

NFL Backlog

1. CHANNEL #'S

- 1.1. 700:
- 1.2. 701 PLAYER PICKER APP
- 1.3. 702: GAME MIX (SD/HD)
- 1.4. 703: RED ZONE CHANNEL (SD/HD)
- 1.5. 704-718: Sunday Ticket Games (SD/HD)
- 1.6. 718-19: Short Cuts (SD/HD)
- 1.7. 212: NFL Network (SD/HD)
- 1.8. TBD: Bonus Cam

2. Interactive Features Snipe

- 2.1. "NFL Sunday Ticket" header
- 2.2. "Press [RED] at any time for a Menu of features like Scores, Stats and Player Tracker."

3. Bus. Rules:

- 3.1. Snipe appears for 10 seconds
- 3.2. Appears only on first tune each day
- 3.3. Pressing SELECT clears snipe

4. Attract Icon (both)

- 4.1. "[RED] MENU" control bar
- 4.2. "Only On DIRECTV" as separate line at top
- 4.3. **Bus. Rules:**
 - 4.3.1. Snipe appears for 3 seconds
 - 4.3.2. Appears on every tune (after the first)
 - 4.3.3. Appears when exiting all features

5. Control Bar with App Features

- 5.1. Appears with menu and app features, in the size appropriate to the display.

6. Menu: Items (Sunday Ticket)

- 6.1. SCORES
- 6.2. STATS
 - 6.2.1. GAME STATS
 - 6.2.2. PLAYER STATS
- 6.3. PLAYER TRACKER
- 6.4. STANDINGS
- 6.5. NFL TRIVIA
- 6.6. TUNE TO
 - 6.6.1. GAME MIX
 - 6.6.2. RED ZONE
- 6.7. SPONSOR

7. Menu: Items (NFL Network)

- 7.1. BONUS CAM
- 7.2. SCORES
- 7.3. STATS
 - 7.3.1. GAME STATS
 - 7.3.2. PLAYER STATS
- 7.4. PLAYER TRACKER
- 7.5. STANDINGS
- 7.6. NFL TRIVIA
- 7.7. NFL GEAR
- 7.8. SPONSOR

8. Menu Highlight

- 8.1. "[RED] MENU" changes to "[RED] EXIT" once menu is launched
- 8.2. Defaults to last highlighted and selected menu item.
- 8.3. Does NOT default to pop-out item, only to main menu selections
- 8.4. Default resets at end of each day

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9. Menu Item Handling: Red Zone Channel, Mix Channel

- 9.1. RED ZONE appears grayed out and is highlightable but is not selectable when it is not available
- 9.2. "TUNE TO" appears as menu item; "RED ZONE" and "MIX" appear as pop-out items
- 9.3. Coach provides ability to enable/disable RZC
- 9.4. When already tuned to Mix Channel, MIX appears as normal in menu; when highlighted and selected, nothing happens.

10. Menu Item Sponsor

- 10.1. SPONSOR Menu item only appears if Sponsor SAU/DAU is sold for that week
- 10.2. Coach provides ability to specify content and show/hide Menu item and Game Mix select banner

11. Sponsor Placement

- 11.1. GAME STATS
- 11.2. PLAYER STATS
- 11.3. PLAYER TRACKER
 - 11.3.1. Create Team
 - 11.3.2. Cumulative Stats
 - 11.3.3. Player Picker "Welcome"
 - 11.3.4. Player Picker "Choose Players"
 - 11.3.5. Player Picker "View Team"
 - 11.3.6. Alerts graphics
- 11.4. NFL STANDINGS
- 11.5. NFL TRIVIA
 - 11.5.1. "Question" screen
 - 11.5.2. "Correct/Incorrect" screen
 - 11.5.3. "Results" screen
 - 11.5.4. "Thanks for Playing" screen
- 11.6. GAME MIX – b.g. logo
- 11.7. MENU – sponsor link to SAU
- 11.8. RED ZONE CHANNEL – multiple placements
- 11.9. SHORT CUTS – title card
- 11.10. ON DEMAND – title card

12. Color Buttons

12.1. [RED]

- 12.1.1. [RED] launches Menu, Exits Menu and clears features screens. Except:
- 12.1.2. When Game Stats/Scoring Plays are onscreen, [RED] clears screen and leaves Scores onscreen

12.2. [GREEN]

- 12.2.1. [GREEN] switches between multigame- and single-game display in Scores

12.3. [BLUE]

- 12.3.1. Disabled

12.4. [YELLOW]

- 12.4.1. Disabled

13. SCORES: Help Text Business Rules

- 13.1. First 3 times launched each day, and every subsequent 10th time, show help text for 10 seconds:
- 13.2. **Sunday Ticket text:** "Press SELECT to tune to game. Press right arrow to view GAME STATS. Press [GREEN] for single-game view."
- 13.3. **NFL Network text:** "Press right arrow to view GAME STATS. Press [GREEN] for single-game view."

14. SCORES: Game Listing Order

- 14.1. Show chronologically, then alphabetically by first team tricode
- 14.2. Include all games that week, not just the Sunday Ticket games
- 14.3. Completed games show final score
- 14.4. Upcoming games show scheduled day, tricode and time
- 14.5. Disable SELECT functionality during NFL Network games
- 14.6. Enable SELECT functionality during ST games
- 14.7. On last page, after all games have been listed, remaining game slots appear as a solid black box.

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14.8. Note to operators: No tv:URI assignments for NFL Network games

15. SCORES: Data

- 15.1. Upcoming games show scheduled day, tricode and time
- 15.2. Games in progress show
 - 15.2.1. side-by-side team tricodes with scores at right of each
 - 15.2.2. scores
 - 15.2.3. period indicator and time
 - 15.2.4. possession indicator
 - 15.2.5. field position indicator
 - 15.2.5.1. demarked lines at each 20 yard line and at the 50 yard line
 - 15.2.5.2. bar is dark during pregame
 - 15.2.5.3. bar is blue until the team reaches opponent's 20-yard line
 - 15.2.5.4. bar is red inside opponent's 20-yard line
 - 15.2.5.5. bar is green for 40 seconds when team scores
 - 15.2.5.6. extra points do NOT extend green duration
- 15.3. For alignment, see screenshots with call outs

16. SCORES: Navigation

- 16.1. UP-DOWN moves highlight from one game to the next.
- 16.2. UP from top-most game, or DOWN from bottom-most game
 - 16.2.1. a new set of five games is displayed,
 - 16.2.2. highlight defaults to the first game listed if moving down
 - 16.2.3. highlight defaults to last game listed if moving up
 - 16.2.4. UP from 1st game-1st page, moves to last game of last page
- 16.3. PG DOWN-PG UP displays a new set of five games
 - 16.3.1. highlight default to the first game
 - 16.3.2. EXCEPT last page, when PG DOWN moves to last game
- 16.4. Wraparound enabled UP-DOWN and PG UP-PG DOWN
- 16.5. Up and down arrows appear persistently above and below the SCORES display
- 16.6. "X of Y" to indicate page number of total pages appears at bottom.
- 16.7. After being cleared, when SCORES is once again called up, SCORES returns to the last-used view state (multigame- or single-), with the highlight on the last game highlighted (not last game selected).
- 16.8. Arrow to right of highlight appears as part of highlight when GAME STATS/SCORING PLAYS is not displayed.
- 16.9. Arrow to left of highlight only appears when GAME STATS or SCORING PLAYS is displayed.

