

WorldBoccia

BROADCAST REQUIREMENTS

December 2025

Contents

Introduction	3
Broadcast Overview	3
Stakeholders related to broadcast	3
Role and obligations of the HB	4
Production Standards	4
Signal Distribution	5
Camera and Audio Requirements	5
Camera Plan	7
Legend	7
Main TV Court	8
Sub-TV Court	9
Medal Ceremony	10
General Notes	11
Medal Ceremonies	12
Mixed Zone (MZ)	13
Mixed Zone overview	13
Mixed Zone location and protocol for Athletes	13
Mixed Zone set-up	13
Commentary Position (CP)	14
Power	15
Lighting	15
Internet	15
Broadcast TV Graphics Package	16
Additional Notes	19

Introduction

The World Boccia Broadcast Requirements are designed to provide the minimum requirements for the Host Organising Committees (HOCs), the Host Broadcaster (HB) and relevant service providers when planning and delivering World Boccia events.

The Broadcast Requirements are based on the best practices from the past World Boccia events in recent years, and are designed to promote consistency and quality across all respective levels of World Boccia (WB) competitions. This enables organisers to attract partners and investment which can help develop Boccia on a local and international level. In addition, creating an appropriately high-quality platform will not only enhance the athlete experience and performance but also help expand the reach of the sport worldwide.

The World Boccia Broadcast Requirements detail the minimum requirements for broadcast production, signal distribution and services, as well as the look and set-up of the venue for the respective WB events. They shall form part of the hosting contract, HB and signal distribution service provider contracts and any other relevant contracts to fulfil the obligations.

The Broadcast Requirements shall be updated and altered from time to time, according to the latest technology and best practices.

Broadcast Overview

Stakeholders related to broadcast

Stakeholder	Description
World Boccia (WB)	International Federation (IF) of Boccia and ultimate rights holder. WB oversees, manages and have the final approval of the entire broadcast project.
Media Rights Holder (MRH)	Entity that purchases/acquires the media rights from WB for agreed territory(-ies). Dependent on the respective contracts, the MRHs are allowed to use certain WB contents in agreed ways, and allowed to film at respective WB events.
Host Organising Committee (HOC)	The organising committee that hosts the WB event and has the obligation to provide the necessary infrastructure and workforce, broadcast production, distribution and relevant services, as well as liaising with relevant stakeholders.
Host Broadcaster (HB)	Entity appointed by WB (or in some cases the HOC) to produce live broadcast and contents to WB and MRHs and provide other relevant services, with final approval by WB. (see Role and obligations of HB section)
Signal distribution service provider	Entity appointed at the discretion of WB to manage the broadcast signal distribution to WB and MRHs. (see Signal Distribution section)

Role and obligations of the HB

Host Broadcaster (HB) is the entity responsible for (including but not limited to):

- Producing the live World Feed/International Signal of the entire WB event—i.e. unbiased audiovisual broadcast signal for worldwide Media Rights Holders (MRHs) and WB to use to show and promote WB events;
- Producing other extra contents approved by WB;
- Producing and promptly sharing broadcast materials and documentations (including but not limited to Running Orders, Camera Plans, Transmission Schedule, Opening & Closing animation/sequence, Broadcast Rate Card, etc.) and the latest updates to WB and MRHs;
- Providing off-site and on-site HB services to the MRHs, including but not limited to broadcast rate card services and planning coordination;
- Liaising between, cooperating with and supporting WB, HOC, MRHs and relevant stakeholders regarding broadcast production, distribution and service matters; and
- Providing all produced contents of the respective World Boccia event in the original quality MXF files to World Boccia on hard drives after the event.

To ensure the quality, the HB must implement the best professional practices, standards and equipment, and hire trained, knowledgeable and qualified personnel.

In some instances, the HB may also be tasked to distribute the contents to the MRHs, including taking the role of the signal distribution service provider. This will be decided by WB on a case-by-case basis.

