



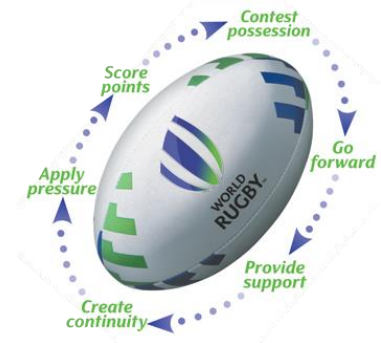
HP Pathways Video Submissions and Filming Standards

MAIN OBJECTIVE

View Player executing skills required by Principles of Play under pressure, with and without the ball.

IDEAL video

1. **Scope:** Wide enough view so that we can track the player the entire time (ON & OFF ball); but close enough so that we can properly see technical execution. See the examples later in this document. A combination of 2 views is ideal, for example: Coach records “team panoramic angle” + Parents record “player portrait angle”.
2. **Appropriate Pressure:** Opponents should be at a similar skill level. The pressure of competition helps us to understand how player skills might compare to a national or international standard. Video should contain more than just 1 opponent / game.
3. **Comprehensive:** Video includes the player executing as wide a range of skills required by the principles of play as possible; the more we know at once, the better. If player is recommended for both 7s and 15s, video should contain clips from both games.



REALISTIC video

At least one half of a game (1 for 7s, 1 for 15s), taken from an angle at which we can see the whole field of action and still recognize the player, ONLY containing live action (dead ball time cut out).

YouTube Video Submission Technical Information:

- Elevated shot from Halfway Line (Minimum 15ft)
- Ground level camera angles alone will not be considered
- Watchable resolution ***Must be able to see jersey numbers for player recognition***
 - Minimum 720p
 - Maximum 4k (NOTE: this resolution is difficult to upload)
- Upload to **YouTube** (Maximum upload size to youtube.com is **128GB**)
- Fill out the **recommendation form at pathways@usa.rugby:**
 - Include video link
 - Must be able to attest to: character, work ethic, standard of play

Directions for Submitting Your Highlight Video to Youtube:

- Video Title
 - Name, Year Born, USAR Player Highlights
 - *EX: John Smith '99, USAR Player ID Highlights*
- Label EACH clip or scene
 - Team and opposition (e.g., Team Blue v Team Red)
 - **Date & Location** of match (“16FEB2019 - Denver, CO”)
 - Player to Watch (Circle if necessary to start)
 - Color jersey
 - Number
 - Privacy setting: Public OR Unlisted ***NOT Private***
(Public - available to all & will populate in public search • Unlisted - only available to users with link)



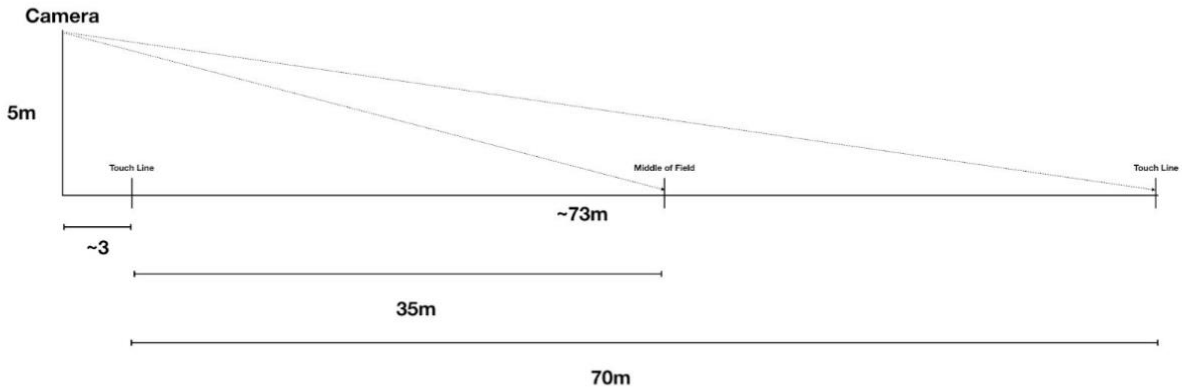
Standards

- Elevated camera fixed on halfway line, 5 meter minimum height (*see angle diagram below*)
- Minimum 720p
- Full match, do not stop/start footage during time of play

Angle Diagrams:

