



# UEFA CHAMPIONS LEAGUE CLUB MANUAL

2025/26

12 September 2025



# 2 FACILITY REQUIREMENTS





## Overview of required facilities

In principle, a club must play all its play-off and UCL matches in the same stadium (unless required or authorised to do otherwise by UEFA).

The stadiums must meet the structural criteria of a category 4 stadium under the *UEFA Stadium Infrastructure Regulations* as well as the additional requirements indicated below which provides a summary of the facilities required for the different rounds and shows the increase in demands as the competition progresses. Further details and explanations are set out in the corresponding sections of this manual.

### Facilities Overview

Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Power and utilities	Existing power (including back-up power), lighting, water and general utilities must be provided free of charge by the home club within the stadium areas used.					
	A local 16A 240V (always on) power connection must be provided to the UEFA Goal-Line Technology (GLT) supplier at distribution points within the stadium, powered from a technical supply.					
	A local 16A 240V power connection must be provided to the UEFA Medical Video Review System (MVRS) supplier at the central distribution point (usually between benches, behind 4th official position)					
	A local 16A 240V (always on) power connection must be provided to the Electronic Performance and Tracking System (EPTS) supplier at distribution points within the stadium, powered from a technical supply.					
	A local 16A 240 V power connection must be provided to the UEFA Coaching feed supplier at camera position (usually on main camera platform)					
	A local (uninterrupted) 16A 240V power connection must be provided to the Referee Review Area (RRA) position.					
	Home club must provide the specified <a href="#">power levels for all broadcast facilities</a> including: indoor studios, pitch-view studios, tribune presentation positions, flash interview positions, pitchside presentation positions and commentary positions.					
	Home club must provide power and sockets free of charge for all media areas; in particular for the media working area, the media tribune and the photographers' match positions.					
	The Stadium's LED advertising system must run from a reliable, backed-up power source. If UEFA has to provide the LED system, existing power (including backup power) must be provided free of charge.					



Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Floodlights	<p>Average horizontal illuminance (Eh ave) &gt;1,400 lux and average vertical illuminance (Ev ave) &gt;1,000 lux.</p> <p>Back-up floodlight power must be available with an average illuminance of at least 900 lux (Eh) no more than 15 minutes after the power failure.</p>					
Directional signage and ground rules	<p>Home clubs must provide signage to guide visiting supporters in a recognisable, understandable format, as well as ground rules including prohibited items, ideally in the form of internationally recognised pictograms.</p>					
Control room	<p>Control room with an overview of the stadium interior, equipped with radio communications enabling communication between staff and officials responsible for safety, security and service at the stadium.</p> <p>Equipped with colour monitors that are connected to the closed-circuit television system and additional monitors that display live data from the electronic ticket control system.</p>					
Access control system	<p>Modern electronic access controls and mechanical counting systems must be installed and used, delivering real-time analysis of data on crowd flows and spectator attendance.</p>					
Closed-circuit television system	<p>Stadiums must be equipped with permanent closed-circuit television surveillance systems, covering all stadium approaches and entrances, and all public areas within the stadium.</p>					
Emergency lighting system	<p>Stadiums must be equipped with an emergency lighting system that has been approved by the competent local authorities, covers all areas of the stadium, including all egress and evacuation routes, and is connected to a backup power supply.</p>					
Public address (PA) system	<p>Electronic public address system of loudspeakers capable of conveying spoken messages to all areas of the stadium instantaneously.</p> <p>The public address system must cover both the inside and outside of the stadium and be connected to an independent power supply.</p>					
Scoreboards, giant screens and internal stadium TV channel	<p>Home clubs must ensure that any scoreboards, giant screens and the internal stadium TV channel are fully available to display the necessary match information.</p>					
Internet	<p>High speed internet connections (min. 50 Mbit/sec and Wi-Fi) must be available in the UEFA offices, the delegate's room, the doping control station, the LED board controller's position (commentary or pitchside position), the broadcast compound and the Champions Club.</p> <p>A high speed (50 Mbits/s) ADSL or internet cable line must be available in the broadcast compound for the graphics supplier.</p> <p>Cabled or wireless internet connections must be available for TV commentary positions and in certain media areas such as the media working area, media seating (media tribune), photographers' working area and pitchside positions.</p> <p>The installation and usage costs of the ADSL or internet cable line for the UEFA graphics and football technologies supplier will be assumed by the home club.</p> <p>Internet connectivity (Wi-Fi) should be made available in the team and referee dressing rooms.</p> <p>The home club must provide the UCL broadcasters with dedicated Wi-Fi, free of charge, at broadcast areas (pitchside presentation positions, flash, broadcast compound, studios, commentary positions, observer seats, mixed zone, press conference room, etc). They must also make their best efforts to ensure telecom suppliers can install internet lines to pitchside presentation positions and flash positions.</p>					





Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
	High-speed, wired,dedicated, internet connections (min. 100 Mbit/sec) must be available for the football technologies supplier(s).					
Telephone	Home clubs are required to provide international telephone lines for UEFA offices and the delegate's room. The home club bears the installation costs and the users pay the call charges.					
Radio frequencies	Since the UEFA venue team uses walkie-talkies, Home clubs are requested to clear the necessary radio frequencies with the responsible authorities free of charge.					
UEFA offices and meeting rooms	Minimum of 100 m2 of functional office space for UEFA offices with two fast colour copy machines (including technical assistance) must be provided. Room(s) for , TV and club organisational meetings must also be made available.					
Parking	For the use of UEFA and UCL partners, in prime positions and provided free of charge :					
	60 spaces	180 spaces				
		Clubs must provide up to ten parking spaces free of charge for the official UCL cars.				