Production Standards

Main TV Court

Quality	Resolution	Aspect Ratio	Frame Rate	Audio Config.
HD (2K)	1920 x 1080i	16:9	25 fps	Ch.1: International Sound mono left Ch.2: International Sound mono right Ch.3: English commentary mono Ch.4: Int'l Sound + Eng. commentary stereo mix

Sub-TV Court

Quality	Resolution	Aspect Ratio	Frame Rate	Audio Config.
HD (2K)	1920 x 1080i	16:9	25 fps	Ch.1: International Sound mono left Ch.2: International Sound mono right

For cameras and audio set-up, please refer to [Camera and Audio Requirements](#) and [Camera Plan](#) sections.

Only the main TV court will have English commentary.

Notes

- HB must provide equipment and personnel to operate replays and TV graphics with live data & timing.
- Only copyright-free music shall be used in the broadcast production (e.g. opening & closing animation/sequence, melt reels, etc.) by the HB.
- The HOC must inform World Boccia if copyrighted music will be used by the Sport Presentation (SPP) in the venue during the competition and broadcast production. The HOC is responsible for getting permissions and clearing copyrights.

Signal Distribution

Signal distribution service provider handles the live delivery of the HB-produced contents to WB and MRHs. It is recommended to hire a separate professional signal distribution vendor.

The signal distribution service provider must have the capabilities to distribute the signals to the world via cloud. This allows for simplified and cost-effective set-up at the venue.

The signal distribution service provider must deploy its staff on-site to monitor the signals provide technical support, and communicate promptly with WB and MRHs on the latest updates.

Here is the summary of technical requirements for signal distribution:

	Parameters	Important Notes
No. of live feeds	2	(See Internet section for details on the internet provision requirements)
Signal distribution method	SRT	RTMP will be the back-up signal distribution method
SRT mode	Caller	
Video codec	H.264	
Video profile	High	
Video level	4.1	
Video bitrate	16 Mbps	
Resolution	1920 x 1080	
FPS	50 Hz	
Scan	Interlaced	
Audio codec	AAC-LC (MPEG-2)	
Audio bitrate	256 kbps	
Audio frequency	48 kHz	
Encryption codes to follow	128/256 bits AES	

Camera and Audio Requirements

This constitutes the minimum production requirements that have to be followed by the Host Broadcaster (HB), the HOC and relevant service providers. Additional elements can be suggested, but they have to be approved by World Boccia.

The World Boccia Technical Delegate for each event will give final approval for all camera, microphone and other broadcast equipment positions.

No. of broadcast courts: 2

- Main TV court: 1
- Sub-TV court: 1

Camera Overview

Cameras	Main TV Court	Sub-TV Court
HD hard cam on tripod w/ wheels	2	2
Overhead cam	1	1
Handheld cam	1	-
Beauty cam (Court)	1	1
Beauty cam (Stadium)	1	

