



2024 FILM EXCHANGE AGREEMENT

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

Violations of the NFHCA's Film Exchange Agreement will be reviewed by NFHCA office and will be shared with the NFHCA Video Exchange and Technology Committee. Should issues of non-compliance arise, the institution in question may be locked out of the NFHCA Film Exchange Program temporarily and/or for an extended period. Should non-compliance occur at the conclusion of the season, an institution may be locked out of the NFHCA Film Exchange Program effective the start of the next season. See section V for more information on the penalty system for substantiated infractions.

I. General Guidelines

- 1) 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) All games are to be filmed
 - a. (Division I) **in 1080p** using an HD or 4K camera system.
 - b. (Division II) **in 1080p** using an HD camera.
 - c. (Division III) **in 1080p** using an HD camera, when possible.
- 4) All game film must be shared in the NFHCA Open Exchange, [hosted by Spiideo](#).
- 5) The Home Team shall be responsible for uploading each game by midnight (local time) on the same day as the match. If there are circumstances that do not allow this to happen, a staff member **MUST** communicate with fellow coaches via the [NFHCA Member Portal Workspace Open Exchange Forum](#) prior to the exchange deadline to explain the situation. A hard copy of the game should be made available to any opponent that requests it.
- 6) 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.

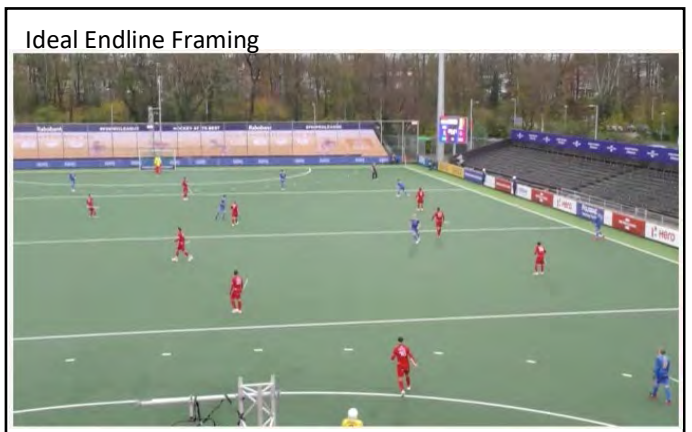
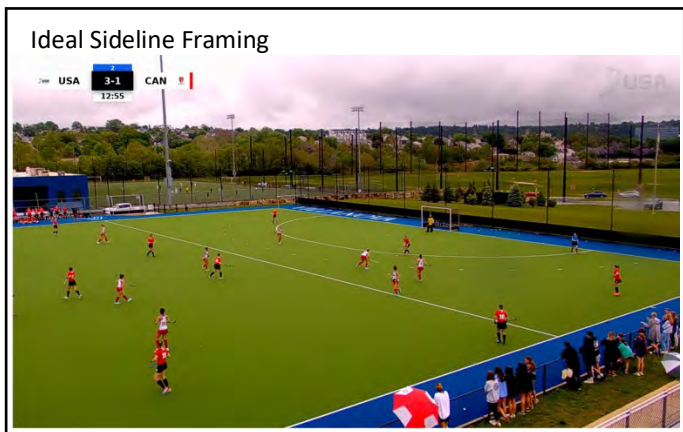
For example: if Team A plays Team B at a Neutral Site on Saturday and Team A is then scheduled to play Team C on Sunday, Team A will need to provide a hard copy of the game film from Saturday to Team C as well as to Team B.
- 7) The Away Team shall not be responsible for uploading film but may do so voluntarily or if asked to by the Home Team due to an unexpected issue or malfunction in the Home Team's filming or uploading.
- 8) The full game must be filmed from before the start of the match until its conclusion with no stoppage and shall include corners, strokes, overtime play, and shootouts, when necessary. Filming should not be paused for quarter breaks, half-time, or video referrals.
- 9) All videos should include sound, whenever possible.
- 10) All videos must be filmed from an elevated, midfield or end zone perspective. All players and their respective jersey numbers must be visible.
- 11) In Division I, streamed video or TV copies are not acceptable versions for the upload. In Division II and III, streamed video or TV copies are not recommended, but are acceptable (*updated 9/29/23*)

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12) It is the responsibility of the coaching staff to train all video personnel regarding film quality and compression standards expectations.