### *Stadium pitch and pitchside facilities for teams and officials*

Area	For all matches
Stadium pitch	The pitch must measure 105m x 68m
	The pitch must be in the best possible condition. A pitch heating system and/or a pitch cover may be required depending on the location and climatic conditions.
Pitch watering	An automated under-soil pitch irrigation system must be in place.
Pitch surroundings	<p>Any structural element or fixed pitchside equipment must be positioned</p> <ul style="list-style-type: none"> <li>• at least 3m from the line markings, as set out in Annex A of the UEFA Stadium Infrastructure Regulations, unless otherwise agreed by UEFA owing to specific permanent stadium infrastructure conditions (e.g. existing pitch surrounding installations, including the technical area);</li> <li>• and at least 1m from the back of the goal net (except for broadcast and photo camera installations and as long as they fit the stretch test).</li> </ul> <p>The recommended minimum distance for structural elements to allow space required for fixed pitchside equipment and operations is 5m from the line markings, as set out in Annex A of the UEFA Stadium Infrastructure Regulations. This means that</p> <ul style="list-style-type: none"> <li>• at least 2m of operational space should be available behind any advertising boards to allow for pitchside operations involving ball kids, stewards, photographers, cameras and camera operators;</li> <li>• if insufficient space is available at pitchside, it may have to be made available in the stands.</li> </ul>
Substitutes' warm-up area	Two warm-up areas (each ideally measuring 4m x 20m or 3m x 25m) must be determined, one for each team, on the same side as their team bench.



Area	For all matches
Team benches	<p>Team benches to accommodate up to 27 people each. All seats must be covered and appropriately segregated from the general public.</p> <p>If the team bench provides fewer than 27 seats (20 seats being the minimum), the remaining number of seats must be accommodated to the side of each team bench (or behind if the team benches are in the stands) with access to the dressing rooms.</p> <p>The setup must be the same for both teams.</p>
Fourth official/UEFA venue director's position	A position between the team benches, at pitch level, segregated from the general public and, ideally, covered.

### *Indoor facilities for teams and officials*

Area	For all matches
Team dressing rooms	<p>At least one dressing room for each team, ideally with separate areas for players, team officials, physiotherapy and storage. Recommended dimensions:</p> <ul style="list-style-type: none"> <li>• 60m<sup>2</sup> – Playing changing area</li> <li>• 20m<sup>2</sup> – Team official changing area</li> <li>• 15m<sup>2</sup> – Physiotherapy</li> <li>• 5m<sup>2</sup> – Storage</li> </ul> <p>Each dressing room must provide</p> <ul style="list-style-type: none"> <li>• seating and clothes-hanging facilities or lockers for at least 23 players and 7 team officials;</li> <li>• 6 showers</li> <li>• 3 separate toilets</li> </ul>
Referee dressing rooms	<p>A main referees' dressing room that provides</p> <ul style="list-style-type: none"> <li>• seating and clothes-hanging facilities or lockers for 4 people;</li> <li>• 2 showers</li> <li>• 1 separate toilet</li> </ul> <p>An additional dressing room (adjacent to or at least near the main referees' dressing room) in case of mixed referee teams that provides</p> <ul style="list-style-type: none"> <li>• seating and clothes-hanging facilities or lockers for 2 people;</li> <li>• 1 shower</li> <li>• 1 separate toilet</li> </ul>
UEFA delegate's room	A room that is exclusively reserved for the UEFA delegate and referee observer (if any), with an easy access to the teams' and referees' dressing rooms.
Emergency medical room	An emergency medical room for the sole use of players, referees, team officials and match officers. This medical room must be easily accessible from the pitch and the dressing rooms (ideally on the same level).
Doping control station	<p>A doping control station (DCS) exclusively for doping control purposes from 90 minutes before kick-off to the end of any doping control following the match. It must be near the team dressing rooms and inaccessible to the public and the media.</p> <p>The DCS should ideally be at least 40m<sup>2</sup> and comprise a waiting room, a urine-testing room (with a toilet adjacent to the room or within the room itself) and a blood-testing room. However, a minimum of 30m<sup>2</sup> should be guaranteed, comprising a waiting room, a testing room (with a separation in the event of both urine and blood tests), and a toilet, all adjoining.</p>



### Football Technologies

Area	For all matches
Goal-line technology	Positions for 14 GLT cameras
EPTS technology	Positions for 10 EPTS cameras
VAR technology	Referee review area for VAR system

### Spectator Facilities

Area	For all matches
Catering Facilities	Stadiums must have accessible catering facilities in every sector.
Sanitary Facilities	<p>A sufficient number of permanent, clean and hygienic sanitary facilities must be available in every sector, accessible and distributed evenly throughout all sectors, with a minimum of 25% of sanitary facilities dedicated to female spectators.</p> <p>Stadiums must be able to provide sanitary facilities for 80% of spectators being male, respecting the following minimum ratios:</p> <ul style="list-style-type: none"> <li>• 1 seated toilet and 1 sink per 250 male spectators;</li> <li>• 1 urinal per 125 male spectators.</li> </ul> <p>At the same time, to allow for variations in demographics between matches, stadiums must be able to provide for at least 25% of spectators being female, respecting the following minimum ratios:</p> <ul style="list-style-type: none"> <li>• 1 seated toilet and 1 sink per 120 female spectators in the home sectors;</li> <li>• 1 seated toilet and 1 sink per 80 female spectators in the visiting sector.</li> </ul> <p>In addition, stadiums must provide the following minimum ratio of permanent, clean, hygienic and fully accessible sanitary facilities for wheelchair users inside the stadium. They should be no more than 40m away from the wheelchair-user spaces, within the same sector, and be fully equipped in line with the UEFA Accessibility Guidelines.</p> <ul style="list-style-type: none"> <li>• Minimum of 1 for up to 15 wheelchair users.</li> <li>• An additional 1 for every 10 additional wheelchair users.</li> </ul>
First-aid Facilities	<p>Fully equipped first-aid facilities that have been approved by the competent local authorities must be available in every sector. First-aid facilities in sectors equipped with facilities for disabled spectators must be accessible to all spectators.</p> <p>The minimum requirements in terms of first-aid facilities for spectators are provided in the UEFA Minimum Medical Requirements for Spectators.</p>

### Ticketing

Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
UEFA and UEFA Partners						
UEFA Match Officers and Officials	Tickets required as appointed					



Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
VIP Tickets	10	50	50	50	50	50
	VIP tickets must be for the best available seats in the stadium. The total number of VIP tickets provided by a club should not exceed 10% of the total VIP seating area. Where this would be the case, additional first-class tickets should be provided to make up the shortfall.					
First-class Complimentary Tickets (with hospitality)	0	291	328	330	346	366
	First-class complimentary tickets must be for seats in the highest category in the stadium and located in a single block between the 16m lines and as close to the halfway line as possible. They must include access to the relevant hospitality area.					
First-class Complimentary Tickets (without hospitality)	50	39	52	50	79	109
	First-class complimentary tickets must be for seats in the highest category in the stadium and located in a single block between the 16m lines and as close to the halfway line as possible.					
Additional First-class Complimentary Tickets	0	42	45	45	52	51
	<ul style="list-style-type: none"> <li>On the same basis as the complimentary ticket allocation, UEFA will reimburse the club for these additional tickets at retail price.</li> <li>UEFA may purchase additional first-class tickets up to these specified amounts, at retail price. These tickets must be located in the same area as the complimentary first-class tickets.</li> <li>Exact numbers of tickets to be confirmed before each season of the cycle.</li> </ul>					
First class Purchase Tickets	350	308	365	365	608	829
Second-class Purchase Tickets	370	370	460	460	710	920
Third-class Purchase Tickets	220	230	360	360	640	730
Visiting team (unless agreed otherwise in writing by the clubs in question)						
Additional seats for accredited team delegation staff	7 seats in the stand with easy access to the competition area					
VIP Tickets	The home club must reserve 20 complimentary VIP seats for the visiting club's representatives and the same number of invitations to the VIP hospitality area.					
Top-category Tickets	200					





Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
	<p>These tickets are to be located in the next highest category of seats after those providing access to the home team's VIP area. They must be located in a single block, with appropriate stewarding and segregation.</p> <p>They must be:</p> <ul style="list-style-type: none"> <li>• Located on the same side of the stadium as the visiting team's VIP seats</li> <li>• Located between the two 16m lines</li> <li>• Located approximately midway up the stands</li> </ul> <p>In addition, visiting clubs are entitled to receive 35 tickets for their UEFA Youth League delegation on a complimentary basis. These tickets should ideally be in the same block as the 200 top-category tickets.</p>					
Visiting team's supporters	<p>At least 5% of the UEFA spectator capacity must be made available to visiting supporters in a dedicated sector of the stadium. This sector of the stadium must be capable of being segregated from other sectors and provide unobstructed lines of sight of the field of play.</p> <p>The UEFA spectator capacity is defined as all seats and allocated standing places in the stadium that comply with the UEFA Stadium Infrastructure Regulations, minus any seats permanently assigned to media and broadcasters.</p>					

### Disabled supporters

Wheelchair users	See Art 24.03 of the UEFA Stadium Regulations to identify the required numbers.
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### Hospitality

Area	Play-Offs	League Phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
VIP Hospitality	Access to home club's VIP hospitality for VIP ticket holders					
Champions Club	None	At least 400m <sup>2</sup> open and usable space near VIP/first-class complimentary seats	A larger single exclusive hospitality area (ideally, a minimum of 500m <sup>2</sup> ) in order to accommodate the increased number of guest near VIP/first-class complimentary seats			

### Sponsor facilities

Area	Play-Offs	League Phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Promotional areas in and around the stadium for UCL sponsors and licensees	In principle, at least two separate areas, one 17m x 6m and one 8m x 5m		In principle, at least three separate areas, one 17m x 6m and two 8m x 5m			
Facilities for matchnight promotions	Appropriate changing facilities within the stadium for participants in any UCL sponsors' activities (e.g. player mascots)					



### Broadcaster facilities

Area	Play-Offs	League Phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Camera positions	Main cameras, pitchside halfway camera, 16m cameras, low behind-goal cameras, beauty camera, bench cameras, high behind-goal cameras, reverse-angle cameras, mini-cameras, tunnel camera, crane cameras, 6m cameras, rail cameras, Steadicams, hot-head cameras, 20m cameras, corner cameras, aerial cameras, goal-line cameras and ENG cameras					
Commentary positions	30	45			50	
Filming and video analysis position (e.g. commentary position) for home and visiting team	2					
Pitch reporter positions	2 positions with a clear view of the team benches and additional positions behind goals					
Indoor studios	At least 1					
Pitch-view studios	At least 1 with an unobstructed view of the pitch					
Additional pitch-view studios/platforms/indoor studios	At least 1 with an unobstructed view of the pitch		At least 2 with an unobstructed view of the pitch			
Flash interview positions	At least 5		At least 8			At least 10
Super-flash interview positions	At least 2					
Pitchside presentation areas	2 areas of 15m x 3m (on either side of the team benches)					
Broadcast compound	At least 1,000m <sup>2</sup> of usable space		At least 2,300m <sup>2</sup> of usable space			At least 2,800m <sup>2</sup> of usable space (500m <sup>2</sup> can be in a separate location)
	Including a minimum of 6 uplinks in any separate uplink area		Including a minimum of 10 uplinks in any separate uplink area			
Host broadcaster office	Small office, must be provided, for the host broadcaster, if requested					
Cabling	Necessary cabling infrastructure (e.g. cable bridges and trenches) to enable broadcasters to install all cables safely and securely Access to any existing pre-cabled systems in the stadium must be provided free of charge to rights-holding broadcasters on request.					
Observer seats	20	40				



### Media facilities

Area	Play-Offs	League Phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Media working area	50				75	
Media tribune	At least 100 (at least 70 with desks)				At least 200 (at least 100 with desks)	
Press conference room					At least 80 seats. At least 24 audio split box outputs. Camera platform of at least 8m x 1.5m. Podium with a head table. Lighting for TV broadcast, microphone and loudspeakers. Simultaneous interpretation is mandatory	
Mixed zone					To accommodate at least 50 journalists, including UCL broadcasters, non-rights-holding broadcasters, audio reporters and written press	
Photographer working area and match positions					Working area for at least 25 photographers Seating and connectivity must be provided at all match positions with a minimum of 12 cabled internet connections A minimum of 50 photographers must be accommodated around the pitch	
Camera storage for broadcasters					Secure location operated by the club	

### Signage and LED facilities

Area	For all matches
Working and storage rooms	Secure and lockable room, of minimum 100m <sup>2</sup> with forklift access for signage supplier; if applicable, an additional 40m <sup>2</sup> storage area, with forklift access, for LED boards.
Truck parking and security	Secure parking area for a 14m signage truck and (if applicable) additional secure parking area for a 14m LED truck from MD-3 until MD+1

## General stadium facilities

### Power and utilities

Existing power (including back-up power), lighting, water and general utilities must be provided free of charge by the home club within the stadium areas used for the organisation of play-off and UCL matches, including in the following areas:

- UEFA offices
- UCL/host broadcaster office(s)
- UCL broadcaster facilities
- Media facilities
- Signage/LED supplier working and storage areas
- Hospitality areas
- UCL sponsors' promotional areas



### Power

In addition to the general requirement for the home club to provide power for all broadcast and media facilities, the home club is required to provide a specific level of power for certain broadcast facilities. Detailed requirements are set out in [Power and lighting](#).