Microphone Overview

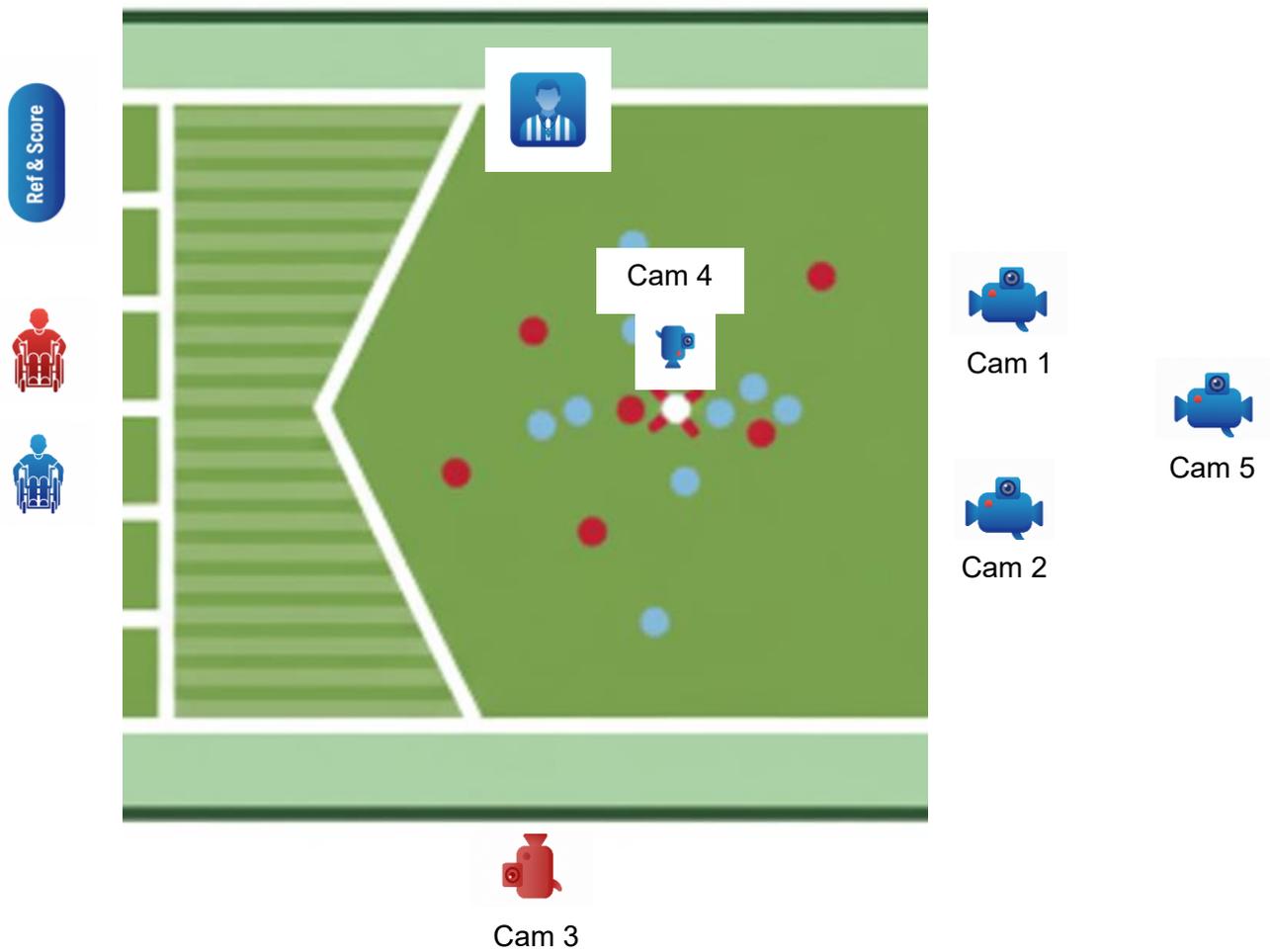
Audio	Main TV Court	Sub-TV Court
Mics - FOP cameras (hard cams, handheld cam)	3	2
Mics - Beauty Cam	1	
Ambient mics (FOP)	2	2
Ambient mics (spectators)	2	2

