



UEFA Ranking System

Mobile Android App User Manual

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Preface

About This Manual

The User Manual provided contains information about the functionality and services available with the UEFA Ranking System Mobile Android Application (which will be referred to as 'the app' throughout the document).

Audience

The Android App has been developed in conjunction with the UEFA Ranking System. The app is intended for those who want to use their Android Device to access elements of the Ranking System.

The app aims to tend to the needs of Football Clubs, Football Organizations (FAI, UEFA), and Statistical Reviewers. To a lesser extend it has also been designed and implemented for anyone with a remote interest in the Champions League and UEFA Rankings.

Overview of Application

The UEFA Ranking App is a complete replication of the UEFA Ranking System and contains various elements that are of use to anyone with an interest in the Ranking System itself.

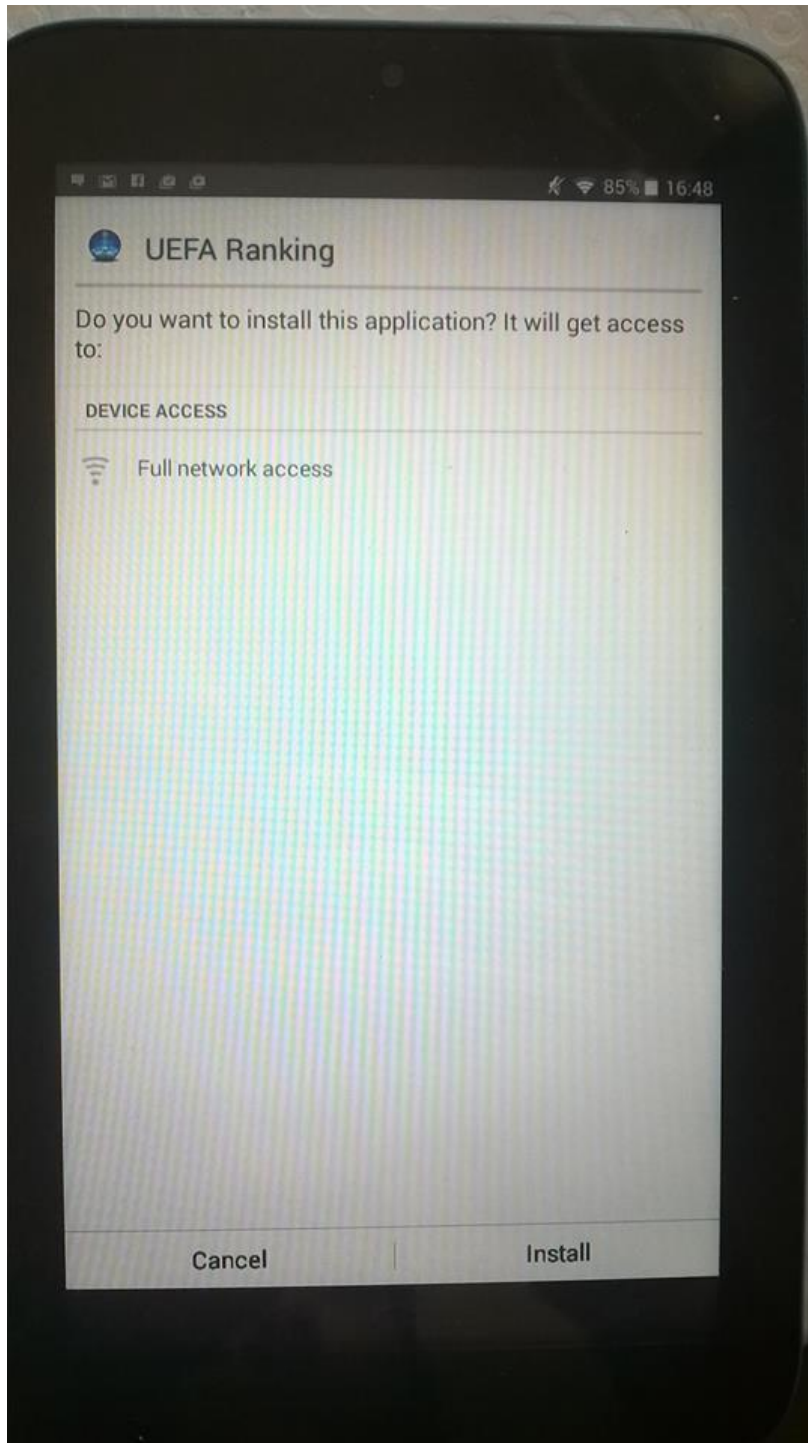
The App contains the following sections

- Main Menu
- Champions League Qualifying Rounds
- Champions League Group Stage
- UEFA Team Rankings
- UEFA Country Rankings
- Help Section
- About Section

Installing UEFA Ranking App

The application can be installed by opening the APK file for the version you have downloaded from the respective site.

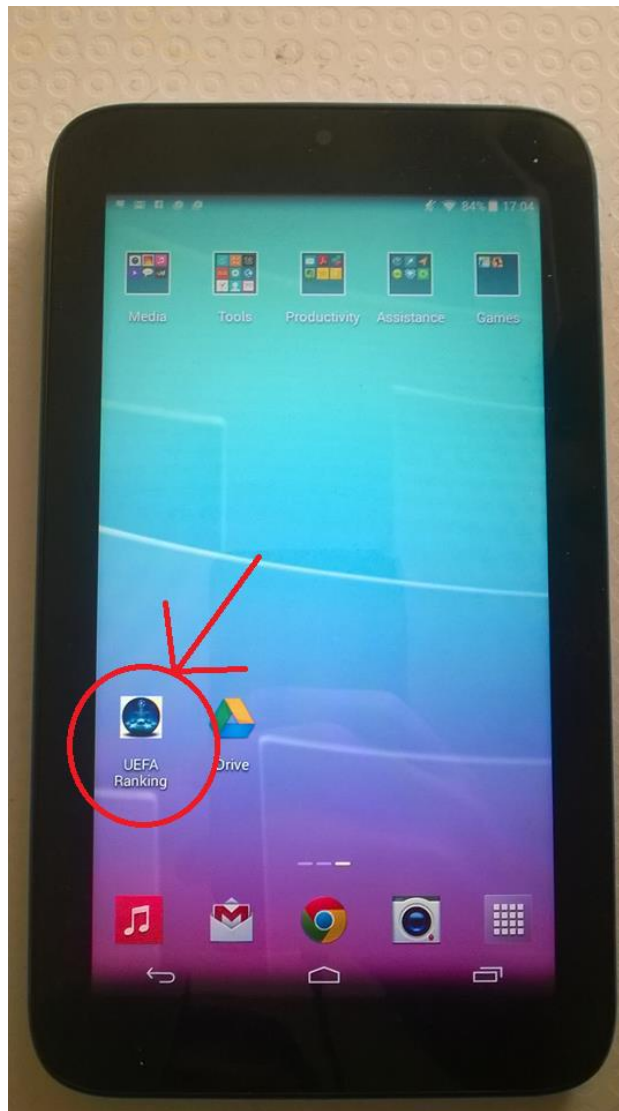
Note: The App requires Internet Access to run all functionality.



Opening the App for first use

To launch the app, tap the application icon on the Application screen of the Android Device you are using.

Please ensure you have WIFI or a Mobile Connection before opening the Application.