17. SCORES: Tuning

- 17.1. Pressing SELECT while a team is highlighted tunes to its game channel all the time. (Sunday Ticket only)
- 17.2. Smart Tunes to HD Channel if viewer has HD box AND has SuperFan, otherwise, tunes to SD game channel
- 17.3. If the game is not a Sunday ticket game, then Smart Tune to HD channel if viewer has HD box (ignore Super Fan), otherwise, tune to SD game channel. We'll determine a game is not an ST game by the fact that ST games should start with a number (tv:715.ch or tv:716.ch), whereas the non ST games should be something along the lines of tv:abc.ch or tv:espnhd.ch.
- 17.4. Upon tuning, SCORES app does not remain onscreen.

18. SCORES: Single Game Mode

- 18.1. Press [GREEN] while in multigame view, single-game view displays with the currently highlighted game appearing (if GAME STATS is displayed or not)

19. SCORES: Navigation for single-game

- 19.1. DOWN-UP displays new game
- 19.2. CH DOWN-CH UP = PG DOWN/PG UP
- 19.3. Wraparound both ways via all four arrow buttons
- 19.4. Up and down arrows appear persistently above and below the SCORES display.
- 19.5. "X of Y" to indicate current game number out of a total number of games appears at bottom.
- 19.6. Arrow to left of SCORES highlight only appears when GAME STATS or SCORING PLAYS is displayed.

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20. GAME STATS/SCORING PLAYS: Navigation

- 20.1. Arrows at top (GAME STATS and SCORING PLAYS) appear persistently, and flash yellow when either LEFT or RIGHT directional keys are pressed.
- 20.2. SCORING PLAYS page number indicators "2" and "3" only appear when necessary to display data.
- 20.3. If RIGHT direction key is pressed while highlight is on GAME STATS, both SCORING PLAYS and "1" are highlighted, and the first page of SCORING PLAYS is displayed.
- 20.4. If RIGHT is pressed while highlight is on last page of SCORING PLAYS, yellow arrow flashes but display does not change.
- 20.5. If there are 4 pages of SCORING PLAYS, "4" replaces right arrow. There will never be 5 pages of SCORING PLAYS.
- 20.6. If LEFT is pressed while highlight is on GAME STATS, GAME STATS disappears, leaving only SCORES displayed.
- 20.7. UP/DOWN and PG UP/PG DOWN (if in multigame SCORES mode) moves highlight in SCORES and changes game for which information is displayed in GAME STATS/SCORING PLAYS.
- 20.8. If in SCORING PLAYS when new game highlighted, display Page 1 of new game's SCORING PLAYS by default.

21. GAME STATS: Data Display Rules

- 21.1. Team logos and row labels always display
- 21.2. Before game begins, show "-" [single dash] for all values
- 21.3. After game begins but before any data accrues, show "0" or "0/0" for all values
- 21.4. Default display from menu:
 - 21.4.1. Highlight defaults to GAME STATS
 - 21.4.2. Always defaults to stats for current game the viewer is watching
 - 21.4.3. If there is no game (RZC-MIX), default to game at the top of the list
- 21.5. For alignment, see screenshots with callouts

22. SCORING PLAYS: Data Display Rules

- 22.1. Before game begins, show "NO SCORING"
- 22.2. When each period begins, show "1st" or "2nd". If data for any quarter spans from one page to the next, quarter header repeats at the top of the following page with the remaining data for that quarter.
- 22.3. "NO SCORING" displays during current quarter until a score.
- 22.4. If no scoring after the quarter has ended, "NO SCORING" remains.
- 22.5. If line is too long for display truncate as follows:
 - 22.5.1. Show first initial with period, then first four characters of last name. Then:
 - 22.5.2. If QB-RECEIVER combo truncate both names as above. Then:
 - 22.5.3. Truncate entire line
- 22.6. Show data as exemplified in screenshots with callouts
- 22.7. [See screenshots with callouts](#)

23. PLAYER STATS: navigation and display

- 23.1. When launched, highlight at left defaults to WEEK'S BEST with RUSH label highlighted and RUSH info is displayed
- 23.2. When viewer presses DOWN, highlight moves from WEEK'S BEST to the visiting (first) team in the first game listed, and to the right the corresponding data for that team in whatever category (RUSH/PASS/REC) is currently highlighted is displayed.
- 23.3. Press DOWN to highlight home (second or bottom for that game) team and will continue down one team at a time.
- 23.4. If press DOWN at the bottom of two-game display the next two games (four teams) appear with highlight on the visiting (first, top) team of the first/top game.
- 23.5. All games with tv: URIs will tune.
- 23.6. NFL Network games will NOT tune.
- 23.7. Once used and cleared, the next time PLAYER STATS is selected, returns to last team highlighted with last page (RUSH/PASS/REC) displayed.
- 23.8. Arrows are persistent and flash yellow when RIGHT-LEFT pressed
- 23.9. PG DOWN-PG UP displays new set of 4 team/2 games, with the highlight defaulting to the first team (top)
- 23.10. Wraparound both ways via DOWN/UP and PG DOWN/PG UP

24. PLAYER STATS: display business rules

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24.1. WEEK'S BEST

- 24.1.1. Displays the top 3 players in each of the three categories
- 24.1.2. Displays data as indicated in screenshot
- 24.1.3. If Until data is available, WEEK'S BEST displays, "No Stats Yet"

24.2. TEAM-BY-TEAM

- 24.2.1. Displays the top 3 players in each of the three categories
- 24.2.2. If games have not started yet and starts on another day
 - 24.2.2.1. Display day abbreviation (MON) and kick-off time (00:00a) in "FINAL" area (below team logo).
 - 24.2.2.2. No "0" and "0" for score
- 24.2.3. If games have not started yet and starts on that day
 - 24.2.3.1. Display Kickoff time only (00:00a) in "FINAL" area (below team logo).
 - 24.2.3.2. No "0" and "0" for score
- 24.2.4. After game has started but before there are stats
 - 24.2.4.1. Display "No Stats Yet"
- 24.2.5. Team logo always appears at far left
- 24.2.6. When game goes final, "FINAL" appears below team logo

24.3. DEFAULT DISPLAY FROM MENU:

- 24.3.1. Always defaults to stats for current game the viewer is watching
- 24.3.2. If there is no game (RZC-MIX), defaults to WEEK'S BEST

24.4. For alignment, see screenshots with callouts

25. PLAYER TRACKER: First Entry Snipe

- 25.1. Until viewer selects TEAM within PLAYER PICKER app, whenever viewer selects PT from the Menu, display a lower-third display with following message:
 - 25.1.1. "Select CREATE TEAM to set up your Player Tracker and receive real-time, onscreen Alerts for the players you're tracking on any SUNDAY TICKET game channel."
- 25.2. The highlight defaults to the CREATE TEAM button to the left.