Camera Plan

Legend

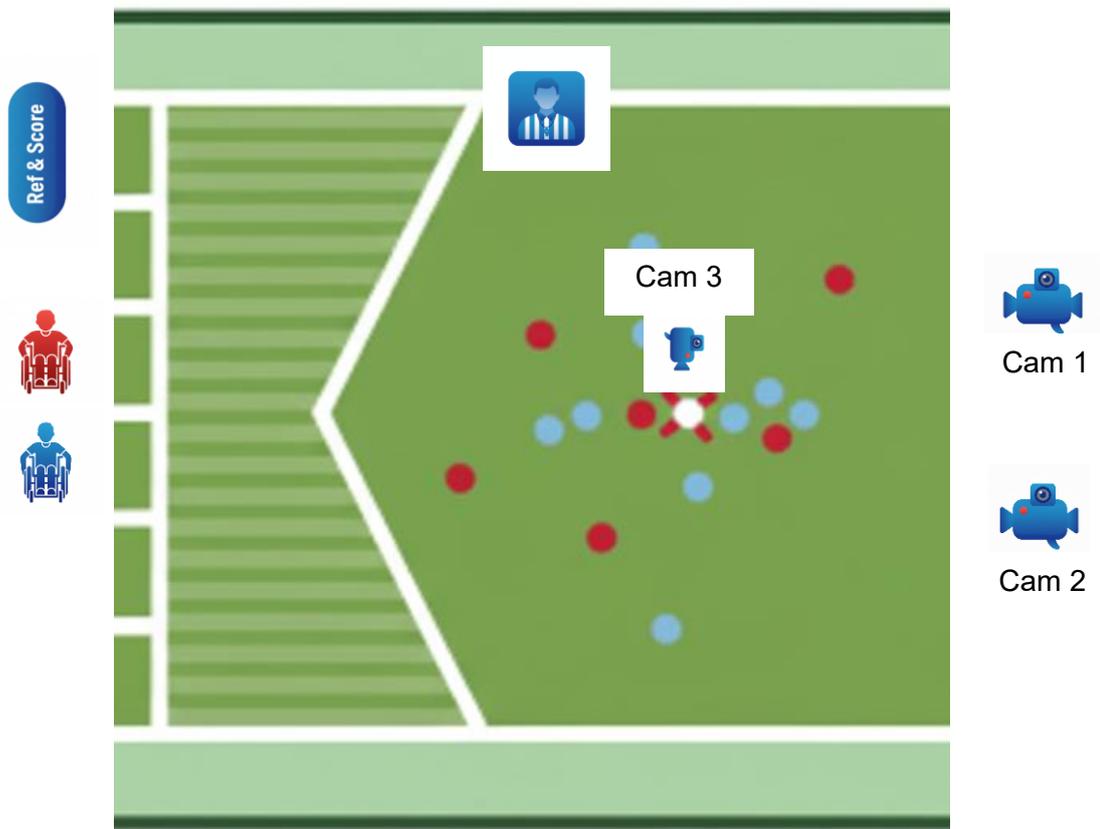
	Hard cam		Referee
	Handheld cam		Scoreboard screen
	Microphone		Red player
			Blue player

Main TV Court



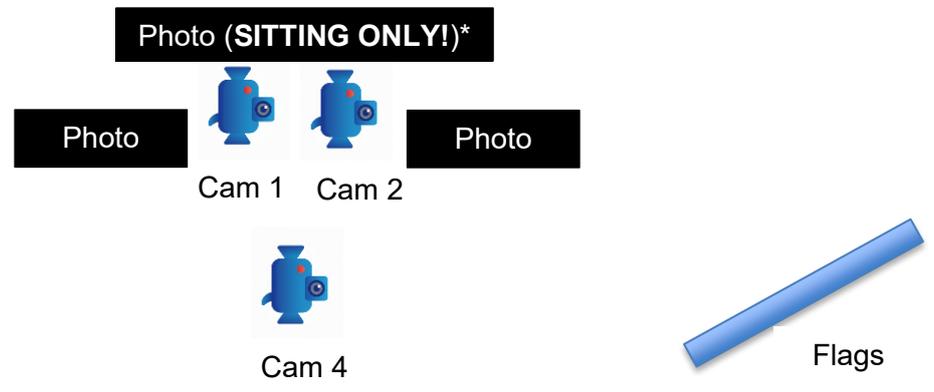
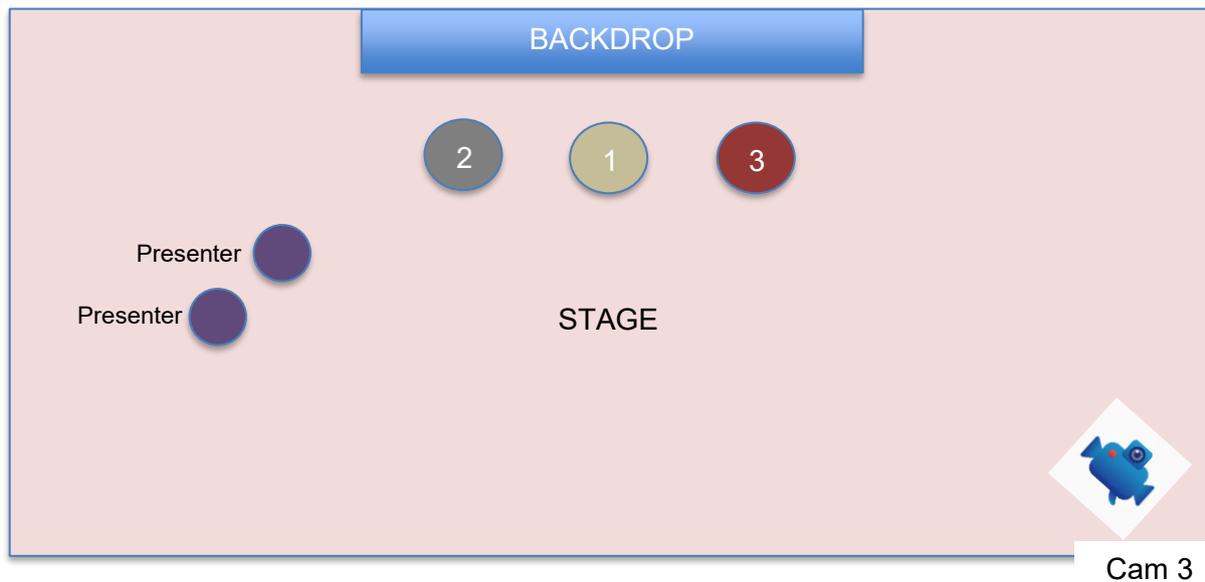
Cam No.	Cam Type	Tripod	Camera Operator	Location	Coverage
Cam 1	Hard	Yes (w/ wheels)	Yes	FOP	Wide shot (players, balls)
Cam 2	Hard	Yes (w/ wheels)	Yes	FOP	Wide shot, close-ups (players, balls, referee, spectators)
Cam 3	Handheld	No	Yes	BOH, FOP, MZ	Close-ups, BOH, MZ, spectators
Cam 4	Overhead	No	No	Truss	Bird's-eye view (balls)
Cam 5	Hard	Yes	No	1 level above	Beauty shot (court)
Cam 6	Hard	Yes	No	Stands	Beauty shot (venue interior). Shared with Sub-TV Court feed.

