



## Third party integration resources and guidelines

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[www.fifa.com](http://www.fifa.com)

## 1. Shared libraries

A successful and fully compliant third party integration of any authorized FIFA.com sub-site should include all the elements that are shared in common with the main website. Partners can rely on a set of shared libraries in order to make the integration process smoother. We suggest downloading all libraries locally and retrieving them from FIFA.com on a regular basis because library updates happen on a regular basis. Libraries are localized and available for all FIFA.com language sites <sup>(see "4.1 FIFA.com language sites")</sup>.

### 1.1 JavaScript

FIFA.com performs several client-side operations that are handled mostly using the Prototype JavaScript framework. In order for the header to work correctly in signed-in and signed-out mode, the sub-site has to include the required JavaScript functions. FIFA.com provides 2 different libraries: one includes Prototype and the other does not. In case the sub-site framework already includes Prototype we suggest importing the library without.

- Library including prototype: <http://www.fifa.com/components/script/minimal.js>
- Library without prototype: <http://www.fifa.com/components/script/minimal2.js>

### 1.2 Cascading Style Sheets

All standard FIFA.com styles are defined within CSS files. Theoretically speaking it is enough to include FIFA.com HTML libraries and CSS to have a fully working compliant environment. It is recommended to use standard FIFA.com styles and classes as much as possible.

The basic style needed to run the main look and feel of the website is <http://www.fifa.com/components/style/basic.css>

Other styles might be needed depending on which area of the website the implementation of the sub-site is meant to be. A typical situation could be the 2010 FIFA World Cup South Africa™ area, which has its own dedicated style: <http://www.fifa.com/components/style/worldcup.css>

For other implementations of other areas, please contact us to be provided with the most relevant Cascading Style Sheet resource.

### 1.3 Header

The header library provides the HTML code to render the top part of the website that is common to all pages.

Library file: <http://www.fifa.com/library/commonblocks/header.html>



[Fig. 1.1 – FIFA.com English header]

### 1.4 Associations library

The associations library is the list of FIFA associations and it is loaded via an AJAX call.

Library file: [http://www.fifa.com/library/home/\\_countrieslist.html](http://www.fifa.com/library/home/_countrieslist.html)



[Fig. 1.2 – FIFA.com English associations drop-down list]

## 1.5 Footer

The footer library provides the HTML code to render the bottom part of the website that is common to all pages.

Library file: <http://www.fifa.com/library/commonblocks/footer.html>



[Fig. 1.3 – FIFA.com English footer]

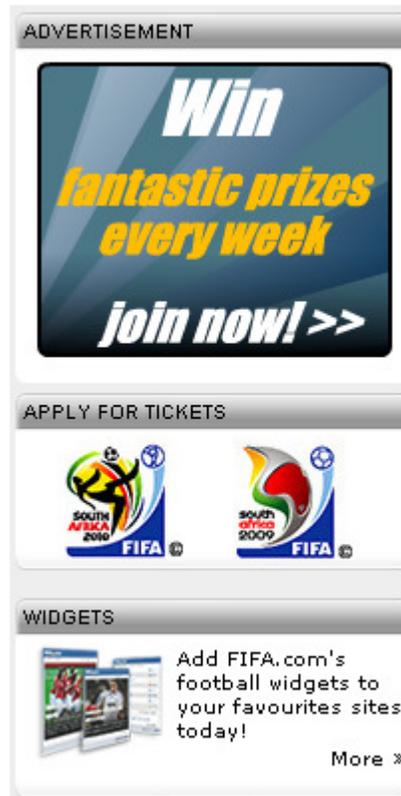
## 1.6 Extra Content libraries

Every FIFA.com page has a right column (later referred to as “Extra Content”) that normally includes at least one advertisement placement. FIFA.com provides one or more HTML libraries with the code to be used in this library. The FIFA.com production team will provide the list of libraries to be used to produce the section depending on the FIFA.com area and section the sub-site belongs to. The style of the Extra Content library is included within the Cascading Style Sheet library.

The partner can place sub-site specific items in the Extra Content column upon agreement with the FIFA.com production team. In any case, the code provided within the library has to be displayed as the top element of the column.