26. PLAYER TRACKER: Exit Channel Warning [CREATE TEAM]

- 26.1. If CREATE TEAM is pressed, message appears warning viewer they will be leaving the channel (no control bar):
 - 26.1.1. "You are about to change the channel in order to create your teams." [CONTINUE] or [CANCEL]

27. PLAYER TRACKER: Cumulative Stats Business Rules

- 27.1. Players listed in position order, and within position, alphabetically (as with VIEW PLAYERS on PLAYER PICKER [with DEFENSE last])
- 27.2. If the player has only a single type of stat (i.e., rush, pass, rec., kick), cumulative stats will appear on a single line
- 27.3. If the player has two or more stat types, cumulative stats will appear on multiple lines, as follows:
 - 27.3.1. Position/Name/Team/[skipped Attempts column]/Total Combined Yds/Total Combined TDs
 - 27.3.2. [skipped Position/Name Column, then cumulative stat line for each type of stat, line by line, in the following order until all presented, and with these words in the team tricode column:
 - 27.3.2.1. "Pass", then "Rush", then "Rec", then "Kick", with that word indented one space.
- 27.4. Players with multiple lines of data should NOT be split across two pages; they should be listed first on the next page
- 27.5. Until data is available, displays "No Stats Yet" on top line in the QB attempts/Completes column.
- 27.6. For alignment, see screenshots with callouts

28. PLAYER TRACKER: NAVIGATION

- 28.1. Arrows at top appear persistently
- 28.2. Arrows flash yellow when either LEFT or RIGHT keys are pressed
- 28.3. Page # indicators "2" and "3" only appear when necessary
- 28.4. Highlight defaults to TEAM 1, with blue highlight default to PAGE 1
- 28.5. RIGHT/LEFT move highlight from page # to #, changing display
- 28.6. If RIGHT is pressed while highlight is on last page, yellow arrow flashes but display does not change.
- 28.7. If LEFT is pressed while highlight is on PAGE 1, yellow arrow flashes but display does not change.

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- 28.8. DOWN/UP move highlight between "TEAM 1", "TEAM 2", and "EDIT TEAM" buttons at left; PG DN/PG UP moves highlight to bottom/top button, respectively
- 28.9. TEAM 2 is highlighted and SELECTED, TEAM 2 data displays
- 28.10. When EDIT TEAM is highlighted, stat display area redraws to display, "Press SELECT to edit your team."
- 28.11. When EDIT TEAM is highlighted and then SELECTED, tune to VC 701 (PLAYER PICKER)

29. PLAYER TRACKER: Cum Stats Exit channel Warning [EDIT TEAM]

- 29.1. If EDIT TEAM is pressed, message appears warning the viewer they will be leaving the channel (no control bar):
- 29.2. "You are about to change the channel in order to edit your team" [CONTINUE] or [CANCEL]

30. PLAYER PICKER: main screen

- 30.1. Until at least one player for one team has been SELECTed, show MAIN SCREEN with "Welcome!" at upper right.
 - 30.1.1. *"Select up to 18 players and receive real-time Alerts on every SUNDAY TICKET game channel. You can also check your players' cumulative stats throughout the day by selecting "PLAYER TRACKER" from the MENU."*
- 30.2. Four main options appear below, two for each team (TEAM 1 & TEAM)
 - 30.2.1. CHOOSE PLAYERS
 - 30.2.2. VIEW TEAM with highlight defaulting to CHOOSE PLAYERS for TEAM 1
 - 30.2.3. If viewer highlights and SELECTS "CHOOSE PLAYERS", go to CHOOSE PLAYERS screen
 - 30.2.4. "VIEW TEAM" is always highlightable and selectable
 - 30.2.5. If viewer has tuned to 701 via the CREATE TEAM or EDIT TEAM buttons in the EG PLAYER TRACKER feature, a highlightable RETURN TO GAME button appears at the bottom of the screen. If highlighted and SELECTed, viewer is returned to their previous channel.
- 30.3. There are also ALERTS ON and OFF check boxes, with ALERTS ON checked by default.
 - 30.3.1. If the viewer highlights the unchecked box and presses SELECT, the check is removed from the previous box and placed in the SELECTED one, and the ALERTS state is changed.
 - 30.3.2. If the viewer highlights the checked box and presses SELECT, nothing happens.
- 30.4. "Loading Player Tracker..." graphic loads right after the disappearance of the channel banner on 701, remains up until the Welcome Screen draws

31. PLAYER PICKER: MAIN SCREEN navigation

- 31.1. TEAM 1, CHOOSE PLAYERS
 - 31.1.1.1. RIGHT goes to "TEAM 1, VIEW TEAM"
 - 31.1.1.2. LEFT, nothing happens
 - 31.1.1.3. UP, nothing happens
 - 31.1.1.4. DOWN goes to "TEAM 2, CHOOSE PLAYERS"
 - 31.1.1.5. Highlight and select CHOOSE PLAYERS, goes to CHOOSE PLAYERS screen for that team
- 31.2. TEAM 1, VIEW TEAM
 - 31.2.1. RIGHT goes to "ALERTS ON"
 - 31.2.1.1. LEFT goes to "TEAM 1, CHOOSE PLAYERS"
 - 31.2.1.2. UP, nothing happens
 - 31.2.1.3. DOWN goes to "TEAM 2, VIEW TEAM"
 - 31.2.1.4. Highlight and select VIEW TEAM, goes to VIEW TEAM screen for that team
- 31.3. TEAM 2, CHOOSE PLAYERS
 - 31.3.1. RIGHT goes to "TEAM 2, VIEW TEAM"
 - 31.3.2. LEFT, nothing happens
 - 31.3.3. UP goes to "TEAM 1, CHOOSE PLAYERS"
 - 31.3.4. DOWN goes to "RETURN TO GAME" (if appearing)
 - 31.3.5. DOWN goes to "ALERTS ON" (if "RETURN TO GAME" not appearing)
 - 31.3.6. Highlight and select CHOOSE PLAYERS, goes to CHOOSE PLAYERS screen for that team
- 31.4. TEAM 2, VIEW TEAM
 - 31.4.1. RIGHT goes to "ALERTS ON"
 - 31.4.2. LEFT goes to "TEAM 2, CHOOSE PLAYERS"
 - 31.4.3. UP goes to "TEAM 1, VIEW TEAM"

