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A platform for independent filmmaking, creative expression and immersive entertainment, Tribeca Film Festival NYC, LLC (the “Festival”) supports emerging and established voices, discovers award-winning filmmakers, curates innovative and interactive experiences, and introduces new technology and ideas through panels, premieres, exhibitions, and live performance.

## Submission Categories

Selected projects from all categories will be presented to the public at the 21st Annual Tribeca Festival currently scheduled to take place on June 8 – June 19, 2022 (“TF22”). Since submission of a project constitutes acceptance of these Entry Rules & Regulations (by you and your agents), please review this document carefully. Submitted projects must **not**:

- have screened or exhibited publicly in the New York region\*
- have had ANY public screening, broadcast, distribution, or exhibition before January 1, 2021.\*\*

\*Not applicable to Tribeca X Award submissions.

\*\*Not applicable to Tribeca Games submissions.

### Feature and Short Films:

Tribeca showcases short and feature films from emerging talent and established filmmakers with distinct voices and bold new ideas. Films invited to participate in the 2022 Tribeca Festival will be shown in the section determined most appropriate by Festival programmers, in their sole discretion. Short films will also be considered for our online section which will premiere on our Tribeca At Home platform.

**Eligible projects include** feature films (runtime ≥ 40 minutes). Short films (runtime < 40 minutes); including documentaries, narratives, animation, experimental films, and music videos.

### Tribeca NOW:

Tribeca NOW is a platform that discovers, highlights, and celebrates independent episodic work, including short and long form pilots/series, of both narrative and documentary genres. Eligible projects include episodic projects created for broadcast television and/or streaming, and web series. Submitted projects must show the potential for serial growth; standalone short films will **not** be considered.

Additional to consideration as an Official Selection of TF22, filmmakers submitting to Tribeca NOW will also be considered for the Tribeca Creators Market, a first-of-its-kind, private industry market held during TF22 that brings together emerging feature film, episodic, immersive, podcast, and games storytellers to pitch new projects to and network with a wide range of industry, including distributors, producers, networks, funders, and more. Interested participants must have prepared pitch materials (i.e. scripts, look books, etc.) in advance of the event for Market staff to review. All filmmakers chosen as Official Selections of the Tribeca NOW section will receive an automatic invitation to the Tribeca Creators Market.

**Eligible projects include**

Long form episodics and short form episodics projects, inclusive of web series.

Tribeca Immersive:

Tribeca exhibits immersive projects throughout TF22 to showcase new forms and uses of emerging media, highlighting innovation across a variety of platforms. These may range from virtual reality and augmented reality projects to cross-platform films, 360 films, multi-media installations, and apps.

Submissions will be considered for the Tribeca Virtual Arcade (for room-scale VR and/or XR projects and 360 Films). All World Premiere & International Premiere selections will also be considered for inclusion in our Storyscapes competition. Non-Fiction selections are eligible for our Best Creative Non-Fiction Award. Narrative selections are eligible for our Best Immersive Narrative award. Some selections from the program may also be included in our online initiative for a global audience, pending approval by the creative team. Project creators will also be considered for the Tribeca Creators Market, a first-of-its-kind, private industry market that brings together leading online and immersive storytellers to pitch new projects to a wide range of industry, including distributors, agencies, funders, and more.

**Eligible projects include** but are not limited to virtual reality projects, 360 films, augmented reality projects, web projects, mobile apps, multi-media installations and multi-platform works, but in any event, projects must have some sort of interactive element. Linear or 2D films will not be accepted.

Tribeca Games

Tribeca will feature video game projects throughout TF22 to highlight this important medium as a form of storytelling, art, and innovation. Story is defined in the broadest sense including narrative, world building, and/or artistic excellence. Cross-medium projects and unique use of technology that challenge our current understanding games is embraced. Submissions will be considered for the Tribeca Games section and, if selected, will be considered Official Selections and will be featured during TF22.

**Eligible projects include** but are not limited to all U.S. and internationally produced games that are created for web, console, virtual reality, augmented reality, and mobile games. Tabletop games are not accepted at this time.

Tribeca X Award

The Tribeca X Award is a juried award for storytelling supported by a brand recognizing the intersection of advertising and entertainment. The Tribeca X Award is open to all work funded with support of a brand in collaboration with artists or filmmakers. The finalists will be recognized by the Festival, and a jury will award the winning selection at TF22.

