



**EUROLEAGUE  
WOMEN**

# TV GRAPHICS MANUAL

September 2020

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and are only authorized to be used  
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# OVERVIEW

This manual is provided to explain the use of the **EuroLeague Women's** TV graphics package.

## THIS GUIDE:

- Explains how the sequences & graphics are classified and where to find them in the directories.
- Explains how the graphics should be used.
- Describes which Font, Size and Alignment should be used for each graphic.

## FONTS:

The graphics use the fonts:

- **Gotham-Bold**
- **Gotham-Medium**
- **Gotham-Book**
- **Helvetica LT Condensed Bold**
- **Helvetica LT Condensed Medium**

These fonts are supplied in the graphics pack.

All text should be used without shadows, strokes, or effects and should not be transformed in any way. CAPS / Title Case formatting must also be adhered to for each item.

All text is removed from the final PNG renders that the user outputs from the supplied Adobe After Effects projects. The provided example MP4 files for each graphic must therefore be followed for text / graphics layout and animation timings, in combination with this user guide.

# OVERVIEW

## FONTS

Gotham-Bold

Gotham-Medium

Gotham-Book

Helvetica LT  
Condensed Bold

Helvetica LT  
Condensed Medium

**Lorem ipsum**

Utinam habemus as  
Ex eam nusquam c  
Lorem ipsum dolor

Utinam habemus assueverit et  
Ex eam nusquam commune. Vi  
Lorem ipsum dolor sit amet, te  
Sed ut perspiciatis unde omnis

**Lorem ipsum**

Utinam habemus as  
Ex eam nusquam c  
Lorem ipsum dolor

Utinam habemus assueverit et  
Ex eam nusquam commune. Vi  
Lorem ipsum dolor sit amet, te  
Sed ut perspiciatis unde omnis

**Lorem ipsum**

Utinam habemus as  
Ex eam nusquam c  
Lorem ipsum dolor

Utinam habemus assueverit et  
Ex eam nusquam commune. Vi  
Lorem ipsum dolor sit amet, te  
Sed ut perspiciatis unde omnis

**ABCDEFGHIJK**

**abcdefghijklm**

**1234567890 (!**

**ABCDEFGHIJK**

**abcdefghijklmr**

**1234567890 (**

# OVERVIEW

## FILE FORMAT:

All graphics are delivered as 32-bit PNG have been produced in “SQUARE PIXELS” at 1080p25.

As they are image sequences, they can be used at 30p without any need for conversion.

Please note that all graphics are rendered with PNG transparency (except background movies). All GFX systems should be set to import/interpret these sequences as ‘straight’ alpha channel.

All animations have also a preview to check the behavior and composited look of each graphic - as MP4 video files. The format is also 1080p25.

## FILE STRUCTURE:

The supplied assets are provided as ‘single run’ image sequence in each case (animate IN / animate OUT) and each sequence’s parent folder notes which frame number the ‘HOLD’ state should be activated (EG: ...’F35’) and the frames after that point constitute the OUT state.

Some items also have ‘transition’ animation states, which are detailed specifically in each case. parent folder notes which frame number the ‘HOLD’ state for each (EG: ...’F35\_F62’)

Most items comprise a single image sequence, however others may feature secondary ‘layers’ for flexibility of usage (EG: fixtures/results combinations) whose frame numbers and onscreen position should match the main ‘base’ layer in each case. In some cases static elements are also supplied, which will need to be positioned & animated accordingly also.

# OVERVIEW

## Clubs Name

All club names could be presented in three different names:

- **Full name**
- **Medium name**
- **Abbreviated name**

For each template, name type will be mentioned.

## Text Colour

All texts will be presented in one of following colours:

- White (RGB: 255 255 255)
- Blue (RGB: 1 15 78)

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# TEAM LOGOS

There are seven type of logos:

1. Small - 61px X 61px
2. Small With Shadow - 61px X 61px
3. Medium - 78px X 78px
4. Large - 92px X 92px
5. Large With Shadow - 92px X 92px
6. Extra Large - 134px X 134px
7. Extra Large With Shadow - 134px X 134px

**Reference Folders** contain logo-position image for each element



All logos sizes and positioning are available in a photoshop file.

File with guidelines located at:

**### PACKAGE COLLECTS/PSD/Team Logo Master.psd**



# SCORECLOCK & BUG

SCORECLOCK ELEMENTS

# SCORECLOCK & BUG

## SCORECLOCK

### FOLDER:

SC - BASE

### DESCRIPTION

This graphic is the main source of information throughout the game and should always be onscreen during play. This is the primary state and main build of the permanent score clock. It contains all the key information displayed during gameplay. Various elements of the clock perform different functions, which are detailed on the following pages.

In its main (or 'basic') state the clock displays the current EVENT STAGE (such as GAME DAY 1, QUARTER FINALS, etc.) in the center of the info line, and aligned to the left.

In addition, it will also display the official competition hashtag: #EuroLeagueWomen, or any other FIBA request.

#### TEAM NAME FORMAT:

Medium name

#### TEAMS LOGO SIZE:

L with Shadow

#### ADDITIONAL FILES:

- SC - BAS E\Additional Assets\24 Red.png
- SC - BAS E\Additional Assets\ Clear Foul.png
- SC - BAS E\Additional Assets\ BLUE Foul.png
- SC - BAS E\Additional Assets\ RED Foul.png
- SC - BAS E\Mask\score clock Logo and Fouls mask.png
- SC - BAS E\Mask\score clock Info Line mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### Teams Name

- Gotham Medium
- 23.72px
- Center Alignment
- RGB: 1 15 78

#### Teams Score

- Gotham Bold
- 49.12px
- Center Alignment
- RGB: 1 15 78

#### Quarter

- Helvetica LT Condensed Regular
- 35.24px
- Left Alignment
- RGB: 255 255 255

#### Game Clock & 24 Clock

- Helvetica LT Condensed Bold
- 35.24px
- Center Alignment
- RGB: 255 255 255

# SCORECLOCK & BUG

## TEAM LOGOS

### DESCRIPTION

Scoreclock will hold within it both teams logos, that will be presented at all time.

**TEAMS LOGO SIZE:**  
Large with Shadow

**ADDITIONAL FILES:**

- Logo Mask File: SC - BASE\Mask\score clock Logo and Fouls mask.png
- Logo Position File: SC - BASE\Reference\Score Clock logo position.png



# TIME BOX

## DESCRIPTION

As well as showing the competing teams' names, score & fouls information, the Score Clock also details the stage of the game, current game time and shot clock.

The four quarters are called: 1st, 2nd, 3rd, 4th

The First Overtime is called: OT

Any following Overtimes are called: OT2, OT3, etc...

The Quarter Clock should display the minutes and seconds until one minute to play in the quarter (01:00).

Then it should display only seconds and tenths of seconds until the end of the quarter (59.9), (7.2).

## ADDITIONAL FILES:



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### Quarter

- Helvetica LT Condensed Regular
- 35.24px
- Left Alignment
- RGB: 255 255 255

### Game Clock

- Helvetica LT Condensed Bold
- 35.24px
- Center Alignment
- RGB: 255 255 255

### 24 Clock

- Helvetica LT Condensed Bold
- 35.24px
- Center Alignment
- RGB: 255 255 255

# SCORECLOCK & BUG

## SHOT CLOCK

### FOLDER:

SC - BASE

### DESCRIPTION

The shot clock starts at 24 seconds and runs to 0. The Shot Clock background turns RED when the shot clock counter reaches 5 seconds before the shot must be taken. The box then remains invisible when the clock resets, until the timer goes to under 5 seconds again.

A separate shot clock overlay graphic is supplied for 5" > 0".

This static graphic is supplied as a cropped PNG file and should be placed in the correct place on the Score Clock graphic - layered behind the SHOT CLOCK text.

When the shot clock runs under the 5" mark, the time should also be presented with a decimal point. EG: '5' becomes '4.9'.

### ADDITIONAL FILES:

- SC - BASE\Additional Assets\24 RED.png



# SCORECLOCK & BUG

## TEAM FOULS

### FOLDER:

SC - BASE\Additional Assets

### DESCRIPTION

Team Fouls are represented by small rectangles under the game score.

At the start of each quarter, there should be 5 grey rectangles for each team.

Every time a team makes a foul (up to 3 fouls), a **BLUE** rectangle appears. A 4th team foul should show as **RED**, then when 5 fouls have been reached all 5 rectangles should show as **RED**.

All fouls positioning should be aligned to the "Fouls Position" example.

Fouls are to be added for both teams from left to right.

### ADDITIONAL FILES:

- SC - BASE\Additional Assets\ Clear Foul.png
- SC - BASE\Additional Assets\ BLUE Foul.png
- SC - BASE\Additional Assets\ RED Foul.png
- SC - BASE\Additional Assets\Fouls Position.png



# SCORECLOCK & BUG

## SCORE ALERT

### FOLDER:

SC - BASE

### DESCRIPTION

Every time points are scored, the number of scored points (+1 or +2 or +3) are shown. These graphic inserts momentarily replace the current score for whichever team has just scored. This 2-stage animation must be recreated using the supplied PNG sequence elements - using the supplied MP4 preview file for position & timing.

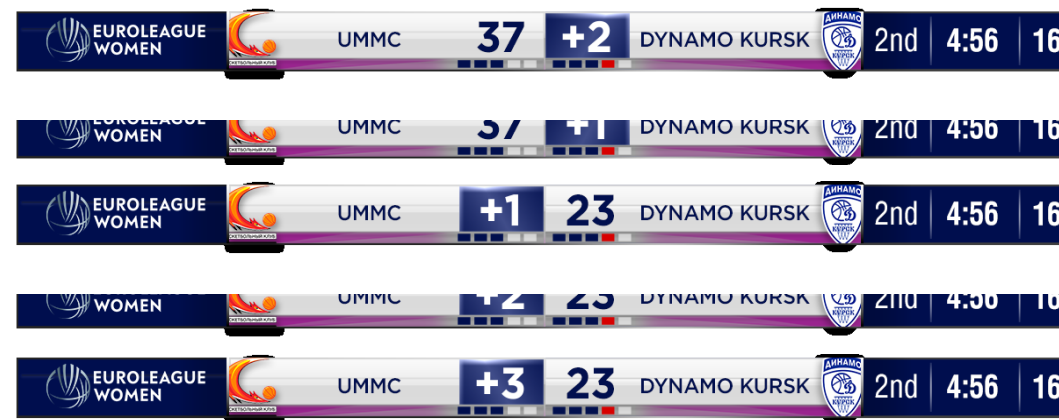
The user will need to control the team score text field to animate in sync with these artwork elements.

These animations should be position for both LEFT or RIGHT teams and with 1, 2 or 3 point options - to be triggered as required.



### SCORE ALERT SEQUENCE FOLDERS:

- SC - BASE\PNG Sequence\SC\_HOME\_+1
- SC - BASE\PNG Sequence\SC\_HOME\_+2
- SC - BASE\PNG Sequence\SC\_HOME\_+3
  
- SC - BASE\PNG Sequence\SC\_AWAY\_+1
- SC - BASE\PNG Sequence\SC\_AWAY\_+2
- SC - BASE\PNG Sequence\SC\_AWAY\_+3



# SCORECLOCK & BUG

## SPONSORS BOX

FOLDER:

SC - SPONSOR

### DESCRIPTION

At defined points throughout the game the clock sponsor should be shown.

In this case, a PNG sequence is provided which should be composited behind the main clock.

FIBA will share the right timing and logos to present the sponsors.

### ADDITIONAL FILES:

- SC - SPONSOR\Additional Assets\SPONSOR.png



FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

Sponsor rectangle example: 303px x 62px





# SCORECLOCK & BUG

SCORECLOCK: INFO-LINE USE AND STATES

# INFO-LINE: TEXT ONLY

## FOLDER:

SC - INFO LINE - TEXT ONLY

## DESCRIPTION

There are 3 types of INFOLINE layout provided - one for text change only, second for subject with a title and the third is for team compare. These clock states are for additional data to be shown whilst the clock is onscreen.

These animate from the MAIN BASIC CLOCK state - using a specific animation which reveals the bottom bar as full-width.

The On-screen suggested time is 7 seconds.

**IMPORTANT:** If a team or player name is too long for all text to fit on the info-line, do not use this stats set and do not 'scale' text to fit the space.

### PLEASE NOTE:

To allow for various event brand colours implemented into the info-line of the Score Clock and ensure high contrast & legibility of data, we will always use WHITE colour text wherever possible. However in some cases (to clearly define different elements of a stat) we will use WHITE text with a **70% OPACITY**. Please take particular care to faithfully replicate this in your live graphics engine.



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### ALL TEXT

- Gotham Bold
- 20.61px
- RGB: 255 255 255

(3 x CHARACTER SPACES BETWEEN DIFFERENT FIELDS OF DATA /  
1 x SPACE BETWEEN DATA NAME & DATA NUMBER)  
THEN SET ALL INFO TO BE CENTERED WITHIN INFOLINE BOX

# INFO-LINE: TEXT ONLY

## IMPORTANT!

The TEXT ONLY animation does not contain PNG sequence. The animation apply on the text only.

