

On this page you'll find all the rules in regards to the actual filmmaking. Give them a read, the last thing that you or we want is to disqualify your film. They're here to ensure fair competition and eligibility.

The COHASE 48 Hour Film Slam Organizers may add to or amend these rules at any time prior to the beginning of the Official Time Period.

A. **Times**

The 48 Hour Film Slam will occur between Friday, May 17th at **5:30pm** and Sunday, May 19th at **5:30pm**. This is the Official Time Period.

The participating group/team must complete its film/video work in time to submit it on Sunday by 5:30pm.

Only works that meet the deadline will be officially part of the competition. All films received on Sunday (on-time and late) will be screened.

B. **Creative Process**

All creativity must take place during the Official Time Period. Any creative work in advance of the competition weekend is prohibited. Creative work includes, but is not limited to:

- a. Writing the script
- b. Casting (of roles)
- c. Rehearsing
- d. Costume/Set Design
- e. Shooting
- f. Editing
- g. Sound Design
- h. Rendering
- i. Outputting to USB drive or other media

C. **Preparation**

The only work to begin prior to the Official Time Period is:

- a. Organizing Crew
- b. Organizing Cast
- c. Securing Equipment
- d. Scouting/Securing Locations

D. **Footage**

Every frame of your film **MUST** contain footage shot or created in the Official Time Period. This is "core footage."

"Supporting footage," or footage shot or created **BEFORE** the Official Time Period (including stock footage that is part of a special effect) may be placed over or under the core footage, as long as every frame of your film contains some amount of core footage and the assembling of the core footage with the supporting footage occurs during the

Official Time Period.

Animation, titles, and special effects can be considered core footage if it is created during the Official Time Period. (see Rule **S** relating to footage created using Artificial Intelligence.)

Supporting footage MAY NOT include people or other performers.

Still photos are permitted as core footage. The still photos do not need to be created during the Official Time Period. Note: Still photos created outside of the Official Time Period being used in a sequence to create the illusion of motion are not acceptable as core footage, but are acceptable as supporting footage.

You must have rights to any footage or photos used in your film.

E. **Kickoff Event**

Each participating team must have a representative at the official Kickoff Event on Friday, May 17th..

- a. Prior to the Kickoff event, each group must sign up via email to chamber@cohase.org.
- b. Each group will receive the genre of its film in a random drawing.

F. **Required Elements**

Each participating group will be assigned required elements that must appear in its film, such as a genre, a character, a prop and/or a line of dialogue.

- a. The required Prop must be seen on-screen. A picture of the required prop is also allowed.
- b. The required Line of Dialogue must be used verbatim. It may be spoken, sung and/or written. It may be in any language, though if it is unclear that it is the required Line, there must be a translation.
- c. The Required Location must be seen on-screen.
- d. To qualify as an Official Entry, each group's film must be in the genre it selects and must contain all required elements within the official time limit and prior to the credits.

G. **Volunteers**

All cast and crew must be volunteers.

H. **Animal Safety**

Animal safety, like cast and crew safety, is an important part of 48 Hour Filmmaking. Films that result in the death or mutilation of an animal will be disqualified.

I. **Cameras**

Any type of video or film camera may be used. There is no limit to the number of cameras.

J. **Music Rights**

Participating groups are encouraged to work with a composer and/or musicians to write and record music for the films. It is permissible for a participating group to use pre-recorded music; however, the participating group must have the rights to any music used in its film (or use Creative Commons music), and must either provide releases or

adequate billing in the Credits for all music used. As with music, pre-recorded sound effects are allowed, but you must have rights to use them.

Note: Song parodies (i.e., use of identifiable pre-existing compositions with new or altered lyrics or music) may not be included in the film without a signed release from the composition's rights holder. This rule applies without regard to whether the song parody arguably constitutes fair use under US or international copyright law.

K. **Total Running Time**

The finished film must be a maximum of 7 minutes in duration—not including end credits. In other words, the official running time begins after the required Slam titles and ends prior to the end credits. The required slates and the end credits do not count towards the maximum time of 7 minutes. The film story may not be longer than 7 minutes.