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- 31.4.4. DOWN goes to "RETURN TO GAME" (if appearing)
- 31.4.5. DOWN goes to "ALERTS ON" (if "RETURN TO GAME" not appearing)
- 31.4.6. Highlight and select "VIEW TEAM", goes to VIEW TEAM screen for that team
- 31.5. RETURN TO GAME
 - 31.5.1. RIGHT goes to "ALERTS ON"
 - 31.5.2. LEFT, nothing happens
 - 31.5.3. UP goes to "TEAM 2, VIEW TEAM"
 - 31.5.4. DOWN, nothing happens
 - 31.5.5. Highlight and select RETURN TO GAME, return to previous channel
- 31.6. ALERTS ON
 - 31.6.1. RIGHT goes to "ALERTS OFF"
 - 31.6.2. LEFT goes to "RETURN TO GAME" (when appearing)
 - 31.6.3. LEFT goes to "TEAM 2, VIEW TEAM" (when "RETURN TO GAME" not appearing)
 - 31.6.4. UP goes to "TEAM 2, VIEW TEAM"
 - 31.6.5. DOWN, nothing happens
 - 31.6.6. Highlight and select checked ALERTS box, nothing happens
- 31.7. ALERTS OFF
 - 31.7.1. RIGHT, nothing happens
 - 31.7.1.1. LEFT goes to "ALERTS ON"
 - 31.7.1.2. UP goes to "TEAM 2, VIEW TEAM"
 - 31.7.2. DOWN, nothing happens
 - 31.7.3. Highlight and select unchecked ALERTS box, check is removed from previous box and placed in selected one
 - 31.7.4. No wraparound in any direction.
 - 31.7.5. . CH. UP/CH. DOWN, changes the channels
- 32. PLAYER PICKER: CHOOSE PLAYERS navigation**
 - 32.1. Teams in Team Picker at left listed alphabetically
 - 32.2. Highlight defaults:
 - 32.2.1. If first time in, Team Picker at left defaults to first team, with YELLOW highlight on team tri-code
 - 32.2.2. When returning to CHOOSE PLAYERS from elsewhere in PLAYER PICKER Application, Team Picker defaults to last team a player was selected from.
 - 32.3. Team Picker at left is:
 - 32.3.1. Scrollable in both directions, and will wrap around in both directions
 - 32.3.2. The highlight is YELLOW and moves over the team tri-codes
 - 32.3.3. SELECT tri-code to choose team, selected team is YELLOW and team tri-code becomes white (non-selected tri-codes are gray) until highlight is moved, then selected team is highlighted BLUE. Highlight moves to top player/first column of selected team.
 - 32.4. Player Picker at right has highlight that moves via arrow buttons with highlight defaulting to the first player in column one, plus:
 - 32.4.1. MORE/BACK (button)
 - 32.4.2. UP goes to last player in list
 - 32.4.3. DOWN goes to DONE button
 - 32.4.4. LEFT goes to last player in column 1
 - 32.4.5. RIGHT goes to DONE button
 - 32.5. DONE (button)
 - 32.5.1. UP goes to MORE/BACK button
 - 32.5.2. DOWN does nothing
 - 32.5.3. LEFT goes to MORE/BACK button
 - 32.5.4. RIGHT does nothing
 - 32.6. COLUMN 1 (button)
 - 32.6.1. UP from first player does nothing
 - 32.6.2. DOWN from last player goes to first player in column 2, if no players then to MORE/BACK button
 - 32.6.3. LEFT goes to last tri-code button that was highlighted before the user hit RIGHT to go to the first column of players
 - 32.6.4. RIGHT goes to player in column 2 directly across, if no player directly across then to MORE/BACK button
 - 32.7. COLUMN 2 (button)
 - 32.7.1. UP from first player goes to last player in column 1
 - 32.7.2. DOWN from last player goes to MORE/BACK button

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- 32.7.3. LEFT goes to player in column 1 directly across
 - 32.7.4. RIGHT goes to DONE button
 - 32.8. **CHANNEL UP/CHANNEL DOWN**
 - 32.8.1. Paging should work the same as it does in the guide
 - 32.9. CHANNEL UP, if highlight is on a team tri-code button, scrolls the logos to previous page
 - 32.10. CHANNEL UP, if highlight is not on a team tri-code button, nothing
 - 32.11. CHANNEL DOWN, if highlight is on a team tri-code button, scrolls the logos to next page
 - 32.12. CHANNEL DOWN, if highlight is not on a team tri-code button, nothing
- 33. PLAYER PICKER: CHOOSE PLAYERS display**
- 33.1. Loading graphic appears while waiting for screen to appear
 - 33.2. The list of players for each team shall display by position in the following order:
 - 33.2.1. QBs
 - 33.2.2. RBs (includes both "RB" and "FB")
 - 33.2.3. WRs
 - 33.2.4. TEs
 - 33.2.5. Ks
 - 33.2.6. However, DEFENSE is always listed as last item in first column of page 1
 - 33.3. For each position listing, players listed alphabetically by last name, then by first initial, if necessary
 - 33.4. At top of the screen, "*TEAM [X]: [a] of [b] players selected*" appears
 - 33.5. At the bottom of the CHOOSE PLAYERS screen: "*SELECT DONE TO RETURN TO MAIN SCREEN.*" (does not appear on VIEW TEAM screen)
 - 33.6. If user highlights and SELECTS an unchecked player, a check mark appears next to that player
 - 33.7. Highlight and SELECT a checked player, check mark next to that player is removed
 - 33.8. Try to select a 10th player after 9 have already been selected:
 - 33.9. Alert appears at top in YELLOW: "TEAM 1: 9 of 9 selected << All 9 players already selected."
 - 33.9.1. Swap out the "SELECT DONE..." at bottom for "ALL 9 PLAYERS ALREADY SELECTED" for 6 seconds before allowing "SELECT DONE..." message to re-appear
 - 33.9.2. Red "X" appears and disappears in box user trying to select - and then nothing happens
 - 33.10. If user SELECTS "DONE," display "PLAYERS SAVED" for 2 seconds before loading MAIN SCREEN
 - 33.11. For alignment, see screenshots with callouts
- 34. PLAYER PICKER: VIEW TEAM display and navigation**
- 34.1. Players will be listed similarly to the business rules in CHOOSE PLAYERS in Player Picker (by position in that order, then alphabetically), with the exception that DEFENSE will be listed last (at bottom of 1st column)
 - 34.2. At the left of the page, buttons for TEAM 1 and TEAM 2 appear above one another.
 - 34.3. The blue highlight defaults to whatever team was selected.
 - 34.3.1. If only TEAM 2 has players selected, the blue highlight still goes to TEAM 1, if the user selected the VIEW TEAM button under the TEAM 1 heading.
 - 34.3.2. The blue highlight will go to TEAM 2, if the user selected the VIEW TEAM button under the TEAM 2 heading.
 - 34.4. If neither team has players selected, the TEAM 1 or TEAM 2 buttons are each highlightable and SELECTable.
 - 34.4.1. When user selects the TEAM 1 or TEAM 2 button, they see the text "NO PLAYERS SELECTED" on the page displayed.
 - 34.5. Upon first entry, highlight defaults to "REMOVE" next to first player listed.
 - 34.6. SELECT "REMOVE" and that player is removed from the list as page is refreshed and remaining players are renumbered
 - 34.7. **TEAM 1**
 - 34.7.1. Arrow UP, does nothing
 - 34.7.2. Arrow DOWN, goes to TEAM 2
 - 34.7.3. Arrow LEFT, does nothing
 - 34.7.4. Arrow RIGHT, goes to last focused REMOVE button or ADD PLAYERS if came from there
 - 34.7.5. **TEAM 2**
 - 34.7.6. Arrow UP, goes to TEAM 1
 - 34.7.7. Arrow DOWN, goes to ADD PLAYERS
 - 34.7.8. Arrow LEFT, does nothing
 - 34.7.9. Arrow RIGHT, goes to last focused REMOVE button or ADD PLAYERS if came from there
 - 34.7.10. **REMOVE**
 - 34.7.11. Arrow UP from first button, does nothing