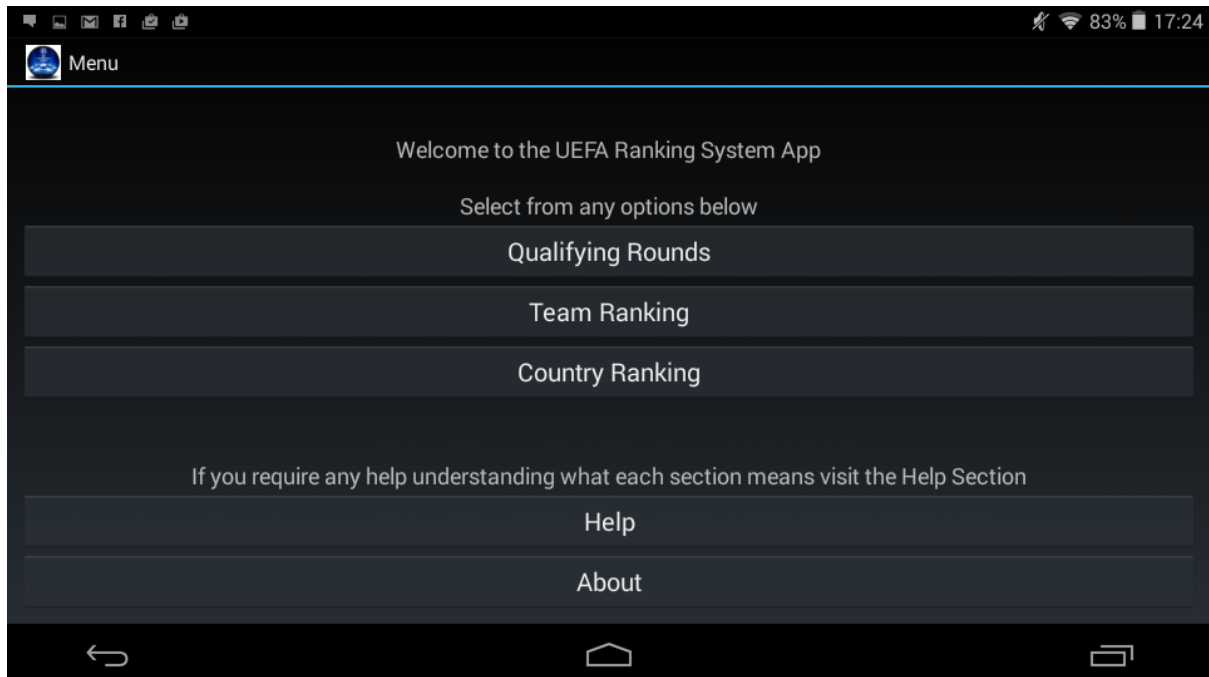


Main Menu

After opening the app and being greeted with a Title Screen you will be brought to the 'Home'/Main Menu Screen.

The Menu contains Navigation options to all sections of the App.

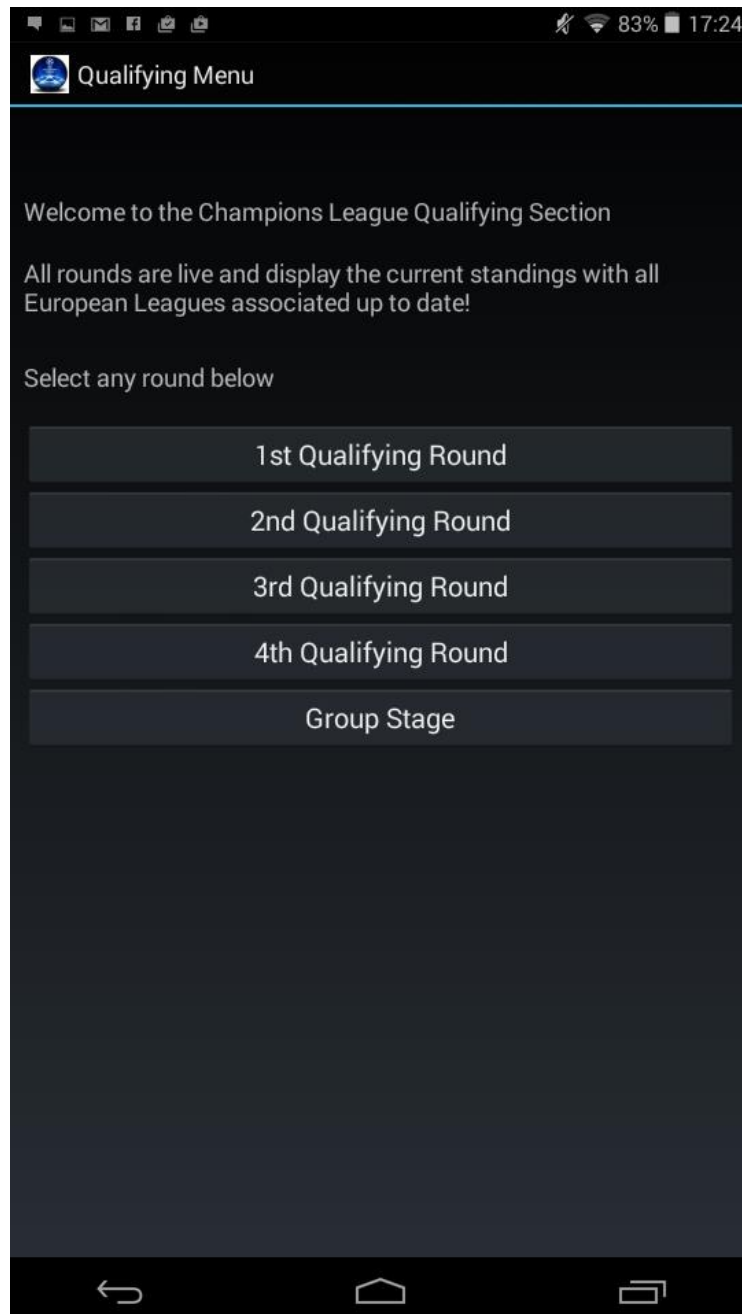
Simply tap on any section to enter.



Qualifying Rounds Menu

After selecting the Qualifying Rounds Option in the menu you will be greeted with various Qualifying Rounds and the Champions League Group Stage.

Each Round and the Group Stage can be accessed through this menu.



