Division II Preliminary Round Video Streaming Requirements  
(Revised 4/17/24)

Since the 2019-20 academic year, video streaming is listed as a facility requirement in minimum bid specifications for prospective regional hosts and video streaming is required to be implemented for preliminary-round contests in the following sports: baseball, men’s and women’s basketball, field hockey, football, men’s and women’s lacrosse, men’s and women’s soccer, softball, women’s volleyball and wrestling.

The division’s minimum standards for video streaming of preliminary-round contests are the following:

- At least one camera must be used. Institutions may produce a multi-camera video stream if technically possible. In addition, cell phones are not permitted as the camera source.
  - Effective for the 2024-25 academic year, preliminary round hosts in basketball only are required to have multiple cameras (at least two) (06/23).
  - Effective for the 2025-26 academic year, preliminary round hosts in volleyball are also required to have multiple cameras (at least two) (02/24).

- Excluding wrestling, at least one broadcaster must be assigned for each contest to provide commentary in the live video stream.

- Personnel must be able to deliver neutral audio play-by-play and color commentary. (Host institutions may choose to use personnel who have announced the school’s regular-season broadcasts, but those personnel must deliver a neutral commentary during the video stream.)

- Game action must be visible when competition is in progress.

- Current score, time and applicable information must be onscreen if technically possible.

- NCAA public service announcements must be used during breaks if technically possible.

- Every effort should be made to ensure that graphics are neutral and include only NCAA and NCAA participating institutions’ marks. If a matchup features conference opponents, then the conference mark may be used.

- Contests must be recorded and shared with participating schools as requested.

The NCAA will not reimburse for equipment rental/purchase or production costs associated with video streaming in preliminary rounds. The NCAA will reimburse for costs associated with staffing (for example, commentators and producers).