[Fig. 1.4 – FIFA.com Extra Content example, advertisement only]



[Fig. 1.5 – FIFA.com Extra Content example, advertisement and promo modules]

## 2. Web Analytics

FIFA.com relies on the Omniture SiteCatalyst HBX platform for the measurement, collection, analysis and reporting of its website traffic. Every FIFA.com third party sub-site has to include the HBX JavaScript code as the first sub element of the <body> tag. Every FIFA.com page is identified by an HBX “Content Category” and a “Page Name”. The partner must provide a logical sitemap of the sub-site in order for the FIFA.com production team to produce the list of values to be used to fill these variables. Every single page of the sub-site has to include the HBX code. In case the sub-site uses AJAX-like technologies to show different portions of content, please contact the FIFA.com production team for a custom integration analysis.

See “4.2 HBX JavaScript Code” to get the JavaScript code to be used on the sub-site.

## 3. “The Club” integration

FIFA.com allows registered users to interact with the site via “The Club”. This section of the site offers users a series of services such as the ability to comment on articles, customise content, subscribe to newsletters, participate in online games and competitions, chat with other Club members or apply for tickets.

Any third-party sub-site that allows users interaction must follow the guidelines specified in this section.

### 3.1 FIFA.com Club cookie

The FIFA.com Club cookie is created by FIFA.com and can only be used under the fifa.com domain. For this reason any third party sub-site that needs to make use of the FIFA.com cookie must have its own dedicated third-level domain (*Ex: thirdparty.fifa.com*). The creation of the sub-domain must be approved by the FIFA.com production team that will also take care of having the zone created and linked to the appropriate IP address. The creation of sub-domains dedicated to testing is also possible upon request.

The FIFA.com Club cookie contains information regarding the user and preferences. All the information is private to the user and cannot be shared with other users. All information contained within the cookie shall only be used for the purposes agreed with the FIFA.com production team.

Third party sub-sites must verify both the existence and the validity of the FIFA.com Club cookie before allowing a user to interact with any kind of application that requires authentication. The validity of the cookie can be certified by verifying the correctness of the following formula:

$$MD5(\textit{Secret Key} + \textit{Activation Code} + \textit{UserID}) = \textit{Login Checksum}$$

MD5 is a cryptographic algorithm that can be handled by most programming languages available on the market (<http://en.wikipedia.org/wiki/MD5>). The *Secret Key* is provided to the third party by the FIFA.com production team upon request. *Activation Code*, *UserID*, and *Login Checksum* are available within the FIFA.com cookie. A detailed reference list of all the information contained within the FIFA.com cookie can be found under Appendix 4.4.

### 3.2 Single Sign-on procedure

It is possible to identify whether a user is signed in or not by verifying the existence and validity of the FIFA.com Club cookie as described in chapter 3.1. In case the user is not signed in, there are two methodologies that can be used to request the user to sign in on FIFA.com.

#### Example 3.2.1 – Use “The Club” authentication form

Provide a link or redirect the user to “The Club” index page specifying the return url. Once the login is successful, the user will be automatically redirected to the specified return url. Ex: [http://www.fifa.com/theclub/index.html?redirect=\[return url\]](http://www.fifa.com/theclub/index.html?redirect=[return url])

#### Example 3.2.2 – Use FIFA.com Single Sign On

Post an HTTP request to the Single Sign On procedure on FIFA.com. The form should include the return url, username, password, the “remember me” feature, and it should link to the Single Sign On procedure url: <http://www.fifa.com/users/sso.htm>. A fully working HTML sample form can be found under Appendix 4.3.

NB: partners are **not allowed** to store FIFA.com users’ passwords.

### 3.3 Users profiles and avatars

Every FIFA.com Club member Avatar must be placed on the left side of each ScreenName (on the right for Arabic language only). The Avatar image and the ScreenName must always link to the user profile page. The user profile page link and the Avatar image url can be retrieved by manipulating the Userid and the Activation Code. Please see the examples below.

#### Example 3.3.1 – User Profile link

UserID: 35823 (to be split by “/” to retrieve the folder /3/5/8/2/3/)

Profile Link: <http://www.fifa.com/theclub/profiles/user/3/5/8/2/3/index.html>

NB: users profiles are only available in English, French, Spanish, German, and Arabic.