An additional power socket (63A/5P CEE) must be available in the broadcast compound for the football technologies supplier.

A specific level of power is also requested for the LED boards. Detailed requirements are set out in [LED boards](#).

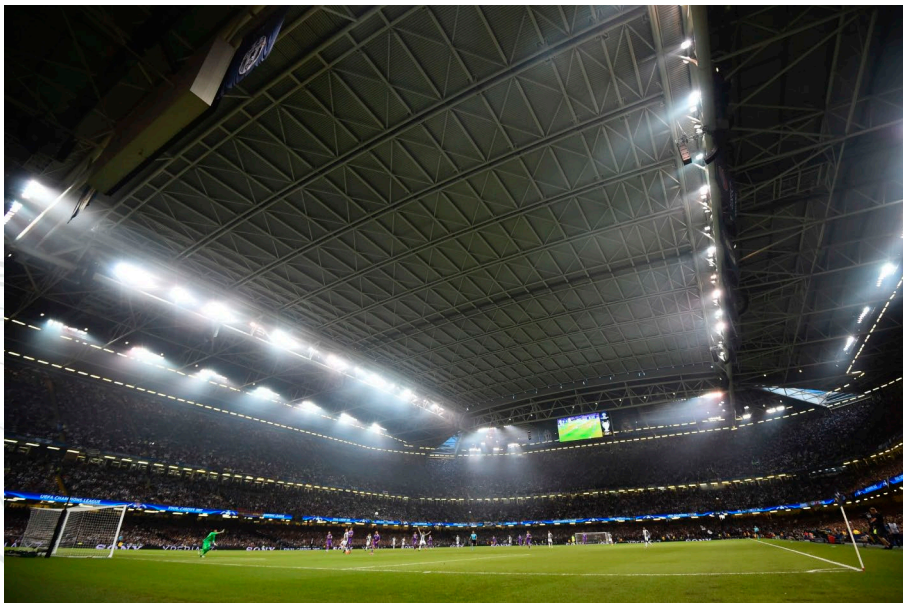
### Data line

A redundant single-mode fibre-optic cable is required for the LED boards. Detailed requirements are set out in [LED boards](#).

### Floodlights

The required floodlighting levels for play-off and UCL matches are set out below and take into consideration the requirements for broadcasting matches in high-definition formats.

- The average required level of horizontal illuminance is 1,400 lux (E<sub>h</sub>) for the play-offs, rising to 1,500 lux (E<sub>h</sub>) as of the league phase. Horizontal illuminance refers to light falling on a horizontal plane 1m above the pitch, with uniformity ratios of U<sub>1h</sub> >0.50 and U<sub>2h</sub> >0.70.
- The average required level of vertical illuminance is 1,000 lux (E<sub>v</sub>) for the play-offs, rising to 1,250 lux (E<sub>v</sub>) as of the league phase. Vertical illuminance refers to light falling on a vertical plane 1m above the pitch on all four reference planes, with uniformity ratios of U<sub>1v</sub> >0.40 and U<sub>2v</sub> >0.50.
- For the sake of player comfort and performance, all glare ratings (R<sub>g</sub>) must be less than 50.
- The pitch luminance colour rendering (R<sub>a</sub>) must be at least 80.
- The home club must ensure floodlighting installations are fully maintained for all matches.







The table below provides a brief recap of the requirements. More detailed information is provided in the *UEFA Stadium Lighting Guide*.

	Play-offs	League phase onwards
<b>Horizontal illuminance</b>		
Eh average	Eh ave > 1,400 (lux)	Eh ave > 1,500 (lux)
Uniformity	U1h > 0.50/U2h > 0.70	U1h > 0.50/U2h > 0.70
<b>Vertical illuminance</b>		
Ev average	Ev ave > 1,000 (lux)	Ev ave > 1,250 (lux)
Uniformity	U1v > 0.40/U2v > 0.50	U1v > 0.40/U2v > 0.50

Note that for clubs going from the play-offs to the UEFA Europa League, the same lighting level (i.e. 1,400 Eh/1,000 Ev (lux)) applies.

### Floodlight certificate

The stadium floodlight system must be regularly maintained to meet the required minimum illuminance values. A lighting certificate that is valid for the entire competition period must be issued no more than one year before the date of the home team's first match in the UEFA competition concerned.

Clubs, through their national associations, must upload the floodlight certificate to the stadium passport in TIME.

The requirements, procedure and guidance for the pitch illuminance report are provided in the *UEFA Stadium Lighting Guide*.

### Backup floodlight power

The back-up power supply for the pitch illuminance system must be reliable to ensure that matches and television broadcasts can continue without any disruption greater than what is permitted for the relevant competition. There must be a suitable alternative backup power supply in case the primary source fails. This system must provide independent lighting sufficient for broadcast purposes, with an average horizontal illuminance of at least 900 lux (Eh) no more than 15 minutes after the power failure.

In the TIME Stadium passport, the club must provide UEFA with details of the backup floodlight power source, including:

- type of back-up power supply;
- detailed procedure for switching to the back-up power supply;
- amount of horizontal illuminance (lux) provided by the back-up power supply;
- time needed to achieve an average horizontal illuminance of at least 900 lux (Eh);
- time needed to recover full floodlighting if different from above;
- type of light source: HID or LED;
- back-up test date.

The proper functioning of the floodlighting system via backup power must be tested at least once a year, before the start of the centralised phase. For this purpose, the primary floodlight power source needs to be switched off on the stadium low voltage side while the floodlights are in full operation and the backup source needs to take over according to the system design.

### Floodlight inspection

In the event of concerns relating to the floodlighting system and/or alternative power source, UEFA may decide to conduct additional inspections. Such inspections may be conducted by UEFA or an external partner company. Further to such inspections, the cost of expert guidance or material from an external partner company is borne by the club concerned. Clubs are requested to cooperate fully with such inspections.



### Directional signage and ground rules

In addition to the general stadium guidance, clubs must provide specific signage to guide the visiting team's supporters – either in the language of the visiting team's supporters or in the form of internationally recognisable pictograms. This includes ground rules, which must be clearly displayed both inside and outside the stadium. Furthermore, ground rules relating to prohibited items must be displayed at all points of entry in an equally recognisable format, ideally in the form of internationally recognised pictograms.