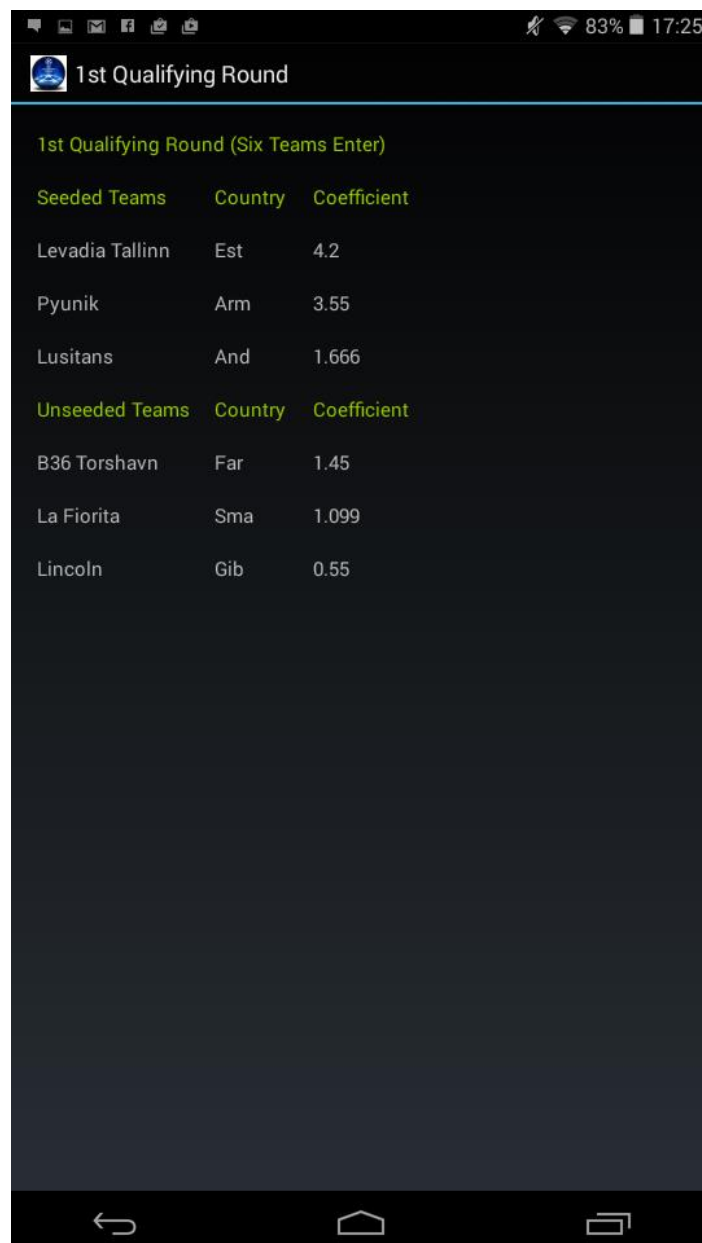
1st Qualifying Round

The 1st Qualifying Round provides the user with a live view of the teams entering the 1st round who are all currently top of their respective league.

The Round is then divided in to two, Seeded and UnSeeded.

In this instance 6 teams enter, 3 are seeded and 3 unseeded.

The Seedings are sorted based on each teams 'Team Ranking' (Can be cross checked in the Team Ranking Section). The 3 Teams entering with the highest Team Ranking are allocated a seeding spot.



1st Qualifying Round (Six Teams Enter)		
Seeded Teams	Country	Coefficient
Levadia Tallinn	Est	4.2
Pyunik	Arm	3.55
Lusitans	And	1.666
Unseeded Teams	Country	Coefficient
B36 Torshavn	Far	1.45
La Fiorita	Sma	1.099
Lincoln	Gib	0.55

2nd Qualifying Round

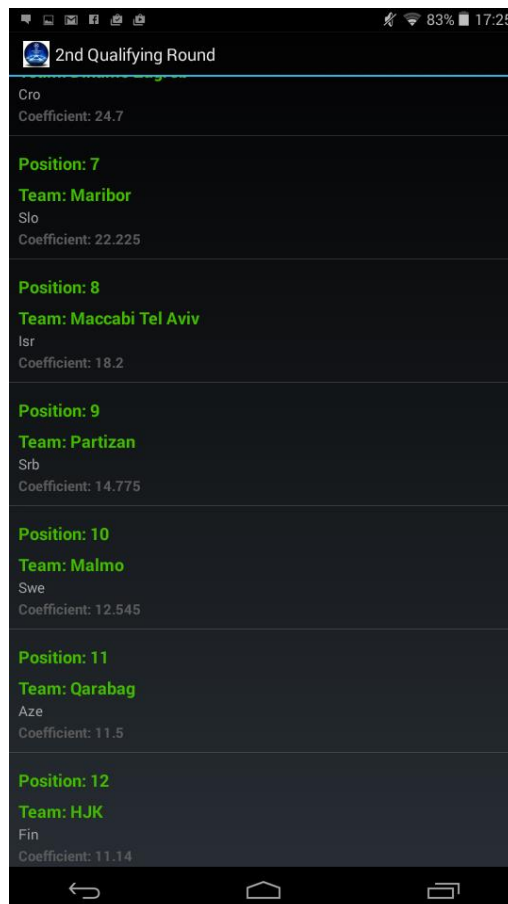
The 2nd Qualifying Round provides the user with a live view of the teams entering the 2nd round. Each team entering are all currently top of their respective league.

The Round is then divided in to two, Seeded and UnSeeded.

In this instance 34 teams enter the qualifying round (31 new entrants and 3 winners from the 1st round), the top 17 are seeded and bottom 17 unseeded.

Note: The top 3 ranked teams from the 1st Qualifying Round are included in the second qualifying round because regardless of the victor between teams the winner takes the ranked teams seeding rather than their own. Please see section 3.1 for further explanation.

The Seedings are sorted based on each teams 'Team Ranking' (Can be cross checked in the Team Ranking Section). The 17 Teams entering with the highest Team Ranking are allocated a seeding spot.



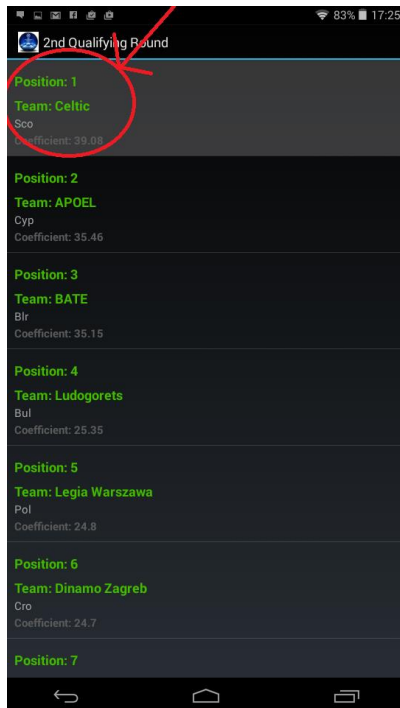
The screenshot shows a mobile application interface for the '2nd Qualifying Round'. The title bar at the top is dark blue with a white icon and the text '2nd Qualifying Round'. Below the title bar, the list of teams is displayed on a dark background with white and green text. Each team entry includes a position number, the team name, the country code, and the coefficient. The teams are listed in descending order of coefficient.

Position	Team	Country	Coefficient
		Cro	
		Coefficient: 24.7	
Position: 7	Team: Maribor		
		Slo	
		Coefficient: 22.225	
Position: 8	Team: Maccabi Tel Aviv		
		Isr	
		Coefficient: 18.2	
Position: 9	Team: Partizan		
		Srb	
		Coefficient: 14.775	
Position: 10	Team: Malmo		
		Swe	
		Coefficient: 12.545	
Position: 11	Team: Qarabag		
		Aze	
		Coefficient: 11.5	
Position: 12	Team: HJK		
		Fin	
		Coefficient: 11.14	

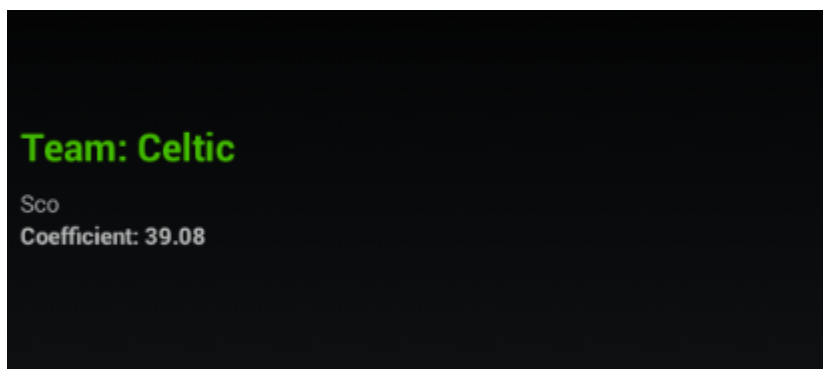
To view all teams in the round you can simply scroll up and down to view all 34 teams. The Position, Team name, Country and Coefficient is provided for each Team entering.