#### Example 3.3.2 – Avatar url

UserID: 35823 (to be split by “/” to retrieve the folder /3/5/8/2/3/)

Activation Code: ab2dedb4-c1cd-4143-a236-1c9a35565e6f

Avatar image url (listing all sizes available):

- 16x16px: [http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f\\_16.png](http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f_16.png)
- 24x24px: [http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f\\_24.png](http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f_24.png)
- 50x50px: [http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f\\_50.png](http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f_50.png)
- 80x80px: [http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f\\_80.png](http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f_80.png)
- 180x180px: [http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f\\_180.png](http://img.fifa.com/avatar/images/3/5/8/2/3/ab2dedb4-c1cd-4143-a236-1c9a35565e6f_180.png)

If a user did not configure his/her avatar, a 1x1px transparent .png file will be returned. In this case the image to be displayed is the default one:

- <http://img.fifa.com/imgml/theclub/avatar16x16.png>
- <http://img.fifa.com/imgml/theclub/avatar24x24.png>
- <http://img.fifa.com/imgml/theclub/avatar50x50.png>
- <http://img.fifa.com/imgml/theclub/avatar80x80.png>
- <http://img.fifa.com/imgml/theclub/avatar180x180.png>

FIFA.com achieves this by setting the default avatar image as background of the <div> element that includes the actual avatar. When including a non existing avatar, the transparent .png file returned allows the generic background to display.

## 4. Appendix

### 4.1 FIFA.com language sites

Language	URL	Language Code
Arabic	http://ar.fifa.com	ar
English	http://en.fifa.com	en
French	http://fr.fifa.com	fr
German	http://de.fifa.com	de
Spanish	http://es.fifa.com	es

### 4.2 HBX JavaScript code

```
--- Code portion starts here ---
<script type="text/javascript">
  var _hbEC=0,_hbE=new Array;
  function _hbEvent(a,b){
    b=_hbE[_hbEC++]=new Object();
    b._N=a;b._C=0;
    return b;
  }
  var hbx=_hbEvent('pv');
  hbx.vpc='HBX0100u';
  hbx.gn='ehg-fifa.hitbox.com';
  hbx.acct=' [Account ID] ';
  hbx.pn=' [Page Name] ';
  hbx.mlc=' [Content Category] ';
  hbx.pndef='title';
  hbx.ctdef='full';
  hbx.fv='n';
  hbx.lt='auto';
  hbx.dlf='n';
  hbx.dft='n';
  hbx.elf='n';
  hbx.dcmpn='cid';
  hbx.hqsp='att';
  hbx.cp='null';
  hbx.media='dsrmotion';
</script>
```

```
<script type="text/javascript" src="http://www.fifa.com/js/Hitbox/hbx.js"></script>
<noscript>
<p>

</p>
</noscript>
--- Code portion ends here ---
```

#### [Account ID]

- Testing environment: DM561126M1MF
- Production environment (**to be used ONLY upon prior approval from FIFA**): DM5412177GAE

[Page Name] and [Content Category] are provided by the FIFA.com production team after the earlier submission of the sub-site sitemap from the partner.

### 4.3 Single Sign On sample form

```
<form id="loginForm" method="post" action="http://www.fifa.com/users/sso.htm">
  <input type="hidden" id="url" name="url" value="http://fantasy.fifa.com/index.html" />
  <input type="hidden" id="loginUrl" name="loginUrl" value="http://fantasy.fifa.com/login.html" />
  <div>
    <label for="login">Login</label>
    <input type="text" id="login" name="login"/>
  </div>
  <div>
    <label for="password">Password</label>
    <input type="password" id="password" name="password"/>
  </div>
  <div>
    <label for="savelogin">Remember me</label>
    <input name="savelogin" id="savelogin" type="checkbox" value="" />
  </div>
  <div>
    <input type="submit" value="Login" />
  </div>
</form>
```

#### 4.4 FIFA.com Club cookie information

Cookie name: FIFAComClub

Cookie domain: .fifa.com

Cookie validity: up to 15 days if the user selected the “remember me” option, it expires with the browser session otherwise