### Access control system

All public entrances must be equipped with turnstiles and an electronic ticket control system designed to prevent the use of counterfeit tickets and deliver real-time flow rates and entrance numbers to a central point with a view to preventing overcrowding in the stadium as a whole or in individual sectors. There must be at least 1 turnstile for every 660 spectators.

### Control room

A control room must be reserved for staff and officials with overall responsibility for all match-related safety, security and service matters, namely the chief police officer, the Safety and security manager and their staff. It must meet the following requirements:

- Control room with an overview of the stadium interior, equipped with radio communications enabling communication between staff and officials responsible for safety, security and service at the stadium.
- Equipped with colour monitors that are connected to the closed-circuit television system and additional monitors that display live data from the electronic ticket control system.

### Closed-circuit television system

Stadiums must be equipped with permanent closed-circuit television (CCTV) surveillance systems, that uses colour surveillance cameras with pan, tilt and zoom functions and covers all stadium approaches and entrances, and all public areas within the stadium. Areas of the stadium interior not capable of being directly viewed from the control room must be covered by the closed-circuit television system. The cameras must be capable of recording moving images as well as still photographs.

### Emergency lighting system

For the purposes of ensuring safety and guiding spectators and staff in the event of a general lighting failure, stadiums must be equipped with an emergency lighting system that has been approved by the competent local authorities, covers all areas of the stadium, including all egress and evacuation routes, and is connected to a backup power supply.

### Public address system

Stadiums must be equipped with an electronic public address system of loudspeakers capable of conveying spoken messages to all areas of the stadium instantaneously.

The public address system must be operational during all matches, connected to a backup power supply and loud enough to be heard both inside and outside the stadium, in all circumstances, taking particular account of excessive crowd noise.

For UCL matches, the public address system will be used to announce stadium activities, to deliver UEFA's pre-match announcements and to play the UCL anthem and walk-on music before matches. In addition, it may be used at any time to convey messages from UEFA or local authorities (e.g. security announcements).

See [Public address \(PA\) system](#) for information on the operational procedures that apply during matches.



### Scoreboards, giant screens and internal stadium TV channel

Clubs must ensure that any scoreboards, giant screens and internal stadium TV channels are fully available to display match information. Detailed requirements, and information on the operational and commercial procedures, are set out in [Scoreboards, giant screens and internal stadium TV channel](#).

### Internet, telephone and radio frequencies

Clubs must provide lines for the UEFA offices and UEFA's suppliers as follows:

Location	Internet lines*	International telephone lines	ADSL or internet lines	Comments
UEFA offices	1	-	-	-
UEFA delegate's room	1*	1	-	-
Doping control station	1*	-	-	-
UEFA graphics supplier (broadcast compound)	1**	-	-	-
UEFA transmission (satellite/fibre) supplier (broadcast compound)	-	-	1**	-
LED controller position	1*	-	-	Provided either in the commentary or pitchside position during knock-out phase
Football technologies supplier(s) (broadcast compound)	1***	-	-	-

\* Internet lines must give fast wireless and if possible also cabled access, with a minimum speed of 50 Mbit/s, DHCP or fixed IP address, and all ports open so that a VPN can be used. In case of DHCP, we need a 24-hour IP address lease by the provider. Wireless connections should be sufficient for up to 50 devices.

\*\* Ideally 50 Mbits/s with symmetric up- and download speed delivered by the local telecommunications provider or from the existing network infrastructure. If there is a dedicated ADSL, the highest performance public ADSL connection possible should be ordered from the local telecommunications provider.

- Provided via Ethernet cable
- DHCP or fixed IP address
- 24-hour IP address lease
- Not IP address 192.168.0.0/XX
- Not IP address 172.31.0.0/XX

\*\*\* Minimum 100 Mbit/s symmetric up- and download speed, on a dedicated line, delivered by the local telecommunications provider or from the existing network infrastructure. No port or protocol restriction

Home clubs should provide restricted access internet connectivity (Wi-Fi connection – not a public stadium Wi-Fi) in the visiting team and referee dressing rooms, in particular to facilitate submission and receipt of the online match sheets.

Clubs must provide cabled and wireless internet connections for all sections of the media. Such connections must, as a minimum, be available in the media tribune, media working area and photographers' working area. In addition, a minimum of 12 cabled internet connections are requested for photographers working by the pitch, with additional dedicated wireless connections for photographers working by the pitch, and for commentary positions.

League phase and knockout phase	Internet capacity (minimum)	Concurrent connections (Wi-Fi)
Media (tribune, working area)*	100 Mbit/s	300
Photographers (pitch, working area)**	100 Mbit/s	100
Champions Club	40 Mbit/s	

\* Cabled connections are always preferable to Wi-Fi, as they are more secure. All Wi-Fi networks should be reserved for media and password-protected. Internet capacity can be shared between the media working area, media tribune and commentary positions.

\*\* Clubs should note that photographers need greater bandwidth than representatives of the written press. Internet capacity can be shared between the photographers' working area and pitch positions.



UCL broadcasters are responsible for booking their own telephone, ADSL and ISDN/AOIP lines with their local providers, and these lines will then be installed on-site by the local telecommunications company in the country of the home club. If required, clubs are requested to help UCL broadcasters deal with the local telecommunications company on-site. In addition, if the local telecommunications company charges a fee for technical support, this must be covered by the home club.

The home club must provide technical assistance in relation to these lines, free of charge, from MD-1 until the end of broadcast operations on matchday. The technical assistant should be clearly identifiable and located in the commentary position area from two hours before kick-off until 15 minutes after the final whistle. Costs relating to the installation and provision of lines are borne by the club, but call charges should be billed to the users.

The home club must provide broadcasters with dedicated Wi-Fi, free of charge, at broadcast areas (pitchside presentation positions, flash, broadcast compound, studios, commentary positions, observer seats, mixed zone, etc). They must also make their best efforts to ensure telecom suppliers can install internet lines to pitchside presentation positions and flash positions.

To facilitate communication between all parties involved in match organisation, a set of walkie-talkies will be brought on-site for use by the UEFA venue team. Clubs are requested to clear the necessary radio frequencies with the responsible authorities free of charge.