**Eligible projects include** scripted and documentary work for film, TV, digital, episodic, social, and VR/AR, in both feature or short length. Submitted projects must have a storytelling element; projects that are strictly intended as commercial spots will not be considered.

Key Dates and Entry Fees

	Feature Film (film length ≥ 40 minutes)	Short Film (film length < 40 minutes)	Tribeca NOW	Tribeca Immersive	Tribeca X Award	Tribeca Games
<b>Submissions Open</b>	9/20/2021 (10am ET)	10/13/2021 (10am ET)	9/20/2021 (10am ET)	9/20/2021 (10am ET)	9/20/2021 (10am ET)	9/20/2021 (10am ET)
<b>Early Deadline</b>	<b>\$65</b> 11/3/2021 (6pm ET)	<b>\$50</b> 12/1/2021 (6pm ET)	<b>\$40</b> 11/3/2021  (6pm ET)	<b>\$40</b> 11/3/2021 (6pm ET)	<b>\$325</b> 12/1/2021 (6pm ET)	<b>\$40</b> 11/3/2021  (6pm ET)
<b>Official Deadline</b>	<b>\$85</b> 12/8/2021 (6pm ET)	<b>\$60</b> 1/5/2022 (6pm ET)	<b>\$60</b> 12/8/2021 (6pm ET)	<b>\$60</b> 12/8/2021 (6pm ET)	<b>\$425</b> 1/5/2022 (6pm ET)	<b>\$60</b> 12/8/2021 (6pm ET)
<b>Late Deadline</b>	<b>\$110</b> 1/19/2022 (6pm ET) *	<b>\$70</b> 2/16/2022 (6pm ET)	<b>\$80</b> 1/19/2022 (6pm ET)	<b>\$80</b> 1/19/2022 (6pm ET)	<b>\$525</b> 2/16/2022 (6pm ET)	<b>\$80</b> 1/19/2022 (6pm ET)

\*The feature film Late Deadline is only open for World Premiere submissions or films that have not premiered at the time of submission.

The Festival requires that all projects be submitted via a password-protected streaming URL link. For Tribeca Immersive and Tribeca Games and any VR/AR projects, the Festival requires a downloadable link. Please prepare this link in advance of beginning your online project entry form. Links must remain active and accessible through June 8, 2022.

**Work-In-Progress Submissions:** Submissions may be in work-in-progress form; however, projects that are not final cuts or projects must be **clearly marked** Work in Progress (“WIP”) or Rough Cut with an indication of what will change or what is missing (e.g., temp sound, Avid output, missing animation, etc.) either indicated in the project cut itself or within the copy display in the streaming link. As long as the streaming link remains the same and password does not change you may update the link with newer cuts as they are available up until the last applicable entry deadline noted above. In the unlikely event of a password change or link change you must email the Festival immediately with that change so we may update your record. If the Festival is not notified of the change and the link is found to be inactive or the password to be incorrect the Festival will send an email to the submitter’s address on file to follow up. If a response with the correct information is not received within forty-eight (48) hours, the submission may be deemed ineligible.

**Entry Fee Note:** Entry fees are in U.S. Dollars, are per project and are non-refundable. The Festival reserves the right to disqualify a submission, without refund of any kind, if eligibility requirements are not met including if eligibility status changes post-submission.

**Students:** Student directed SHORT FILMS ONLY may submit at a discounted rate of \$30 per submission via the Tribeca Extranet (<https://extranet.tribecafilm.com/submissions>). Students will need to provide a scanned copy of a current and valid student ID card or a letter from an accredited school verifying the entrant’s enrollment. A PDF or JPG file of this scan must be submitted through the Festival’s online entry form at the time of submitting the film in order to qualify. Students who submit to the other categories **MUST** pay the applicable entry fee(s).

Eligibility

To be eligible for consideration:

**ALL CATEGORIES:**

- (1) You must fully comply with these Entry Rules & Regulations, including all deadlines, project length, entry material, and other requirements.
- (2) Non-English language projects must have English subtitles at the time submitted. Dialogue lists will not be accepted.
- (3) The project **MUST** maintain at minimum a “New York Regional” premiere status prior to TF22 (“Premiere”; *see criteria in charts, below*) (*excluding Tribeca X Award submissions*)
  - “NY Regional” means the tri-state area including the five boroughs of New York City, the surrounding New York metropolitan area (e.g. Nassau, Suffolk, Westchester, Putnam, Dutchess, Rockland, Orange, Ulster and Columbia counties), southwestern Connecticut (e.g. Fairfield, New Haven and Litchfield counties) and northern New Jersey (e.g. Bergen, Passaic, Middlesex, Monmouth, Essex and Hudson counties)

(4) Both prior to **and** throughout TF22 (except as otherwise expressly noted below), the project must meet the following criteria (see applicable chart below)

**TRIBECA NOW ONLY:**

- (1) The project must be of episodic nature, inclusive of web series.
- (2) Submitted pilot episodes must show the potential for serial growth and will be asked to provide episode descriptions of at least two additional episodes.