You can also select an individual team. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



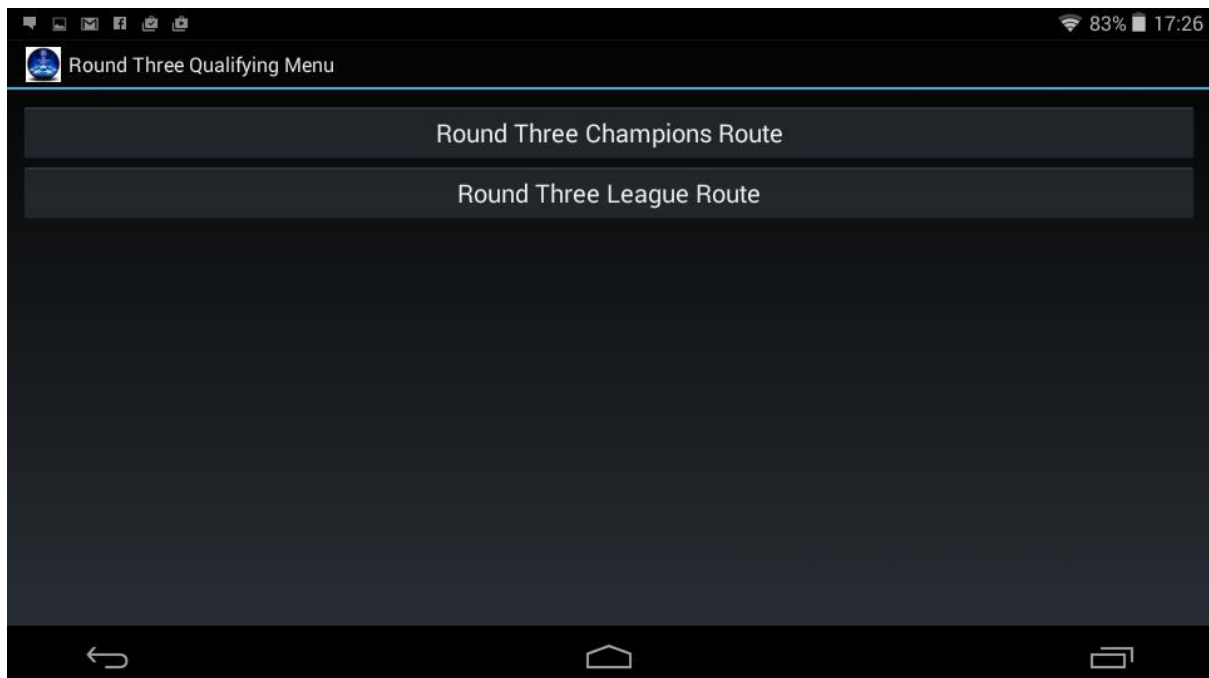
3rd Qualifying Round Section

After selecting the 3rd Qualifying Round option from the Qualifying Rounds Menu you will be greeted with a 3rd Round Navigation Menu.

The Menu is comprised of 2 options to which you can select from.

The 3rd Qualifying Round is divided in to 2 sections:

- Round Three Champions Route
- Round Three League Route



3rd Qualifying Round – Champions Route

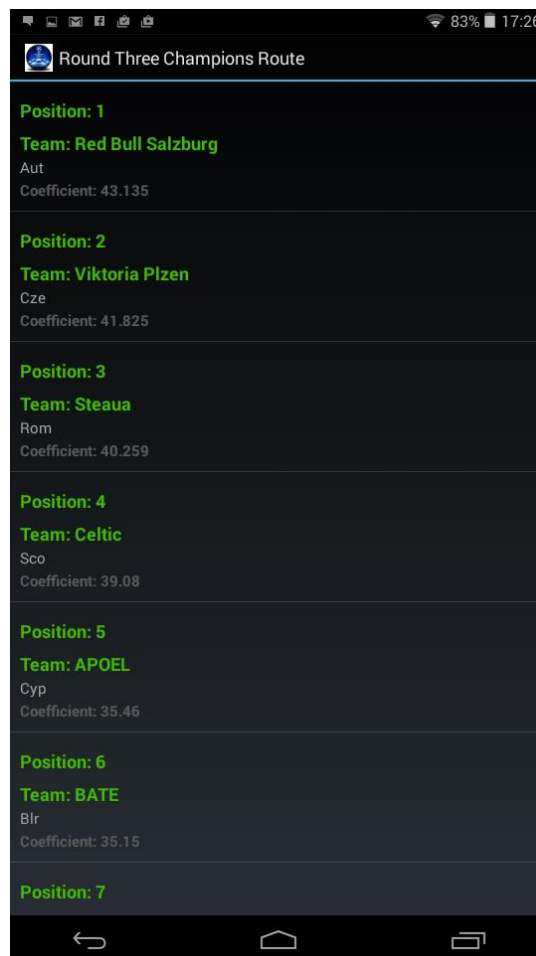
The Champions Route for the 3rd Qualifying Round provides the user with a live view of the teams entering the Champions Route. Each team entering is currently top of their respective league.

The Round is then divided in to two, Seeded and UnSeeded.

In this instance 20 teams enter the qualifying round (3 new entrants and 20 winners from the 2nd round), the top 10 are seeded and bottom 10 unseeded.

Note: The top ranked teams from the 2nd Qualifying Round are included in the third qualifying round champions route because regardless of the victor between teams the unseeded winner takes the seeded teams ranking rather than their own. Please see section 3.1 for further explanation.

The Seedings are sorted based on each teams ‘Team Ranking’ (Can be cross checked in the Team Ranking Section). The 10 Teams entering with the highest Team Ranking are allocated a seeding spot.



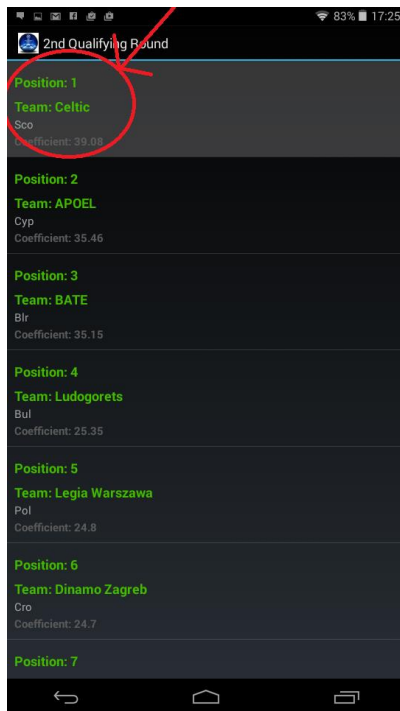
The screenshot shows a mobile application interface with a dark theme. At the top, there's a status bar with icons for notifications, social media, and battery level (83%) at 17:26. Below the status bar is a header bar with a globe icon and the text 'Round Three Champions Route'. The main content area displays a table of teams ranked by position. Each row shows the position, team name, country code, and coefficient. The bottom of the screen features a navigation bar with three icons: a back arrow, a home icon, and a recent apps icon.