### UEFA offices and meeting rooms

#### UEFA offices

A minimum of 100m<sup>2</sup> of total office space is required for UEFA personnel from MD-2 to MD+1, including secure storage space for office material. The home club must ensure the security of these offices at all times and ensure that the facilities are available from 09:00 on MD-2.

Offices must contain the following:

- Tables and chairs
- Waste bins (to be emptied daily)
- Two fast colour copy machines, technical assistance and paper (A4 and A3)
- Power sockets
- Sufficient lighting
- Heating or air conditioning as appropriate

The home club may be asked to help source additional office equipment.

The home club is requested to install internet and telephone lines as described in [\*Internet, telephone and radio frequencies\*](#).

#### Meeting rooms

number of official meetings are held during site visits and in the course of a matchweek. The home club is responsible for providing appropriate meeting rooms with video/presentation facilities and equipment as requested by the venue team, tables, chairs, and a reasonable supply of complimentary refreshments.





The meeting room used for the matchday organisational meeting must be equipped to enable certain participants to attend and fully participate remotely, by means of a videoconference hosted on a protected online platform.



Meeting rooms are required to accommodate the following approximate numbers:

#### *Matchweek*

Meeting		Number of participants
MD-1	Club meeting	10 – 20
	VAR meeting (if required)	10 – 20
	TV meeting	10 – 25
	Safety and security meeting	10 – 20
	TV meeting	20 – 40
	Debrief meeting	10 – 15

#### **Parking**

For UEFA and UCL partners, the home club must provide:

- 60 parking spaces for play-offs;
- 180 parking spaces from UCL league phase onwards.

These parking spaces must be provided free of charge and are for the use of UEFA and UCL partners only.

The following additional requirements apply:

- The parking spaces must be in a prime position and, wherever possible, have easy access to the Champions Club and the club's VIP hospitality area.
- The surface of the parking spaces must be suitable for use in adverse weather conditions.
- In order to gain access to these parking spaces, the club should provide UEFA and UCL partners with parking passes, preferably in electronic or print@home format.



- The home club's existing parking pass system should be clear of third-party branding and an example must be sent to UEFA for approval.
- The club implements and manages the parking system on-site.

### Official cars

In addition to the above parking spaces, clubs must provide up to ten parking spaces free of charge for the official UEFA cars from the league phase onwards. These parking spaces are not required for play-off matches.

These parking spaces must be safe and secure and allow easy access to the UEFA offices and the club's VIP hospitality area.



### Stadium pitch

Pitches must measure 105m x 68m (unless a specific exception is granted by UEFA). In addition, pitches, associated equipment (goals, goal support structure, nets, corner flags and posts) and the area immediately around them must be in conformity with the *IFAB Laws of the Game* and the *UEFA Stadium Infrastructure Regulations*.

The home club must make every reasonable effort to ensure the pitch is in the best possible conditions of play to ensure high-level football for all (i.e. Players, Spectators, Broadcasters).

Safe for players

Best quality of football

Aesthetic  
from a TV perspective

The home club should consider which matches and events will be held in the stadium in the weeks before the match in question, and include an appropriate pitch maintenance plan. If the stadium is not owned by the home club, this needs to be explicitly agreed with the stadium owner and/or operator and, if necessary, the home club shall appoint its own pitch specialist to ensure the pitch is in perfect condition for the match.

As part of the UEFA Pitch Quality Support Programme, UEFA has issued the [Pitch Quality Guidelines](#), available in ENG, FRA & GER on [UEFA Documents](#), providing an overview of the pitch quality guidelines for stadiums hosting UEFA matches, including:

- pitch construction and infrastructure requirements;



- pitch maintenance and match preparation guidelines;
- pitch quality assessment and monitoring procedures-

The guidelines also include specific tasks to be carried out when overseeing pitch preparations for UEFA matches. As such they are aimed primarily at those responsible for pitch management, strategy and resource planning.

Furthermore, UEFA has mandated a pitch consultancy company to support clubs/stadiums to maintain and improve the pitch quality. This includes the collection of information via a pitch questionnaire during the season preparation process, the possibility of exchange between groundskeeper and UEFA pitch consultants as well as remote support and onsite visits throughout the season.

Any full or partial replacement of a pitch ahead of a match must be communicated in advance to UEFA. A detailed replacement schedule and maintenance plan must be provided, as well as information on any impact this replacement could potentially have. Progress reports, including photographs, must then also be provided throughout the maintenance period. Changing the surface of the pitch from natural grass to artificial turf or vice versa is not permitted as of the first match of the league phase.

Regarding artificial turf, the provisions set out in the *IFAB Laws of the Game* apply. A stadium with an artificial pitch must have a FIFA Quality Pro certificate that is valid for the duration of the competition. The home club is therefore responsible for ensuring that the necessary tests are organised accordingly, to guarantee that the certificates are issued well in advance of the first match. A copy of the certificate must be uploaded to the stadium passport in TIME.

### Pitch conditions

The home club must monitor the weather in the weeks before the match and anticipate possible adverse conditions affecting the venue and, in particular, the pitch. A pitch heating system and/or a pitch cover may be required depending on the location and climatic conditions to ensure that the field of play can be made available in a suitable condition on any match date. In this respect, the home club must also consider:

- protecting or sheltering all or part of the pitch;
- limiting the use of the pitch in the run-up to the match;
- providing additional equipment (lighting, aeration, etc.);
- organising additional staff.

In case of concerns relating to the condition of pitches, UEFA may decide to carry out pitch inspections at any time. Such pitch inspections may be conducted by UEFA or a third party mandated by UEFA. Following any initial pitch inspection and recommendation report, the cost of any further inspections and of any expert guidance or material from a third party is to be borne by the club concerned. Clubs are requested to cooperate fully with such inspections.

If holding a MD-1 training session could render the pitch unfit for play the next day or for other upcoming UEFA matches, UEFA has the right to implement measures to protect the pitch as set out in [Official training sessions](#).

During matchweek, the home club must ensure that all necessary measures are taken to guarantee the smooth running of the match. This includes providing sufficient personnel and equipment to undertake regular preparation and maintenance work, including repairs after each MD-1 training session, after the pre-match warm-up and at half-time.

Furthermore, in case of adverse weather conditions, the home club must provide:

- sufficient staff to respond to unexpected adverse weather conditions;
- brushes, etc. to assist with the drainage of the pitch in case of heavy rain;
- blowers, brushes and shovels to clear the pitch in the event of snow;
- winter balls for the MD-1 training sessions and match as necessary in the event of snow;
- the time required to clear and repaint the pitch markings in the event of snow;
- a reliable source of accurate local weather forecasts.



