

In-match	<ul style="list-style-type: none"> • Kick-off clock (lower third) • Permanent clock and score (top left) • Match information in top left (coach/player ID, yellow/red cards, substitutions, statistics) • Additional time on permanent clock
Half-time Full time	<ul style="list-style-type: none"> • HT/FT match score and scorers (lower third) • HT/FT match statistics (full frame)

When inserting graphics during the match, directors must follow the guidelines set out in [section 3.1.1](#).

4.2.2 UNILATERAL GRAPHICS

In addition to multilateral graphics, a range of unilateral graphics is supplied for broadcast partners' use. The full UNL graphics inventory is available for unilateral broadcast partner coverage. Guidelines should be followed and applied to any unilateral graphics.

- broadcast partners without their own facilities on site must use the multilateral feed with permanent clock and score, and may not insert any graphic in the top left of the screen during the live match. Having a permanent clock and score displaying most of live match information enables to keep the bottom of the screen free for broadcasters to insert unilateral information/graphics if they wish. Only lower-third graphics can be used over live match footage. These can be inserted any time except the first and last minute of normal time of each half (including any extra-time halves), e.g. 44:00 - end of 1st half or 89:00 - end of second half. Full-frame graphics can be used before and after the match and at half-time
- broadcast partners with their own on-site facilities are allowed to receive the clean match feed from the host broadcaster and use TV graphics in their own language, with or without a permanent clock and in their own language. In this case, they must inform UEFA before the relevant booking deadline.
- "broadcast partners are encouraged to use the UNL graphics. Nevertheless, broadcasters can also create their own graphics for unilateral use, should this be relevant for your transmission. Please bear in mind that any additional graphics elements must be within the design guidelines and require approval from CAA Eleven. Data such as team names may be translated into the broadcast partner's own language on unilateral productions
- the unilateral graphics include the following:
 - lower-third match graphics: player identifications, substitutions, statistics (small), scoreline
 - as-it-stands group tables
 - information crawler
 - full-frame graphics: fixtures, results, standings
 - full-frame and lower-third free text captions
 - studio - single or double live-action box

4.3 REPLAY WIPE

REPLAY WIPE DESCRIPTION