**TRIBECA GAMES ONLY:**

- (1) For games to maintain a New York premiere status, no hand-on demo or display can have been exhibited in the “New York Region” area prior to TF22.
- (2) For digital distribution or display, any non-password protected online exhibition of a demo or gameplay that is materially identical to the experience submitted to Tribeca deems the submission ineligible.

**TRIBECA IMMERSIVE ONLY:**

- (1) All submissions must maintain a New York Premiere status; but the Festival may, in its sole discretion, select online projects that launch after January 1, 2021.
- (2) Any work submitted as a “work-in-progress” must be completed prior to the start of the TF22.

**TRIBECA X AWARD ONLY:**

- (1) The project must have been made with the support of a brand in collaboration with artists or filmmakers.
- (2) Projects must have a storytelling element; projects that are strictly intended as commercial spots will not be considered.

FEATURES, SHORTS, NOW, IMMERSIVE, GAMES Eligibility Chart	ELIGIBLE	INELIGIBLE
ANY public screening, broadcast, distribution, or exhibition <u>before</u> January 1, 2021 (other than as described in <sup>1</sup> below)		✓
Theatrical - Any commercial exhibition in the US (other than as described in <sup>2</sup> or <sup>3</sup> below)		✓
Theatrical - Limited commercial exhibition only outside of the US <u>and</u> on/after January 1, 2021	✓	
DVD - Any commercial distribution in the US (other than as described in <sup>3</sup> below)		✓
DVD - Limited distribution only outside the US <u>and</u> on/after January 1, 2021	✓	
TV - Any broadcast available to US audiences (other than as described in <sup>3</sup> below)		✓
TV - Limited broadcast available only outside the US <u>and</u> on/after January 1, 2021	✓	
Digital - Any digital broadcast available to US audiences (including via a non-password protected website, whether commercial or personal, e.g. Vimeo, YouTube, etc.), other than as described in <sup>3,4</sup> below		✓
Digital - Limited internet broadcast available only outside of the US <u>and</u> on/after January 1, 2021, other than as described in <sup>4</sup> below	✓	
Festival - Any exhibition held <b>IN</b> the New York Region as part of a film festival (other than as described in <sup>2</sup> or <sup>3</sup> below and, for clarity, except for TF22 screenings)		✓
Festival - Exhibition held outside the New York Region as part of a film festival <u>and</u> on/after January 1, 2021	✓	
<sup>1</sup> Private, invite only screenings (i.e. screenings for family or cast or screenings for feedback)	✓	
<sup>2</sup> Academic screenings for students/faculty in a classroom or in-person, school-based film festival.	✓	
<sup>3</sup> For SELECTED films: theatrical, DVD, TV, digital and/or festival screenings scheduled to be held DURING TF22 but after the Feature’s Premiere, <b>if</b> approved in advance <u>and</u> in writing by the Festival	✓	
<sup>4</sup> Digital Festival Screenings: projects that participated in virtual festivals in 2021 are still eligible for submission <u>IF</u> the projects were only up online and streaming for a set period during the applicable TF22 dates and not a selection of a New York Regional-based film festival (excluding Tribeca Games).	✓	
<sup>5</sup> <b>TRIBECA GAMES:</b> For digital distribution, any non-password protected broadcast (including exhibitions on the internet, radio, mobile devices) deem the submission <b>ineligible</b> . <b>HOWEVER</b> , online web projects that will launch after January 1, 2020 may be selected at the discretion of the Festival’s programming team.	✓	

**Work-in-Progress Screenings:** Projects that have been theatrically or digitally exhibited at a “work-in-progress” screening at which tickets were made to the general public are only eligible for submission if the version submitted is significantly different (at least 30%-50%) to the one at the screening. The Festival reserves the right to disqualify a submission, without refund of any kind, if eligibility requirements are not met including if eligibility status changes post-submission.

