eBay Ad Formats and Specifications

ebay advertising

Universal advertising policy guidelines

- Pixel tracking can be accepted for impressions and clicks if running banners hosted through eBay's DFP.
- · All cookies must be declared prior to campaign start.
- Creatives must be clearly distinguished from site content with a black lpx border built into their design.
- · Audio must be user initiated, animation can be auto-play.
- All rich media video must contain controls for pause/play and mute/unmute
- Max animation length for creatives is 30s, no more than 3 loops.
 Max frame rate is 24fps.

- · All creatives must be SSL compliant.
- Creatives must include an advertiser name or logo within their messaging.
- We currently do not support video player integration on ebay.co.uk for ad-serving. Consequently, we can only accept InPage tags and not InStream for rich media banners.
- We cannot accept blocking tags from advertising partners, however monitoring tags may be used for ad verification.

Click here for our current UK Advertising Policies.

Standard ad formats

Placement	Size	Supported	Max initial loa	d weight (KB) Max subsequent load weight (KB)		eight (KB)	
		file formats	Jpeg/Gif	HTML5	Jpeg/Gif	HTML5	In-stream video
Skyscraper	160 x 600	Jpeg/Gif/ HTML5/3rd Party	40	200	200	200	2,200
MPU	300 x 250	Jpeg/Gif/ HTML5/3rd Party	40	200	200	200	2,200
DMPU	300 x 600	Jpeg/Gif/ HTML5/3rd Party	60	200	200	200	2,200
Leaderboard	728 x 90	Jpeg/Gif/ HTML5/3rd Party	40	200	200	200	2,200
Monster	640 x 480	Jpeg/Gif/ HTML5/3rd Party	60	200	220	220	2,200
Billboard	970 x 250	Jpeg/Gif/ HTML5/3rd Party	60	200	200	200	2,200

Additional guidelines

- Third party tags can only be accepted from vendors certified by Google for use with their DFP Premium ad-server, or if full instructions for inserting cachebuster and click-tracking macros are supplied and testing is completed before campaign start date.
- For HTML5 creatives assets should be delivered as a compressed .zip folder containing the main HTML file and all the components it refers to: JavaScript, CSS, images. The main HTML file must use standard IAB clickTag variable.

Bespoke ad formats - Native Pushdown (NPD)

Placement	Placement Size Supp		Supported Max initial loa		Max subsequent load weight (KB)		
		file formats	Jpeg/Gif	HTML5	Jpeg/Gif	HTML5	In-stream video
NPD Collapsed	970 x 30	Jpeg/Gif	60	N/A	N/A	N/A	N/A
NPD Expanded	970 x 250	Jpeg/Gif/ HTML5/ 3rd Party	60	200	200	200	2,200



Collapsed 970 x 30 pushdown element.



Expanded 970 x 250 pushdown element.

Additional guidelines

- If creative background is white then we would require a light border around the creative. Otherwise no borders around creative, we will match eBay's header section to the creative background.
- We cannot accept tags for the NPD Collapsed banner, only lxl impression and click tracking pixels.
- 100 pixels from the right hand side and 35 pixels from the top will need to be kept clear (no CTAs or images) as the pushdown open/close button covers this area. We are unable to move it or customise other than button background colour and font colour. The open/close button must be added on our side, it should not be included in the assets we're sent.

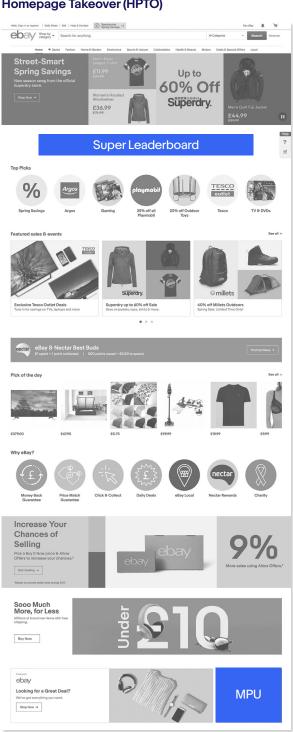
Bespoke ad formats - Homepage Takeover (HPTO)