Position	Team	Country	Coefficient
1	Red Bull Salzburg	Aut	43.135
2	Viktoria Plzen	Cze	41.825
3	Steaua	Rom	40.259
4	Celtic	Sco	39.08
5	APOEL	Cyp	35.46
6	BATE	Blr	35.15
7			

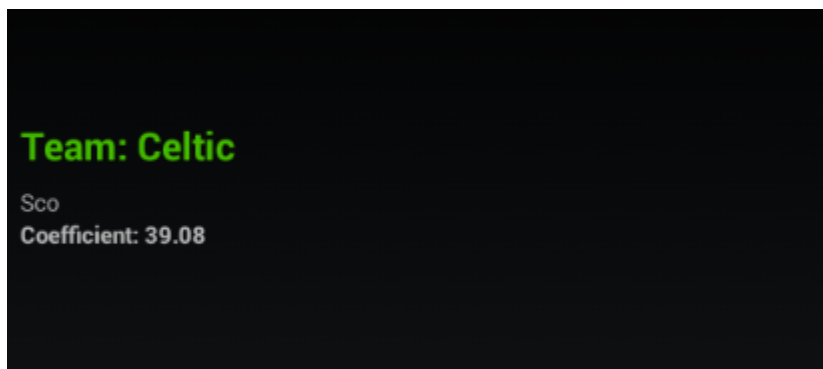
To view all teams in the round you can simply scroll up and down to view all 20 teams. The Position, Team name, Country and Coefficient is provided for each Team entering.

You can also select an individual team. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



3rd Qualifying Round – League Route

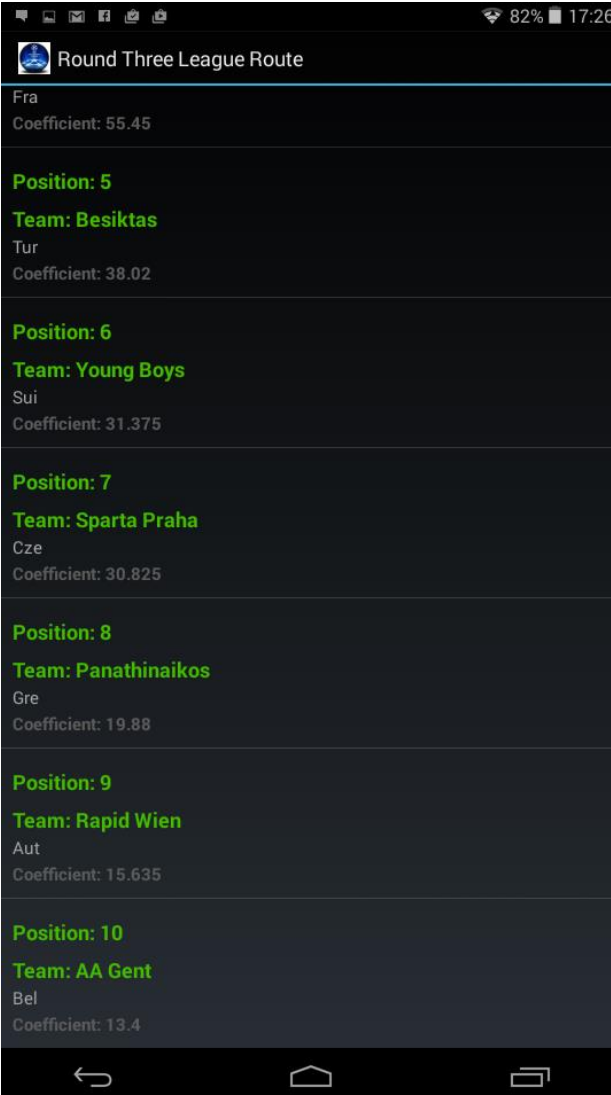
The League Route for the 3rd Qualifying Round provides the user with a live view of the teams entering the League Route. Each team entering has finished runner up in their respective league

The Round is then divided in to two, Seeded and UnSeeded.

In this instance 20 teams enter the qualifying round, the top 10 are seeded and bottom 10 unseeded.

You can browse through all teams in the round via scrolling.

The Seedings are sorted based on each teams ‘Team Ranking’ (Can be cross checked in the Team Ranking Section). The 10 Teams entering with the highest Team Ranking are allocated a seeding spot.

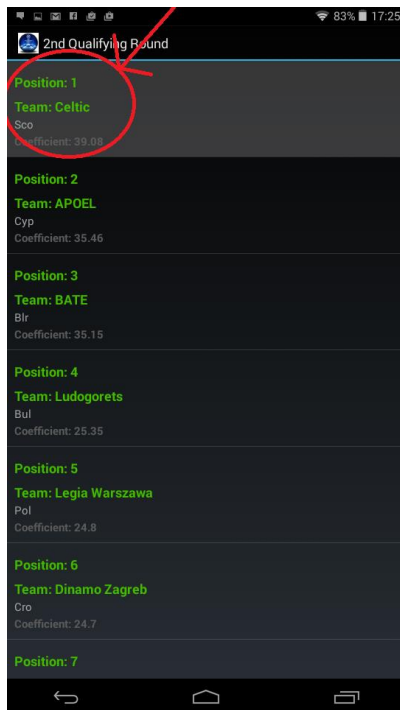


Round Three League Route			
Fra			Coefficient: 55.45
Position: 5	Team: Besiktas	Tur	Coefficient: 38.02
Position: 6	Team: Young Boys	Sui	Coefficient: 31.375
Position: 7	Team: Sparta Praha	Cze	Coefficient: 30.825
Position: 8	Team: Panathinaikos	Gre	Coefficient: 19.88
Position: 9	Team: Rapid Wien	Aut	Coefficient: 15.635
Position: 10	Team: AA Gent	Bel	Coefficient: 13.4

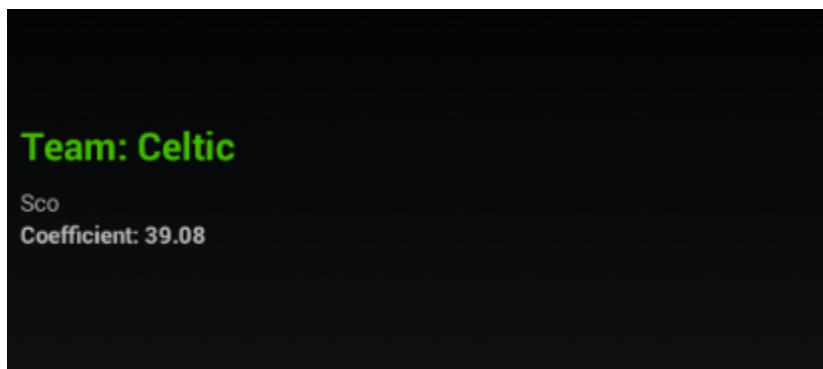
To view all teams in the round you can simply scroll up and down to view all 20 teams. The Position, Team name, Country and Coefficient is provided for each Team entering.