Sub-TV Court



Cam No.	Cam Type	Tripod	Camera Operator	Location	Coverage
Cam 1	Hard	Yes (w/ wheels)	No	FOP	Wide shot (players, balls)
Cam 2	Hard	Yes (w/ wheels)	Yes	FOP	Wide shot, close-ups (players, balls, referee, spectators)
Cam 3	Overhead	No	No	Truss	Bird's-eye view (balls)
Cam 5	Hard	Yes	No	In the stands	Beauty shot (venue interior). Shared with Main TV Court feed.

Medal Ceremony



Cam No.	Cam Type	Tripod	Camera Operator	Location	Coverage
Cam 1	Hard	Yes (w/ wheels)	Yes	In front of stage	Wide shot, close-ups (medallists, presenters)
Cam 2	Hard	Yes (w/ wheels)	Yes	In front of stage	Close-ups (medallists, presenters, flags)
Cam 3	Hard	Yes (w/ wheels)	Yes	Stage corner	Wide shot, close-ups (medallists, presenters, spectators)
Cam 4	Hard	Yes	No	1 level above	Beauty Shot (court)

Notes

- *The Photo Position in front of Cam 1 and Cam 2 can only be used sitting on the floor, as the sightline of HB cameras cannot be blocked.
- Cam 1 and Cam 2 should be placed at the same ground level height as the stage.