L. **Credits**

Pre-film Required Slates

Before the finished film begins, the media should have...

- a. 5 seconds of black
- b. 5 seconds title card with: team name, title, genre
- c. 5 seconds title card with: This film was made for the COHASE 48 Hour Film Slam 2024, alongside the COHASE logo image (emailed to all teams).
- d. 2 seconds of black

Opening Credits

After the 2 seconds of black, some films start with opening credits. These are not encouraged, but if you use them, opening credits are considered to be part of the film, and therefore count against the seven-minute maximum.

End Credits

Credits at the end of each film are limited to a maximum of 60 seconds. The 60 seconds is considered additional to the length of the film, as stated above. (That is, a film may be 7 minutes long, with an additional 60 seconds of credits, for a total running time of 8 minutes.) The Slam organizers reserve the right to shorten any end credits that exceed the maximum length for screening purposes.

Bloopers and/or behind the scenes are permitted during the end credits, adhering to the 60 second maximum length.

The end credits must include the words:

Slates And Credits After The Competition

For any future screenings, online or otherwise, films should retain the pre-film title card that says: This film was made for the COHASE 48 Hour Film Slam 2024.

M. **Required Media Formats**

For complete submission requirements, check your team dashboard.

Maximum File Size: 2GB.

IMPORTANT: If your film does not conform to the submission requirements in your city, it

may be disqualified. Also, if your film cannot be viewed on COHASE equipment, it may be disqualified.

N. **Submission Notes**

- a. We recommend that you make sound levels relatively even throughout your film. (If your film has uneven sound or sound that peaks, it may be modified to protect the playback equipment.)
- b. If your film is very dark, it may be difficult to see in some theaters.
- c. All films received on the evening of the deadline (on-time and late) will be screened, presuming they meet the eligibility requirements.

O. **Eligibility**

To be eligible for the Project, Entries must be the original work of the Entrant; must not infringe third-party's rights; must be suitable for publication (i.e., may not be obscene or indecent); must not contain obscene or pornographic material; may not contain defamatory statements about any person, company, organization or entity; may not invade privacy or other rights of any person, company or entity; may not in any other way violate applicable laws and regulations; and may not contain any copyrighted elements (other than as owned by the Entrant and/or COHASE 48 Hour Film Slam).

Entries containing prohibited or inappropriate content as determined by the Slam, in its sole discretion, to be inappropriate will be disqualified. COHASE 48 Hour Film Slam reserves the right to make the final determination as to which Entries are eligible. The Slam reserves the right to refuse to screen a film or to make an announcement at the screening regarding the content of the film. The Slam reserves the right to alter a film in order to remove or delete offensive or defamatory content.

P. **No Pre-Screening Distribution**

The Entrant should not distribute their entry/video in any way prior to it receiving its official Slam premiere screening. This includes uploading the video to any website or screening the film for groups of anyone other than the team. If they'd like, the Entrant is encouraged to make a trailer of their film and distribute that instead. This trailer should be no longer than 48 seconds.

Q. **Official Film Entry**

To be certified as an Official Film Entry, each participating group's film/video production must follow all rules herein. The COHASE 48 Hour Film Slam Organizers reserve the right to screen only certified Official Film Entries.

R. **Awards and Prizes**

All films are eligible to compete for Awards and cash prizes. A panel of independent judges will determine the winners.

S. **Using AI (Artificial Intelligence) in Your Slam Entry**

You may use AI (Artificial Intelligence) in the creation of your film, subject to the following guidelines:

- a. You may only use AI in ways that are legal in your jurisdiction.

- b. You may not use AI to create any part of your entry prior to the Official Time Period.
- c. You must have the rights to all work including work created with AI. In other words, any AI generated material that uses copyrighted material for which the filmmaker does not have a release is not permitted. (As an example, using a screenshot from the movie Pulp Fiction to create a new image is prohibited.)
- d. Any footage created using AI is subject to both: copyright requirements and Rule D regarding footage (above). That is, not only must the filmmaker have rights to the footage, but any footage shot prior to the competition weekend, may only be used as outlined in Rule D.