## DEFAULT

- Phase Text - Right Align
- Hashtag Text - Left Align

## Player stats

- (Abbreviated Team Name)

3 x CHARACTER SPACES BETWEEN DIFFERENT FIELDS OF DATA

## One Team Stats

- Medium Team Name

## Player Free Information

- (Abbreviated Team Name)

## Free Information

## Team Scoring Run

- Medium Team Name

# INFO-LINE: SUBJECT

## FOLDER:

SC - INFO LINE - SUBJECT

## DESCRIPTION

There are 3 types of INFOLINE layout provided - one for text change only, second for subject with a title and the third is for team compare. These clock states are for additional data to be shown whilst the clock is onscreen.

These animate from the MAIN BASIC CLOCK state - using a specific animation which reveals the bottom bar as full-width.

The On-screen suggested time is 7 seconds.

**IMPORTANT:** If a team or player name is too long for all text to fit on the info-line, do not use this stats set and do not 'scale' text to fit the space.

### PLEASE NOTE:

To allow for various event brand colours implemented into the info-line of the Score Clock and ensure high contrast & legibility of data, we will always use WHITE colour text wherever possible. However in some cases (to clearly define different elements of a stat) we will use WHITE text with a **70% OPACITY**. Please take particular care to faithfully replicate this in your live graphics engine.



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### ALL TEXT

- Gotham Bold
- 20.61px
- RGB: 255 255 255

(3 x CHARACTER SPACES BETWEEN DIFFERENT FIELDS OF DATA /  
1 x SPACE BETWEEN DATA NAME & DATA NUMBER)  
THEN SET ALL INFO TO BE LEFT ALIGN WITHIN INFOLINE BOX

### SUBJECT TEXT

- Center Alignment

## INFO-LINE: SUBJECT

## Player Triple Double

- (Abbreviated Team Name)



## Player Double Double

- (Abbreviated Team Name)



## Player Average

- (Abbreviated Team Name)



## Team Leaders

- Abbreviated Team Name



# INFO-LINE: TWO TEAM STATS COMPARISON

## FOLDER:

SC - INFO LINE - TEAM COMPARE

## DESCRIPTION

There are 3 types of INFOLINE layout provided - one for text change only, second for subject with a title and the third is for team compare. These clock states are for additional data to be shown whilst the clock is onscreen.

These animate from the MAIN BASIC CLOCK state - using a specific animation which reveals the bottom bar as full-width.

The On-screen suggested time is 7 seconds.

**IMPORTANT:** If a team or player name is too long for all text to fit on the info-line, do not use this stats set and do not 'scale' text to fit the space.

### PLEASE NOTE:

To allow for various event brand colours implemented into the info-line of the Score Clock and ensure high contrast & legibility of data, we will always use WHITE colour text wherever possible. However in some cases (to clearly define different elements of a stat) we will use WHITE text with a **70% OPACITY**. Please take particular care to faithfully replicate this in your live graphics engine.



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### STATS TITLE

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255
- Opacity 70%

### STATS TEAM DATA

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

# INFO-LINE: TWO TEAM STATS COMPARISON

Two Team Stats Comparison



Two Team Stats Comparison with Subject



# SCORECLOCK & BUG

SCORE BUG



# SCORECLOCK & BUG

## SCORE BUG

### FOLDER:

L3 - SCORE BUG

### DESCRIPTION

This graphic is used during a pause in play and summarizes the current scores, which quarter is being played, timer, shot clock & current fouls status.

This item to be used only after taking the SCORECLOCK graphic off the air and can be used in conjunction with other LOWER THIRDS items.

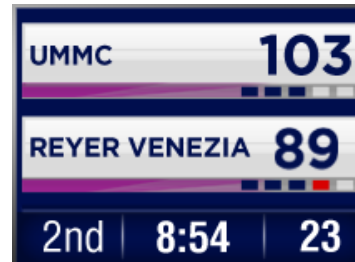
All fouls positioning should be aligned to the "Fouls Position" example.

### TEAM NAME FORMAT:

Medium name

### ADDITIONAL FILES:

- L3 - SCORE BUG\Additional Assets\Grey Foul.png
- L3 - SCORE BUG\Additional Assets\Red Foul.png
- L3 - SCORE BUG\Additional Assets\Blue Foul.png
- L3 - SCORE BUG\Additional Assets\Fouls Positions.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### TEAMS NAME

- Gotham Bold
- 16.46px
- Left Alignment
- RGB: 1 15 78

#### TEAMS SCORE

- Gotham Bold
- 34.08px
- Center Alignment
- RGB: 1 15 78

#### QUARTER

- Helvetica LT Condensed Regular
- 24.99px
- Left Alignment
- RGB: 255 255 255

#### GAME CLOCK

- Helvetica LT Condensed Bold
- 24.99px
- Center Alignment
- RGB: 255 255 255

#### 24 CLOCK

- Helvetica LT Condensed Bold
- 24.99px
- Center Alignment
- RGB: 255 255 255



# FULL FRAMES

# GAME TITLE

**FOLDER:**

FF - GAME TITLE

**DESCRIPTION**

The Game Title graphic is used to display key details for the upcoming game and introduce the host city where the game is being played.



**TEAM NAME FORMAT:**

Full name

**LOGO SIZE:**

XL With Shadow

**ADDITIONAL FILES:**

- FF - GAME TITLE\Logo Mask\Game Title Mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

**DATE**

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

**TEAMS NAME**

- Gotham Bold
- 30.43px
- Center Alignment
- RGB: 1 15 78

**CITY/VENUE**

- Gotham Book
- 26.78px
- Center Alignment
- RGB: 255 255 255

**HASHTAG**

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

# SCHEDULE / RESULTS

## FOLDER:

FF - SCHEDULE - RESULT

## DESCRIPTION

The Schedule / Results graphic is used to show game results, but also gives the option to detail upcoming fixtures.

It gives details of stage, group, date, game day and the opposing teams with relevant score/fixture time details.

This graphic is supplied with an additional lines PNG sequences, for the timing box and the score box.

Please ensure positioning & animation staggering matches the MP4 preview.



### TEAM NAME FORMAT:

Full name

### LOGO SIZE:

Large With shadow

### ADDITIONAL FILES:

- FF - SCHEDULE - RESULT\Logo Mask\Game Result Mask.png

### LINES SEQUENCE FOLDERS:

- SCORE LINE: FF - SCHEDULE - RESULT\PNG Sequence\FF\_Games\_Score\_Line\_F019
- SCHEDULE LINE: FF - SCHEDULE - RESULT\PNG Sequence\FF\_Games\_Schedule\_Line\_F019

## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### TITLE

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

### GAME TITLE - DATE/SCORE

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

### TEAMS NAME

- Gotham Bold
- 24.96px
- Center Alignment
- RGB: 1 15 78

### SCORE / TIME

- Gotham Bold
- 36px
- Center Alignment
- RGB: 1 15 78

### HASHTAG

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

# SCHEDULE / RESULTS

X2



X3



X4



Schedule Line



Score Line



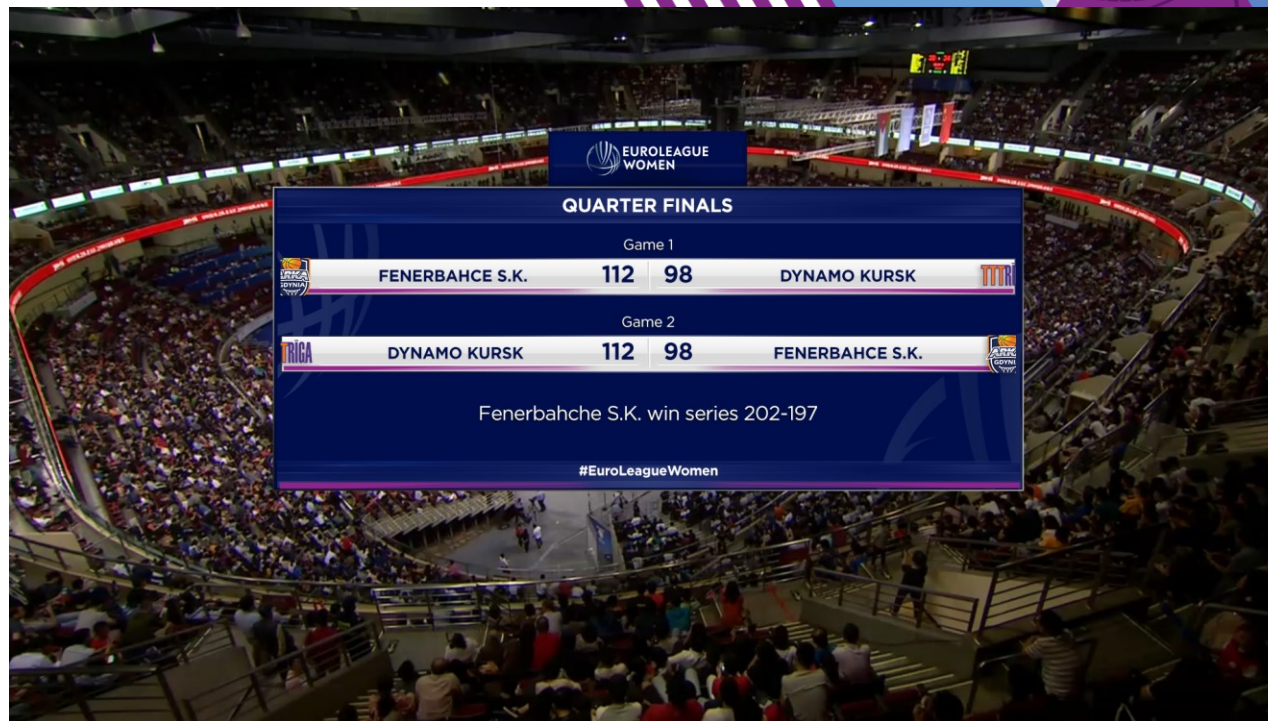
# RESULTS WITH AGGR SCORE

**FOLDER:**

FF - SCHEDULE - RESULT

**DESCRIPTION**

In cases of a series between 2 teams with aggregated score, use the 3 lines template with the top 2 lines (with score) and additional text line to present the aggregated score.



**TEAM NAME FORMAT:**

Full name

**LOGO SIZE:**

Large With shadow

**ADDITIONAL FILES:**

- FF - SCHEDULE - RESULT\Logo Mask\Game Result Mask.png

**LINES SEQUENCE FOLDERS:**

- SCORE LINE: FF - SCHEDULE - RESULT\PNG Sequence\FF\_Games\_Score\_Line\_F019

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

**GAME TITLE - DATE/SCORE**

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

**AGG SCORE LINE**

- Gotham Book
- 30px
- Center Alignment
- RGB: 255 255 255

**TEAMS NAME**

- Gotham Bold
- 24.96px
- Center Alignment
- RGB: 1 15 78

**SCORE / TIME**

- Gotham Bold
- 36px
- Center Alignment
- RGB: 1 15 78

**HASHTAG**

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

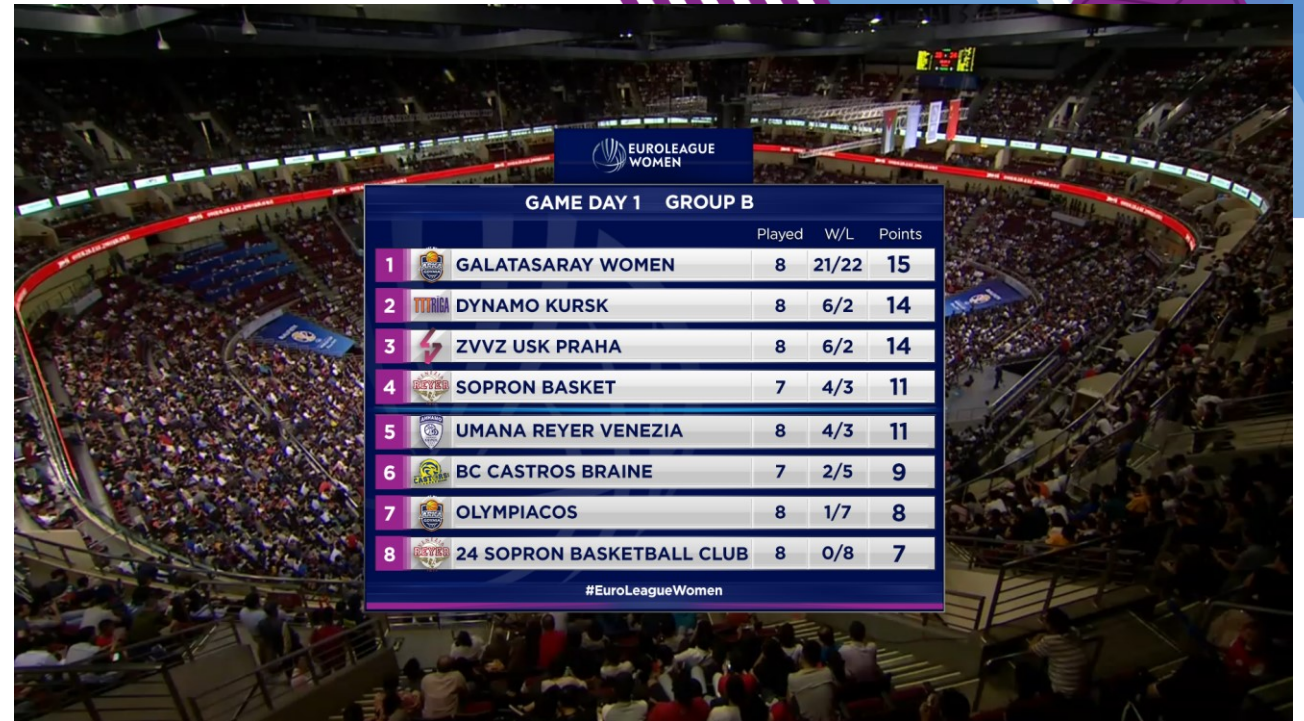
# GROUP STANDINGS

**FOLDER:**

FF - GROUP STANDINGS

## DESCRIPTION

The Standings graphic is used to detail current group rankings. It gives details of ranking, team name, number of games, games won/lost and overall points.