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- 34.7.12. Arrow DOWN from last button, goes to DONE
- 34.7.13. Arrow LEFT, goes to non blue highlighted team
- 34.7.14. Arrow RIGHT, goes to DONE
- 34.8. **ADD PLAYERS**
 - 34.8.1. Arrow UP, goes to the last REMOVE button
 - 34.8.2. Arrow UP, if no REMOVE, goes to opposite of highlighted team
 - 34.8.3. Arrow DOWN, does nothing
 - 34.8.4. Arrow LEFT, goes to non blue highlighted team
 - 34.8.5. Arrow RIGHT, goes to DONE
 - 34.8.6. ADD PLAYERS button is grayed out if the currently displayed team has all 9 players
 - 34.8.7. If ADD PLAYERS button is grayed out, highlight and SELECT does nothing.
 - 34.8.8. Select ADD PLAYERS, goes to CHOOSE PLAYERS
 - 34.8.9. **DONE**
 - 34.8.10. Arrow UP, goes to the last REMOVE button
 - 34.8.11. Arrow DOWN, does nothing
 - 34.8.12. Arrow LEFT, goes to ADD PLAYERS
 - 34.8.13. Arrow RIGHT, does nothing
 - 34.8.14. SELECT Done, goes to Main Screen (Welcome!)
 - 34.8.15. **CHANNEL UP/CHANNEL DOWN**
 - 34.8.16. CH. UP/CH. DOWN jumps to top or bottom of list
 - 34.8.17. At top, CH. UP, does nothing
 - 34.8.18. At bottom, CH. DOWN does nothing
- 34.9. For alignment, see screenshots with callouts

- 35. **ALERTS: appearance business rules**
 - 35.1. Alerts appear for 10 seconds apiece on all enabled channels
 - 35.2. If any application graphics are onscreen, when Alert is triggered it takes place of Control Bar present with that feature.
 - 35.3. On first appearance, the word "ALERT" glows twice then disappears, revealing Sponsor's name or logo.
 - 35.4. ALERT PREFS REMINDER: After the first two Alerts each Sunday, and every 10th alert afterward, a reminder message appears in the Alert area for 10 seconds:
 - 35.4.1. *"To change Player Tracker Preferences, tune to Ch. 701."*
 - 35.4.2. *"To change Tracker Alert Preferences. tune to Ch. 701."*

- 36. **ALERTS: construction business rules**
 - 36.1. Show as few Alerts as possible for a single play:
 - 36.1.1. A single play that qualifies for Alerts on the same player for two or three reasons (i.e., yardage, TD, and/or total yardage for player) should only trigger one Alert, which will include up to all three of these items (e.g., *"B. Roethlisberger-H. Ward, 27 yds., TD, 204 total pass yds."*)
 - 36.1.2. A single play that qualifies for Alerts for two Alerted players (i.e., a reception) should only trigger one Alert (e.g., *"B. Roethlisberger-H. Ward, 27 yds, TD"*)
 - 36.1.3. A single play that qualifies for Alerts for two Alerted players (i.e., a reception) for 2 or more reasons each (e.g., yardage or TD, plus total yardage for both players over thresholds) will necessarily trigger two Alerts
 - 36.1.3.1. e.g., *"B. Roethlisberger-H. Ward, 27 yds., TD, 204 total pass yds."* and *"B. Roethlisberger-H. Ward, 27 yds., TD, 124 total rec. yds."*
 - 36.1.3.2. Note: this presumes we don't have the space to present *"B. Roethlisberger-H. Ward, 27 yds., TD, 204 total pass yds., 124 total rec. yds."*
 - 36.1.4. A single play that qualifies for Alerts for one Alerted player on two teams:
 - 36.1.4.1. "1 & 2" appears in team area.
 - 36.1.5. A single play that qualifies for Alerts for two Alerted players on two teams:
 - 36.1.5.1. "1 & 2" appears in team area.

- 37. **ALERTS: qualifying events business rules**
 - 37.1. Rushing
 - 37.1.1. Carries \geq 10 yards
 - 37.1.2. Carries for TD
 - 37.1.3. Carries for 2-pt. conversion
 - 37.1.4. Carries that result in total rush yds \geq 50/100/150/200 yards

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37.2. Passing

- 37.2.1. Completions \geq 10 yards
- 37.2.2. Completions for TD
- 37.2.3. Passes for 2-pt. conversion
- 37.2.4. Comp. that result in tot. pass yards \geq 50/100/150/200/250/300/350/400 yds

37.3. Receiving

- 37.3.1. Reception \geq 10 yards
- 37.3.2. Receptions for TD
- 37.3.3. Receptions for 2-pt. conv.
- 37.3.4. Receptions that result in total rec yds of \geq 50/100/150/200 yds

37.4. Kicking

- 37.4.1. All field goal attempts
- 37.4.2. All extra point attempts

37.5. Defense

- 37.5.1. All interceptions
- 37.5.2. All fumble recoveries
- 37.5.3. Safeties
- 37.5.4. Blocked Field Goals
- 37.5.5. Blocked Extra Points
- 37.5.6. Blocked Punts

38. NFL STANDINGS

- 38.1. Displays current standings in each conference's division and Wild Card race, updated manually (operators will use a website as reference)
- 38.2. LEFT/RIGHT moves highlight from division to division, changing display (with approx. 200 ms delay)
 - 38.2.1. Highlight wraps around in both directions
- 38.3. Columns display (left to right):
 - 38.3.1. Team Tri-code
 - 38.3.2. Win-Loss-Tie record (W-L-T)
 - 38.3.3. Points For (PF)
 - 38.3.4. Points Against (PA)
- 38.4. For Wild Card, if display does not accommodate the full list of tied teams (determined by win percentage, no shown), truncate list before tied teams and place "X teams tied", with W-L-T record
- 38.5. "X" and "Y" and "Z" appear next to teams that have clinched division and playoff spot, respectively ; clinching symbol explanation graphic only appears with those divisions in which a team has clinched