Finally, to ensure pitches across all competitions are kept in optimal condition, the UEFA venue director must establish MD-1, MD and post match cooldown pitch protection maps (based on input from the groundskeeper and if applicable UEFA's pitch consultant) and upload them for the teams' information in the TIME Match Preparation form in the week prior to the match.

As a general principle, such pitch protection maps stipulate that

- "Fast feet" and repetitive movement exercises shall take place just outside the pitch, ideally in different and not all in the same area
- Goalkeeper training shall take place in mobile goals

Furthermore, if the pitch conditions so require (and if supported by UEFA's pitch consultant and/or considered reasonable by the UEFA venue director),

- Goal areas usage may be restricted (e.g. available for max. 10 min only) or considered "not available" at all
- Other areas of the pitch may be considered "not available" at all

Teams must respect the relevant pitch protection maps for both MD-1 training sessions (if applicable) and pre-match warm-ups, and any non-compliance may be reported by the UEFA delegate.

### Pitch watering

An automated under-soil pitch irrigation system must be in place. The schedule for pitch watering on matchday, up until 60 minutes before kick-off, must be communicated by the home club at the matchday organisational meeting.

Additional pitch watering after this time may take place:

- between five and ten minutes before kick-off;
- during half-time (for no longer than five minutes).

Such additional pitch watering may only take place if this has been announced by the home club at the matchday organisational meeting (or a change to the announced schedule has been agreed to later on by both clubs and UEFA).

The referee is entitled to request changes to the schedule at any time.

For any pitch watering, the following points must be respected:

- The whole pitch must be watered evenly.

All pitch watering must be considerate of other activities taking place at matches, such as the centre-circle ceremony and pitch repairs, as well as broadcasting equipment and LED boards situated around the pitch.

### Grass height and cutting

For natural grass pitches, the height of the grass should ideally be between 20mm and 30mm. The height of the grass may not, in principle, exceed 30mm, and the entire playing surface must be cut to the same height.

The visible grass pattern should be cut in straight lines. No other form of grass cutting (diagonal, circles, etc.) is permitted.

While the pitch may need to be cut both from goal to goal as well as across the width of the pitch to ensure proper cutting of the grass, the last cut before the match should be in the pattern shown in the following diagram. This is to ensure strong definition and clarity of the UEFA preferred mowing pattern.

The lines across the pitch should be cut in the direction and sizes shown in the diagram below, with a total of nine bands in each half of the pitch. The band preparation starts from the left-hand side of the pitch as seen from the main camera, with a band that is cut away from the main camera.





The first four bands of the pitch should always be exactly 5.5m wide. The five remaining bands in each half should then be of an even width to arrive at the halfway line (on a 105m pitch these bands will be 6.10m wide; on shorter pitches the width of these bands should be adapted accordingly).

Venues are encouraged to adopt this mowing pattern for use in their domestic fixtures for the benefit of maintenance and agronomic conditions subject to the guidelines and regulations of their domestic competitions.



### Pitch marking

The pitch must be marked in accordance with the *IFAB Laws of the Game*.

Pitch markings must be perfectly straight and all of equal width, matching exactly the width of the goalposts but never more than 12cm wide. No markings other than those of the football pitch as approved by UEFA must be visible on the field of play or in its immediate surroundings (i.e. no rugby field markings, domestic football pitch markings, etc.).



Markings must be white in all instances except in case of heavy snow or fog, when the home club may be required to paint the field markings in red/orange after due consultation with the referee, the UEFA delegate and the UEFA venue director. The final decision is taken by the referee.



### Goals and corner flags

All goals must be set up securely and in accordance with the *IFAB Laws of the Game*. For UEFA matches, goals must be made out of aluminium or a similar material, be round or elliptical and not pose any danger to players. The goalposts and crossbar must be white and have the same width and depth, which must not exceed 12cm (5in). The goal lines must be of the same width as the goalposts and the crossbar.

No additional structural elements or physical support may be used inside the net or in its immediate surroundings other than bars fixing the goal net to the ground and goal net stanchions behind and outside the net. Portable goals must not be used. The aim is to ensure no element of the goal structure enables the ball to rebound onto the field of play (from outside or inside the goal) once it has crossed the line and that the goal structure does not cause any injuries to players. To this end, the goal frames may be embedded into the ground.







If screws or any other elements used to support the goal structures are deemed a potential hazard, additional protection such as tape or padding must be used.



The following two examples of reinforcement structures are not allowed:





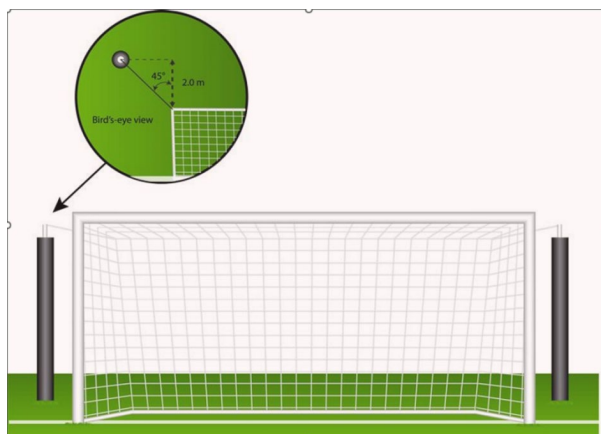
The goal net design, and in particular the shape and size of the holes in the net is not regulated, but clubs are asked to inform the appointed UEFA Venue Operations Broadcast Manager (VOBM) if the goal nets are changed in case of broadcasters using in-goal camera systems. Any form of commercial advertising or reproduction of logos or emblems is forbidden on the goal nets and the areas they enclose.

At least one spare goal with identical goalposts (net already attached) must be stored close to the goals with easy access to the pitch and out of camera view. The removal and replacement of goals should be tried and tested well before the match.





Any additional poles supporting the goal net (goal-net stanchions) should be positioned at a 45-degree angle relative to the back corners of the net and, where possible, at a distance of at least 2m from the back of the net. If positioned between the goal line and advertising boards, stanchions must be covered with a padded material at least 4cm thick, to avoid injuring any players or creating a safety hazard, and be a uniform non-white colour.



Flag posts at least 1.5m high, each with a non-pointed top and a flag, must be placed at each corner of the field of play.