General Notes

- These examples are not to scale. The aim is to ensure the branding (city, title of event and partner recognition) and the match can be seen clearly on all cameras and to the spectators, creating the best possible viewing experience for everyone.
- The World Boccia logo and event logos must appear, repeated, on any backdrops. Refer to and follow the World Boccia Branding Guide.
- Background colours of the Field of Play (FOP) and backdrops used are for illustration only. These can be changed depending on the event branding.
- The feature court must be accessible via ramps with a suitable incline for wheelchair users. It must be located as near as possible to spectators (e.g. not in the middle of the venue), while also giving appropriate space for coaches and video referees etc.
- The broadcast courts must include sufficient space for cameras and operators. It must be located as near as possible to the spectators (e.g. not in the middle of the venue), while also giving appropriate space and sightlines for coaches, officials and referees, etc (see page 21).
- The referee's hand signals should be seen clearly on the cameras.
- The referee is positioned on the FOP, with judges alongside the court.
- Any referee camera must be positioned so that the camera is level with and not 'looking down' on athletes. Provision will need to be made in the venue to prevent people from walking in front of the cameras. World Boccia requires the area in front of the feature court to be blocked-off except for designated coaches, referees and athletes.
- The Coaches' / Assistants Box will contain one chair and will be positioned in such a way that ensures that coaches' / assistants actions do not enter the main camera shot.
- The locations of backdrops, a-boards and branding must be agreed with the HB, broadcast team and Photo Manager so that it can be captured on cameras as much as possible and then approved by World Boccia.
- No activity behind or to the side of the feature court should be visible on the broadcast.
- All branding, a-boards, backdrops, FOP plans, camera plans and etc. must be shared with World Boccia for final approval before they are implemented.

Medal Ceremonies



Medal Ceremonies shall be carried out and related designs and structures should be produced according to World Boccia's rules and guidelines.

A podium showing the athletes' positions (i.e. "1", "2" and "3") must be used for all Medal Ceremonies. These must be strong and stable to prevent them being moved out of position or damaged.

It is recommended that the Medal Ceremonies be conducted on the main TV court or sub-TV court to take advantage of the existing camera positions and cables in efforts to minimise re-adjustments. Organisers must choose the best location based on access and visibility of branding on broadcast and in photographs.

Notes

- Background colours of the backdrop used are for illustration only. These can be changed depending on competition branding.
- Provision will need to be made in the venue to prevent people from walking in front of the cameras.
- All branding, backdrops, field of play plans and camera plans must be shared with World Boccia before they are finalised and produced.

Mixed Zone (MZ)

Mixed Zone overview

The Mixed Zone (MZ) is an officially designated area where accredited Media can interview the Athletes and Coaches. The MZ operations is managed by the HOC Media Operations Manager, with the supervision of World Boccia personnel.

The MZ is divided into the following section in order:

1. Broadcast MZ – for World Boccia and MRHs – require broadcast lights
 - a. Dedicated Mixed Zone (DMZ) position for World Boccia
 - b. Dedicated Mixed Zone (DMZ) position – if booked
 - c. Bookable TV or Radio MZ position – if booked
 - d. ENG MZ position
2. Press MZ – for Non-rights-holding broadcasters (NRHs) and Written Press
 - a. NRH position
 - b. Written Press position

*No accredited Photographer allowed in the MZ.

Mixed Zone location and protocol for Athletes

All Athletes from every match must go through the MZ after their respective match and Medal Ceremonies, which makes it imperative for the MZ location to be in the natural flow of the Athletes as they move out of the FOP area. However, the Athletes have the rights to accept or refuse any interview requests as they are passing through the MZ. By doing so, it protects the rights of the Athletes and simultaneously gives the chance to the accredited Media to interview their Athletes of interest.

Based on this, the MZ location must be very carefully considered and planned.

Mixed Zone set-up

A backdrop must be installed at the MZ. Details of the backdrop can be found in the World Boccia Branding Guide:

City / Year

World Boccia Championships

LOC & World Boccia Social Media Handles



Please use tensa barriers to set-up the MZ and divide into different sections according to the information in [Mixed Zone overview](#) section.

Notes

- Background colours of the backdrop used are for illustration only. These can be changed depending on competition branding.
- Provision will need to be made in the venue to prevent people from walking in front of the cameras.
- All branding, backdrops, field of play plans and camera plans must be shared with World Boccia before they are finalised and produced.

Commentary Position (CP)

This is a position where the commentators make live commentary for the live feed(s). The audio commentary feed will be transmitted as part of the World Feed. All Commentary Positions must have clear sightline to the respective court, preferably from a higher level.

For the World Championships, only the main TV court feed will have the English commentary by the Host Commentators.

MRHs may book Commentary Positions via Broadcast Rate Card.

