up graphics feed for the multilateral production. Before any graphics are put on-air, they must be previewed by a match director or a producer in order to guarantee a high standard of coverage.

During the match, a permanent clock and score graphic must be included by the host broadcaster in the top left corner of the screen. This location will also be used to display any match information graphics, such as player IDs, goal scorers, substitutions, yellow or red cards and match statistics.

Such information will appear in a graphic entirely overlaying the permanent clock and score. After a short period, the information graphic will then be animated out to reveal the permanent clock and score again.

The additional time and the additional time duration will appear through an additional animation within the permanent clock and score. Official UEFA statistics may be displayed on the information graphics. Host broadcasters should source statistical information from the official UEFA data source (see chapter 9 for further details).

Multilateral graphics must be fully operational by no later than five hours prior to kick-off. An official graphics test will be conducted by UEFA as part of the end-to-end test. All multilateral graphics (including the replay wipe) should be ready for this and for UEFA to perform a name and spelling check following the end-to-end test. Any backup feeds should also be available at this time.

It is strongly recommended to conduct a graphics test on MD-1, every matchday, so that there is sufficient time to implement potential changes.

ANIMATIONS

Graphics and animations are provided as Targa (TGA) file sequences. Guideline samples of graphics and animations are also provided. All UNL graphics should be introduced and removed using the respective provided animations and in accordance with the TV Graphic Guidelines.

Graphic animations must be carried out in accordance with the style and guidelines provided with the graphics inventory.

REPLAYS

No graphics are to be shown during replays on the multilateral feed; the permanent clock and score should be removed before a replay begins and re-inserted after the replay is completed. A dedicated replay wipe is used to enter and exit all replays (see section 4.3).

4.2.1 MULTILATERAL GRAPHICS

The following table gives an overview of typical multilateral graphics requirements for the UNL:

Period	League Phase
Pre-match	• Match identification • Weather • Group tables • Team line-up and tactical • Match officials identification • Team substitutes