**Online Screenings:** In light of the on-going COVID-19 pandemic, for TF22, projects that have premiered online in 2021 as part of a digital or online festival, may still be considered for the following categories:

- Features
- Shorts
- Tribeca Immersive
- Tribeca NOW

These online screenings must have been for a limited run as part of a festival that was not based in the NY region, as described above. Any project that is available commercially or pay-per-view is not eligible.

Submissions for Tribeca Games will still be required to not premiere or demo online within the US or in the New York region prior to TF22

**Eligibility Note:** If at any point following its initial consideration, the Festival determines that a submission no longer meets all the eligibility criteria described above, such submission will be deemed ineligible.

### How to enter

Apply online at <http://www.tribecafilm.com/festival/submissions> or via FilmFreeway at <https://www.filmfreeway.com/tribecafilmfestival> and, after fully completing the online entry form, click “submit”. Please note the online entry form will require you to submit a password-protected URL that links to your project in order to be completed, so plan accordingly and be sure the project has been fully uploaded to the viewing platform and the link and password work prior to filling out your online entry form.

### Entry Materials

All entries must include the following:

- (1) An official TF22 online entry form, properly completed.
- (2) A private and/or password protected streaming link of the project.
  - a. If submitting a **TRIBECA IMMERSIVE** or **TRIBECA GAME** project, we require a downloadable link for optimum reviewing. You can submit a Steam key, or a download link to your file, or app download package. Games can submit full game links however must submit a minimum of a 10 minute playable demo for consideration. Games should also submit at least 8 Steam keys.
  - b. If you have an app that requires login for beta testing or any other form of media that is not easily shareable via link, you must email [entries@tribecafilm.com](mailto:entries@tribecafilm.com) prior to submitting your online application so we may consider whether the work would be eligible, and if so, the best method for evaluating the work.
- (3) As applicable, the entry fee(s) for the project submission (see the “Entry Fees” section above), which are payable **ONLY** by credit card (American Express, Visa, MasterCard, TCB, or Discover). If submitting a student short film, a scan of the student ID or enrollment verification must be provided at the time of submitting to qualify for the discounted submission fee.

**Note:** It is your sole responsibility to ensure that your online entry form is properly submitted. If you’ve submitted through the Tribeca platform and have not received an email confirmation, you may email the Festival at [entries@tribecafilm.com](mailto:entries@tribecafilm.com) to follow up. If you have submitted through FilmFreeway, please make your project status is marked as “IN CONSIDERATION”, otherwise you have not completed your submission with us.

It is also your responsibility to ensure the streaming link is functional and the link and password submitted are accurate. The password protected link must be active at least through June 8, 2022. Regardless of your method of entry, all entry materials **MUST** be received by the Festival no later than the applicable deadlines referenced above. The Festival reserves the right to disqualify any submission, without refund of any kind, if it is not completed in accordance with these Entry Rules and Regulations.

### Multiple Entries

#### **FEATURES/SHORTS/IMMERSIVE/GAMES**

Each project must be individually submitted and accompanied by its own completed online entry form; please do not send links to multiple project entries in your online entry form, as any or all of them may be disqualified.

### **NOW**

Each project must be individually submitted and accompanied by its own completed online entry form; please do not send links to multiple project entries in your online entry form, as any or all of them may be disqualified. If you are submitting a web series or episodic content, you may submit multiple episodes of the same series within the same submission.

### **X AWARD**

You may submit up to three (3) links to projects that fall under the same brand campaign within the same submission. However, you may not submit links to multiple campaigns in the same submission. Each project must be individually submitted and accompanied by its own completed online entry form; please do not send links to multiple projects in your online entry form, as any or all of them may be disqualified.

### Re-Entry

If your project was submitted and considered for previous editions of the Tribeca Festival, you may re-enter it if you have made significant changes and if all applicable eligibility requirements are met at the time of entry for TF22 (see above).

### Invited Projects

Festival programmers select and invite all projects to be presented at TF22, with Premiere status considered (see eligibility requirements above). Invited creators will be notified by email or phone via the information provided on the submitted entry form. Make sure to update the Festival with new contact information or any other festival invitations prior to TFF22 at [entries@tribecafilm.com](mailto:entries@tribecafilm.com). If your project is invited, your Premiere status will be confirmed with you and locked. Should you accept any other festival invitation that breaches this Premiere status commitment, the Festival reserves the right to rescind the invitation.