39. NFL TRIVIA

- 39.1. New questions are posted each week of the NFL season
 - 39.1.1. 18 weeks x 5 questions = 90 total (maybe 100)
- 39.2. Change of data (questions) occurs at 3a ET, every Tuesday
- 39.3. Users can play NFL Trivia as many times as desired
- 39.4. Upon return to Trivia, viewer will restart at question #1
- 39.5. **QUESTION screen**
 - 39.5.1. Banner: NFL Trivia
 - 39.5.2. Sponsor logo and DIRECTV logo in top right corner
 - 39.5.3. "Press SELECT to submit an answer" at bottom left
 - 39.5.4. "[RED] EXIT" with control bar beneath screen
 - 39.5.5. "QUESTION [x] OF 5" appears as Subheader at left
 - 39.5.6. Question under Subheader, character width limit is 789 pixels (?)
 - 39.5.7. Four potential Answers at right, character width limit is 250 pixels
 - 39.5.8. On first entrance, highlight defaults to first multiple choice answer
 - 39.5.9. UP-DOWN moves highlight among potential answers
 - 39.5.10. Highlight and SELECT to choose answer
 - 39.5.11. No wraparound
 - 39.5.12. LEFT/RIGHT has no effect in multiple choice area
- 39.6. **CORRECT/INCORRECT screen**
 - 39.6.1. Banner: NFL Trivia
 - 39.6.2. Sponsor logo and DIRECTV logo in top right corner
 - 39.6.3. "[RED] EXIT" with control bar beneath screen
 - 39.6.4. "NEXT" button replaces "Press SELECT to submit an answer" and is highlighted

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- 39.6.5. "CORRECT" or "INCORRECT" replaces "QUESTION [x] OF 5"
- 39.6.6. More info about each topic replaces question text, 789 pixels (?)
- 39.6.7. LEFT-RIGHT and UP-DOWN disabled
- 39.6.8. Correct answer displays "√" [white check in box]
- 39.6.9. Incorrect answer displays:
 - 39.6.9.1. Incorrect item: "X" [white check in red box]
 - 39.6.9.2. Correct item: "√" [green box white check]
- 39.6.10. Answer revealed within approx. 200ms
- 39.6.11. Score is tallied after 5th question, displayed on Results screen
- 39.6.12. After last question, select "NEXT" button displays Results screen
- 39.7. **RESULTS** screen
 - 39.7.1. Banner: NFL Trivia
 - 39.7.2. Sponsor logo and DIRECTV logo in top right corner
 - 39.7.3. "[RED] EXIT" with control bar beneath screen
 - 39.7.4. "EXIT" button replaces "NEXT" and is highlighted (if no sponsor)
 - 39.7.5. "NEXT" button displays and is highlighted (if sponsor)
 - 39.7.6. "RESULTS" replaces "CORRECT-INCORRECT" as Subheader
 - 39.7.7. Results answer width limit is 756 pixels (?). Displays one of the following:
 - 39.7.7.1. 5 correct: "A perfect score! You're Hall of Fame bound."
 - 39.7.7.2. 4 correct: "You're almost ready for the pros."
 - 39.7.7.3. 3 correct: "You're in danger of being cut."
 - 39.7.7.4. 2 correct: "Looks like you need more practice."
 - 39.7.7.5. 0-1 correct: "You might be better off in a Pee Wee league."
 - 39.7.8. Right half of banner reads:
 - 39.7.8.1. "YOU SCORED [X]/5 CORRECT ANSWERS"
 - 39.7.8.2. "X/5" is double the font size of text
 - 39.7.9. Left half of banner (if no sponsor)
 - 39.7.9.1. "THANKS FOR PLAYING!" on top line (larger font)
 - 39.7.9.2. "Tune in next week for a whole new set of questions." second line
 - 39.7.9.3. No THANKS FOR PLAYING screen
 - 39.7.10. SELECTing "NEXT" button (if sponsor), displays THANKS FOR PLAYING screen with sponsor logo
- 39.8. **THANKS FOR PLAYING** screen
 - 39.8.1. Banner: NFL Trivia
 - 39.8.2. Sponsor logo and DIRECTV logo in top right corner
 - 39.8.3. "[RED] EXIT" with control bar beneath screen
 - 39.8.4. "EXIT" button replaces "NEXT" and is highlighted (if no sponsor)
 - 39.8.5. "THANKS FOR PLAYING!" on top line (larger font)
 - 39.8.6. "Tune in next week for a whole new set of questions." on second line
- 40. **NFL Network only: NFL GEAR**
 - 40.1. "NFL Gear" for header
 - 40.2. "Press SELECT to clear" at bottom
 - 40.3. Offer with discount code for NFL.COM merchandize at center
 - 40.4. Offer may change game to game
 - 40.5. **Business Rules:**
 - 40.5.1. Highlight and SELECT from Menu launches screen
 - 40.5.2. Pressing SELECT clears
- 41. **NFL Network only: BONUS CAM**
 - 41.1. **CHANNEL**
 - 41.1.1. Two Bonus Cam channels (SD and HD)
 - 41.1.2. (SD BC feed composited with both NFL Network SD and HD feeds)
 - 41.1.3. Separate channels with identical apps running on it
 - 41.1.4. BC channels appear in guide, are directly tunable
 - 41.1.5. BC only available during pre-game and during game (TBD)
 - 41.2. **SCHEDULE/INTERACTIVE AVAILABILITY**
 - 41.2.1. During commercial breaks, BonusCam window removed from the screen
 - 41.2.2. Add iVG coding to Menu for Bonus Cam selection.
 - 41.2.3. Ensure iVG coding allows for distinct behavior modeling on Bonus Cam channel as opposed to NFL Network

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41.2.4. Ensure iVG coding allows for determination of number/duration of Bonus Cam viewing sessions

41.2.5. Must confirm navigation to and from Bonus Cam by ch # entry/PREV/Menu item only

41.2.6. Both SD and HD Bonus Cam channels will NOT be hidden

41.3. MENU item handling and display

41.3.1. When tuned to NFL NETWORK game: "BONUS CAM"

41.3.2. When tuned to BONUS CAM game: "NFL NETWORK"

42. GAME MIX: OVERVIEW

42.1. Game Mix consists of two 8-cell-capacity mix channels: SD and HD.

42.2. Less than total number of cells the layout can accommodate may be present; those present will be consecutive and begin with Cell 1.

42.3. Both HD and SD Game Mixes are controlled by the same admin tool

42.4. Any game or RZC can be targeted for display in any of the cells available.

43. GAME MIX: NAVIGATION

43.1. Support navigation of the highlight to each of the cells represented in the mosaic; if any cells are absent, navigational logic is unchanged (because cells that ARE present are both contiguous and begin with cell 1, there is no problem with employing standard cell navigation).

43.1.1. The highlight navigation will not wrap-around.

44. GAME MIX: AUDIO

44.1. Audio will default to the first cell in the mix (like all other mixes)

44.1.1. Audio will always be available for each cell via the highlight. Audio corresponding to the currently highlighted video cell is heard.

44.2. XM audio will be routed to each cell that does not have video. If no live video is available, then XM audio will be heard.

