4 TELEVISION GRAPHICS

4.1 DESIGN AND CONTENT

A UEFA Nations League TV graphics inventory has been developed for use in the broadcast coverage of all UNL matches. Graphics are supplied as part of the broadcast toolkit and the complete inventory is available to download from the UNL FAME brand assets portal. Any TV graphics updates will also be made available on FAME. All match graphics are produced in 16:9 to complement the general coverage (see section 3.1).

Example of match identification

All broadcast partners should use these graphics in their UNL productions and are responsible for ensuring the guidelines are applied.

Guidelines on the use of all graphics can be found in the UEFA Nations League TV Graphics Guidelines. For all commercial aspects of the graphics implementation, please refer to the UEFA Nations League Rights Exploitation Guidelines, available via your dedicated CAA Eleven Media Account Manager.

Broadcast partners may only produce their own graphics for unilateral feeds. Any supplementary match or studio graphics that are produced for their match programming must follow the same design. Any additional graphic elements that broadcast partners wish to use must be within the design guidelines and require approval from UEFA. Approval requests should be sent to your account manager at CAA Eleven.

Example of match score at full time

For the UEFA Nations League Finals, some captions will be customised, using the official brand of the Finals. Dedicated guidelines for the use of these specific graphics will be made available ahead of the Finals.

FONT

UEFA Nations, available in the FAME Brand Assets, is the official font for use with all UNL TV graphics. It is not permitted to use this font in non-UNL productions, nor is it permitted to use any other font in place of this. It has been selected because it is able to cover all eastern European characters and the Greek and Cyrillic alphabets.

Full details on font usage (size, weight, colour, type, etc.) can be found in the UEFA Nations League TV Graphics Guidelines.

DATA

Only UEFA-approved names, titles and data must be used in conjunction with UNL TV graphics.

The official UEFA data source is part of UEFA's digital services and includes:

- UEFA content distribution platform data feeds
- access to the Commentator Information Service (Web CIS)

Please refer to Chapter 7 of the UNL Broadcast Partner Production Manual for further details.

Access details for those sources will be provided by your account manager at CAA Eleven.

Before the competition begins, all the official team names and their abbreviations will be included in the UEFA Nations League TV Graphics Guidelines. City and