### **IF YOUR PROJECT IS SELECTED**

If your project is selected, you must fulfill the following requirements by the date(s) designated by the Festival:

- (1) You must execute a release agreement wherein you (i) accept responsibility for obtaining any and all clearances necessary to exhibit and promote your project and any promotional materials provided by you in connection with TF22; (ii) warrant that you have the rights necessary for Tribeca to exhibit and promote your project and use any promotional materials provided by you in connection with TF22; and (iii) indemnify and hold harmless the Festival, its parent company, its affiliates, and subsidiaries and any of their respective directors, officers, employees, and representatives against any claim arising out of exhibition and promotion of your project in connection with TF22.
- (2) For all projects (other than those selected for **TRIBECA IMMERSIVE** or **TRIBECA GAMES**; see below), you must deliver to the address(es) designated by the Festival (i) one (1) exhibition copy (technical specifications must be confirmed by the Festival in advance) of the invited work; (ii) a backup copy or copies, as required by our technical department; and (iii) additional exhibition copies, if requested by the Festival (to allow for multiple screenings at more than one venue). We recommend you ship all exhibition copies via courier in order to permit the tracking of your project once it leaves your hands.
  - (a) The required exhibition formats and delivery date deadlines will be confirmed by the Festival after invitations have been extended and confirmed. Please check in with the Festival staff before creating your Festival exhibition copy or copies to ensure the format and technical specifications are correct.
- (3) The Festival will arrange for (and cover the cost of) return shipping of your exhibition copy (copies) to one (1) location after the conclusion of TF22.
- (4) If selected for **TRIBECA IMMERSIVE** or **TRIBECA GAMES**, you must deliver to the address(es) designated by the Festival all materials and other relevant information for your work to be appropriately installed and displayed during TF22 (at a minimum, the Festival will require all materials required to allow exhibition of your work in one (1) location, but the Festival may request additional materials (or copies thereof, as applicable) to allow for exhibitions at more than one venue). Due to the unique nature of the Tribeca Immersive program, such required materials, shipping arrangements and setup costs are your responsibility (unless otherwise designated by the Festival in its discretion on a work-by-work basis). Further, final format/media/spec requirements for any given work may be different from and in addition to the formats delivered during the submission process.
  - (a) Please note that if the actual costs and required technical/space requirements to set up and exhibit your work are in excess of the estimates you provide with your submission form, the Festival reserves the right to decline to exhibit your work at TF22
- (5) If selected within **TRIBECA IMMERSIVE**, you will be asked to also participate in both our physical festival, as well as our online exhibition to be held on the Festival website (<http://www.tribecafilm.com/>) and/or designated future digital exhibition platform (TBD) on and around the TF22 dates.

- (6) You must provide a properly completed and signed official TF22 “Festival Information Form” including all press and publication assets as specified in the “Materials Checklist” (the “Festival Information Form” and “Materials Checklist” will be provided by the Festival).
- (7) You must provide a downloadable link of the final, completed project for Festival archives and internal purposes for all selected projects other than Tribeca Immersive.
- (8) If selected for **TRIBECA X AWARD**, at the discretion of the Festival, you may be asked to provide an embeddable streaming link of your project to be exhibited on the Festival website (<http://www.tribecafilm.com/>) during the TF22 dates.

### Festival Sections\*

Projects invited to participate in TF22 will be shown in the section determined most appropriate by Festival programmers, in their sole discretion.

Part or all of the TF22 program may be available online on a secure streaming platform for a limited number of screenings, geo-blocked to the United States. , Tribeca will discuss with the filmmakers whose films are chosen as Official Selections the possibility of including their film as part of the online component.

### **In Competition:**

#### FEATURE FILMS

##### **US Narrative Competition**

- Open to narrative films produced in the US having a World “Premiere” at TF22 (see eligibility requirements above).
- Eligible for: Best Narrative Feature, Best Screenplay, Best Cinematography, Best Actor and Best Actress.

##### **International Narrative Competition**

- Open to narrative films produced outside the US having at least a North American “Premiere” at TF22 (see eligibility requirements above).
- Eligible for: Best Narrative Feature, Best Screenplay, Best Cinematography, Best Actor and Best Actress.