You can also select an individual team. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



4th Qualifying Round – League Route

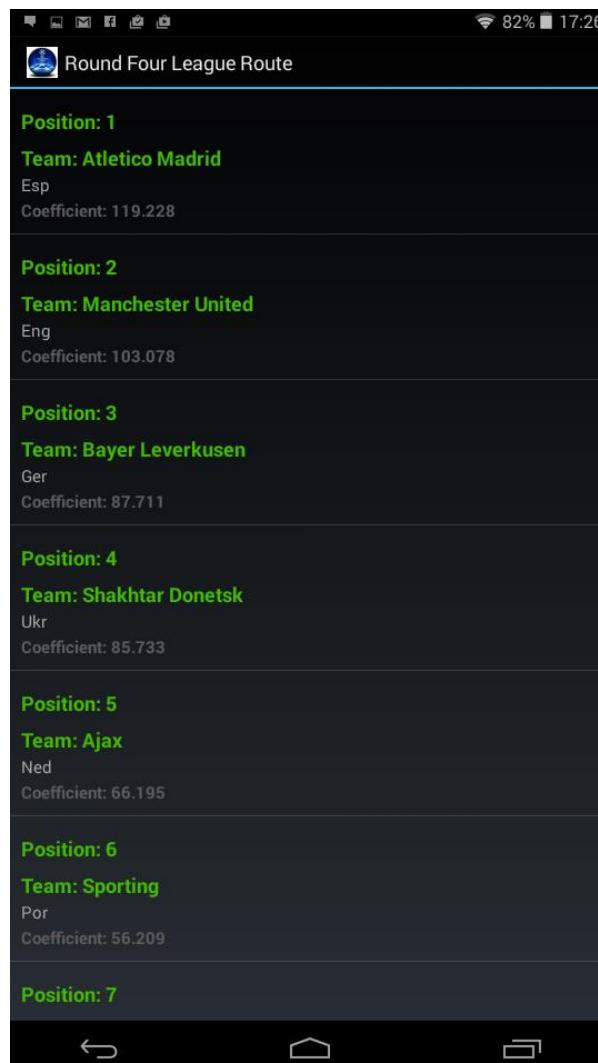
The League Route for the 4th Qualifying Round provides the user with a live view of the teams entering the Round. Each team entering has finished runner up in their respective league or 3rd and 4th in some cases (e.g. 4th spot in the English Premier League).

The Round is then divided into two, Seeded and UnSeeded.

In this instance 20 teams enter the qualifying round (10 new entrants and 10 winners from the 3rd round), the top 10 are seeded and bottom 10 unseeded.

Note: The top ranked teams from the 3rd Qualifying Round League Route are included in this round however this is purely a prediction. After the 3rd round games finish the seedings are recalculated based on who advanced in that round.

The Seedings are sorted based on each team's 'Team Ranking' (Can be cross checked in the Team Ranking Section). The 10 Teams entering with the highest Team Ranking are allocated a seeding spot.

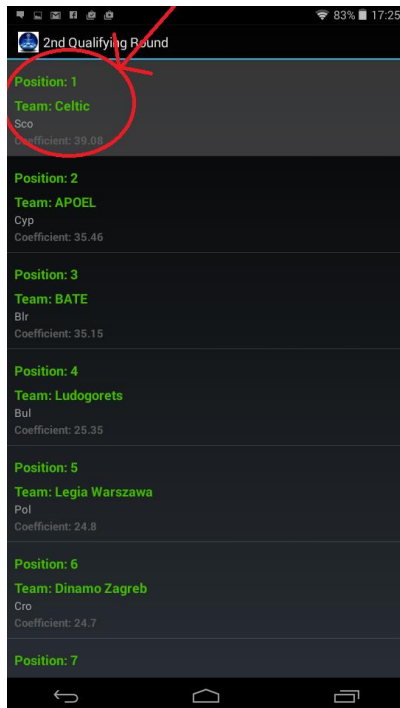


Round Four League Route	
Position: 1	
Team: Atletico Madrid	
Esp	Coefficient: 119.228
Position: 2	
Team: Manchester United	
Eng	Coefficient: 103.078
Position: 3	
Team: Bayer Leverkusen	
Ger	Coefficient: 87.711
Position: 4	
Team: Shakhtar Donetsk	
Ukr	Coefficient: 85.733
Position: 5	
Team: Ajax	
Ned	Coefficient: 66.195
Position: 6	
Team: Sporting	
Por	Coefficient: 56.209
Position: 7	

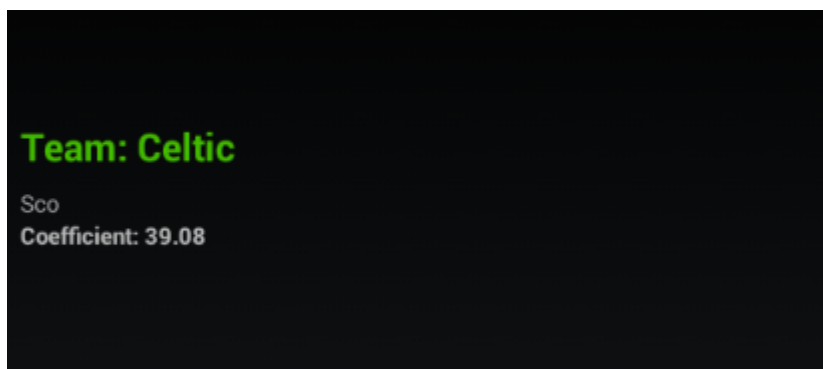
To view all teams in the round you can simply scroll up and down to view all 20 teams. The Position, Team name, Country and Coefficient is provided for each Team entering.

You can also select an individual team. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



Group Stages

The Group Stage section provides a live view of the teams that will enter the Champions League Group Stage. Each Team entering has qualified for the group stage either by winning, finishing runner up in their respective league, or qualifying through the Qualifying Round League Route and Champions Route.

The Group Stage is divided in to four sections:

- Pot 1 – 8 Teams
- Pot 2 – 8 Teams
- Pot 3 – 8 Teams
- Pot 4 – 8 Teams

In this instance 32 teams enter the Group Stage, they have entered through the following paths:

- 5 Winners from the Champions Route
- 5 Winners from the League Route
- 12 Champions of each league with their Country Ranked 1-12 (See Access List*)
- 6 Runners Up of each league with their Country Ranked 1-6*
- 3 third placed teams of each league with their Country Ranked 1-3*

Note: The top 3 ranked teams from the 1st Qualifying Round are included in the second qualifying round because regardless of the victor between teams the winner takes the ranked teams seeding rather than their own. Please see section 3.1 for further explanation.

The Seedings are sorted based on each teams 'Team Ranking' (Can be cross checked in the Team Ranking Section). The 32 teams entering are allocated to each pot based on their Team Ranking. For example, the 8 teams with the highest ranking of the 32 enter Pot One with the next 8 highest entering Pot 2 and so on.

To view all teams in the Group Stages you can simply scroll up and down to view all 32 teams.

The Position, Team name, Country and Coefficient is provided for each Team entering.

