



nfhca.
national field hockey coaches association
VIDEO EXCHANGE AGREEMENT
DIVISION I

The NFHCA will utilize an Open Video Exchange hosted by TeamXStream. Participation is mandatory for all Division I 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.

Complaints pertaining to the NFHCA's Video Exchange Agreement will be reviewed by 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. **Should non-compliance occur at the conclusion of the season, an institution may be locked out of the NFHCA Video Exchange Program effective the start of the next season.**

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 using an HD or 4K or Spiideo camera system (new as of January 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) The Home Team may upload an XML file containing the codes from the game (set out in Appendix A of this document). The XML file must match the video file that is uploaded. Code sharing is optional for the Fall 2021 season.
- 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) All videos must include sound.



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- 11) All videos must 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 each quarter, and at the end of the game, when setup allows for such references.
- 13) Streamed video or TV copies are not acceptable versions for the upload.
- 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

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.



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Additional Compression Details

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

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

Contact NFHCA executive director, Cate Clark at executivedirector@nfhca.org



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Appendix A

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