Therefore, the following Commentary Positions should be provided by the HOC and HB:

Details	Host Commentary Position	MRH Commentary Position
No. of CPs	1	According to the booking
Wheelchair accessible ¹	Yes	According to the booking
No. of seats per CP	3	2
No. of monitors per CP	2	1
No. of headsets with mic per CP	3	2

No. of commentary unit with talkback	1	1
No. of tables	1	1
Internet LAN lines	2	2
Power & Power strips ²	Yes	Yes

¹Flexibility in the location of the wheelchair accessible Commentary Position is possible, as long as the main TV court can be seen clearly from the position.

²Power strips should have enough outlets (based on local plug type) to plug equipment for each CP + have at least 4 more outlets free.

Power

It is crucial to have consistent and reliable power supply for broadcast production, distribution and operations. Thus, redundant power supply system—i.e. main power and back-up power—must be provided to all broadcast areas. The required power capacity should be discussed with the HB, relevant service providers, HOC, venue and power supplier so that appropriate power can be supplied.

Lighting

- Lighting for the main TV court and sub-TV court shall showcase the Athletes in the best possible and consistent way for spectators and for broadcast. Respective FOPs should be visible and evenly lit.
- The organisers shall consider the angles of the lights and ensure that they do not shine directly into an Athlete's face.
- If LED backdrops will be used, organisers shall also consider that imagery shown during matches does not move or is too bright, so that it may distract athletes. Dark colours are therefore recommended for during matches.

Internet

Strong, reliable internet connectivity is crucial for broadcast and media operations. Internet requirements for broadcast and media areas are as follows:

Location	Internet Requirement
Signal distribution point/ Technical Operations Centre (TOC)	Purpose: Live signal transmission Type of internet required: 4 dedicated internet lines <ul style="list-style-type: none"> • 2 main lines from 1 Internet Service Provider (ISP) • 2 back-up lines from a different ISP • Each line must be assigned its own dedicated IP address. Asymmetrical internet speed for each line: <ul style="list-style-type: none"> • Upload speed: 100 Mbps • Download speed: 100 Mbps
Broadcast Compound	Purpose: Office work, web-surfing, file uploading Type of internet required:

	<ul style="list-style-type: none"> • Dedicated WiFi network for HB Asymmetrical internet speed for each network: <ul style="list-style-type: none"> • Upload speed: 300 Mbps • Download speed: 300 Mbps
Mixed Zone (MZ); Commentary Positions (CPs); Media Tribune; Venue Media Centre (VMC); Other media areas	Purpose: Office work, web-surfing, file uploading Type of internet required: <ul style="list-style-type: none"> • Dedicated WiFi network for Media (shared by MRHs and Press) Asymmetrical internet speed for each network: <ul style="list-style-type: none"> • Upload speed: 300 Mbps • Download speed: 300 Mbps

Broadcast TV Graphics Package

TV graphics (GFX) are required for broadcast production at WB events. A TV GFX package, modifiable by competition, will be provided to the HB of the respective WB event.

The HB must provide the TV GFX equipment and operator.

The data used in the TV GFX will be provided by the data and timing provider. To receive the data, the following is required:

API – Summary

World Boccia Public API – Summary & Access Guide

This document provides a concise overview of how to generate and distribute API keys, how to access the public World Boccia API, required headers, and best practices for rate limiting and usage tracking.

1. Generating a New API Key

A competition provider (admin-level user) can generate a new API key within the World Boccia admin interface.

Steps:

1. Navigate to <https://worldboccia.io/admin/settings>
2. Select the API Keys tab
3. Click Add to generate a new key.
4. Enter a Display Name to identify who will be using the key.
5. Select the data endpoints the key should grant access to:
 - a. Allow All Events
 - b. Event Matches
 - c. Live Matches
 - d. Pool Standings
6. Save the new key.

Once created, the API key becomes available for distribution to the external consumer.

2. API Access Details

The public API is a REST-based service accessible at:

<https://api.worldboccia.io>

Documentation is available via:

- Swagger UI: <https://api.worldboccia.io/swagger/index.html>
- Postman Documentation:
<https://documenter.getpostman.com/view/24109931/2s93zB4M1i>

These resources describe all endpoints, parameters, and the expected request/response formats.