The following teams enter the following pots based on their position:

Teams with the following “Position” will be allocated to each respective Pot for the group stage Draw:

“Position” **1-8 – Pot One**

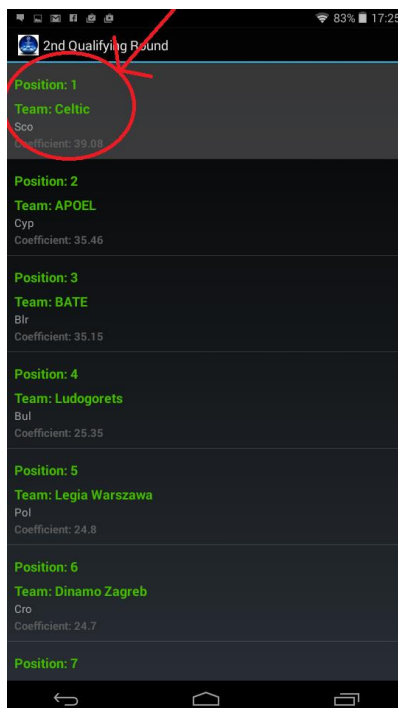
“Position” **9-16 – Pot Two**

“Position” **17-24 – Pot Three**

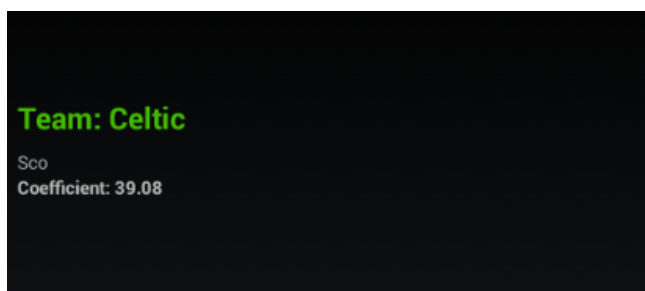
“Position” **25-32 – Pot Four**

You can also select an individual team. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



Team Ranking Section

The Team Ranking section can be accessed by selecting the 'Team Ranking' option from the Main Menu Section.

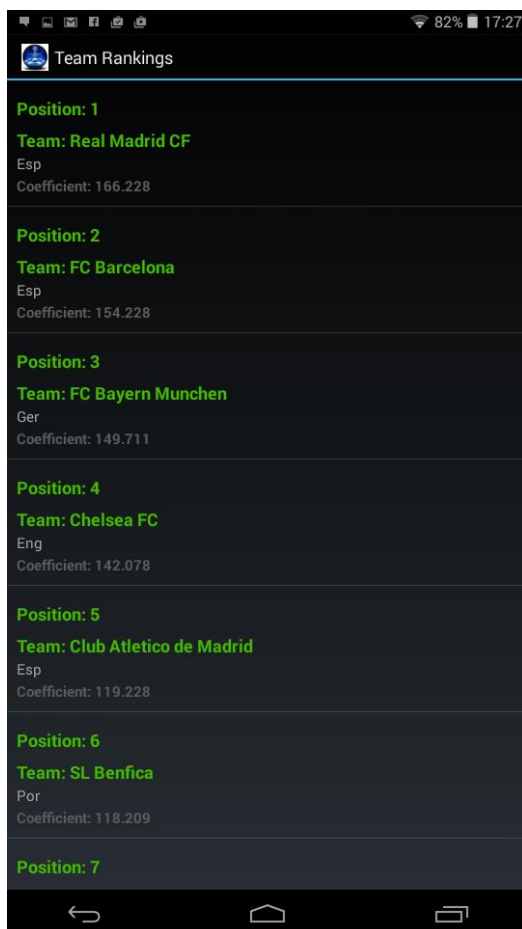
The Team Ranking section contains the full set of UEFA Rankings of 508 teams.

The Team Rankings are sorted by the Coefficient* of each team, in descending order of the team with the highest Coefficient.

The 'base' Ranking of Countries is also included within the Team Ranking section. The purpose of the 'base' ranking is for Teams of the Country in question that don't have a Team Ranking. For qualification purposes a team with no ranking takes the Base Ranking of their country, this is why it is included.

Each Team is labeled with their Position, Team Name, Country and Coefficient*

*Team Ranking



A screenshot of a mobile application titled 'Team Rankings'. The interface is dark-themed. At the top, there's a header with the app icon and title. Below it, a list of teams is shown, each with its position, name, country code, and coefficient. The teams are sorted by coefficient in descending order. The bottom of the screen shows standard Android navigation icons.

Position	Team	Country	Coefficient
1	Real Madrid CF	Esp	166.228
2	FC Barcelona	Esp	154.228
3	FC Bayern Munchen	Ger	149.711
4	Chelsea FC	Eng	142.078
5	Club Atletico de Madrid	Esp	119.228
6	SL Benfica	Por	118.209
7			

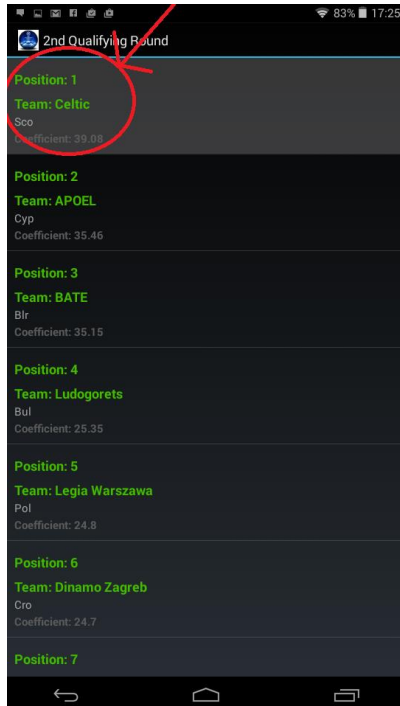


A screenshot of the same 'Team Rankings' app, showing a different part of the list. The teams are sorted by coefficient in descending order. The bottom of the screen shows standard Android navigation icons.

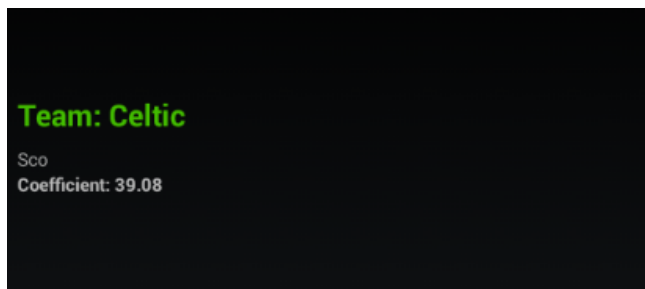
Position	Team	Country	Coefficient
135	FC Utrecht	Ned	13.695
136	Italy	Ita	13.535
137	Stade Rennais FC	Fra	13.45
138	SV Zulte Waregem	Bel	13.4
139	KAA Gent	Bel	13.4
140	Asteras Tripolis FC	Gre	13.38

You can also select an individual team from the Full Team Ranking. After selecting a team you will be brought to a single screen containing specific information for the team you have selected.