##### **Documentary Competition**

- Open to documentary films from all regions but must be a World “Premiere” at TF22 (see eligibility requirements above).
- Eligible for: Best Documentary Feature, Best Editing in a Documentary, Best Cinematography in a Documentary

#### SHORT FILMS

- Open to projects from all regions but must at least be a NY Regional “Premiere” (see eligibility requirements above). World premiere films are given priority.
- Eligible for: Best Narrative Short, Best Documentary Short, Best Animated Short and Student Visionary Award.
- Student Shorts must be produced through an accredited educational institution.
- Shorts will play either in a Shorts program or before a Feature film.

#### TRIBECA GAMES

- Submissions are open to all U.S. and internationally produced games and must maintain at least a hands on NY demo premiere status to be eligible to receive the Tribeca Games Award.

#### TRIBECA IMMERSIVE

##### **Tribeca Storyscapes**

- Open to all U.S- and international-produced fiction and documentary story-driven projects with a world premiere. Projects may include but are not limited to virtual reality projects, augmented reality projects, web projects, mobile apps, games, multi-media installations and multi-platform projects, but in any event, projects must have some sort of interactive element
- Eligible for the Storyscapes Award

#### TRIBECA X AWARD

- The finalists will be recognized by the Festival, and a jury will award the winning selection at TF22.

### **Out of Competition:**

(all must be at least a NY Region “Premiere” unless otherwise noted. Some films in Out of Competition sections are eligible for awards; see AWARDS below for details):

## FEATURE FILMS

### **Gala; Movies Plus**

- Both screening programs are invitation-only and feature advanced screenings of anticipated films and feature live performances or talks after the screenings.

### **Spotlight Narrative and Spotlight Documentary**

- Documentary and narrative films - a mix of big names, bold talents, highly anticipated new releases and festival favorites.

### **Viewpoints**

- An assortment of documentary and narrative films offering distinctive visions from innovative voices.

### **Midnight**

- Spanning horror, sci-fi, action and more, these entertaining and memorable films celebrate the best in genre cinema.

### **Tribeca Critics' Week**

- The Tribeca Critics' Week is a section of TF22 with a curated slate of five (5) feature films from New York-based film critics

## TRIBECA NOW

### **Tribeca NOW Showcase**

- Tribeca NOW is a platform that discovers, highlights, and celebrates independent episodic work, including short and long form pilots/series, of both narrative and documentary genres.

### **Tribeca NOW Creators Market**

The Tribeca Creators Market, a first-of-its-kind, private industry market held during TF22 that brings together emerging feature film, episodic, immersive, podcast, and games storytellers to pitch new projects to and network with a wide range of industry, including distributors, producers, networks, funders, and more.

## TRIBECA TV

- A curated selection of studio produced series or pilots

***\*The above listings are from the 2021 Tribeca Film Festival. Sections, descriptions, and awards for TF22 may be modified by the Festival in its sole discretion.***

## Awards\*

- In 2021, cash awards totaled \$165,000, in addition to over \$49,000 in artwork. Awards for TF22 may be modified.
- Unless otherwise agreed by the Festival in writing, awards will be given to the winning film director (as identified in the Festival Information Form) on behalf of the film (except for Best Screenplay, Best Cinematography, Best Actor, Best Actress, and Best Editing) and will be fulfilled approximately 12-16 weeks after the closing date of TF22.
- Award eligibility is subject to any restrictions or conditions imposed by applicable laws and regulations (international, federal, state or otherwise), and the award recipient is responsible for all applicable taxes, customs, tariffs, insurance and similar charges or costs (if any).
- By invitation, Features by first time directors having their World Premieres at TF22 (except those only shown in the "Gala" section or as a "Special Screening" or "Special Event") are eligible for the Best New Documentary Award or Best New Narrative Award. The Festival in its sole discretion may also consider North American or International Premieres for the Best New Narrative or Best New Documentary Awards.
- All new Features (except those only shown in the "Gala", "Tribeca Talks" or "Retrospectives") are eligible for the "Audience Award," regardless of section.
- By invitation, Features written and/or directed by women having at least their North American Premieres at TF22 (except those only shown in the "Gala", "Tribeca Talks" or "Retrospectives") are eligible for the Nora Ephron Award.
- All selected projects that are actually exhibited as part of the Tribeca Storyscapes program during TF22 are eligible for any award(s) that may be given in connection with the Tribeca Storyscapes program at TF22 (awards are not guaranteed and are determined from year to year in the Festival's sole discretion).

***\*The above listed awards are from the 2021 Tribeca Film Festival and are subject to change for TF22 by the Festival in its sole discretion.***