Param	Description	Data type	Notes
un	FIFA.com user ScreenName	varchar(12)	Screen names are unique and consist of min 6 and max of 12 chars. Permitted chars: a to z including accents, 0 to 9, underscores (_), hyphens (-), apostrophes (') and full stops (.). The screen name is not case sensitive.
ac	Activation Code	char(36)	GUID
id	FIFA.com user ID	Integer	
lc	Login Checksum	char(32)	MD5 hash - Used to verify cookie validity
ct	User country code	char(3)	Trigram - The list of FIFA.com countries codes can be found in Appendix 4.5
m1	Favorite FIFA association 1	char(3)	Trigram
m2	Favorite FIFA association 2	char(3)	Trigram
m3	Favorite FIFA association 3	char(3)	Trigram
n1	Favorite national league 1	char(3)	Trigram
n2	Favorite national league 2	char(3)	Trigram
n3	Favorite national league 3	char(3)	Trigram
nl	FIFA.com newsletter	char(1)	1=subscribed; 0=not subscribed
ch	Chat enabled	char(1)	1=active; 0=inactive
bl	Blocked user	char(1)	1=true; 0=false – Blocked users should not be allowed to access services
em	User email address	varchar(80)	This is private to the user and it should never be displayed to the public
wlp	World Leagues Predictor	char(1)	1=subscribed; 0=not subscribed
wlpn	World Leagues Predictor newsletter	char(1)	1=subscribed; 0=not subscribed
wcp	World Cup Predictor	char(1)	1=subscribed; 0=not subscribed
wcpn	World Cup Predictor newsletter	char(1)	1=subscribed; 0=not subscribed
wcf	World Cup Fantasy Football	char(1)	1=subscribed; 0=not subscribed
wcfn	World Cup Fantasy Football newsletter	char(1)	1=subscribed; 0=not subscribed

Param	Description	Data type	Notes
trv	Trivia	char(1)	1=subscribed; 0=not subscribed
trvn	Trivia newsletter	char(1)	1=subscribed; 0=not subscribed
wct	World Cup Ticketing	char(1)	Not available
vs	FIFA Video Services	char(1)	Not available
ar	User confederation code	char(2)	A list of FIFA.com confederations codes can be found in Appendix 4.5 (dependant on the country selection)
pl	User status	char(1)	0=active; 1=not verified – A user with status 1 did not verify his/her email address, therefore he/she should not be allowed to receive emails nor to perform operations unless agreed otherwise with the FIFA.com production team
ag	Underage user	char(1)	0=user younger than 14 years old; 1=user 14 years old or older – Users younger than 14 are not allowed to interact with other “The Club” users.

#### 4.5 FIFA.com countries and confederations codes

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
Afghanistan	AFG	AFG	as	Asia
Albania	ALB	ALB	eu	Europe
Algeria	ALG	DZA	af	Africa
American Samoa	ASA	ASM	oc	Oceania
Andorra	AND	AND	eu	Europe
Angola	ANG	AGO	af	Africa
Anguilla	AIA	AIA	na	North America and Caribbean
Antigua and Barbuda	ATG	ATG	na	North America and Caribbean
Argentina	ARG	ARG	sa	South America
Armenia	ARM	ARM	eu	Europe
Aruba	ARU	ABW	na	North America and Caribbean
Australia	AUS	AUS	as	Asia
Austria	AUT	AUT	eu	Europe
Azerbaijan	AZE	AZE	eu	Europe
Bahamas	BAH	BHS	na	North America and Caribbean
Bahrain	BHR	BHR	as	Asia
Bangladesh	BAN	BGD	as	Asia

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
Barbados	BRB	BRB	na	North America and Caribbean
Belarus	BLR	BLR	eu	Europe
Belgium	BEL	BEL	eu	Europe
Belize	BLZ	BLZ	na	North America and Caribbean
Benin	BEN	BEN	af	Africa
Bermuda	BER	BMU	na	North America and Caribbean
Bhutan	BHU	BTN	as	Asia
Bolivia	BOL	BOL	sa	South America
Bosnia-Herzegovina	BIH	BIH	eu	Europe
Botswana	BOT	BWA	af	Africa
Brazil	BRA	BRA	sa	South America
British Virgin Islands	VGB	VGB	na	North America and Caribbean
Brunei Darussalam	BRU	BRN	as	Asia
Bulgaria	BUL	BGR	eu	Europe
Burkina Faso	BFA	BFA	af	Africa
Burundi	BDI	BDI	af	Africa
Cambodia	CAM	KHM	as	Asia
Cameroon	CMR	CMR	af	Africa
Canada	CAN	CAN	na	North America and Caribbean
Cape Verde Islands	CPV	CPV	af	Africa
Cayman Islands	CAY	CYM	na	North America and Caribbean
Central African Republic	CTA	CAF	af	Africa
Chad	CHA	TCD	af	Africa
Chile	CHI	CHL	sa	South America
China PR	CHN	CHN	as	Asia
Chinese Taipei	TPE	TWN	as	Asia
Colombia	COL	COL	sa	South America
Comoros	COM	COM	af	Africa
Congo	CGO	COG	af	Africa
Congo DR	COD	COD	af	Africa
Cook Islands	COK	COK	oc	Oceania
Costa Rica	CRC	CRI	na	North America and Caribbean
Côte d'Ivoire	CIV	CIV	af	Africa
Croatia	CRO	HRV	eu	Europe
Cuba	CUB	CUB	na	North America and Caribbean
Cyprus	CYP	CYP	eu	Europe

