

The FIFA/Coca-Cola World Ranking

Since its introduction in August 1993, the FIFA World Ranking has become a regular part of international sports reports and a useful indicator for FIFA's member associations to find out where their respective teams stand in world football's pecking order and how they are progressing. It is by design the subject of countless animated debates. Following on from minor changes in 1998, the ranking has been comprehensively revised this year.



The ranking is calculated on the basis of typical factors such as match result (win, draw or defeat), importance of match (competitive or friendly match), strength of opponents (calculated using the team's position in the ranking) and regional strength, which is gauged by the results of teams from the respective confederation in the last three final competitions of the FIFA World Cup™.

Next year, the official FIFA website, FIFA.com, will offer an online tool that will make it possible to carry out hypothetical calculations for your team.

BASIC CRITERIA

Factors for world ranking	
Matches	All international "A" matches
Result	Win – Draw – Defeat (3 – 1 – 0 points)
Importance of match	1 (friendly match) to 4 (FIFA World Cup™)
Strength of opponent	Position in world ranking (no. 1 = 2.00, no. 30 = 1.70, no. 118 = 0.82 etc.) Formula: $[200 - \text{Position}] / 100$
Regional strength	Based on results in last three FIFA World Cups (wins per confederation per match)
Period assessed	Last four years, gradual decline in importance of results: 100% - 50%-30%-20%
Number of matches considered per year	Average points gained from all matches in last 12 months (minimum: 5 matches)

In focus

What counts towards the ranking?

The results of all international "A" matches contested by FIFA member associations are taken into account in the world ranking. The matches of an association's youth teams or other representative sides have no influence. The FIFA Women's World Ranking uses a separate system to determine the relative standings of women's national teams.

Win, draw or defeat

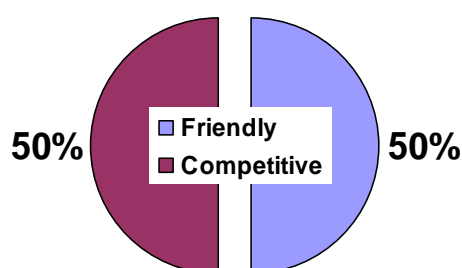
The result of each match is given central importance by using the following customary points system:

Win	3 points
Draw	1 point
Defeat	0 points

To ensure that the formula is not only fair but also simple, matches that are decided by a penalty shoot-out (which are considered draws under normal rules) result in the winning team receiving two points and the losing team one point.

Importance of match

While World Cup matches carry a greater weighting than friendly fixtures to reflect their importance, it is important to acknowledge the importance of friendlies (and small regional tournaments) because they make it 50% of all the matches evaluated (see chart below for statistics for 2002-2005).



The status of matches in different competitions is reflected by the following weighting multipliers:

Friendly	1.0
World Cup qualifier and continental qualifier	2.5
Continental final competition and FIFA Confederations Cup	3.0
World Cup final competition	4.0

Strength of opponent

The opponents' ranking is taken into account using the formula " $[200 - \text{ranking position}] / 100$ ". Only the team at the top of the ranking will be assigned the value 2.00 (teams ranked 150th and below are assigned the minimum weighting of 0.50).

Example 1: the team that is **30th** in the ranking:

$[200 - 30] / 100 = 1.7$ - the team is assigned the weighting of **1.70**

Example 2: the team that is **85th** in the ranking:

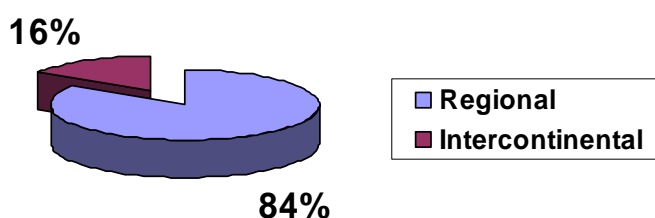
$[200 - 85] / 100 = 1.15$ - the team is assigned the weighting of **1.15**

Example 3: the team that is **122nd** in the ranking:

$[200 - 122] / 100 = 0.78$ - the team assigned the weighting of **0.78**

Regional strength

The weighting of confederation strength plays a crucial role because around 85% of all matches played involve two teams from the same confederation and a weighting has to be used to make it possible to measure the matches within one confederation against those within another confederation (see chart below showing the statistics for 2002-2005).



