreboard (L3)
Incidentals: Pitching Change Other breaks Weather delays		01'00 ~ 01'30"			Scoreboard (L3) Pitcher stats Weather delay ~other graphics

5.3 Post-game rundown

The post-game rundown features the teams leaving the dugout, team celebrations and commiserations, fan shots and isolated camera angles. It is important that no graphics (except the final score) or replays are inserted after the game has ended to give broadcasters time to exit the coverage at a convenient point.

Time	Duration	Source	On Screen	Graphics
01'00"	01'00"	LIVE	Players/celebrations/handshakes	Final score (L3)
02'00"	02'00"	LIVE	Commentary analysis	
04'00"	~	EVS	Highlights	
05'00"	~	LIVE	Player interview (if any)	Generic Team (L3)
05'30"	01'00" ~ 01'30"	LIVE	Stadium wide shot	Final score
				Updated standings
				Upcoming games
				Copyright
07'00"	00'15"	EVS		Closing sequence bumper
07'15"	~	LIVE	Color bar & audio tone	

Download the Sample WBSC Baseball World Cup International Signal Rundown in the following links:

Download [HERE](#) the International Signal Rundown

6. Highlights guidelines

Below please find the highlights guidelines to be used during the tournament.

Duration: 3 to 6 min (depending on notable action)

00:00 00:03 WBSC WORLD CUP ID BUMPER/HIGHLIGHTS Combine to one 3-sec file.

Please look at the following samples for previews events:

Part I: <https://drive.google.com/file/d/1Laa5UhJ2jh9yodN4hsClzEFuOlnMviDj/view?usp=sharing>

Part II: https://drive.google.com/file/d/1Kf4pc7Bucjl62EZhrK2pLN4IS5_Bgg36/view?usp=sharing

00:03- 00:15 Pre-Game ceremonies

1. Visitors Star players lining up on 1st base line (2-3 sec)
2. Home team players lining up on 3rd base line (2-3 sec)
3. Flags visual (two nations and WBSC) on field and outfield poles if nice and windy (1-2 sec)
4. Anthems (3-4 sec each) Ad lib: Teams getting pumped up, Beauty shots, crazy fans with flags (avoid empty seating) Example: <https://youtu.be/B1v1tuApZpw?t=18s>

00:15 – 02:50/05:50 Game Actions/Summary

1. All scoring scenes (except for errors)
2. All great plays (regardless of game result or influence of that particular play)
3. All home runs (with multiple angle replay)
4. All plays at the plate (with throw from outfield)
5. All strikeouts (if 5 or more in the game)
6. Key outs (runners on 2nd and 3rd or bases loaded to avoid danger)
7. Showcase fastballs
8. Team celebration/emotion in general (after home run, big hit, bit strikeout, final out)
9. Footage in sequence
10. Stadium ambiance (Natural sound)
11. Odd, fun moments that can potentially go viral (e.g., bat flips from KOR)
12. Sportsmanship/classy acts (shaking hands, hat off, clapping hands, teams bowing to the field/fans etc.)
13. Iconic moments/scenes off the field (mascot, standing ovation, fans with face paint, fans' interaction with players etc.)

14. Final out of the game

- Include any team celebration (Walk-off win, finals, emotion/reaction from BOTH sides (sadness/shock of loser and delight of winner)

02:50/05:50 – 03:00/06:00 Final result

1. End with Score (for nice stadiums, use scoreboard...otherwise, use on-screen graphic of final score)

NOTES:

Cut errors out of highlights (unless the error crucial to the outcome or first run scored)

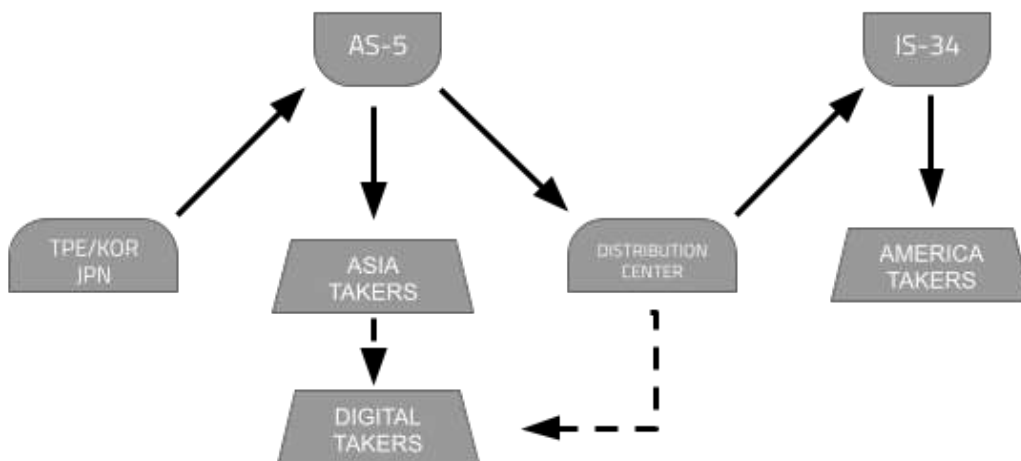
Eng. graphics and WBSC watermark (top rights)