Placement	Size	Supported	Max initial load weight (KB)		Max subsequent load weight (KB)			
		file formats	Jpeg/Gif	HTML5	Jpeg/Gif	HTML5	In-stream video	
MPU	300 x 250	Jpeg/Gif/ HTML5/3rd Party	40	200	200	200	2,200	
Super Leaderboard	970 x 90	Jpeg/Gif/ HTML5/3rd Party	40	200	200	200	2,200	

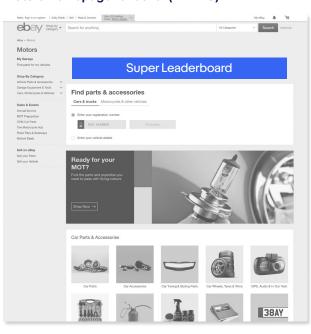
Bespoke ad formats - Motors Homepage Takeover (MHPTO)

Placement	Size	Supported	Max initial load weight (KB)		Max subsequent load weight (KB)		
		file formats	Jpeg/Gif	HTML5	Jpeg/Gif	HTML5	In-stream video
Super Leaderboard	970 x 90	Jpeg/Gif/ HTML5/ 3rd Party	40	200	200	200	2,200

Homepage Takeover (HPTO)

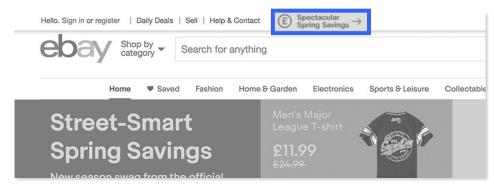


Motors Homepage Takeover (MHPTO)



Bespoke ad formats - Doodle

- 150px x 30px
- Maximum file size: 6kb
- · PNG with transparent background
- Creative content may occupy the whole space



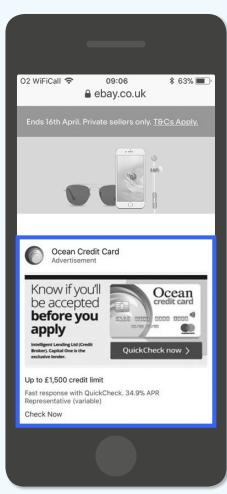
Mobile Ad Formats - Native in-feed

Deliverable	Specification
Advertiser name	25 characters maximum (Inc. spaces)
Headline text	25 characters maximum (Inc. spaces)
Body text	90 characters maximum (Inc. spaces)
CTA text	25 characters maximum (Inc. spaces) - CTA text is automatically capitalised on Android
Image	1200 x 627 pixels Aspect ratio: 2:1 Maximum file size: 500kb Must not contain: - More than 20% text - Advertisers logo - Call to action button
Logo	128 x 128 pixels Aspect ratio: 1:1

We can only support ONE tracking pixel in our in-app creatives. This can be, for example, an impression tracker, a viewability measurement pixel or a survey pixel.

Additional guidelines

- eBay will assemble the ad. We just require you to supply the deliverables in the table above.
- You may supply the text in any form you wish to. For your reference, we will automatically convert the text into the following fonts: Helvetica Neue Light/Regular (for iOS) Roboto Light/Regular (for Android)
- We only require one 1200 x 627 image to cover all devices and screen sizes.
- · Campaign landing page must be mobile optimised.
- Creative and landing pages are subject to eBay internal approval.
- If you plan on adding text to the creative image, such as Terms and Conditions, please use an appropriate font size to ensure that the text is legible on mobile devices.
- "Advertisement" text will appear automatically below the advertiser name.





Bespoke Ad Formats - Textlink

Advertiser Logo: (VIP: 60x20 / Checkout: 85x45)
Textlink: 55 characters (Inc. spaces)
Mouseover Text: 500 characters (Inc. spaces)
Clickthrough URL

Additional guidelines

- · All textlink placements need to start with "Advert:" followed by advertiser textlink copy.
- eBay requires all textlink placements have mouseover text.
- The advertiser logo must be in standard file formats such as PNG/ JPEG/ GIF
- · We cannot accept this placement as a 3rd party tag.
- The eBay ad operations team will build this format once the above assets are received.
- · We can accept an impression pixel, this is optional.