45. GAME MIX: HIGHLIGHT AND AUDIO DEFAULTS business rules [follow these steps in order]

45.1. If non-interactive box, go to rule 45.6

45.2. If Mix is tuned using Menu Item, go to 45.3, if not, go to 45.4

45.3. [Old Mix Rule #1]

45.3.1. If Mix is tuned from Red Zone, go to 45.4.

45.3.2. If the game channel the viewer was on is still in pre-game or live video state and is in the Mix, highlight its cell. If not, go to 45.5

45.4. [Old Mix Rule #2] If last game highlighted in Mix is still in pregame or live video state, highlight its cell. If not, go to 45.5.

45.5. [Old Mix Rule #3]

45.5.1. Highlight first cell with live game

45.5.2. If no live games, highlight cell 1

45.6. [Old Mix Rule #4] Default audio for non-interactive boxes is Cell 1.

46. GAME MIX: CELL LABEL alignment

46.1. See screenshots with callouts

47. GAME MIX: SELECTing CELLS

47.1. Pressing SELECT while a cell is highlighted tunes to its game all the time

47.2. Pressing SELECT on a cell with a FINAL video state has no result

48. GAME MIX: SMART TUNING

48.1. All tv: URIs, including HD tv:URIs to enable "smart tuning," will automatically populate the tool from pre-defined tv:URI data table, based on operator input of Viewer Channel. In the event of errors, however, these values should be able to be manually overwritten.

49. GAME MIX: CELL ANIMATIONS/TRANSITIONS

49.1. See Permutations list, screenshots, and animations

50. GAME MIX: CELL LABELS

50.1. Cell labels indicate pregame; half; final; in-game; in red zone (red); and new score (green). The pregame cell label will be replaced by the in game cell label TWO MINUTES before scheduled kickoff (manual).

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51. GAME MIX: GAME CLOCK

- 51.1. Q1 15:00 must/can only appear two minutes before KO [manual]
- 51.2. During KO, the clock needs to run. [manual]
- 51.3. At halftime, clock reads "Half" (GM) or "Halftime" (EG). [manual]
- 51.4. Q3 15:00 appears 10 minutes after game clock feed goes to "half." [manual]
- 51.5. Game goes final clock reads "Final" or "Final - OT." [automatic]

52. GAME MIX: FIELD POSITION INDICATOR TRANSITION

- 52.1. Yardage change will be animated as a "grow" or "shrink" of the chevron-delimited bar, which will change to red should the play being animated have entered the red zone.

53. GAME MIX: TOP BANNER CRAWL

- 53.1. Displays updates for touchdowns/ field goals scored in games on the mix:
 - 53.1.1. "REDSKINS...TOUCHDOWN!"
 - 53.1.2. "REDSKINS...FIELD GOAL!"
- 53.2. Such scoring messages will not appear within 2 seconds of the start of appearance of either the Welcome message or the Game Mix Title (to avoid flashing in the banner).

54. GAME MIX: TICKER

54.1. DISPLAY

- 54.1.1. A message area appears at bottom, displays the following info:
- 54.1.2. Scores or kickoff times for games not presently shown in the Mix
- 54.1.3. Display adheres to color and chevron behavior defined for Mix Cell labels
- 54.1.4. Text messages for blackouts, games not included, or unexpected needs will crawl across the ticker area.
- 54.1.5. Alignment - see screenshots with callouts

54.2. BEHAVIOR

- 54.2.1. After all progress games not showing in the Mix have been cycled twice, the late or final games will be displayed once (all for 5 s. apiece, with that duration configurable);
- 54.2.2. When a game goes into the red zone, or there has just been a score, that item automatically becomes the next item displayed (jumping its place in the queue, but not truncating the duration of appearance of the current item) and will be displayed for **7 seconds**; and
- 54.2.3. If a blackout message or other text message has been sent, it should appear as a crawl after the current item times out, and will reappear one minute after the crawl completes (or 1 minute + x after the message has started, with x=the duration of the crawl, which will be defined), until removed by producer.
- 54.2.4. PRELIMINARY BLACKOUT MESSAGE: "_____ cannot be shown due to NFL broadcast restrictions." To be shown only when there is a blackout game and less than 8 live/pregame Games are being shown in the Mix; triggered manually.
- 54.2.5. "Additional games are about to begin. They will appear in the Mix as soon as space is available." To be shown for 5 minutes before kickoff of late games waiting for cells to open up; triggered manually.

54.3. PERMUTATIONS

54.3.1. Pre-Game - same day

- 54.3.1.1. NYJ @ OAK 12:35p [710]
- 54.3.1.2. NYJ @ OAK 8:00p [NBC] Sunday Night game
- 54.3.2. Pre-Game - future day
- 54.3.2.1. NYJ @ OAK MON 7:30p [ESPN] Monday Night game

54.4. In-Game - same day

- 54.4.1.1. NYJ **14** OAK **7** 2ND 14:20 [710]

54.5. Final - past & same day

- 54.5.1.1. NYJ **14** OAK **7** FINAL [no channel displayed]

55. SCREEN SAFE

55.1. Introduction

- 55.1.1. In order to help protect television displays from burn-in due to static or near static interactive displays, a new Screen Saver Mode shall be implemented on all new interactive mix channels. The Screen Saver Mode may be applicable to other applications as well and will be evaluated on a case-by-case basis.

55.2. Definitions

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- 55.2.1. Normal Mode: This is the initial and normal operating condition of an interactive application. During Normal mode the video and interactive graphics and text shall be rendered at their normal video intensities. The application shall automatically transition to Screen Saver Mode after the specified period of user inactivity.
- 55.2.2. Screen Saver Mode: This is a special operating condition of an interactive application. During Screen Saver Mode the video and interactive graphics and text shall be rendered at reduced intensities. This is done in an attempt to reduce the occurrence of burn-in on the television display surface. The application shall remain in this mode until a user presses any ApplicationHandledKeypress.
- 55.2.3. Bright Mode: This mode is the identical to Normal Mode except that once an application transitions to Bright Mode, it shall remain in Bright Mode until the application exits
- 55.2.4. ApplicationHandledKeypress. Any key press on the remote control or the front panel of the set-top box, of a button which is handled by the current interactive application.
- 55.2.5. Screen Saver Activation Time: The amount of time the application shall remain in Normal Mode until automatically transitioning into Screen Saver Mode. The Screen Saver Mode Activation Time shall be 15 minutes. The Screen Saver Activation Time is reset with each activation of an ApplicationHandledKeypress. The Screen Saver Activation Time is only relevant when the application is operating in Normal Mode.

55.3. Normal Mode

- 55.3.1. During Normal Mode the entire screen shall be rendered at its normal intensity.
- 55.3.2. The application shall operate in Normal Mode each time the application is started.
- 55.3.3. The application shall automatically transition to Screen Saver Mode whenever the Screen Saver Activation Time has been exceeded.
- 55.3.4. Pressing DASH, DASH on the remote control shall cause the application to transition to Bright Mode.