Calculating confederation weightings

The confederations' weighting are calculated based on the number of wins the representatives of a confederation in the final competitions of the last three World Cups have recorded against teams representing the other confederations. For example, the more times that AFC teams beat teams from other confederations, the higher the weighting for the AFC. For statistical reasons, the lowest possible weighting is 0.85 (weakest confederation) and the highest is 1.0 (strongest confederation). Confederations from which no teams have qualified for the World Cup finals (OFC) will be assigned the weighting of the weakest confederation. This results in the following weightings (after the 2006 FIFA World Cup™):

UEFA: 1.0 // CONMEBOL: 0.98 // CONCACAF: 0.85 // AFC: 0.85 // CAF: 0.85 // OFC: 0.85

Period assessed

Matches played during the last four years (48 months) are taken into account in the ranking. The considerable reduction in value of less recent matches ensures that a team's latest successes have a much greater influence than earlier matches and the ranking therefore always reflects the latest developments in world football. Results during the last 12 months count in full, those from the previous year count half, while games played up to three and four years earlier have much less significant (100% - 50% - 30% - 20%).

Multiplication factor

To ensure that ranking points are always whole numbers, the final ranking points figure is always multiplied by 100.

Annexe

Table 1: calculating ranking points for year

Number of matches	Team A	Team B	Team C	Team D
Match 1	150	0	-	-
Match 2	0	570	-	-
Match 3	50	190	-	-
Match 4	600	0	-	-
Match 5	504	-	0	-
Match 6	0	-	547	-
Match 7	168	-	182	-
Match 8	2016	-	0	
Match 9	338	-	-	0
Match 10	-	-	1296	0
Match 11	-	-	433	630
Total number of matches	9	4	6	3
Total points gained	3826	760	2458	630
Ranking points (teams must play a minimum of 5 matches)	425	152	410	126

Table 2: calculating ranking points per match

In the following example, the formula for calculating the ranking points gained is illustrated using a number of examples with the following hypothetical teams:

- Team A is in 10th place in the ranking and is a member of confederation X (weighting factor of confederation X = 1.0);
- Team B is in 165th place in the ranking and is a member of confederation X (weighting factor of confederation X = 1.0);
- Team C is in 25th place in the ranking and is a member of confederation Y (weighting factor of confederation Y = 0.92);
- Team D is in 80th place in the ranking and is a member of confederation Z (weighting factor of confederation Z = 0.88).

	Match	Result for team ...	M Points for win or draw	I Status of match	T Strength of opposing team $T = (200 - \text{Ranking}_{\text{Opponent}}) / 100$	C Regional strength $C = (C_{\text{Team A}} + C_{\text{Team B}}) / 2$	$M * I * T * C * 100$ Ranking points
1	Friendly A v. B Result: 2-1	A	3	1.0	0.50	1.00	150
		B	0	1.0	1.90	1.00	0
2	Friendly A v. B Result: 1-2	A	0	1.0	0.50	1.00	0
		B	3	1.0	1.90	1.00	570
3	Friendly A v. B Result: 1-1	A	1	1.0	0.50	1.00	50
		B	1	1.0	1.90	1.00	190
4	World Cup final round A v. B Result 2-1	A	3	4.0	0.50	1.00	600
		B	0	4.0	1.90	1.00	0
5	Friendly A v. C Result: 2-1	A	3	1.0	1.75	0.96	504
		C	0	1.0	1.90	0.96	0
6	Friendly A v. C Result: 1-2	A	0	1.0	1.75	0.96	0
		C	3	1.0	1.90	0.96	547
7	Friendly A v. C Result: 1-1	A	1	1.0	1.75	0.96	168
		C	1	1.0	1.90	0.96	182
8	World Cup final round A v. C Result 2-1	A	3	4.0	1.75	0.96	2016
		B	0	4.0	1.90	0.96	0
9	Friendly A v. D Result 2-1	A	3	1.0	1.20	0.94	338
		D	0	1.0	1.90	0.94	0
10	World Cup final round C v. D Result 2-1	C	3	4.0	1.20	0.90	1296
		D	0	4.0	1.75	0.90	0
11	World Cup final round C v. D Result 1-1	C	1	4.0	1.20	0.90	433
		D	1	4.0	1.75	0.90	630