### TEAM NAME FORMAT:

Full name

### LOGO SIZE:

Small with Shadow

## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### TITLE

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

### HASHTAG

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

### TEAMS NAME

- Gotham Bold
- 28px
- Left Alignment
- RGB: 1 15 78

### PLAYED & W/L

- Gotham Bold
- 28px
- Center Alignment
- RGB: 1 15 78

### Points

- Gotham Bold
- 36px
- Center Alignment
- RGB: 1 15 78

# GROUP STANDINGS - WITH LAST 5 GAMES

**FOLDER:**

**FF - GROUP STANDINGS**

## DESCRIPTION

The Standings graphic is used to detail current group rankings. It gives details of ranking, team name, number of games, games won/lost and overall points.

In this version of the template, to present starting game day 6, added also the details of the streak of each team in the last 5 games.

**Pink W – WIN**

**Blue L – LOST**

The W/L marks should be presented from left to right (the box on the left is the most early game, the box on the right is the last game).

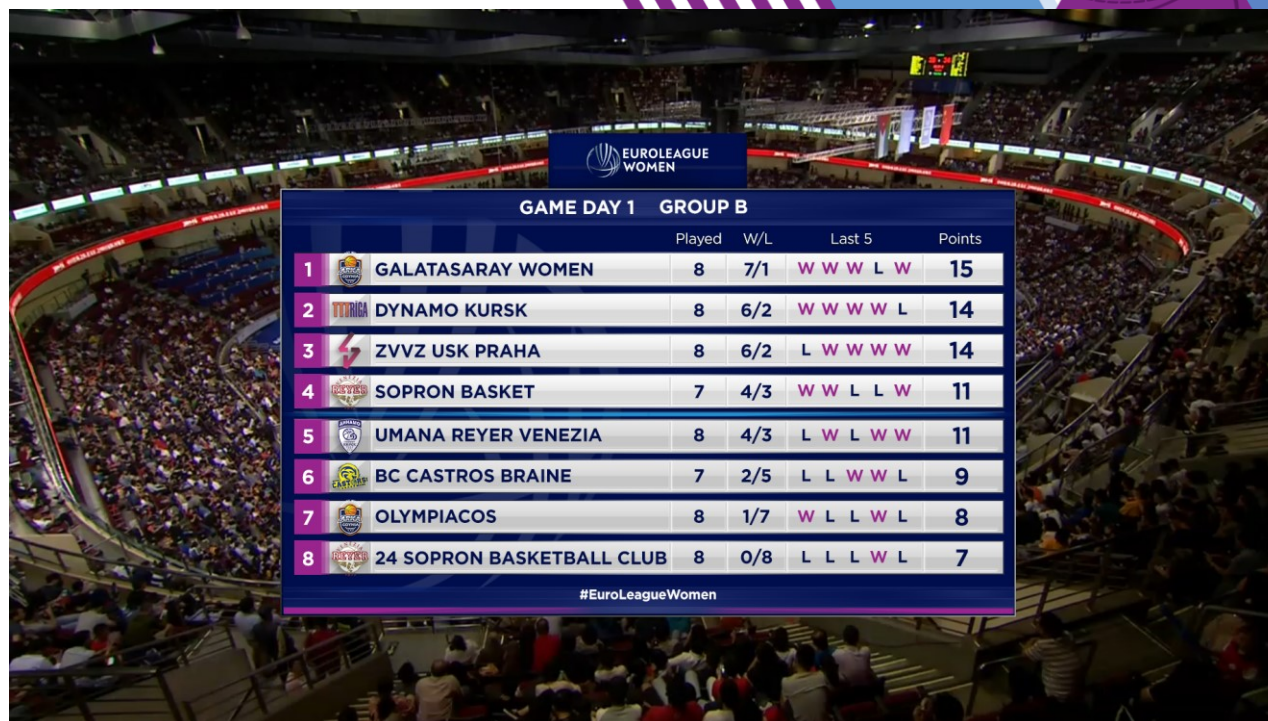
For the 4 teams standings, no W/L option is needed.

### TEAM NAME FORMAT:

Full name

### LOGO SIZE:

Small with Shadow



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### TITLE

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

### HASHTAG

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

### TEAMS NAME

- Gotham Bold
- 28px
- Left Alignment
- RGB: 1 15 78

### PLAYED & W/L

- Gotham Bold
- 28px
- Center Alignment
- RGB: 1 15 78

### W & L

- Gotham Bold
- 25px
- Center Alignment
- W RGB: 154 36 142
- L RGB: 1 15 78

### Points

- Gotham Bold
- 36px
- Center Alignment
- RGB: 1 15 78



# BRACKET

**FOLDER:**

FF - BRACKET

**DESCRIPTION**

This graphic should be used to show the road to the trophy in the knock-out stage starts at the quarter finals.

The image opposite shows how this graphic should look for games not yet played where empty boxes are used.

3rd place match box should only be shown when a fixture or result for this game is set.



**TEAM NAME FORMAT:**

Medium name

**ADDITIONAL FILES:**

- FF - BRACKET\Logo Mask\Bracket Mask.png

**LOGO SIZE:**

Quarter Finals - Medium Size

Semi Finals - Medium Size

Final - Large Size

3<sup>rd</sup> place - Small Size

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

**HASHTAG**

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

**TEAMS NAME - QUARTER & SEMI FINALS**

- Gotham Bold
- 21.95px
- Center Alignment
- RGB: 1 15 78

**TEAMS NAME - FINALS**

- Gotham Bold
- 27.89px
- Center Alignment
- RGB: 1 15 78

**TEAMS NAME - 3<sup>rd</sup> place**

- Gotham Bold
- 17.9px
- Center Alignment
- RGB: 255 255 255

## FULL FRAMES

# BRACKET

FOLDER:

FF - BRACKET

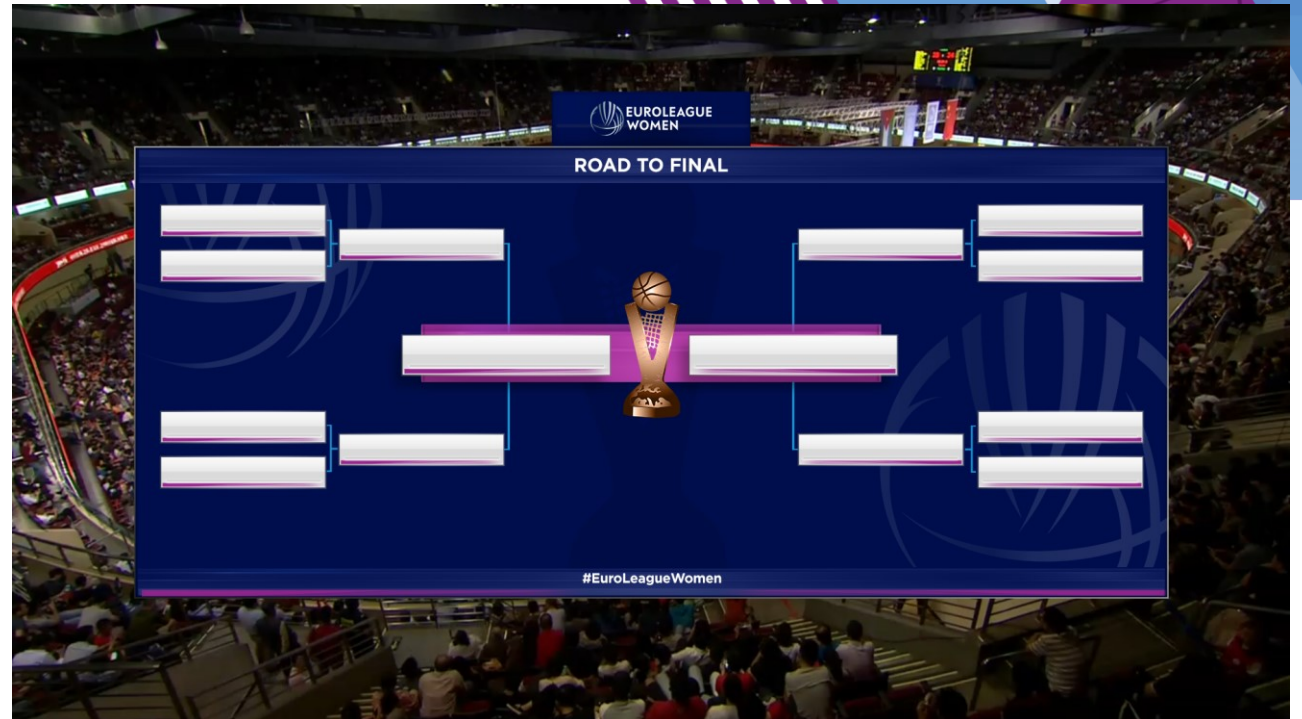
## DESCRIPTION

This graphic should be used to show the road to the trophy in the knock-out stage starts at the quarter finals.

The image opposite shows how this graphic should look for games not yet played where empty boxes are used.

3rd place match box should only be shown when a fixture or result for this game is set.

Empty boxes with no 3rd place game



# IRS

**FOLDER:**

FF - IRS

## DESCRIPTION

This graphic should be created with the Vision Mixer.

The text below the big video box should refer to the action that is being reviewed, from this list:

- 2 or 3 Point Shot
- Clock Reset
- Free-Throw Shooter Identification
- Incident Review
- Shot Taken Before Buzzer
- Out-Of-Bounds Call
- Shot Taken Before Foul
- Foul Before Buzzer
- Foul Review
- Basket Interference

This is a static graphic and so has no animation states.

It is designed to be displayed in conjunction with the permanent Score Clock & Referee bug.

### ADDITIONAL FILES:

- FF - IRS\Mask\IRS Mask.png



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### REVIEWED TEXT

- Gotham Medium
- 23.66px
- Center Alignment
- RGB: 255 255 255

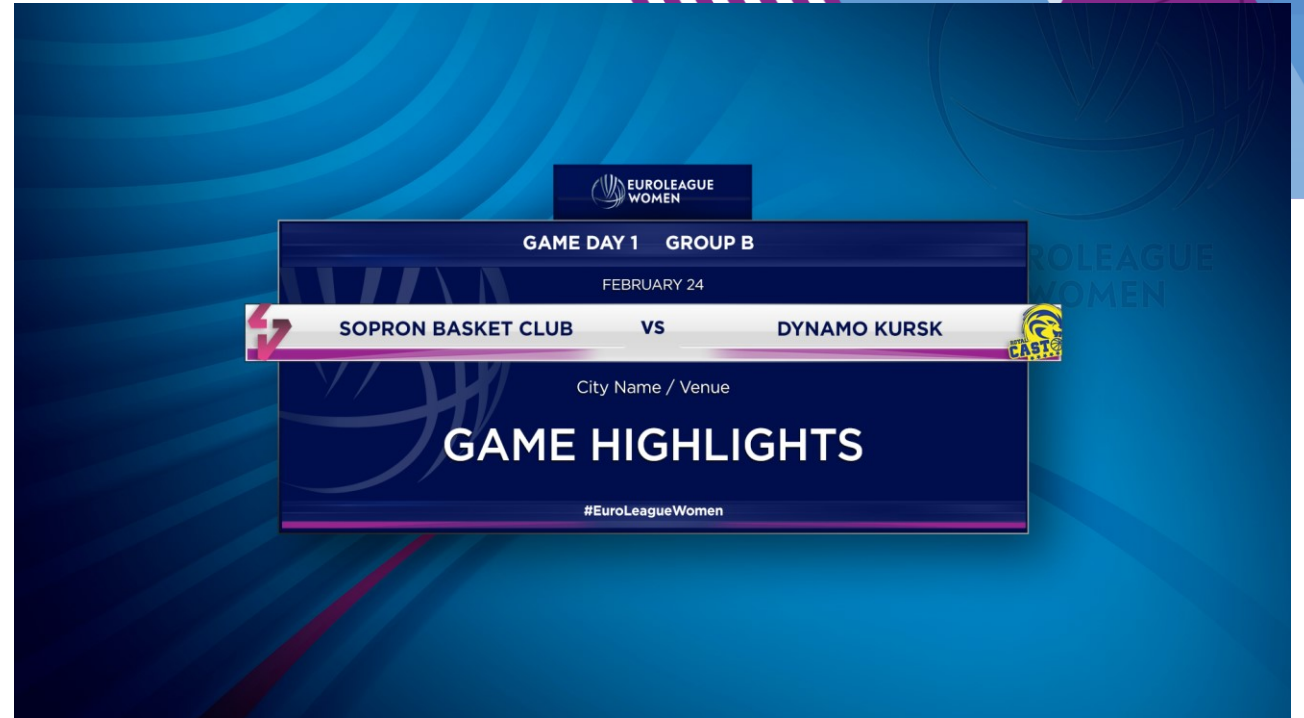
# IDENTIFICATION SLATE - HIGHLIGHTED ITEM

**FOLDER:**

FF - IDENTIFICATION SLATE

**DESCRIPTION**

This graphic should be used prior to any highlights reel or segment. It is supplied without alpha channel - over a static full screen background.



