



## **DIVISION I VIDEO EXCHANGE AGREEMENT**

The NFHCA will utilize an Open Video Exchange hosted by TeamXStream for Division I. Participation is mandatory for all members of the NFHCA. Participation has been fully endorsed by the Division I Membership. 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 Video Exchange Agreement will be reviewed by the Division I Film Exchange Review Committee. 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 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 using an HD or 4K or Spiideo camera system (new as of 1/2020).
- 4) All game film must be shared with the open exchange.
- 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 TeamXStream Open Exchange Forum prior to the exchange deadline to explain the situation.
- 6) **As agreed at the 2020 Annual Convention, the home team is required to upload an XML file containing the codes of the game set out in appendix A of this document. The XML file that is uploaded must match the video file that is uploaded. Code windows for Sportscode Pro, Elite, Spiideo and GameBreaker can be obtained by emailing the DI video committee.**
- 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. The same team is responsible for uploading the XML of the codes.  
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.
- 10) All videos **MUST** include sound.
- 11) All videos **MUST** be shot from an elevated, midfield or end zone perspective.
- 12) Streamed video or TV copies are NOT acceptable versions for the upload.
- 13) It is the responsibility of the coaching staff to train all video personnel regarding film quality and compression standards expectations.



### **Compression Guidelines:**

- 1) The game must be compressed to either 720p or 1080p HD format setting.  
1080p = 1920 x 1080 resolution; 720p = 1280 x 720 resolution
- 2) 16:9 aspect ratio
- 3) Data rate set to 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](mailto:support@teamxstream.com)

### **Violations or Concerns with Film Quality**

NFHCA Contact: [outreach@nfhca.org](mailto:outreach@nfhca.org)

## Appendix A

<u>Code Name</u>	<u>Definition</u>	<u>Lead</u>	<u>Lag</u>	<u>Instruction</u>
<b>GOAL</b>	When a goal is scored	10	7	Activate code as ball goes in goal
<b>16</b>	Any 16 taken at the 16 or below	4	8	Activate code as ball goes into play
<b>Outlet</b>	Any Att FH or Sideline taken below the Def 30 Any time the ball crosses into the Att 25 under possession	5	10	Activate code as ball goes into play
<b>25 Entry</b>	Any time the ball crosses the plane of the attacking circle	5	10	Activate code as ball crosses 25 yard line
<b>Att FH</b>	Any Att FH above the the Attacking 30	4	8	Activate code as ball goes into play
<b>Long Hit</b>	Any long hit taken from the 25 yard line Any time the ball crosses the plane of the attacking circle	4	8	Activate code as ball goes into play
<b>Circle Pen</b>	Any time a Penalty Corner is awarded	5	8	Activate code as ball enters into circle
<b>Earn PC</b>	Any time a Penalty Corner is taken	5	7	Activate code as stopper receives the ball
<b>Pen Corner</b>	Any time a Penalty Stroke is taken	4	4	Activate code as player pushes/flicks the ball
<b>Stroke</b>	Any time a shot is recorded	5	5	Activate code as shot is struck
<b>Goal Shot</b>	Any card throughout game	12	4	Activate code as card given
<b>Card</b>	Quarters coded throughout the game	0	0	Activate code as quarter starts, deactivate code as quarter ends
<b>Quarters Quarter Start</b>	Marks the beginning of each quarter	1	1	Activate code as whistle to start quarter is blown