7. Transmission - distribution

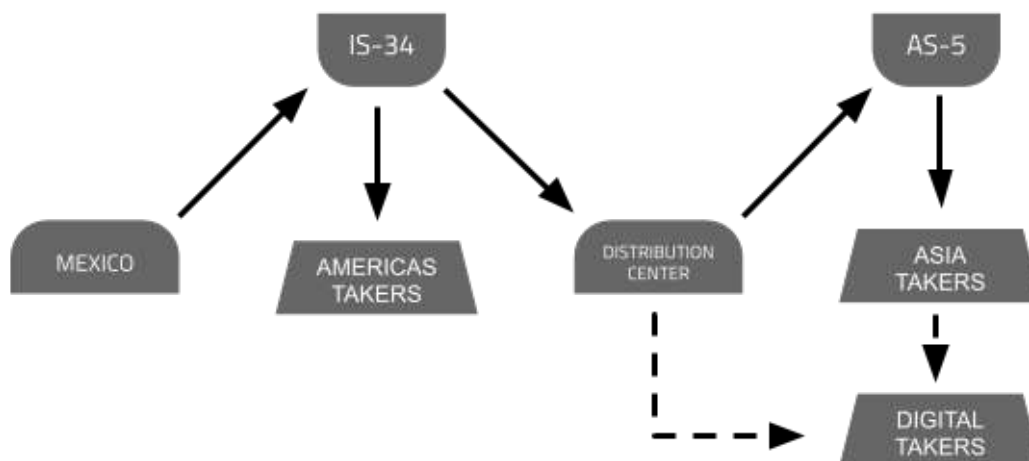
The transmission distribution shall be reviewed and agreed by BASE and Host broadcaster based on the delivery needs.

As standard, it is required that Host Broadcaster delivers a minimum of five (5) individual digital deliveries to the WBSC/BASE digital channels.

7.1 Sample Asia events transmission path



7.2 Sample America events transmission path



8. Umpire video review guidelines

The umpire video review crew shall be formed by at least two people located in the video review room during the game. The video review crew shall always work directly with the Umpire Director and/or the video review umpire assigned to each game. They shall be assisted by BASE and/or WBSC Staff to ensure their technical needs at the venue are always met and work properly.

8.1 Umpire video review Host Broadcaster minimum requirements

The Host Broadcaster must provide the following items for the umpire video review room:

1. 2 (two) two-way communication headsets with a must of a mute button where the Umpire Director and Home Umpire can communicate with the transmission truck;
2. 1 (one) 27" minimum monitor with access to all the feeds from the Host Broadcaster (HB) via SDI;
3. Operator onsite to provide support and ensure the flawless delivery.
4. When the review is in process, a double screen is suggested to be able to see the umpire and the play being reviewed.

Please download support documentation on the links below:

- [Tournament Umpire Review Guidelines and Protocol](#)
- [Game Management Clock Regulation](#)

9. Unilateral requirements

Broadcasters may request additional services to fulfil unilateral productions such as commentary positions, ENG camera for pre-post game interviews, SNG and digital transmission services, OB Van and production crews.

For any unilateral broadcast services please contact BASE to request a rate card and place bookings for these services.

9.1 Pre and Post-Game unilateral and Play-Out facilities

9.1.1 Host production content (OB)

Host broadcaster is required to provide pre and post-game unilateral services to visiting broadcasters in addition to various support services for WBSC/BASE and assistance to visiting broadcasters with their own facilities on-site.

As a minimum, host broadcasters must guarantee unilateral use of live cameras and play-out facilities. These are offered only in combination with satellite transmissions which need to be booked separately. Times pre and post-game interviews shall be booked in advance and shall happen outside of the international transmission window.

9.1.2 Live unilateral presentations and interviews on the multilateral feed

Live cameras will be used for presentations and interviews in the multilateral field side presentation position before the game, and for interviews in the multilateral flash position after the game. For post-game unilateral services, a multilateral flash interview window will be available, with the duration adjusted according to the number of bookings received. Broadcasters who book with service will conduct their interview according to the order of priorities, coordinated by WBSC /BASE, as players and coaches become available. The host broadcaster must provide all necessary technical equipment, including a monitor showing the multilateral feed, microphones, lighting and an IFB talkback circuit (pre-game field presentation position only; IFB talkback is not possible in the post-game multilateral. Flash interview position). The host broadcaster is required to record all pre-and post-game presentations and interviews from the multilateral position for later play-out if necessary.