**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL with Shadow

**ADDITIONAL FILES:**

- FF - IDENTIFICATION SLATE\Mask\SLate Mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

**DATE**

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

**TEAMS NAME**

- Gotham Bold
- 30.43px
- Center Alignment
- RGB: 1 15 78

**CITY/VENUE**

- Gotham Book
- 25.78px
- Center Alignment
- RGB: 255 255 255

**HIGHLIGHT TEXT**

- Gotham Medium
- 68px
- Center Alignment
- RGB: 255 255 255

**HASHTAG**

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

# IDENTIFICATION SLATE - COUNTDOWN

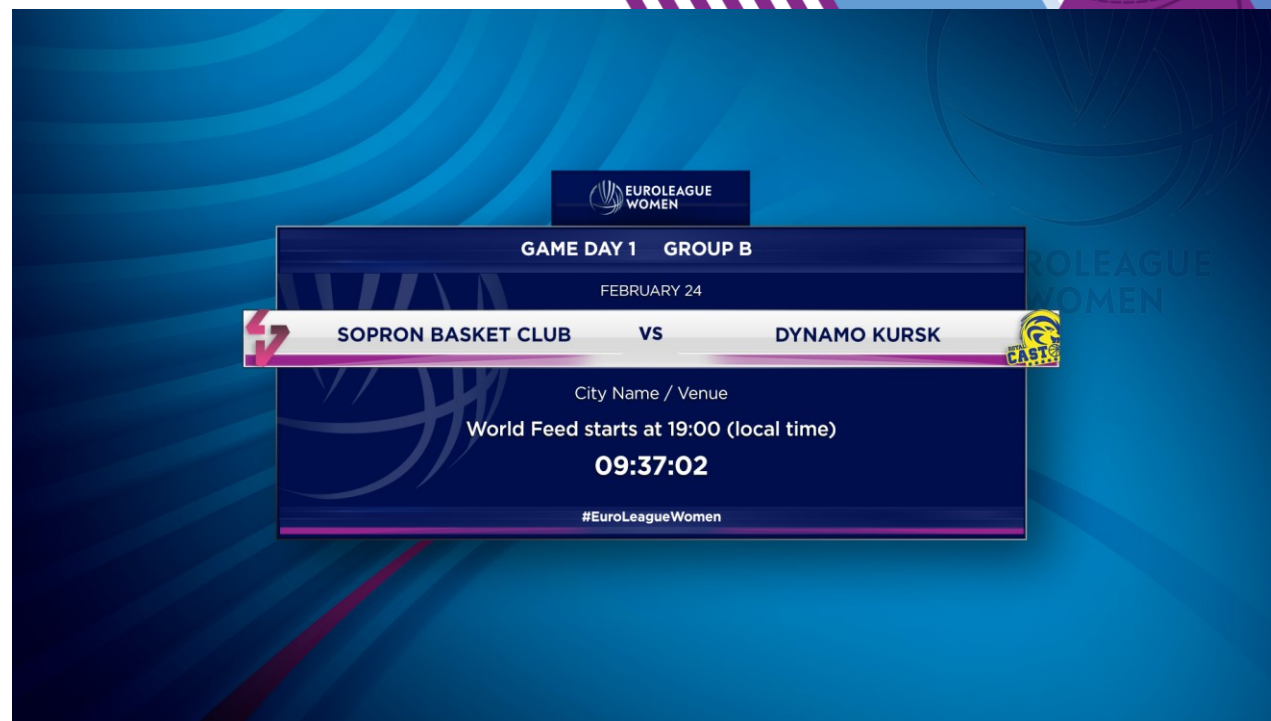
## FOLDER:

FF - IDENTIFICATION SLATE

## DESCRIPTION

This graphic should be used prior to the world feed TX start, at the required time slot, according to the running order.

Clock time is shown as current local time.



### TEAM NAME FORMAT:

Full Name

### LOGO SIZE:

XL with Shadow

### ADDITIONAL FILES:

- FF - IDENTIFICATION SLATE\Mask\Slate Mask.png

## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### TITLE

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

### TEAMS NAME

- Gotham Bold
- 30.43px
- Center Alignment
- RGB: 1 15 78

### CITY/VENUE

- Gotham Book
- 25.78px
- Center Alignment
- RGB: 255 255 255

### DATE

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

### INFO TEXT

- Gotham Medium
- 30.15px
- Center Alignment
- RGB: 255 255 255

### HASHTAG

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

### COUNTER TEXT

- Gotham Medium
- 39.57px
- Center Alignment
- RGB: 255 255 255

# IDENTIFICATION SLATE - FREE TEXT

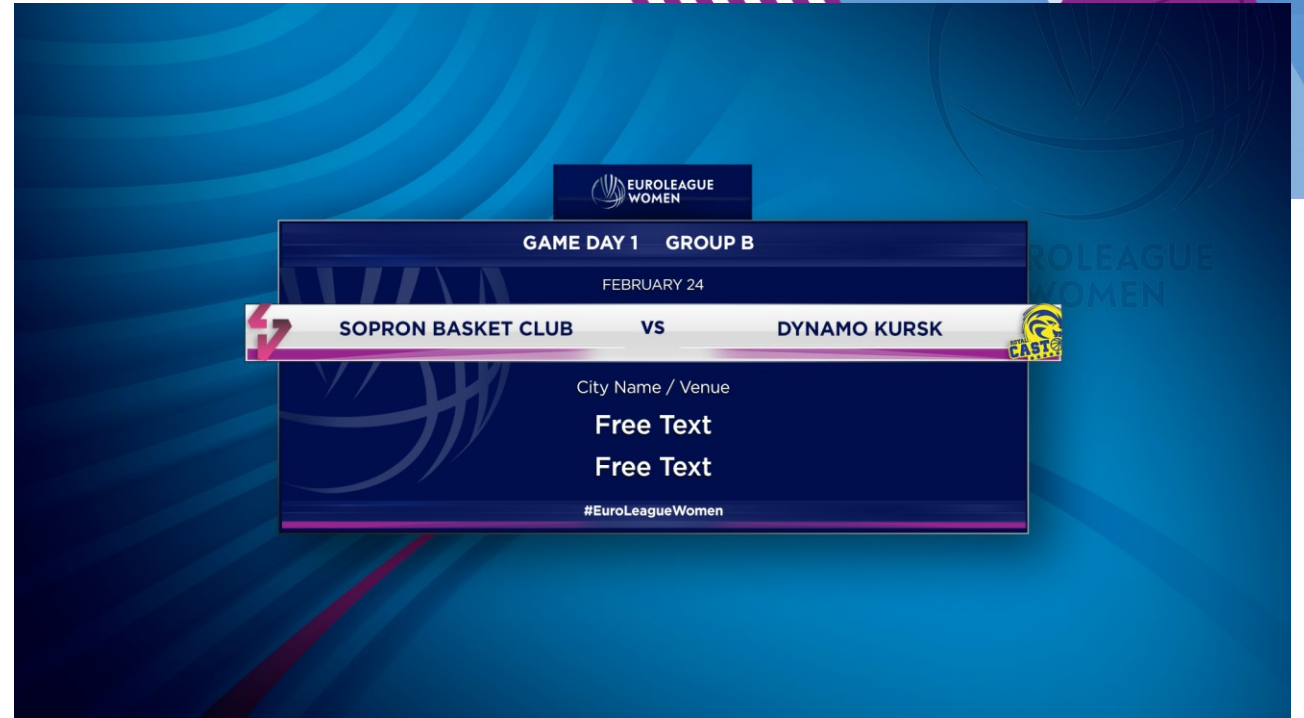
**FOLDER:**

FF - IDENTIFICATION SLATE

**DESCRIPTION**

This graphic should be used prior to the world feed TX start, at the required time slot, according to the running order.

Clock time is shown as current local time.



**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL with Shadow

**ADDITIONAL FILES:**

- FF - IDENTIFICATION SLATE\Mask\Slate Mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 29.1px
- Center Alignment
- RGB: 255 255 255

**DATE**

- Gotham Book
- 22.1px
- Center Alignment
- RGB: 255 255 255

**HASHTAG**

- Gotham Bold
- 20.61px
- Center Alignment
- RGB: 255 255 255

Five-character spaces between Game-Day and Group

**TEAMS NAME**

- Gotham Bold
- 30.43px
- Center Alignment
- RGB: 1 15 78

**CITY/VENUE**

- Gotham Book
- 25.78px
- Center Alignment
- RGB: 255 255 255

**INFO TEXT**

- Gotham Medium
- 40px
- Center Alignment
- RGB: 255 255 255

# ANIMATED BACKGROUND

## FOLDER:

FF- ANIMATED BACKGROUND

## DESCRIPTION

This graphic has is a pre-rendered 19 second loopable animation - supplied as a MOV file.

It is designed to be used in conjunction with various tv graphics templates from this package:

- ID SLATES
- VIDEO HELP REFEREE

It may also be used as a studio or atmos background as required, to enable subtle EuroLeague branding throughout all areas of onscreen production.

FF- ANIMATED BACKGROUND\BG.mov



# LOWER THIRDS



## LOWER THIRDS

# 1 LINE TITLE: SHORT / LONG

### FOLDER:

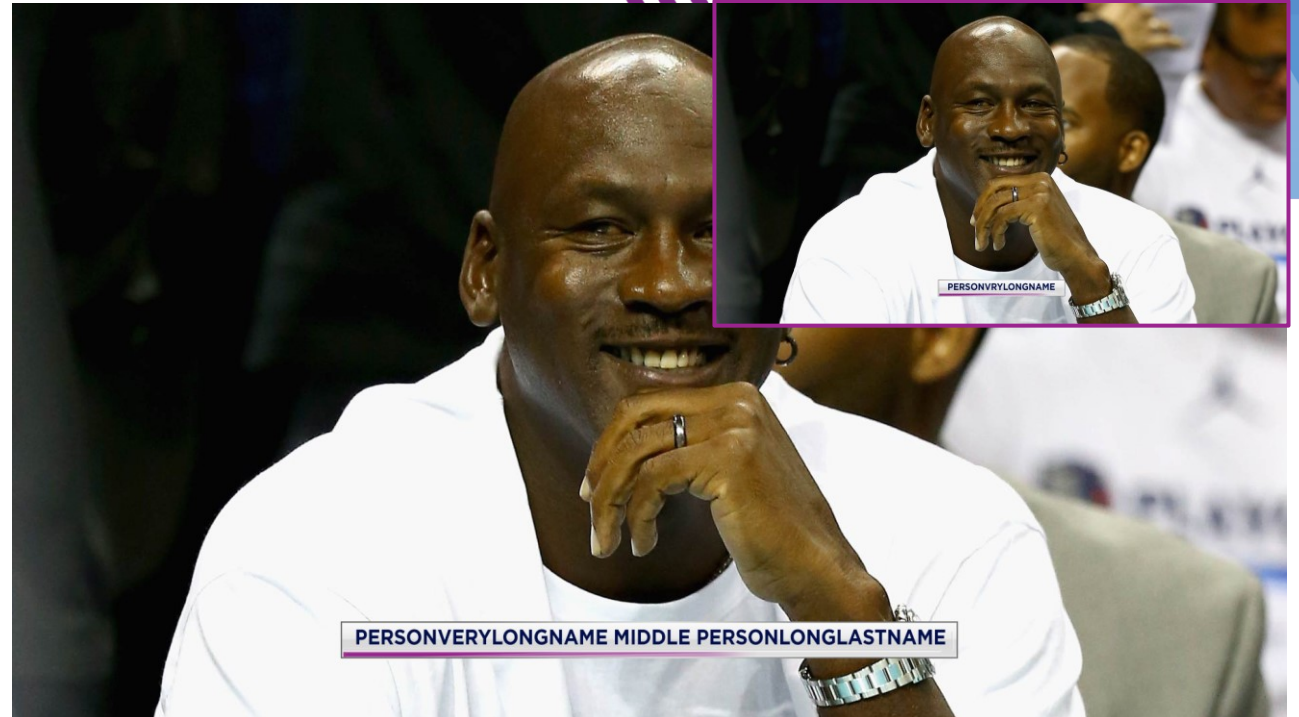
L3 - 1 LINE

### DESCRIPTION

This graphic can be used for any miscellaneous names required.

This graphic have 2 states: short version and long version.