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
Czech Republic	CZE	CZE	eu	Europe
Denmark	DEN	DNK	eu	Europe
Djibouti	DJI	DJI	af	Africa
Dominica	DMA	DMA	na	North America and Caribbean
Dominican Republic	DOM	DOM	na	North America and Caribbean
Ecuador	ECU	ECU	sa	South America
Egypt	EGY	EGY	af	Africa
El Salvador	SLV	SLV	na	North America and Caribbean
England	ENG	GBR	eu	Europe
Equatorial Guinea	EQG	GNQ	af	Africa
Eritrea	ERI	ERI	af	Africa
Estonia	EST	EST	eu	Europe
Ethiopia	ETH	ETH	af	Africa
Faroe Islands	FRO	FRO	eu	Europe
Fiji	FIJ	FJI	oc	Oceania
Finland	FIN	FIN	eu	Europe
France	FRA	FRA	eu	Europe
FYR Macedonia	MKD	MKD	eu	Europe
Gabon	GAB	GAB	af	Africa
Gambia	GAM	GMB	af	Africa
Georgia	GEO	GEO	eu	Europe
Germany	GER	DEU	eu	Europe
Ghana	GHA	GHA	af	Africa
Great Britain	GBR	GBR	eu	Europe
Greece	GRE	GRC	eu	Europe
Grenada	GRN	GRD	na	North America and Caribbean
Guam	GUM	GUM	as	Asia
Guatemala	GUA	GTM	na	North America and Caribbean
Guinea	GUI	GIN	af	Africa
Guinea-Bissau	GNB	GNB	af	Africa
Guyana	GUY	GUY	na	North America and Caribbean
Haiti	HAI	HTI	na	North America and Caribbean
Honduras	HON	HND	na	North America and Caribbean
Hong Kong	HKG	HKG	as	Asia
Hungary	HUN	HUN	eu	Europe
Iceland	ISL	ISL	eu	Europe

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
India	IND	IND	as	Asia
Indonesia	IDN	IDN	as	Asia
Iran	IRN	IRN	as	Asia
Iraq	IRQ	IRQ	as	Asia
Israel	ISR	ISR	eu	Europe
Italy	ITA	ITA	eu	Europe
Jamaica	JAM	JAM	na	North America and Caribbean
Japan	JPN	JPN	as	Asia
Jordan	JOR	JOR	as	Asia
Kazakhstan	KAZ	KAZ	eu	Europe
Kenya	KEN	KEN	af	Africa
Korea DPR	PRK	PRK	as	Asia
Korea Republic	KOR	KOR	as	Asia
Kuwait	KUW	KWT	as	Asia
Kyrgyzstan	KGZ	KGZ	as	Asia
Laos	LAO	LAO	as	Asia
Latvia	LVA	LVA	eu	Europe
Lebanon	LIB	LBN	as	Asia
Lesotho	LES	LSO	af	Africa
Liberia	LBR	LBR	af	Africa
Libya	LBY	LBY	af	Africa
Liechtenstein	LIE	LIE	eu	Europe
Lithuania	LTU	LTU	eu	Europe
Luxembourg	LUX	LUX	eu	Europe
Macau	MAC	MAC	as	Asia
Madagascar	MAD	MDG	af	Africa
Malawi	MWI	MWI	af	Africa
Malaysia	MAS	MYS	as	Asia
Maldives	MDV	MDV	as	Asia
Mali	MLI	MLI	af	Africa
Malta	MLT	MLT	eu	Europe
Mauritania	MTN	MRT	af	Africa
Mauritius	MRI	MUS	af	Africa
Mexico	MEX	MEX	na	North America and Caribbean
Moldova	MDA	MDA	eu	Europe
Mongolia	MNG	MNG	as	Asia