An English-speaking floor manager should coordinate the pre-match and post-match unilateral on behalf of the host broadcaster and should check connectivity between the reporter in the pre-game position, the host broadcasters outside broadcast van and the broadcaster's studio master control room. The

broadcaster's reporter may use a mobile telephone to communicate with the studio and the control room if network coverage is available.

9.1.3 Unilateral Play-Outs on the multilateral feed

Host broadcaster must provide a play-out facility (both pre-match and post-match) from its production vehicle. Visiting broadcaster should ensure that their tape format (HDCAM, DigiBeta, etc.) is compatible with the host broadcaster's format. Host broadcasters should offer at least HDCAM and DigiBeta play-out facilities.

9.1.4 Commentary positions

Host broadcaster is required to provide commentary position equipment to visiting broadcasters in accordance with the facilities each one has booked. A fully equipped commentary position includes a commentary unit and monitor with the multilateral feed and international sound. Each host broadcaster should make sure a spare commentary codec is available at every venue, as a back-up for broadcasters who may have technical problems.

A partially equipped commentary position includes a monitor with the multilateral feed and international sound. Up to three positions may also be requested by WBSC/BASE. These must be provided free of charge. In addition, a partially or fully equipped commentary position is to be made available for an international commentator if appointed by WBSC/BASE.

9.1.5 OB Van/Cameraman/Cabling/Other production equipment

Host broadcasters shall make all the production equipment including but not limited to the following upon request of visiting broadcasters with a rate card. All rate cards shall be reasonable market rate and approved by WBSC/BASE.

9.1.6 Full footage copy

Host broadcasters shall provide a minimum of full production, at WBSC required standards, of the last day of Tournament games, Closing Ceremony and after-game interviews is required at LOC expenses and Host Broadcaster shall provide the WBSC office with a full footage copy before WBSC Staff departure.

10. Services

This section provides an overview about services to be provided for the Host Broadcaster as additional needs such accreditations.

10.1 Accreditations

The Host Broadcaster is required to provide the personal information of each production team member working during the event for accreditation, 30 days prior to the event.

The HB needs to fill the [BASE - WBSC Accreditations Form](#) and return to the person from BASE in charge of the accreditations by email. They also have to attach all headshots of the people who are going to be accredited with these specifications:

- JPG format.
- Ratio 4:3
- 320x240 pixels minimum.
- 300KB min / 1000KB max.
- Not half body pic.
- No sunglasses.
- Light background.

Host broadcaster personnel will access to the following areas, for them to be able to perform their duties. However, it also needs to be able to restrict or carefully control the access to certain areas.

Accreditation categories:

- Marketing Partner (brown) TV Rights Holders, TV producers.

Competition venue zones/areas:

- 1.- Playing Field (FOPs and related access ways, indoor practice facilities, locker rooms and access ways);
- 2.- Stands (spectator's seats);
- 3.- Media area (Media tribune, press conference room, mixed zone and Media lounge);
- 4.- Official's area (TC's/Umpires/Scorers rooms);

The competition venue zones/areas are designated with numbers/letters and only accreditation categories having this number/letter on the credential have access to the respective area.

11. General tournament information

This section provides links to a sample schedule and the official WBSC World Cups where you will find additional general information.

[Baseball World Cup Sample Schedule](#)

For more information, please visit the [WBSC BASEBALL WORLD CUPS OFFICIAL WEBSITE](#)

12. About WBSC



Headquartered in Pully, Switzerland - adjacent to Lausanne, the Olympic Capital - the World Baseball Softball Confederation (WBSC) is the international governing body for baseball and softball. The WBSC has 198 National Federations and 13 Associate Members in 140 countries and territories across Asia, Africa, the Americas, Europe and Oceania, which represent a united baseball/softball sports movement that encompasses over 65 million athletes and attracts approximately 150 million fans to stadiums worldwide annually.

The WBSC governs all international competitions involving official National Teams. The WBSC oversees the Premier12, the World Baseball Classic and Baseball World Cups (U-12, U-15, U-18, U-23 and Women's), and the Softball World Cups, (Men's, Women's, U-23 Men's, U-18 Men's, U-18 Women's, U-15 Women's and U-12 Mixed), and Baseball5 as well as Baseball, Softball and Baseball5 events at the Olympic Games.

13. Contact information



BASE International SA

The in-house commercial agency of the World Baseball Softball Confederation (WBSC)

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