55.4. Screen Saver Mode.

- 55.4.1. During Screen Saver Mode the entire screen shall be dimmed to approximately 20 percent of its normal intensity.
- 55.4.2. A message shall be displayed at the bottom of the screen which will indicate that the application is in Screen Saver mode.
- 55.4.3. After fifteen minutes, screen saver is implemented with "Screen Saver: Press any button to view video. Press DASH twice (-,-) to disable." indicated on screen
- 55.4.4. Pressing any key will remove it
- 55.4.5. Pressing dash two times (dash-dash) disables it while you're on the channel

55.5. Bright Mode.

- 55.5.1. During Bright Mode the entire screen shall be rendered at its normal intensity.
- 55.5.2. The interactive application shall remain in Bright Mode until the next channel change.

56. COACH: MAIN FUNCTIONAL REQUIREMENTS

- 56.1. Will control both HD and SD mixes
- 56.2. Dynamically move games in and out of Mix (with confirmation boxes)
- 56.3. Turn on/off "highlightability/selectability" for RED ZONE Menu Item
- 56.4. Enter channel numbers for SD/HD (same channel number)
- 56.5. Simultaneous control of EG game chip info

57. COACH: SCHEDULE auto-populated

- 57.1. Auto-populated

58. COACH: OBJECT ORIENTED MANIPULATION

- 58.1. Ability to make most configuration choices using a "game" object that contains BOC, Router Port, VC, TVURI, kickoff time, visiting team, home team, blackout (y/n), "interactive", and "in Sunday Ticket" (y/n), as well as all attributes that can be gleaned from DTSS, with ability to manually change any of these attributes.

59. COACH: SPONSORSHIP ASSETS CONTROL

- 59.1. If SAU sponsorship is sold, AD BUILDER allows operator to periodically change out Sponsor Graphics, selecting from an updatable inventory of sponsor graphic sets:
 - 59.1.1. Mix BG
 - 59.1.2. Throughout application
 - 59.1.3. Application Menu
 - 59.1.4. Full Screen Ad
- 59.2. If no sponsorship sold, AD BUILDER allows operator to remove logos from app, menu and mix.

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- 60. COACH: LAYOUT CREATION IN ADVANCE (“SCHEDULER”)**
- 60.1. Ability to make preliminary layouts for Game Mix for multiple weeks ahead of time. Layouts may be scheduled (triggered automatically) or manually triggered (requiring the Producer to “Take Now”).
- 60.2. The clock for the scheduler will be 12-hour, with AM/PM selector, in PT.
- 61. COACH: SCHEDULE NAMING**
- 61.1. Ability to name a schedule via text string, with this name appearing along with an auto-scheduled time (if one was set for that schedule) in the area of the layout currently designated “Timeline”.
- 62. COACH: GAME OBJECT DELETION**
- 62.1. Ability to easily delete a game that has been placed in a schedule.
- 63. COACH: SCHEDULER OF GAMES FUNCTIONALITY (left-sided)**
- 63.1. Games will be color-coded for early/late; blackouts indicated
- 63.2. Once placed in the current Mix, the game will be removed from the list, which will be updated dynamically
- 63.3. The games can be double-clicked to open the game attributes entry box (not necessary if layout creator and Game Day Controller are combined on one screen)
- 64. COACH: SCHEDULE DUPLICATION**
- 64.1. Ability to select and create a duplicate of any schedule in the Scheduler portion of the Admin Tool.
- 65. COACH: GAME DAY CONTROLLER**
- 65.1. An interface provides the current layout, and links to pending layouts. Double-clicking on any of the game cells will display a pop-up window. The window will have the following tabs at the top:
- 65.1.1. Game Info -- Allows editing of any of the data in the game clock feed
- 65.1.2. Video State -- Allows producer to change video state between pre-game animation, post-game animation, video and a trouble slide.
- 65.1.3. Multiple windows of different games may be open simultaneously, but only one window for each game may be opened. Attempting to open a window for a game that already has one open results in that window being brought to front onscreen.
- 65.1.4. NOTE: May combine scheduler and game day controller into one interface, as with MLB.
- 66. COACH: CELL LABEL STATE**
- 66.1. Ability to take any game’s state to “pregame,” “halftime,” “Q1,” “Q2,” “Q3,” “Q4,” “OT,” “OT-Final,” or “Final.”
- 67. COACH: AUTO-DETECT FEED STATUS –game edit**
- 67.1. Auto-detect of feed loss/stale data and feed recovery, indicated by dialogue box.
- 68. COACH: FEED INSPECTION DISTICT FROM APP.**
- 68.1. Ability to inspect feeds separate from in-application display (to determine feed failure/recovery/correction, before producer returns data control to feed).
- 69. COACH: TICKER MESSAGES**
- 69.1. `PRELIMINARY BLACKOUT MESSAGE: “_____ cannot be shown due to NFL broadcast restrictions.” To be shown only when there is a blackout game and less than 8 live/pregame Games are being shown in the Mix; triggered manually.
- 69.2. "Additional games about to begin. They will appear in the Mix as soon as space is available." To be shown for 5 minutes before kickoff of a late game that is waiting for a cell to open up; triggered manually.
- 69.3. REPLICATE MLB TICKER CONFIGURATION AND CONTROL.
- 70. COACH: MANUAL STATUS EDIT**
- 70.1. Ability to correct feed-based errors or turn off/on fields for in clock, quarter, score, field position, & possession.
- 70.2. Producer will be responsible for returning each of these fields to auto.
- 71. COACH: Automated Response for Complete Game Clock Feed Failures**

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71.1. If game clock feed fails entirely, audio alert sounds; producer can manually update clock + quarter + score + field position + possession; when auto-detect of feed indicates reestablishment, audio message states that.

72. COACH: CLOCK ENTRY

72.1. Ability to use a simple method to start and stop clock when in manual mode; must also have the ability to enter a clock value in manual mode, which will require a submit button.

73. COACH: Automated Response for Complete Game Clock Feed Failures

73.1. If game clock feed fails entirely, audio alert sounds

73.2. if producer manually updates quarter & score, these updates still trigger color and animated transition changes.

74. COACH: Automated Response for Stat Feed Failure

74.1. If stat-xml feed is lost or stale (>3 minutes without an update and game not in halftime), a time stamp will appear in Scoring Summary. (TOP of each game cell.)

75. COACH: NFL Standings control

75.1. Admin Tool manual interface orders and updates all NFL standings

76. SUNDAY TICKET/SUPERFAN PACKAGE INFO

76.1. NFL Sunday Ticket

76.1.1. NFL Sunday Ticket includes:

76.1.2. Player Tracker

76.1.3. Enhanced Games

76.1.4. NFL Network

76.1.5. NFL Europa

76.1.6. NFL SUNDAY SNAP

76.1.7. Pregame Coaches' Shows

76.2. NFL SuperFan

76.2.1. NFL SuperFan includes all features of NFL Sunday Ticket, plus:

76.2.2. Over 180 NFL games in HD

76.2.3. NFL SUNDAY TICKET Red Zone Channel (HD)

76.2.4. NFL SUNDAY TICKET Game Mix (HD)

76.2.5. NFL SUNDAY TICKET Short Cuts (HD)

76.2.6. NFL SUNDAY TICKET Supercast

76.2.7. NFL SUNDAY TICKET Mobile