II. Specific Filming Guidelines

- 1) All games should be filmed in 1080p HD format whenever possible.
- 2) The ball carrier must be included in the frame of the film, with an emphasis on including as much tactical information without sacrificing the ability to see jersey numbers or other pertinent information.
- 3) When filming corners, 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.





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III. Compression Guidelines

- 1) It is suggested that the 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

IV. Exchange Issues or Questions

Coaches should use the [NFHCA Member Portal Workspace Open Exchange Forum](#) to ask general questions as well as to inform fellow coaches of any filming issues.

Technical Issues or Spiideo Support Questions - Technical issues and or Spiideo Support questions should be sent to support@spiideo.com

V. Violations or Concerns with Film Quality

To report violations of the Film Exchange Agreement, submit the “Film Exchange Infraction Submission” form through the [NFHCA member portal](#). All violations will be reviewed by members of the Video Exchange & Technology Committee within 7 business days, and the committee will determine if the complaint constitutes a strike.

Any Spiideo Autofollow video downloads that do not include essential footage (i.e. Penalty Corners, Penalty Strokes, etc.) should be reported to Spiideo via support@spiideo.com.

The NFHCA Film Exchange Agreement includes a **penalty structure** for substantiated infractions, beginning with the 2023 season:

Infractions Structure:

- a. **First Strike** – Warning
- b. **Second Strike** – Locked out of NFHCA Exchange for a seven days (from the date of committee decision)
- c. **Third Strike** – Locked out of NFHCA Exchange for remainder of season

Teams REMAIN RESPONSIBLE to continue uploading film for home-games DURING their lockout from downloads.

Note: second and third strikes will be issued for continued/repeated issues of the same type of infraction in successive games, as well as new offenses by the same program. For instance, if a program



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receives a first strike warning for submitting video that is significantly zoomed in (to constitute an infraction), they could receive a second strike for failure to submit film in a timely manner, or a different infraction type. They could also receive a second or third strike for continuing to submit video that is significantly zoomed in if they fail to rectify their film quality in successive matches.

Note: not all submitted infractions will reach the level of a strike - each submitted infraction will be reviewed individually by multiple members of the NFHCA Film Exchange & Technology Committee.



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Appendix A — Division I Coding

Code name	Definition	Lead	Lag	Instruction — Activate code as...
GOAL	When a goal is scored	10	7	...ball goes in goal
16	Any 16 taken at the 16 or below	4	8	...ball goes into play
OUTLET	Any attacking free hit or sideline free hit taken below the defensive 30-yard line	5	10	...ball goes into play
25 ENTRY	Any time the ball crosses into the attacking 25 under possession	5	10	...ball crosses 25-yard line
ATTACK FH	Any attack free hit above the attacking 30	4	8	...ball goes into play
LONG HIT	Any long hit taken from the 25-yard line	4	8	...ball goes into play
CIRCLE PEN	Any time the ball crosses the plane of the attacking circle	5	8	...ball enters the circle
EARN PC	Any time a penalty corner is awarded	5	5	...umpire blows whistle to award corner
PEN CORNER	Any time a penalty corner is taken	5	7	...receives the ball
STROKE	Any time a penalty stroke is taken	4	4	...player moves the ball
GOAL SHOT	Any time a shot is recorded	5	5	...shot is struck
CARD	Any card throughout the game	12	4	...card is given
QUARTERS	Quarters coded throughout the game	0	0	...quarter starts, deactivate as quarter ends
QUARTER START	Marks the beginning of each quarter	1	1	...whistle to start quarter is blown



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Appendix B — Division II and Division III Basic Codes

Code name	Definition	Lead	Lag	Instruction — Activate code as...
GOAL	When a goal is scored	8	5	...ball crosses the goal line
OUTLET	A restart by the attacking team in their defensive 35	5	10	...ball goes into play
PRESS	A restart by the opponent in your defensive 35	5	10	...ball goes into play
ATTACKING 25	Any time the ball crosses into the attacking 25 under possession	5	10	...ball crosses 25-yard line
DEFENSIVE 25	Any time the ball crosses into the defensive 25 under possession	5	10	...ball crosses 25-yard line
CORNER	Any time a penalty corner is taken	3	8	...the ball is received
STROKE	Any time a penalty stroke is taken	4	4	...player moves the ball