3. Required Headers

To successfully access the API, two headers are required:

1. api-key

This is the unique key generated in the admin panel.

2. tenant

Indicates the domain context from which the data should be accessed.

- For the main site: worldboccia.io
- For SaaS subdomains: use the specific subdomain (e.g., myorg.worldboccia.io).

Example cURL Request

1. `curl --location 'https://api-sandbox.worldboccia.io/api/event/{eventId}/matches?completedOnly=<boolean>' \`
2. `-header 'tenant: worldboccia.io' \`
3. `-header 'Accept: text/plain' \`
4. `-header 'api-key: <API Key>'`

Anyone with general API experience can authenticate by including these headers in their request.

4. Available Event Data

The Events section of the API exposes multiple GET endpoints to retrieve competition data for a specific event:

- GET `/api/event/{eventId}/matches` – Returns the list of matches for the given event (e.g. competitors, scheduled time, court, scores, status, etc.).
- GET `/api/event/{eventId}/matches/live` – Returns only matches that are currently in progress for the event, suitable for live scoreboards.

- GET /api/event/{eventId}/match/{matchId} – Returns detailed information for a single match within the event.
- GET /api/event/{eventId}/match/{matchId}/live – Returns live data for a specific match (e.g. current ends, score updates, and other in-progress fields).
- GET /api/event/{eventId}/standings – Returns overall standings for the event (e.g. pools, rankings, wins/losses, points, etc.).
- GET /api/event/{eventId}/category/{categoryId}/standings – Returns standings filtered down to a specific event category (e.g. a particular sport class or division).

For full request/response schemas and field-level details, refer to the Swagger or Postman documentation linked above.

5. Rate Limiting & Usage Tracking

Rate Limiting

The API applies rate limits to ensure system stability. Consumers should:

- Cache results where appropriate.
- Avoid unnecessary repeated requests.
- Implement exponential backoff when receiving 429 (Too Many Requests) responses.

Usage Tracking

Within the admin interface, each API key displays usage metrics such as:

- Total number of requests made
- Last used date/time
- Endpoint permissions

This allows admins to monitor activity and identify overuse or unexpected patterns.

5. Summary

- Admins generate API keys via the Settings → API Keys section.K
- Keys can be restricted to specific endpoint categories.
- Consumers access the API through api.worldboccia.io using api-key and tenant headers.
- Full documentation is available through Swagger/Postman.
- API usage is tracked, and rate limiting should be considered when integrating.

This document aims to provide a clear and concise onboarding reference for anyone needing access to the World Boccia public API.

Additional Notes

Measurements and sizes

Due to the variation that exists between venues, it is not possible to provide 'to scale' drawings. Organisers are expected to interpret the required layouts and set-ups according to their particular location.

However, the sport requires all organisers to provide a feature court which meets the requirements of these Broadcast Requirements. Please note that the requirements are designed to ensure the best possible athlete experience as well as for broadcast. Therefore, the feature court will not only be long enough to provide enough space for all components. It will also be wide enough to allow athletes to move freely around the court when entering or exiting both sides of the court, without having to move over equipment.

Sport Presentation (SPP)

- Sport Presentation should be appropriate for broadcast matches, taking into account lights, the SPP venue announcer and presentation of athletes and referees.

Competition schedule

- All matches from the feature court will be broadcast with commentary.
- Referee cameras can be used to show competition from other courts, integrated into the main broadcast feed and/or shown as a separate feed.
- Unless there are serious delays in competition, only one match is to be shown at a time on the feature court. The competition schedule is determined by the Technical Delegate.
- The competition schedule is drafted and agreed in advance between the Technical Delegate and LOC when entries close, and every effort must be made to ensure it is adhered to. Late changes to the competition schedule may cause serious issues.

Volunteers

Volunteers and referees operating on the feature court should wait until all celebrations and/or reactions are complete before moving towards athletes to shake hands, sign paperwork. The feature court must be kept as clear as possible until celebrations or reactions are complete.

Coaches' boxes

Coaches' boxes can be located anywhere in front of, or to the side of, the feature. The only requirement is to leave enough room around the referee. Coaches' boxes must be clearly marked.