When needed, this graphic can be used with the SCORE BUG



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### TEXT

- Gotham Bold
- 30.43px
- Center Alignment
- RGB: 1 15 78

# 2 LINES TITLE: SHORT / LONG

**FOLDER:**

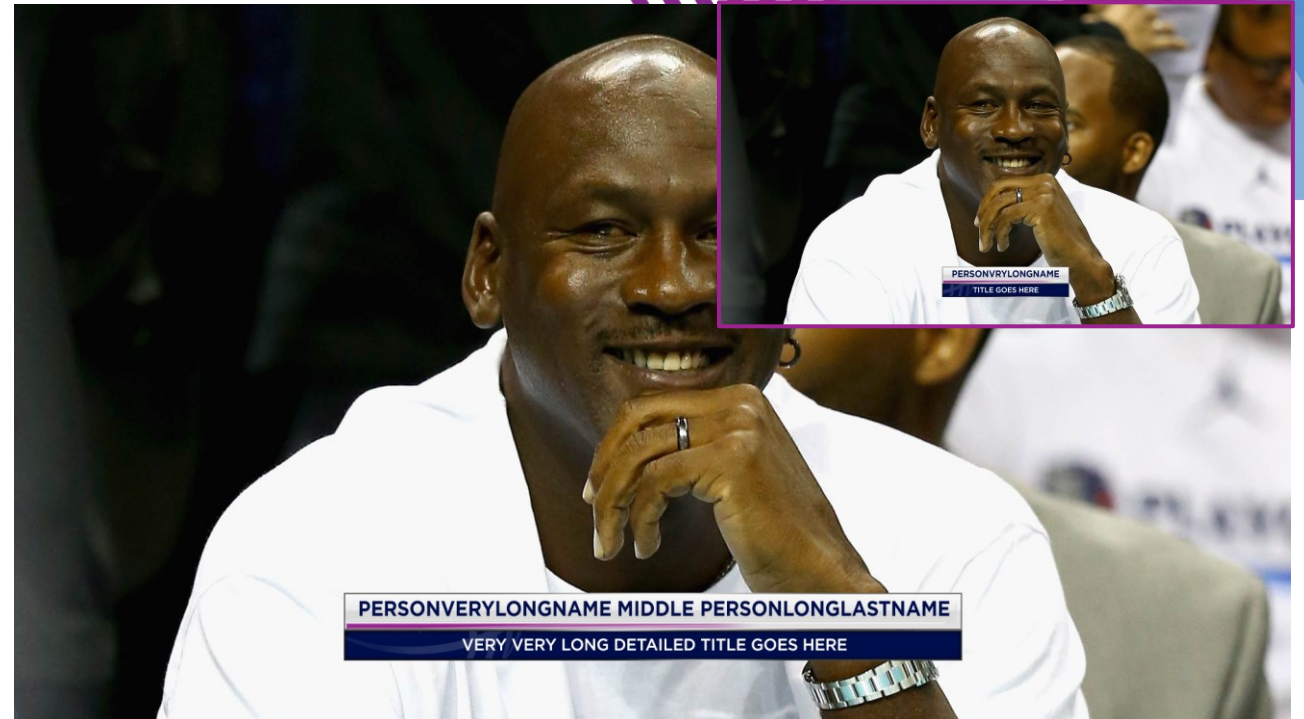
L3 - 2 LINES

**DESCRIPTION**

This graphic can be used for any miscellaneous names required.

This graphic have 2 states: short version and long version.

When needed, this graphic can be used with the SCORE BUG



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**UPPER TEXT**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**BOTTOM TEXT**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

## LOWER THIRDS

# 3 LINES TITLE: SHORT / LONG

### FOLDER:

L3 - 3 LINES

### DESCRIPTION

This graphic can be used for any miscellaneous names required.

This graphic have 2 states: short version and long version.

When needed, this graphic can be used with the SCORE BUG



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### UPPER TEXT

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### BOTTOM TEXT

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

# 2 LINES COACH

**FOLDER:**

L3 - COACH

**DESCRIPTION**

This graphic can be used to display coach name, title & team.

**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL Size

**ADDITIONAL FILES:**

- L3 - COACH\Logo Mask\coach mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**UPPER TEXT**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**BOTTOM TEXT**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

# 2 LINES PLAYER

**FOLDER:**

L3 - PLAYER

**DESCRIPTION**

This graphic can be used to display player name, jersey number and relevant line of info.

When needed, this graphic can be used with the SCORE BUG

**LOGO SIZE:**

XL Size

**ADDITIONAL FILES:**

- L3 - PLAYER\Logo Mask\Player mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**BOTTOM TEXT**

- Gotham Medium
- 25px
- Left Alignment
- RGB: 255 255 255

# 2 LINES IRS

**FOLDER:**

L3 - IRS TEXT

**DESCRIPTION**

This file to ensure right implementation of IRS texts over the FF screen.

When needed, this graphic can be used with the SCORE BUG

**ADDITIONAL FILES:**

- L3 - IRS TEXT\Mask\FF- IRS text.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**REVIEWED TEXT**

- Gotham Medium
- 23.66px
- Center Alignment
- RGB: 255 255 255

# 2 LINES PLAYER AWARD

**FOLDER:**

**L3 - PLAYER AWARD**

## DESCRIPTION

This graphic can be used for any miscellaneous names/details required.

This graphic specific text should be approved by FIBA before a specific event.

### LOGO SIZE:

XL Size

### ADDITIONAL FILES:

- L3 - PLAYER AWARD\Logo Mask\Player Award mask.png



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

### BOTTOM TEXT

- Gotham Medium
- 25px
- Left Alignment
- RGB: 255 255 255

# REFEREES

**FOLDER:**

L3 - REFEREES

**DESCRIPTION**

This graphic is used to show 3 referees.



**FLAG SIZE:**

35px X 21px



**ADDITIONAL FILES:**

- L3 - REFEREES\Additional Assets\Referees Country Flag.psd

## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

REFEREES TITLE	COUNTRY SHORT	REFEREE NAME
- Gotham Bold	- Gotham Medium	- Gotham Bold
- 32px	- 27px	- 27px
- Center Alignment	- Left Alignment	- Left Alignment
- RGB: 1 15 78	- RGB: 255 255 255	- RGB: 255 255 255



# STARTING 5 - WITH PHOTOS

## FOLDER:

L3 - STARTING 5 PHOTOS

## DESCRIPTION

This graphic is used to detail team starting 5 and players on the bench, where player photos should be available.

This animation includes a transition animation from the starting five state to the starting five + bench state.

This animation contains three animated layers (see following page)

Player position abbreviations:

C: Centre / F: Forward / PG: Point Guard / PF: Power Forward / SF: Small Forward / SG: Shooting Guard



### TEAM NAME FORMAT:

Full Name

### LOGO SIZE:

XL Size

### ADDITIONAL FILES:

- L3 - STARTING 5 PHOTOS \Additional Assets\Player Image.psd
- L3 - STARTING 5 PHOTOS \Mask\starting five - image 1 mask.png
- L3 - STARTING 5 PHOTOS \Mask\starting five - image 2 mask.png
- L3 - STARTING 5 PHOTOS \Mask\starting five - image 3 mask.png
- L3 - STARTING 5 PHOTOS \Mask\starting five - image 4 mask.png
- L3 - STARTING 5 PHOTOS \Mask\starting five - image 5 mask.png
- L3 - STARTING 5 PHOTOS \Mask\starting 5 mask.png

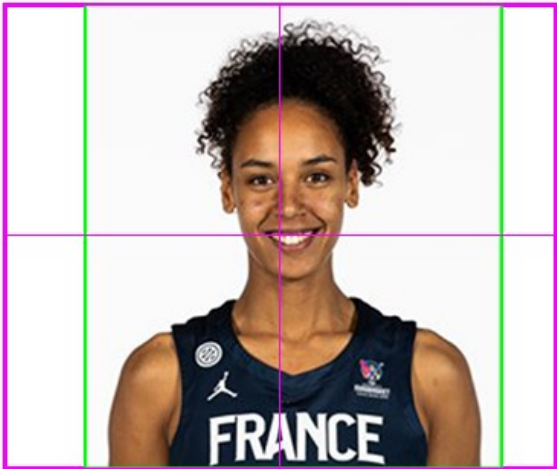
## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

TEAM NAME	PLAYER POSITION	PLAYER NUMBER	PLAYER FIRST NAME	PLAYER LAST NAME
- Gotham Bold	- Gotham Bold	- Gotham Bold	- Gotham Medium	- Gotham Bold
- 33.9px	- 33.79px	- 32.23px	- 19.72px	- 21px
- Center Alignment	- Left Alignment	- Right Alignment	- Left Alignment	- Left Alignment
- RGB: 1 15 78	- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255
BENCH PLAYER NUMBER	BENCH PLAYER NAME	COACH TITLE	COACH NAME	
- Gotham Medium	- Gotham Bold	- Gotham Medium	- Gotham Bold	
- 21px	- 21px	- 21px	- 21px	
- Left Alignment	- Left Alignment	- Left Alignment	- Left Alignment	
- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255	

# STARTING 5 - WITH PHOTOS



IMAGE CROP FROM 308x260 HEADS HOT



SEQUENCES LAYER DIVISION



B.  
PL

MIDDLE LAYER  
PLAYER TEXT

FRONT LAYER  
WIPE &  
HEADER

ALL 3 SEQUENCES SHOULD BE PLAYED SIMULTANEITY

1st PART



2nd PART



# STARTING 5 - WITHOUT PHOTOS

**FOLDER:**

L3 - STARTING 5 NO PHOTOS

**DESCRIPTION**

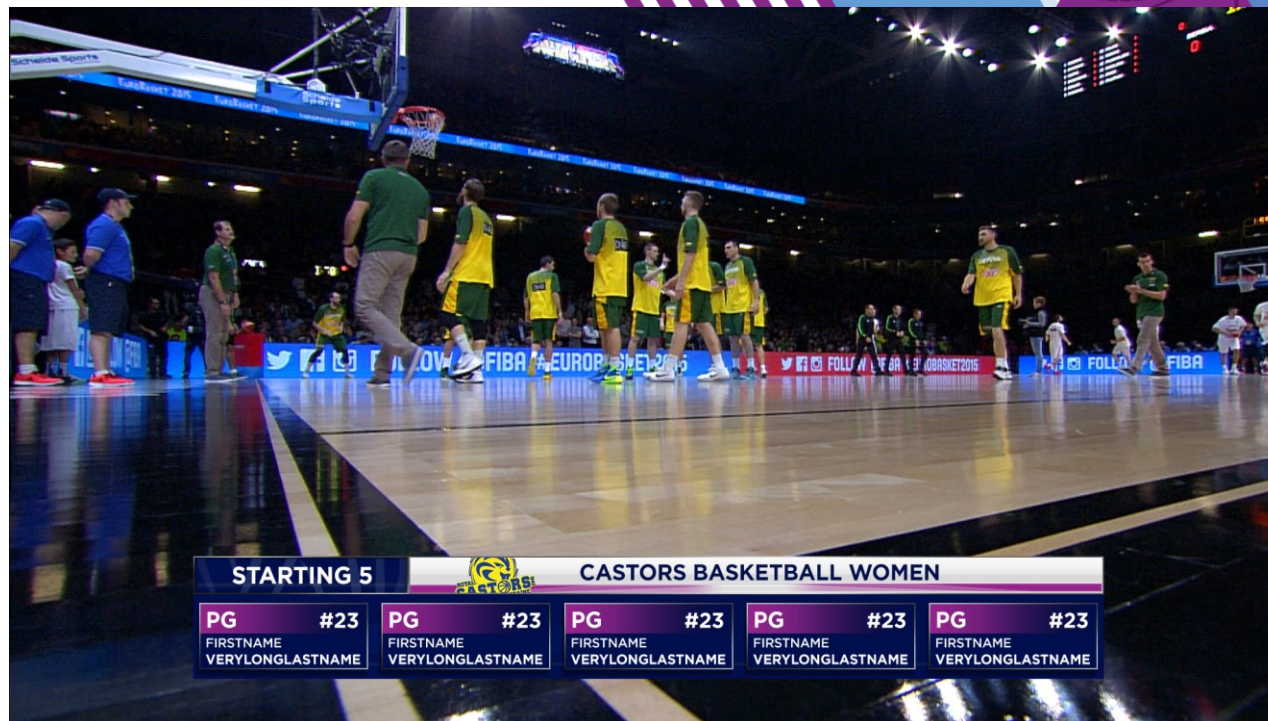
This graphic is used to detail team starting 5 and players on the bench, where player photos should not be available.

This animation includes a transition animation from the starting five state to the bench state.

