PHOTOGRAPHY POLICIES
2021
DIVISION I MEN’S BASKETBALL CHAMPIONSHIP

NCAA Photos, Getty and Team Photographers will be the only photographers approved to work in or around the COVID-19 Tested Zone (CTZ) at any tournament site. They will be identified by an arm band provided by the media coordinator. On gamedays, these individuals will be assigned a predetermined location close to the floor at each end of the court by the media coordinator (no more than 4 spots on one end) and movement will be restricted to the work area and photographers’ boxes at all times when student-athletes are present in the venue.

The only other photographers that will be granted access to the venue will be USA Today, Associated Press and the Indianapolis Star. These entities will be restricted to two credentials per venue and be limited to the upper photography areas.

NCAA Photos will make a select number of Courtesy Handout Images available to participating member institutions and media members that would have traditionally had access to the venue.

Except with the prior written approval of the NCAA, no photographer, news entity, media agency of other individual or entity receiving a credential may distribute, license or sell photos of the Division I Men’s Basketball Championship.

Photo couriers and technicians shall not photograph game action. NCAA Photos and Getty will be the only organizations permitted to have couriers and their movement will be limited based on venue protocols (ex – drop area for cards). These individuals are required to display a credential at all times when tending to remote cameras and other technical digital photo equipment.

No cameras or strobes shall be attached to the backboard or goal standards, with the following exceptions. The only time requests for the usage of strobe lights will be approved by the NCAA are when advanced requests are made at specific venues that are known to have issues with lighting. NCAA Photos and Getty Images will have only rights to mount a camera on the stanchion, behind the backboard, on top of the shot clock or in the middle of the goal support.

At the Final Four, NCAA Photos and Getty will place pool cameras in four approved locations: on the stanchion, behind the backboard, on top of the shot clock and in the middle of the goal support. All traditionally credentialed photographers will have access to those photos for 24 hours following the conclusion of each game. Photos used from those pool cameras can be published or distributed strictly for editorial purposes only. Any distribution and licensing is limited to 2 weeks following the conclusion of the Final Four and all photos identified as “pool” must be removed from all photo agency distribution sites thereafter.

At no time should a camera or camera equipment be placed in the “run-off” lane on either side of the basket. This includes equipment on the floor or connected to the goal support sticking out into the run-off lane.

The media coordinator may approve requests to place photography equipment in upper venue areas or under the first row of press tables opposite the official scorer’s table. Cameras may not protrude more than four inches from under the draping. Rubber lens hoods must be used. At venues using an elevated court, media coordinators may approve the use of remote cameras placed on the deck surrounding the court on the side opposite the team benches.
NCAA Photos and Getty will be the only entities permitted to place remote cameras in or around the CTZ and they must be manned by someone credentialed and appropriate access. Remote cameras at the feet of photographers must be on a floor plate and cannot in any way be secured to the floor. These cameras must be placed within the outlined photo box. No remotes or equipment may be placed in the run-off area on either side of the goal support. All equipment should be able to be removed quickly. Rubber lens hoods must be used.

Cameras shall not be installed over the playing court without special permission from the media coordinator. If permission is granted, the camera shall be secured with proper, industry-standard steel safety cables commonly used by arena riggers and in position 24 hours before the arena doors open for the first game. Camera, lens and clamps all must be secured with more than one safety cable so as to provide redundancy in case another cable or clamp becomes insecure. Cables used to secure camera/long lens combinations (300mm lens and above) must be designed to hold the weight of not less than 40 pounds. Requests for such placement shall be made to the media coordinator one week before the first game at each site.

Photographers will not be admitted to any potential working position over the playing court from 60 minutes prior to the arena doors opening until 30 minutes after the last game of the day. An arena may request agencies installing remote cameras to provide a current insurance certificate as a condition of installation.

A still photographer shall not use a flash attached to the camera or attached to any other courtside location to shoot game action. On-camera flashes may be used during celebrations and trophy presentations.

Individuals assigned by the media coordinator to assist photographers will provide armbands, copies of photo policies, programs and/or speed cards. Photographers should claim play-by-play and statistics in the media workroom.

Photographers located on the baseline will be permitted only one standard-size “Domke” bag which must be placed behind the photographer during competition. All other equipment (including all cameras and lenses) must be stored off-court or kept on the photographer’s person at all times.

Photographers wishing to shoot video must abide by the same policies used for mini-cams:

Turner/CBS is the only television entity that may transmit live from inside the competition venue on game days. Still photographers are not permitted to shoot video of game action.

On game days, photographers may shoot video up until 30 minutes before the tip of the first game of a session if that video is not posted live to any media or social media platform.