Select Team of choosing:



Single Screen for selected Team



Country Ranking Section

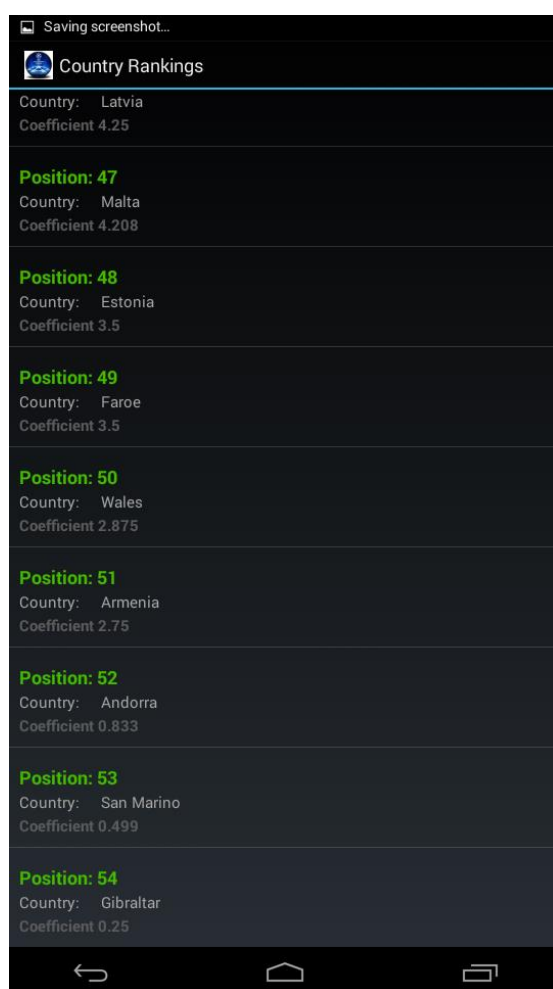
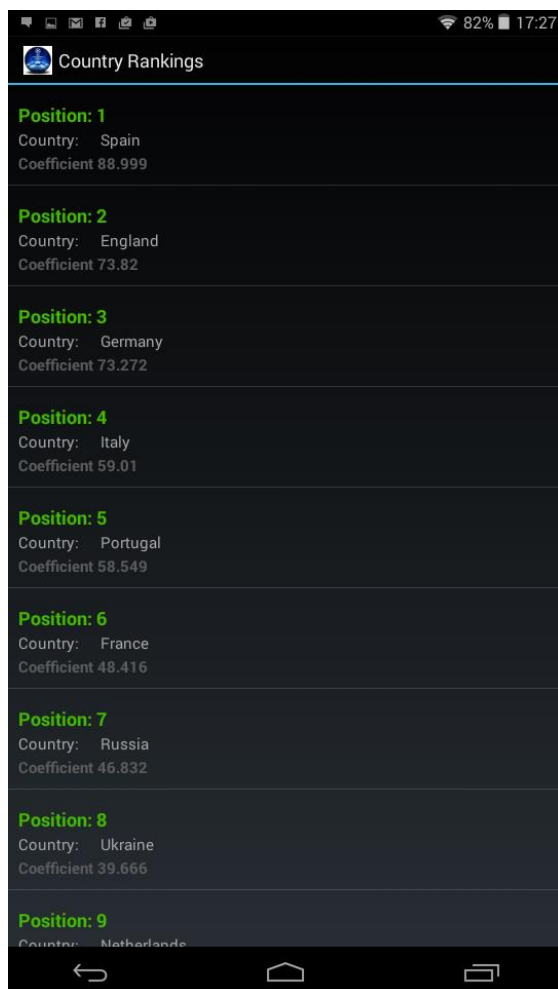
The Country Ranking section can be accessed by selecting the 'Country Ranking' option from the Main Menu Section.

The Country Ranking section contains all

The Country are sorted by the Coefficient* of each country, in descending order of the country with the highest Coefficient.

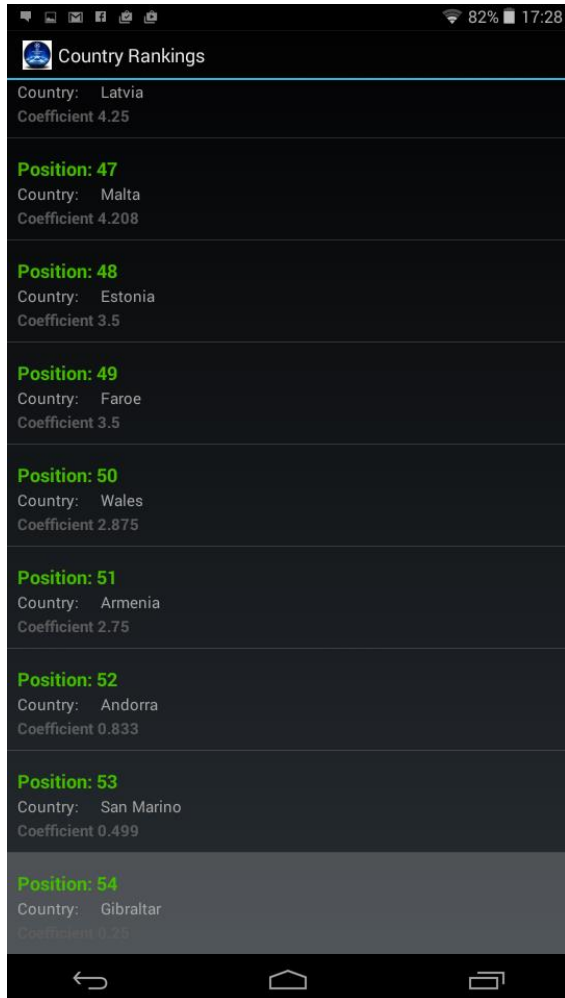
Country Team is labeled with their Position, Country Name and Coefficient*

*Country Ranking

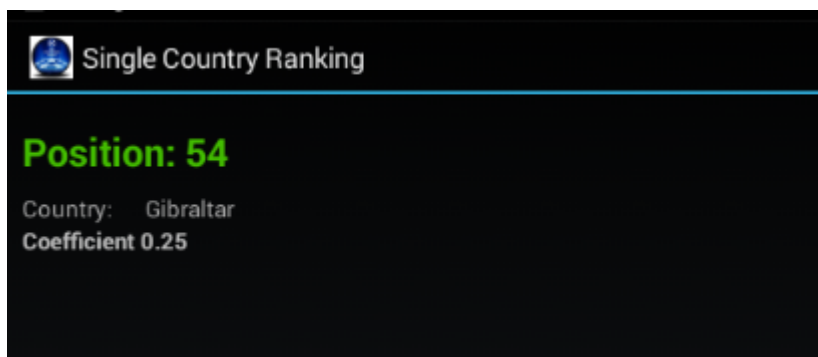


You can also select a country from the full Country Rankings. After selecting a country you will be brought to a single screen containing specific information for the country you have selected.

Select Country of choosing:



Single Screen for selected Team



Additional Sections

About Section

The About section can be accessed by selecting the 'About' option from the Main Menu Section. To return to the menu simply select the standard Back Button

Help Section

The Help section can be accessed by selecting the 'Help' option from the Main Menu Section. To return to the menu simply select the standard Back Button

Troubleshooting

The following table lists some common issues and their resolutions:

Symptoms	Reasons	Resolutions
The Mobile Apps Core Functionality does not load or throw errors	Not connected to WIFI or Mobile Network. Although Connected you may not have Internet data incoming and outgoing at present.	Verify WIFI is enabled and connected. Also check if other internet based application are running correctly.
Application won't open or freezes	System CPU and Ram may be used up	Check current CPU and RAM usage and close down other application if necessary and try again.