This animation contains two animated layers (see following page)

Player position abbreviations:

C: Centre / F: Forward / PG: Point Guard / PF: Power Forward / SF: Small Forward / SG: Shooting Guard



**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL Size

**ADDITIONAL FILES:**

- L3 - STARTING 5 NO PHOTOS\Logo Mask\Starting 5 no image mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 33.9px
- Center Alignment
- RGB: 1 15 78

**PLAYER POSITION**

- Gotham Bold
- 33.79px
- Left Alignment
- RGB: 255 255 255

**PLAYER NUMBER**

- Gotham Bold
- 32.23px
- Right Alignment
- RGB: 255 255 255

**PLAYER FIRST NAME**

- Gotham Medium
- 19.72px
- Left Alignment
- RGB: 255 255 255

**PLAYER LAST NAME**

- Gotham Bold
- 21px
- Left Alignment
- RGB: 255 255 255

**BENCH PLAYER POSITION**

- Gotham Bold
- 21px
- Left Alignment
- RGB: 255 255 255

**BENCH PLAYER NUMBER**

- Gotham Bold
- 21px
- Right Alignment
- RGB: 255 255 255

**BENCH PLAYER NAME**

- Gotham Bold
- 21px
- Left Alignment
- RGB: 255 255 255

**COACH TITLE**

- Gotham Medium
- 22px
- Left Alignment
- RGB: 255 255 255

**COACH NAME**

- Gotham Bold
- 22px
- Left Alignment
- RGB: 255 255 255

# STARTING 5 - WITHOUT PHOTOS

1st PART

STARTING 5		CASTORS BASKETBALL WOMEN									
PG	#23	PG	#23	PG	#23	PG	#23	PG	#23	PG	#23
FIRSTNAME	VERYLONGLASTNAME	FIRSTNAME	VERYLONGLASTNAME	FIRSTNAME	VERYLONGLASTNAME	FIRSTNAME	VERYLONGLASTNAME	FIRSTNAME	VERYLONGLASTNAME	FIRSTNAME	VERYLONGLASTNAME

2nd PART

BENCH		CASTORS BASKETBALL WOMEN									
PG	#23	VERYLONGLASTNAME	PG	#23	VERYLONGLASTNAME	PG	#23	VERYLONGLASTNAME	PG	#23	VERYLONGLASTNAME
PG	#23	VERYLONGLASTNAME	PG	#23	VERYLONGLASTNAME	COACH					
PG	#23	VERYLONGLASTNAME	PG	#23	VERYLONGLASTNAME	A. VERYLONGLASTNAME					

SEQUENCES LAYER DIVISION



THE TWO SEQUENCES SHOULD BE PLAYED SIMULTANEITY

# ALLSTAR 5 - WITH PHOTOS

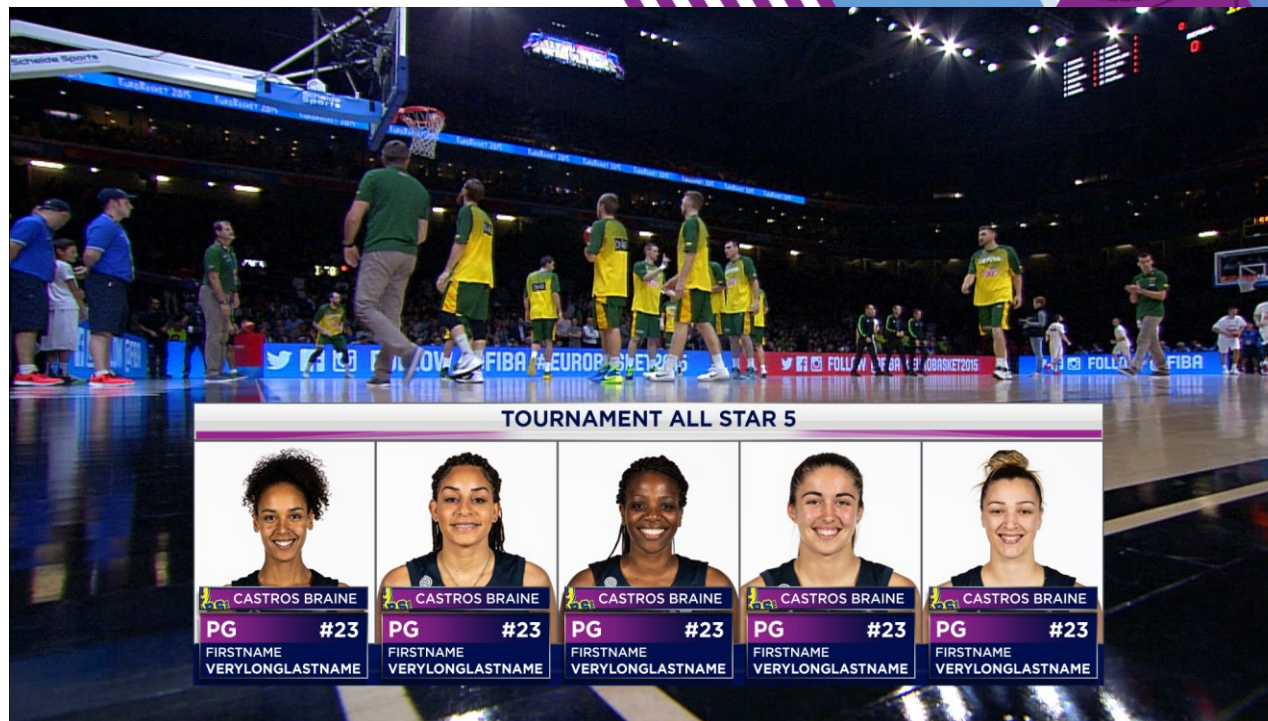
**FOLDER:**

L3 - ALL STAR 5

**DESCRIPTION**

This graphic is used to present the top 5 player of the season, where player photos should be available

Implementation is similar to Starting Five animation.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL Size

**ADDITIONAL FILES:**

- L3 - L3 - ALL STAR 5\Additional Assets\Player Image.psd
- L3 - L3 - ALL STAR 5\Mask\all Star images mask.png
- L3 - ALL STAR 5\Mask\all Star logo mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

TEAM NAME	PLAYER POSITION	PLAYER NUMBER	PLAYER FIRST NAME	PLAYER LAST NAME
- Gotham Medium	- Gotham Bold	- Gotham Bold	- Gotham Medium	- Gotham Bold
- 21px	- 33.79px	- 32.23px	- 19.72px	- 21px
- Center Alignment	- Left Alignment	- Right Alignment	- Left Alignment	- Left Alignment
- RGB: 1 15 78	- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255	- RGB: 255 255 255

SEQUENCES LAYER DIVISION SHOULD BE SAME AS : STARTING 5 - WITH PHOTOS  
ALL 3 SEQUENCES SHOULD BE PLAYED SIMULTANEITY

# SINGLE PLAYER STATS

## GAME

### FOLDER:

L3 - SINGLE PLAYER STATS

### DESCRIPTION

This graphic is to display 2-3 of stats for a player during the current match.

Shooting data will always be shown as an A/M (percentage without decimal) point (4/12 (33%) FIELD GOLAS ).

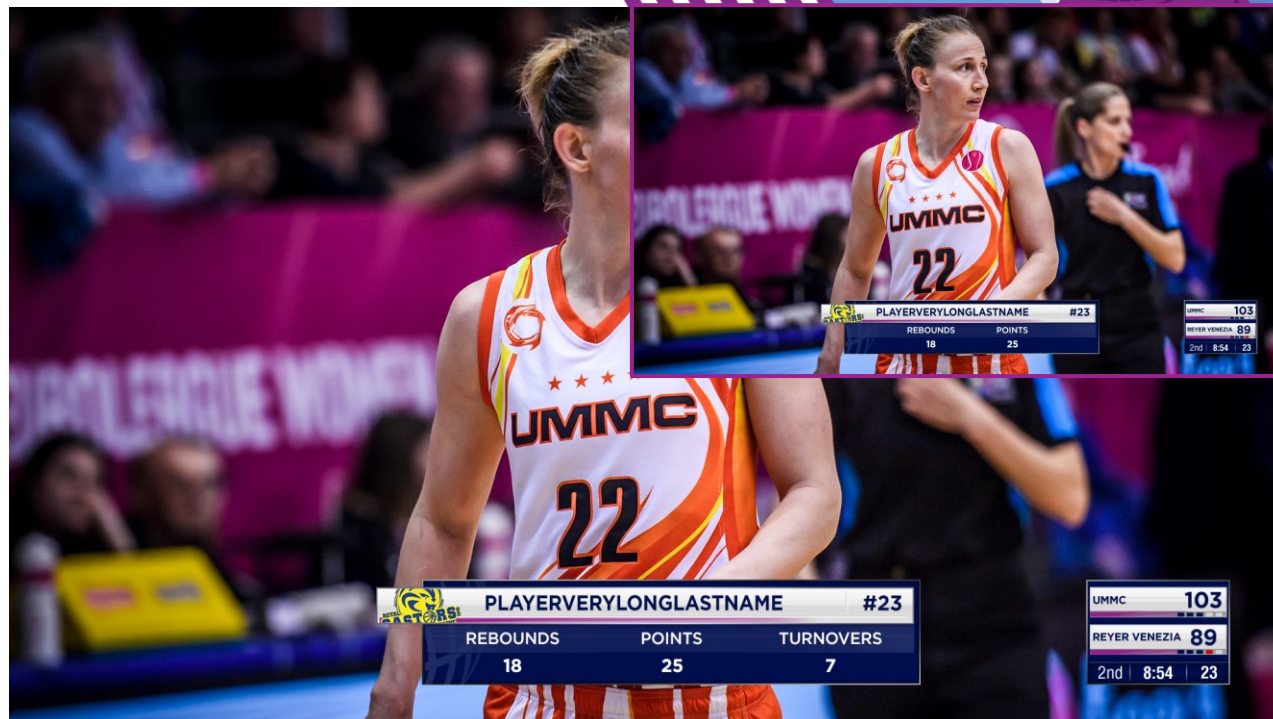
When needed, this graphic can be used with the SCORE BUG

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE PLAYER STATS \Mask\Single stats mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE PLAYER STATS

## AVERAGE

### FOLDER:

L3 - SINGLE PLAYER STATS

### DESCRIPTION

This graphic is to display 2-3 of average stats a player during a the season, playoffs of final four.

Average stats should always be presented with a decimal point to emphasis the fact that it's an average and not total (7.2 POINTS , 4.0 REBOUNDS ).

Shooting data will always be shown as an percentage without decimal point (48% FIELD GOLAS ) and not as a A/M (56/112)

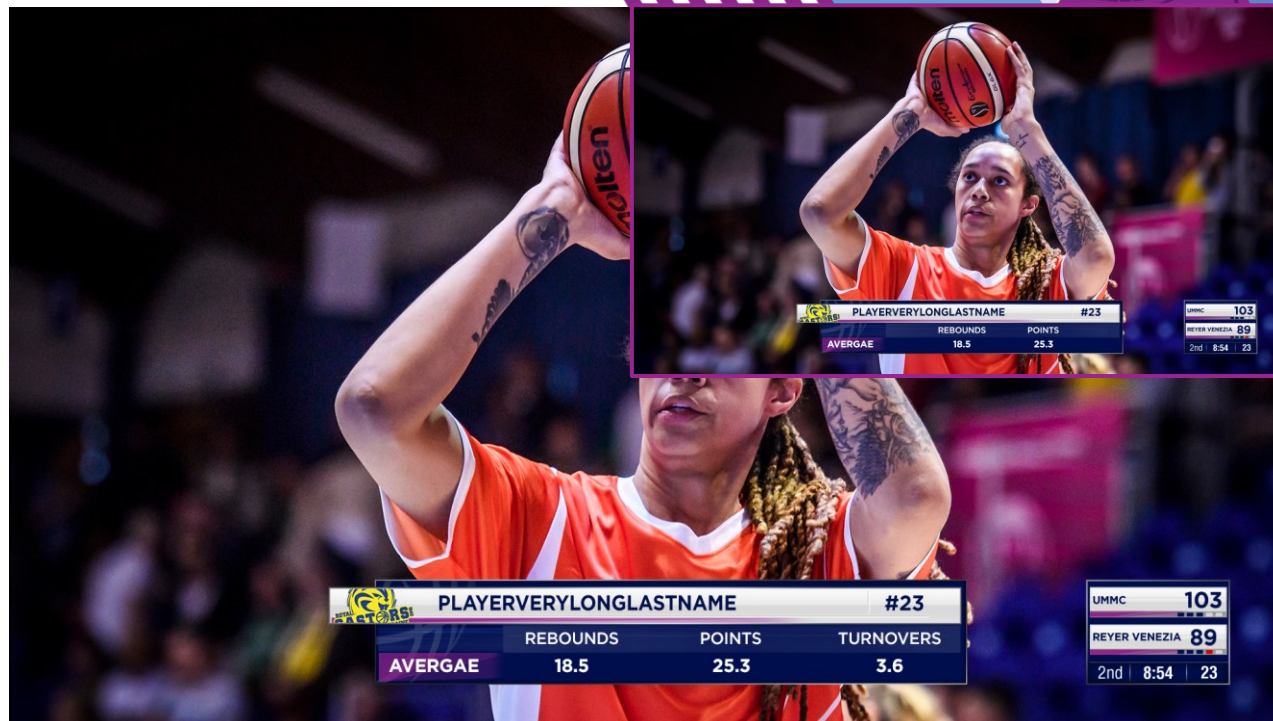
### When needed, this graphic can be used with the SCORE BUG

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE PLAYER STATS \Mask\Single stats subject mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### SUBJECT & STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE PLAYER STATS

## QUARTER

### FOLDER:

L3 - SINGLE PLAYER STATS

### DESCRIPTION

This graphic is to display 2-3 of stats for a player during a specific quarter.

Shooting data will always be shown as an A/M (percentage without decimal) point (4/12 (33%) FIELD GOLAS ).