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
Montenegro	MNE	MNE	eu	Europe
Montserrat	MSR	MSR	na	North America and Caribbean
Morocco	MAR	MAR	af	Africa
Mozambique	MOZ	MOZ	af	Africa
Myanmar	MYA	MMR	as	Asia
Namibia	NAM	NAM	af	Africa
Nepal	NEP	NPL	as	Asia
Netherlands	NED	NLD	eu	Europe
Netherlands Antilles	ANT	ANT	na	North America and Caribbean
New Caledonia	NCL	NCL	oc	Oceania
New Zealand	NZL	NZL	oc	Oceania
Nicaragua	NCA	NIC	na	North America and Caribbean
Niger	NIG	NER	af	Africa
Nigeria	NGA	NGA	af	Africa
Northern Ireland	NIR	GBR	eu	Europe
Norway	NOR	NOR	eu	Europe
Oman	OMA	OMN	as	Asia
Pakistan	PAK	PAK	as	Asia
Palestine	PLE	PSE	as	Asia
Panama	PAN	PAN	na	North America and Caribbean
Papua New Guinea	PNG	PNG	oc	Oceania
Paraguay	PAR	PRY	sa	South America
Peru	PER	PER	sa	South America
Philippines	PHI	PHL	as	Asia
Poland	POL	POL	eu	Europe
Portugal	POR	PRT	eu	Europe
Puerto Rico	PUR	PRI	na	North America and Caribbean
Qatar	QAT	QAT	as	Asia
Republic of Ireland	IRL	IRL	eu	Europe
Romania	ROU	ROU	eu	Europe
Russia	RUS	RUS	eu	Europe
Rwanda	RWA	RWA	af	Africa
Samoa	SAM	WSM	oc	Oceania
San Marino	SMR	SMR	eu	Europe
Sao Tome e Principe	STP	STP	af	Africa
Saudi Arabia	KSA	SAU	as	Asia

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
Scotland	SCO	GBR	eu	Europe
Senegal	SEN	SEN	af	Africa
Serbia	SRB	SRB	eu	Europe
Seychelles	SEY	SYC	af	Africa
Sierra Leone	SLE	SLE	af	Africa
Singapore	SIN	SGP	as	Asia
Slovakia	SVK	SVK	eu	Europe
Slovenia	SVN	SVN	eu	Europe
Solomon Islands	SOL	SLB	oc	Oceania
Somalia	SOM	SOM	af	Africa
South Africa	RSA	ZAF	af	Africa
Spain	ESP	ESP	eu	Europe
Sri Lanka	SRI	LKA	as	Asia
St. Kitts and Nevis	SKN	KNA	na	North America and Caribbean
St. Lucia	LCA	LCA	na	North America and Caribbean
St. Vincent / Grenadines	VIN	VCT	na	North America and Caribbean
Sudan	SUD	SDN	af	Africa
Suriname	SUR	SUR	na	North America and Caribbean
Swaziland	SWZ	SWZ	af	Africa
Sweden	SWE	SWE	eu	Europe
Switzerland	SUI	CHE	eu	Europe
Syria	SYR	SYR	as	Asia
Tahiti	TAH	PYF	oc	Oceania
Tajikistan	TJK	TJK	as	Asia
Tanzania	TAN	TZA	af	Africa
Thailand	THA	THA	as	Asia
Timor-Leste	TLS	TLS	as	Asia
Togo	TOG	TGO	af	Africa
Tonga	TGA	TON	oc	Oceania
Trinidad and Tobago	TRI	TTO	na	North America and Caribbean
Tunisia	TUN	TUN	af	Africa
Turkey	TUR	TUR	eu	Europe
Turkmenistan	TKM	TKM	as	Asia
Turks and Caicos Islands	TCA	TCA	na	North America and Caribbean
Uganda	UGA	UGA	af	Africa
Ukraine	UKR	UKR	eu	Europe

FIFA Association	FIFA Trigram	ISO Trigram	Confederation cookie code	Confederation name
United Arab Emirates	UAE	ARE	as	Asia
Uruguay	URU	URY	sa	South America
US Virgin Islands	VIR	VIR	na	North America and Caribbean
USA	USA	USA	na	North America and Caribbean
Uzbekistan	UZB	UZB	as	Asia
Vanuatu	VAN	VUT	oc	Oceania
Venezuela	VEN	VEN	sa	South America
Vietnam	VIE	VNM	as	Asia
Wales	WAL	GBR	eu	Europe
Yemen	YEM	YEM	as	Asia
Zambia	ZAM	ZMB	af	Africa
Zimbabwe	ZIM	ZWE	af	Africa