



POLICY #11: GAME FILM EXCHANGE

1. **FILM EXCHANGE WITH NON-CONFERENCE SCHOOLS**

Uploading to film exchange is optional with non-conference schools with the exception of post-season exchange protocols stipulated by U SPORTS. A recording of a game involving two CW member institutions shall not be passed on to a third party without the permission of the two institutions.

2. **ON SITE FILM EXCHANGE**

The visiting team must supply a USB Stick (a minimum of 4GB of space) to the host institution to provide a copy of the first game of the league weekend series within 1-2 hours after the conclusion of the game match. Copies of the second game could also be provided in this format. Hosts are not required to provide the footage in MP4 format.

3. **EXCHANGE PROTOCOLS FOR FOOTBALL**

- a) Teams will utilize a game recording exchange program (sideline and end zone views) using the services of DVSport and Hudl. (Please note Hudl supports the new evaluation system for officials).
- b) The home team must utilize digital recordings using a professional photographer to up-load game recordings to DVSport.
- c) Full game film must be loaded by the host team to Xchange within 24 hours of the conclusion of the game.
- d) The full game intercut must be loaded by the host team to Hudl by Monday noon (MST).
- e) Institutions that do not upload their game by the designated time, will not be allowed to view the video of their next opponents and may be subject to a fine. See Finance Policy for details on all fines.

4. **EXCHANGE PROTOCOLS FOR BASKETBALL, HOCKEY, VOLLEYBALL & SOCCER***

4.1 In- Season

- a) The Association's office will be responsible for coordinating the upload of the season's schedule with the film exchange service provider.
- b) In season exchanges shall be managed through the conference film exchange service provider specific to each sport.

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- c) Teams must upload film in accordance with the appropriate item below to be eligible to download film for the first weekend of season play.

*Effective for 2017-18, the following definitions are used for participation outside Canada West league and playoff competition:

Non-Conference – U SPORTS vs. U SPORTS only

Exhibition – (CCAA, NAIA, NCAA, International, club etc.)

1. Basketball (Men & Women) – All schools are to upload their last two non-conference pre-season games by Sunday at 12:00 pm MST leading into the week of the first league game. The upload must include the full box score and play by play in an HTML format.
 2. Ice Hockey (M & W) – Teams with a bye at the start of the season must upload their last non-conference/exhibition game to be eligible to download film for the first weekend of season play.
 3. Volleyball (Women) – The last two non-conference matches versus a U SPORTS opponent to be uploaded prior to the first league match. The deadline to upload the match is Sunday at 12:00 pm MST leading into the first week of the first league game.
 4. Volleyball (Men) – By coaches agreement. The last non-conference match versus a U SPORTS opponent prior to the first league match upon mutual agreement by both coaches involved in the first league match. The deadline to upload the match to be agreed upon by both coaches.
 5. Soccer (Men & Women) – All schools are to upload their last pre-season game by the Monday preceding the start of league play.
- d) The visiting team must supply a USB Stick (a minimum of 4GB of space but recommend 8GB) to the host institution to provide a copy of the first game of the league weekend series within 1-2 hours after the conclusion of the game match. Copies of the second game could also be provided in this format. Hosts are not required to provide the footage in MP4 format.
- e) The host institution must upload a standard dual platform video format MP4.
- f) On league swing trip weekend's only, host schools must start uploading the first night's game within two hours upon completion of the game.
- g) All games of a Fri/Sat league weekend series must be uploaded by the home team by:
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| Basketball: | Sunday - 12:00 Noon (MST). |
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Volleyball:	For all league games, the home team must start uploading the match video within two hours upon completion of the match. Games must be available for download by the Visiting Team.
Men’s Hockey:	8:00 a.m. – following game (local time).
Women’s Hockey:	8:00 a.m. – following game (local time).
Soccer/Rugby/Field Hockey	Monday – 12:00 Noon (MST)

- h) Games played on other days must be uploaded by noon of the following day.
- i) Institutions that do not upload games of their weekend series by the designated times, will not be allowed to view the video of their next opponents and may be subject to a fine. See Finance Policy for details on all fines.
- j) High definition video must be used for all game film exchange across all sports effective 2015-16.

4.2 Post-Season

- a) The Association’s office will be responsible for coordinating the upload of the association’s post-season’s schedule with the film exchange service provider.
- b) In season exchanges shall be managed through the conference film exchange service provider.
- c) On site exchanges shall be managed in accordance with 4.1 d) above.
- d) The host institution for each post-season series, including Final 4, shall be responsible for uploading ALL games hosted by their institution.
- e) Games must be uploaded by 8:00 am (local time) following game.
- f) Failure to comply with any of the above will result in a fine. See Finance Policy for details on all fines.

5. U SPORTS CHAMPIONSHIP EXCHANGE PROTOCOLS

U SPORTS will set out the timelines and protocols for film exchange prior to U SPORTS National Championships.