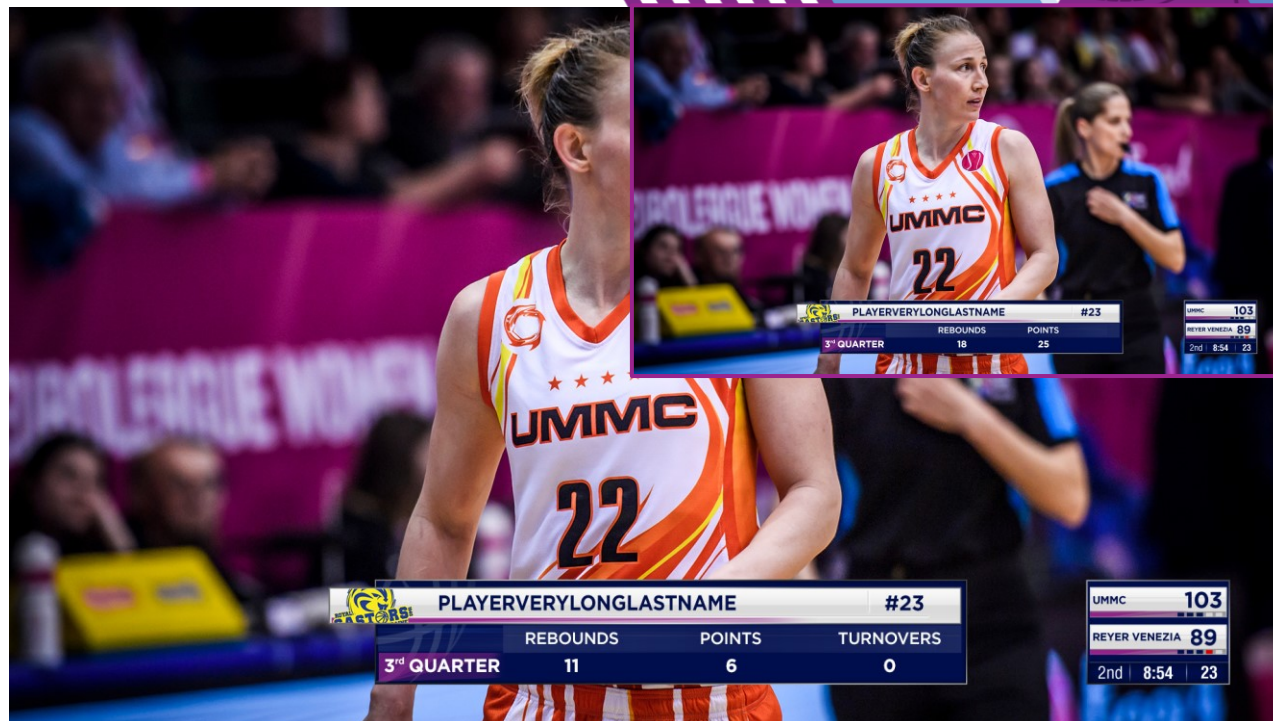
### When needed, this graphic can be used with the SCORE BUG

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE PLAYER STATS \Mask\Single stats subject mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### SUBJECT & STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255



# SINGLE PLAYER STATS COMPARISON

GAME vs GAME

**FOLDER:**

L3 - SINGLE PLAYER STATS COMPARISON

**DESCRIPTION**

This graphic is to compare a number of stats for a player from 2 games.

When needed, this graphic can be used with the SCORE BUG

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE PLAYER STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

**VS**

- 25px

# SINGLE PLAYER STATS COMPARISON

GAME vs AVERAGE

**FOLDER:**

L3 - SINGLE PLAYER STATS COMPARISON

**DESCRIPTION**

This graphic is to compare a number of stats for a player from current game and season average stats.

When needed, this graphic can be used with the SCORE BUG

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE PLAYER STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE PLAYER STATS COMPARISON

## GAME SPLITS

### FOLDER:

L3 - SINGLE PLAYER STATS COMPARISON

### DESCRIPTION

This graphic is to compare a number of stats for a player from different parts of the game (halves, quarters, etc.)

When needed, this graphic can be used with the SCORE BUG

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE PLAYER STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### SUBJECT

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# PLAYER DOUBLE DOUBLE

**FOLDER:**

L3 - PLAYER DOUBLE DOUBLE

**DESCRIPTION**

When a player gets a double double, we will display his stats in this graphic to enhance his achievement.

When needed, this graphic can be used with the SCORE BUG

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - PLAYER DOUBLE DOUBLE\Logo Mask\Player Double Double mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**DOUBLE DOUBLE TEXT**

- Gotham BOLD
- 25px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# PLAYER TRIPLE DOUBLE

**FOLDER:**

L3 - PLAYER TRIPLE DOUBLE

**DESCRIPTION**

When a player gets a triple double, we will display his stats in this graphic to enhance his achievement.

When needed, this graphic can be used with the SCORE BUG

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - PLAYER DOUBLE DOUBLE\Logo Mask\Player Triple Double mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**DOUBLE DOUBLE TEXT**

- Gotham BOLD
- 25px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE TEAM STATS

## GAME

### FOLDER:

L3 - SINGLE TEAM STATS

### DESCRIPTION

This graphic is to display x2 or x3 statistics for a team from the current game.

Shooting data will always be shown as an A/M (percentage without decimal) point (4/12 (33%) FIELD GOLAS ).

When needed, this graphic can be used with the SCORE BUG

#### TEAM NAME FORMAT:

Medium Name

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE TEAM STATS \Mask\S ingle stats mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE TEAM STATS

## AVERAGE

### FOLDER:

L3 - SINGLE TEAM STATS

### DESCRIPTION

This graphic is to display x2 or x3 statistics for a team for all the season.

Average stats should always be presented with a decimal point to emphasize the fact that it's an average and not total (71.2 POINTS , 41.0 REBOUNDS ).

Shooting data will always be shown as a percentage without decimal point (48% FIELD GOLAS ) and not as a A/M (56/112)

When needed, this graphic can be used with the SCORE BUG

#### TEAM NAME FORMAT:

Medium Name

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE TEAM STATS \Mask\S ingle stats subject mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA & SUBJECT

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE TEAM STATS

## QUARTER

### FOLDER:

L3 - SINGLE TEAM STATS

### DESCRIPTION

This graphic is to display x2 or x3 statistics for a team for a specific quarter.

When needed, this graphic can be used with the SCORE BUG

#### TEAM NAME FORMAT:

Medium Name

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE TEAM STATS \Mask\Single stats subject mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA & SUBJECT

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255



# SINGLE TEAM STATS COMPARISON

GAME vs GAME

**FOLDER:**

L3 - SINGLE TEAM STATS COMPARISON

**DESCRIPTION**

This graphic to compare number of stats for a team from 2 different games.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE TEAM STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA & SUBJECT**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

**VS**

- 25px

# SINGLE TEAM STATS COMPARISON

GAME vs AVERAGE

**FOLDER:**

L3 - SINGLE TEAM STATS COMPARISON

**DESCRIPTION**

This graphic to compare number of stats for a team from current game and event average.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE TEAM STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

**STATS CATEGORIES**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**STATS DATA & SUBJECT**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# SINGLE TEAM STATS COMPARISON

## GAME SPLITS

### FOLDER:

L3 - SINGLE TEAM STATS COMPARISON

### DESCRIPTION

This graphic is to compare a number of stats for a team from different parts of the game (halves, quarters, etc.).

When needed, this graphic can be used with the SCORE BUG

#### TEAM NAME FORMAT:

Medium Name

#### LOGO SIZE:

XL

#### ADDITIONAL FILES:

- L3 - SINGLE TEAM STATS COMPARISON\Logo Mask\Player Stats Comparison mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

#### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

#### SUBJECT

- Gotham Bold
- 28px
- Left Alignment
- RGB: 255 255 255

#### STATS CATEGORIES

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

# TWO TEAMS STATS COMPARISON

## GAME

**FOLDER:**

L3 -TWO TEAM STATS

**DESCRIPTION**

This graphic to compare number of stats between two teams from current game.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

M

**ADDITIONAL FILES:**

- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - AWAY mask.png
- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - HOME mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

**STATS CATEGORIES**

- Gotham Medium
- 21.67px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

## TWO TEAMS STATS COMPARISON

## AVERAGE

## FOLDER:

L3 -TWO TEAM STATS

## DESCRIPTION

This graphic to compare number of average stats between two teams from the season average.

When needed, this graphic can be used with the SCORE BUG

## TEAM NAME FORMAT:

Full Name

## LOGO SIZE:

M

## ADDITIONAL FILES:

- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - AWAY mask.png
- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - HOME mask.png



## FONT WEIGHT, SIZE, ALIGNMENT &amp; RGB VALUES:

## TEAM NAME

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

## STATS DATA

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

## SUBJECT

- Gotham Bold
- 25px
- Center Alignment
- RGB: 255 255 255

## STATS CATEGORIES

- Gotham Medium
- 21.67px
- Center Alignment
- RGB: 255 255 255

# TWO TEAMS STATS COMPARISON

## QUARTER

### FOLDER:

L3 -TWO TEAM STATS

### DESCRIPTION

This graphic to compare number of stats between two teams from a specific quarter.

When needed, this graphic can be used with the SCORE BUG

#### TEAM NAME FORMAT:

Full Name

#### LOGO SIZE:

M

#### ADDITIONAL FILES:

- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - AWAY mask.png
- L3 -TWO TEAM STATS \Mask\2 Teams Stats Comparison - HOME mask.png



### FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

#### TEAM NAME

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

#### SUBJECT

- Gotham Bold
- 25px
- Center Alignment
- RGB: 255 255 255

#### STATS DATA

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

#### STATS CATEGORIES

- Gotham Medium
- 21.67px
- Center Alignment
- RGB: 255 255 255

# BOTH TEAMS STATS BY QUARTER

**FOLDER:**

L3 - TEAM STATS BY QUARTER

**DESCRIPTION**

This graphic is to compare a single statistic using a quarter splits between 2 teams.

When presenting this earlier than the 4th quarter, keep unplayed quarters values blank (and not with “0”).

The featured statistic can be for any relevant statistic desired.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

M

**ADDITIONAL FILES:**

- L3 - TEAM STATS BY QUARTER\Mask\2 Teams Stats by Quarter - AWAY mask.png
- L3 - TEAM STATS BY QUARTER\Mask\2 Teams Stats by Quarter - HOME mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 255 255 255

**NUMBER SUFFIX**

- 14px

**STATS DATA**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

**QUARTER NUMBER**

- Gotham Medium
- 21.67px
- Center Alignment
- RGB: 255 255 255

# BOTH TEAMS STATS BY QUARTER

**FOLDER:**

L3 - TEAM STATS BY QUARTER

**DESCRIPTION**

This graphic is to compare a single statistic using a quarter splits between 2 teams.

When presenting this earlier than the 4th quarter, keep unplayed quarters values blank (and not with “0”).

The featured statistic can be for any relevant statistic desired.

**When needed, this graphic can be used with the SCORE BUG**

**TEAM NAME FORMAT:**



Full Name

**LOGO SIZE:**



M

**ADDITIONAL FILES:**

- L3 - TEAM STATS BY QUARTER\Mask\2 Teams Stats by Quarter - AWAY mask.png
- L3 - TEAM STATS BY QUARTER\Mask\2 Teams Stats by Quarter - HOME mask.png

TURNOVER BY QUARTER		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	TOTAL
 UMMC		23	39	39	39	39	127
 REYER VENEZIA		28	34	34	34	34	124

TURNOVER BY QUARTER		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	TOTAL
 UMMC		23	39	39	39	39	39	127
 REYER VENEZIA		28	34	34	34	34	34	134

TURNOVER BY QUARTER		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	TOTAL
 UMMC		23	39	39	39	39	39	39	17
 REYER VENEZIA		28	34	34	34	34	34	34	14

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 255 255 255

**NUMBER SUFFIX**

- 14px

**STATS DATA**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

**QUARTER NUMBER**

- Gotham Medium
- 21.67px
- Center Alignment
- RGB: 255 255 255



# ONE PLAYER STATS BY QUARTER

## FOLDER:

L3 - PLAYER STATS BY QUARTER

## DESCRIPTION

This graphic is to compare a single statistic category, split by quarters and overtime.

When presenting this earlier than the 4th quarter, keep unplayed quarters values blank (and not with “0”).

The featured statistic can be for any relevant statistic desired.

When needed, this graphic can be used with the SCORE BUG

LOGO SIZE:  
XL

### ADDITIONAL FILES:

- L3 - PLAYER STATS BY QUARTER\Mask\Single Player stats by quarter mask.png



## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

### PLAYER NAME

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

### PLAYER NUMBER

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

### SUBJECT

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

### QUARTER NUMBER

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

### NUMBER SUFFIX

- 16px

### STATS DATA

- Gotham Bold
- 28px
- Center Alignment
- RGB: 1 15 78

# ONE PLAYER STATS BY QUARTER

**FOLDER:**

L3 - PLAYER STATS BY QUARTER

**DESCRIPTION**

This graphic is to compare a single statistic category, split by quarters and overtime.

When presenting this earlier than the 4th quarter, keep unplayed quarters values blank (and not with “0”).


The featured statistic can be for any relevant statistic desired.

**When needed, this graphic can be used with the SCORE BUG**


**LOGO SIZE:**  
XL

**ADDITIONAL FILES:**

- L3 - PLAYER STATS BY QUARTER\Mask\Single Player stats by quarter mask.png

 <b>PLAYERVERYLONGLASTNAME</b>						<b>#23</b>
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	TOTAL
<b>TURNOVERS BY QUARTER</b>	<b>23</b>	<b>8</b>	<b>12</b>	<b>3</b>	<b>8</b>	<b>26</b>

 <b>PLAYERVERYLONGLASTNAME</b>						<b>#23</b>	
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	TOTAL
<b>TURNOVERS BY QUARTER</b>	<b>23</b>	<b>8</b>	<b>12</b>	<b>3</b>	<b>8</b>	<b>15</b>	<b>26</b>

 <b>PLAYERVERYLONGLASTNAME</b>						<b>#23</b>		
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	TOTAL
<b>TURNOVERS BY QUARTER</b>	<b>23</b>	<b>8</b>	<b>12</b>	<b>3</b>	<b>8</b>	<b>15</b>	<b>14</b>	<b>26</b>

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**PLAYER NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**PLAYER NUMBER**

- Gotham Bold
- 32px
- Center Alignment
- RGB: 1 15 78

**SUBJECT**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 255 255 255

**QUARTER NUMBER**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**NUMBER SUFFIX**

- 16px

**STATS DATA**

- Gotham Bold
- 28px
- Center Alignment
- RGB: 1 15 78

# SINGLE TEAM TOP SCORERS

**FOLDER:**

L3 - SINGLE TEAM TOP SCORERS

**DESCRIPTION**

This is graphic is used to show team name, player names and number of fouls or amount of points.