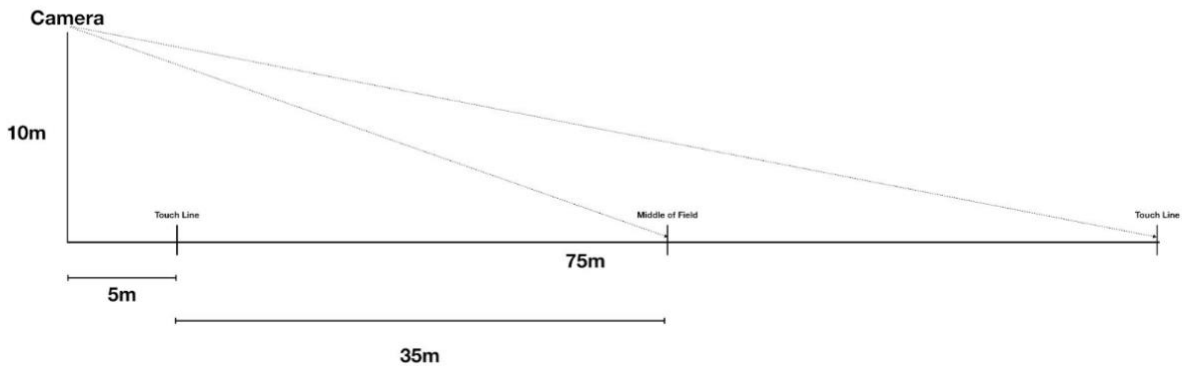
Camera close proximity to field:

- When using a Hi-pod camera, this will be your typical setup
- Allows to see entire field and easily follow play
- Make sure camera stand is padded or away from field to prevent injury



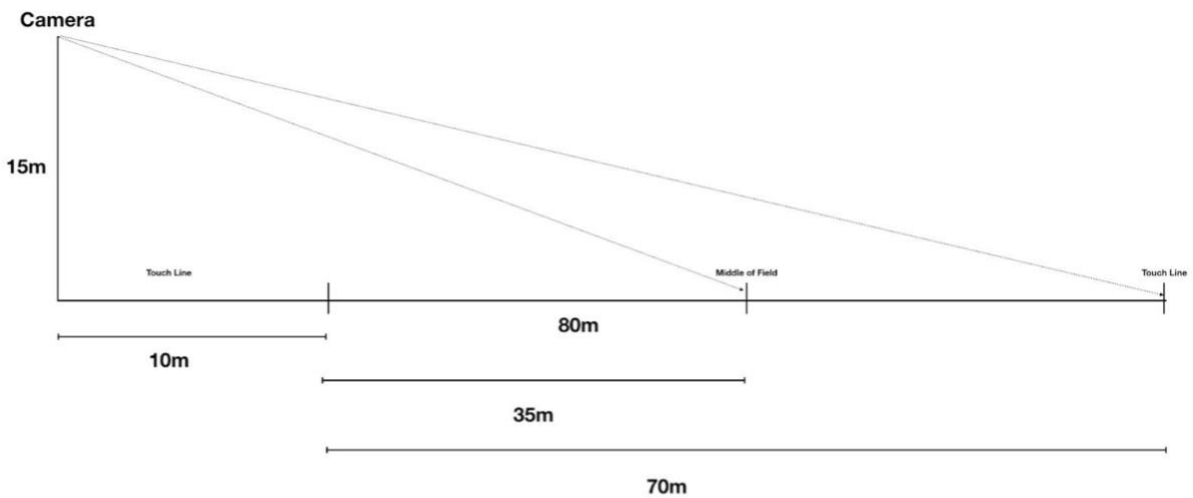
Camera 5m off touch line:

- Scaffolding or stadium stands without a track



Camera 10m or more off touch line:

- High school football stadiums typically have tracks before stands, which requirements more elevation
- Will need to zoom in order to clear “dead space” in footage
 - “Dead Space” examples: fans, sideline, tryline, sky



Film Examples

EXAMPLE #1- Unacceptable ❌

- Too wide and not focused on field of play
- Cannot identify or analyze athlete's skill
- Too much “dead space”



EXAMPLE #2- Unacceptable ❌

- Too far enough for the amount of elevation
- Shouldn't see sidelines, "dead space", need more zoom
- Unwatchable



EXAMPLE #3 - Unacceptable ❌

- No elevation
- Unwatchable



EXAMPLE #4- Poor

- Low angle and too tight
- Cannot see field or development of play



EXAMPLE #5 - Acceptable

- Good height and proximity to field, but off the halfway line
- Zoom allows to identify players and play development
- Minimal "dead space"



EXAMPLE #6 - Age Grade Standard !!

- Excellent height and proximity to field
- Zoom allows to identify players and play development
- Minimal "dead space"
- Broadcast overlays and announcers to help identify players



EXAMPLE #7 - World Class Standard !!

- Broadcast, Wide, Tight and High End on
- Fully synced
- Allow for in depth analysis
- Full broadcast with overlay
- Referee audio embedded