When using it for foul trouble, when a player has 5 fouls, the box under the number should be red.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE TEAM TOP SCORERS \Mask\Single Team Top Scorers mask.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**TOP SCORER TITLE**

- Gotham Bold
- 29px
- Center Alignment
- RGB: 255 255 255

1 x CHARACTER SPACES BETWEEN PLAYER NAME & STATS

5 x CHARACTER SPACES BETWEEN PLAYERS THEN SET ALL DATA TO CENTER

**PLAYER NAME**

- Gotham Medium
- 27px
- RGB: 255 255 255
- 70% opacity

**PLAYER STATS**

- Gotham Bold
- 27px
- RGB: 255 255 255

# SINGLE TEAM FOUL TROUBLE

**FOLDER:**

L3 - SINGLE TEAM FOUL TROUBLE

**DESCRIPTION**

This is graphic is used to show team name, player names and number of fouls or amount of points.

When using it for foul trouble, when a player has 5 fouls, the box under the number should be red.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE TEAM FOUL TROUBLE\Logo Mask\Single Team Foul Trouble mask.png
- L3 - SINGLE TEAM FOUL TROUBLE\Additional Assets\Single Team Foul Trouble Red.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**FOUL TROUBLE TITLE**

- Gotham Bold
- 29px
- Center Alignment
- RGB: 255 255 255

**PLAYER NAME**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**PLAYER FOULS**

- Gotham Bold
- 33px
- Center Alignment
- RGB: 255 255 255

# SINGLE TEAM GAME LEADERS

**FOLDER:**

L3 - SINGLE TEAM GAME LEADERS

**DESCRIPTION**

This is graphic is used to show the team leaders in 3 key statistics.



When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - SINGLE TEAM GAME LEADERS \Mask\Single Team Game Leaders mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 32px
- Left Alignment
- RGB: 1 15 78

**GAME LEADERS TITLE**

- Gotham Bold
- 29px
- Center Alignment
- RGB: 255 255 255

1 x CHARACTER SPACES BETWEEN PLAYER NUMBER & CATEGORY  
THEN CENTER IT TO PLAYER NAME

**PLAYER NAME**

- Gotham Medium
- 25px
- Center Alignment
- RGB: 255 255 255

**PLAYER STATS NUMBER**

- Gotham Bold
- 27px
- RGB: 255 255 255

**PLAYER STATS CATEGORY**

- Gotham Bold
- 27px
- RGB: 255 255 255
- 70% opacity

# GAME RECAP

**FOLDER:**

L3 - GAME RECAP

**DESCRIPTION**

This graphic is to present at the last 3 minutes of a game, after a timeout, if the score difference is 7 or less (close game).

It should describe the number of timeouts each team have, how many fouls to give they have (to calculate this: 4-(current team fouls count)) and the direction of the possession arrow in case of “jump ball”.

When needed, this graphic can be used with the SCORE BUG

**TEAM NAME FORMAT:**

Full Name

**LOGO SIZE:**

M

**ADDITIONAL FILES:**

- L3 - GAME RECAP\Logo Mask\Game Recap mask.png
- L3 - GAME RECAP\Additional Assets\Recap arrow.png



**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**GAME RECAP TITLE**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 255 255 255

**CATEGORIES**

- Gotham Medium
- 20px
- Center Alignment
- RGB: 255 255 255

**TEAM NAME**

- Gotham Bold
- 20.8px
- Left Alignment
- RGB: 1 15 78

**STATS DATA**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

# GAME BIG SCORE

**FOLDER:**

L3 - GAME BIG SCORE

**DESCRIPTION**

This graphic is used to show the game score at the end of every quarter. When (and only) presenting the Final Score at the end of the game. It does not show a sponsor logo, this is covered in the next graphic in this user guide.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL With Shadow

**ADDITIONAL FILES:**

- L3 - GAME BIG SCORE\Logo n Sponsor Mask\Big Score mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Bold
- 24.59px
- Center Alignment
- RGB: 255 255 255

**QUARTER SUFFIX**

- 12.68px

**SCORE**

- Gotham Medium
- 64.97px
- HOME - Right Alignment-
- AWAY - Left Alignment -
- RGB: 1 15 78

**TEAM NAME**

- Gotham Bold
- 25.71px
- Center Alignment
- RGB: 1 15 78

# GAME BIG SCORE WITH SPONSOR

## FOLDER:

L3 - GAME BIG SCORE

## DESCRIPTION

This graphic is used to show the game score at the end of every quarter. When (and only) presenting the Final Score at the end of the game, it should be presented with the sponsor logo, if required by FIBA.

Please contact FIBA in the event of a sponsor change.



## TEAM NAME FORMAT:

Medium Name

## LOGO SIZE:

XL With Shadow

## ADDITIONAL FILES:

- L3 - GAME BIG SCORE\Logo n Sponsor Mask\Big Score sponsor logo mask.png
- L3 - GAME BIG SCORE\Logo n Sponsor Mask\Big Score sponsor mask.png
- L3 - GAME BIG SCORE\Additional Assets\SPONSOR.png

## FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:

TITLE	QUARTER SUFFIX	SCORE	TEAM NAME
- Gotham Bold	- 12.68px	- Gotham Medium	- Gotham Bold
- 24.59px		- 64.97px	- 25.71px
- Center Alignment		- HOME - Right Alignment-	Center Alignment
- RGB: 255 255 255		- AWAY - Left Alignment -	RGB: 1 15 78
		- RGB: 1 15 78	

SIZE 303x62



# GAME STATS

**FOLDER:**

L3 - GAME STATS

**DESCRIPTION**

This graphic is used to compare 3 sets of stats/data for each team. It is provided over 2 stages, each one showing different types of statics.

First stage will always present shooting percentages, while the second stage will show any relevant additional data that had significant impact on the game result.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL with Shadow

**ADDITIONAL FILES:**

- L3 - GAME STATS\Logo Mask\Game stats mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TEAM NAME**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

**TEAM SCORE**

- Gotham Bold
- 45.94px
- HOME - Right Alignment
- AWAY - Left Alignment
- RGB: 1 15 78

**STATS CATEGORIES**

- Gotham Medium
- 26.95px
- Center Alignment
- RGB: 255 255 255

**STATS DATA**

- Gotham Bold
- 26.95px
- Center Alignment
- RGB: 1 15 78

# GAME LEADERS

**FOLDER:**

L3 - GAME LEADERS

**DESCRIPTION**

This graphic is used to compare 3 sets of stats/data for each team. It is provided over 2 stages, each one showing different types of statistics. The 2nd page is optional depending on available or relevant stats.

NOTE: This graphic can be combined with Top 5 scorers, please see MP4 preview for how to implement this.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL with Shadow

**ADDITIONAL FILES:**

- L3 - GAME LEADERS \Logo Mask\Game Leaders mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Medium
- 28px
- Center Alignment
- RGB: 255 255 255

**TEAM NAME**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

**TEAM SCORE**

- Gotham Bold
- 45.94px
- HOME - Right Alignment
- AWAY - Left Alignment
- RGB: 1 15 78

**STATS CATEGORIES**

- Gotham Medium
- 26.95px
- Center Alignment
- RGB: 255 255 255

**PLAYER NAME**

- Gotham Medium
- 24px
- HOME - Right Alignment
- AWAY - Left Alignment
- RGB: 1 15 78

**PLAYER STATS**

- Gotham Bold
- 24px
- Center Alignment
- RGB: 1 15 78

# GAME TOP SCORERS / FOUL TROUBLE

**FOLDER:**

L3 - GAME TOP SCORERS - FOUL TROUBLE

**DESCRIPTION**

This graphic is used to compare 3 top scorers for both teams or the foul trouble for both teams.

NOTE: This graphic can be combined with Game Leaders, please see MP4 preview for how to implement this.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL with Shadow

**ADDITIONAL FILES:**

- L3 - GAME TOP SCORERS - FOUL TROUBLE\Logo Mask\Game Top Scorers mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**TITLE**

- Gotham Medium
- 28px
- Center Alignment
- RGB: 255 255 255

**TEAM NAME**

- Gotham Bold
- 25px
- Center Alignment
- RGB: 1 15 78

**TEAM SCORE**

- Gotham Bold
- 45.94px
- HOME - Right Alignment
- AWAY - Left Alignment
- RGB: 1 15 78

**PLAYER NAME**

- Gotham Medium
- 24px
- HOME - Right Alignment
- AWAY - Left Alignment
- RGB: 1 15 78

**PLAYER STATS**

- Gotham Bold
- 24px
- Center Alignment
- RGB: 1 15 78

# PLAYER ON COURT

**FOLDER:**

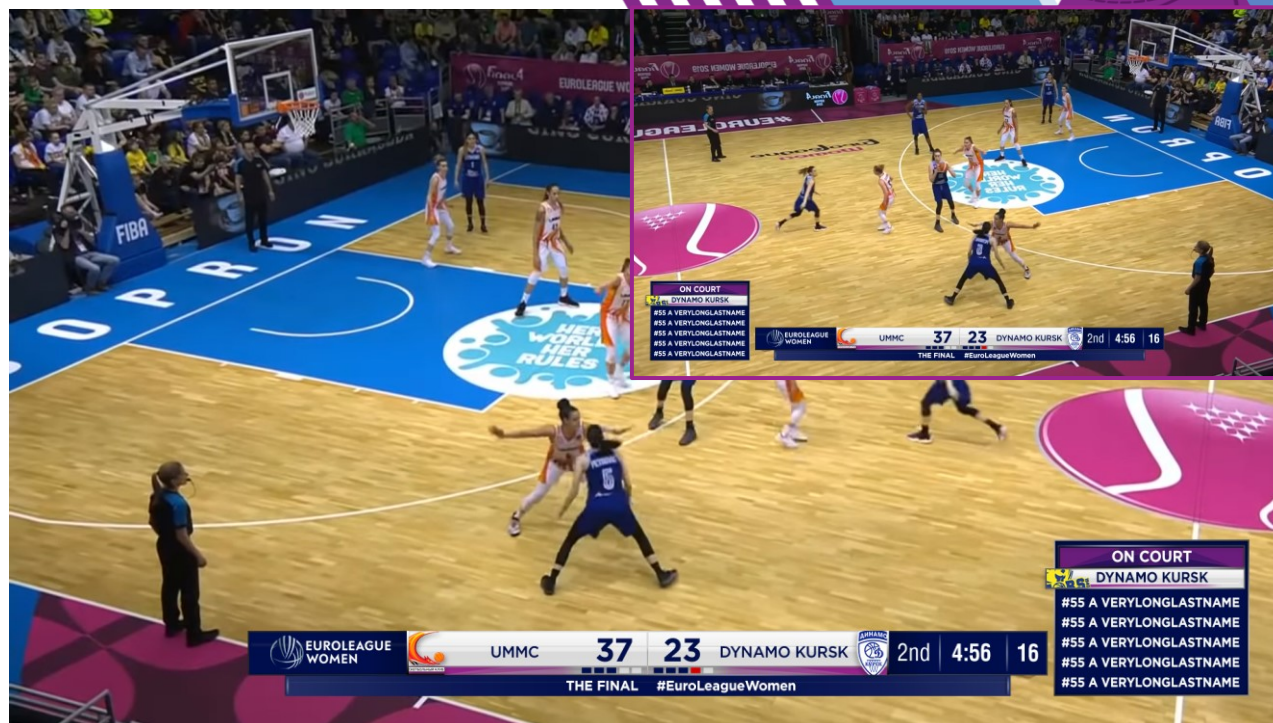
L3 - PLAYER ON COURT

**DESCRIPTION**

This graphic is to show the current 5 players on court for each team.

It could be shown over the left side or the right side of the SCORECLOCK.

It should always be presented over the relevant team possession, and on the opposite side of the basket.



**TEAM NAME FORMAT:**

Medium Name

**LOGO SIZE:**

XL

**ADDITIONAL FILES:**

- L3 - PLAYER ON COURT\Logo Mask\Player On Court L mask.png
- L3 - PLAYER ON COURT\Logo Mask\Player On Court R mask.png

**FONT WEIGHT, SIZE, ALIGNMENT & RGB VALUES:**

**ON COURT TITLE**

- Gotham Bold
- 24px
- Center Alignment
- RGB: 255 255 255

**TEAM NAME**

- Gotham Bold
- 22px
- Center Alignment
- RGB: 1 15 78

1 x CHARACTER SPACES  
BETWEEN PLAYER NUMBER &  
PLAYER NAME

**PLAYER**

- Gotham Bold
- 20px
- Left Alignment
- RGB: 255 255 255

The background features a dark blue gradient with several layers of lighter blue, wavy, organic shapes that create a sense of depth and movement. On the right side, there are several parallel, light blue diagonal lines. In the bottom left corner, there are overlapping geometric shapes in shades of purple and blue.

**THANK YOU**