The reproduction of representative logos or emblems of FIFA, UEFA, the applicable national association, the relevant competition, club or other football related bodies is permitted on the corner flags but not the flag





poles themselves. A spare set of identical flags and poles must be available on matchday and stored at an agreed location. These must be quickly available should a pole break or need replacing for any other reason during the match.

The goals, goal nets, goal stanchions (with protection as applicable) and corner flags must be installed for official training sessions but also for the Zone 1 tour on matchday morning (10:00 local time), the end-to-end test that afternoon, and goal-line technology (GLT) set-up and testing as requested and scheduled by UEFA. It is best practice to remove posts and nets after each match to allow maintenance procedures to proceed unhindered across the entire turf surface.

On matchdays, it is also good practice to check the nets following the pitch set-up, following the team warm-ups and at half-time. A net repair kit should be available to repair any holes. Two spare goals with identical goalposts (nets already attached) must be stored close to the goals with easy access to the pitch. The removal and replacement of goals should be tried and tested well before the match.

### Pitch surroundings

It is the responsibility of the home club to ensure that the area immediately adjacent to the pitch is safe for player, team officials and the referee team in accordance with the UEFA Stadium Infrastructure Regulations.



For natural grass and hybrid pitches, it is recommended that there should be a minimum of 1m of natural turf extending beyond the touchlines of any pitch, with good-quality artificial turf extending another 2 to 3m or as far as the advertising boards, depending on the space available. Any access lids and service boxes located within this area must also be securely and safely covered with artificial turf ensuring that no trip hazards are created in the process.

If the stadium is used for other sporting events, such as athletics, the home club may be asked to install additional high-quality artificial turf around the field of play, securely fixed to the ground.

Any artificial turf installed around the pitch on a temporary basis for UEFA matches (e.g. to cover a running track or extend the substitutes' warm-up area) must be green and match the colour of the natural turf as closely as possible.

Any structural element or fixed pitchside equipment must be positioned:

- at least 3m from the line markings, as set out in Annex A of the UEFA Stadium Infrastructure Regulations, unless otherwise agreed by UEFA owing to specific permanent stadium infrastructure conditions (e.g. existing pitch surrounding installations, including the technical area);

and at least 1m from the back of the goal net (except for broadcast and photo camera installations and as long as they fit the stretch test).



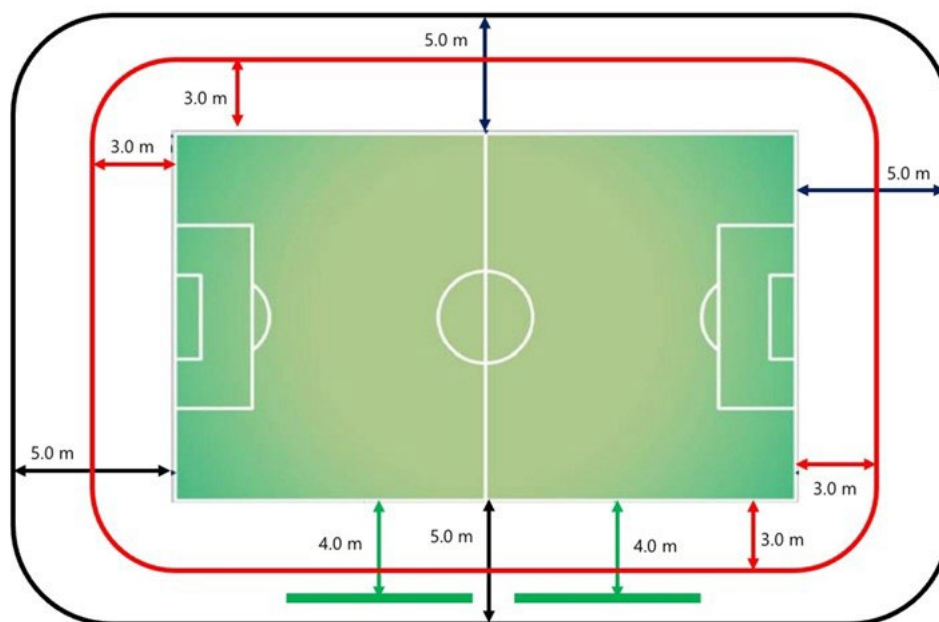
The recommended distances for the positioning of free-standing pitch perimeter advertising boards is shown in Annex F of the *Regulations of the UEFA Champions League*.

- Any boards that are installed in the technical area should not impede on the access to/from the bench for the teams and officials or create view obstructions for the team bench (head coach, players and registered team staff), i.e. the nearest touchline shall be clearly visible from a seated position.
- The height of the boards should not exceed 1.20 m in order not to create any safety hazard for the players (i.e. to allow them to easily jump over the boards) and where ball kids are provided they must be able to access the pitch by jumping over the boards or by passing through gaps between them.
- In no way should the boards significantly obstruct spectators' views (forcing them to stand up to see the match, for example), or the home club may not sell seats from which the view is obstructed in this way.
- TV cameras should be able to see over the boards comfortably.

The recommended minimum distance for structural elements to allow space required for fixed pitchside equipment and operations is 5m from the line markings, as set out in Annex A of the UEFA Stadium Infrastructure Regulations. This means that

- at least 2m of operational space should be available behind any advertising boards to allow for pitchside operations involving ball kids, stewards, photographers, cameras and camera operators;
- if insufficient space is available at pitchside, it may have to be made available in the stands.

Annex A of the UEFA Stadium Infrastructure Regulations



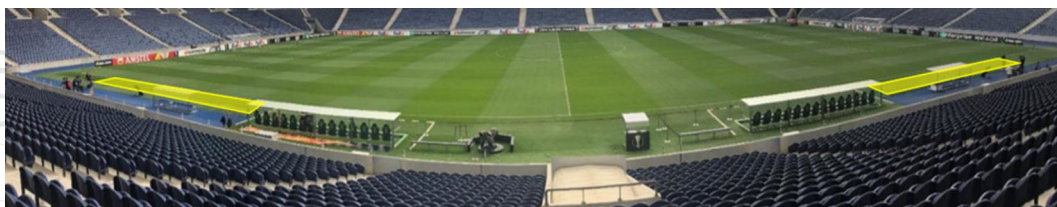


in Annex F of the *Regulations of the UEFA Champions League*



### Substitutes' warm-up areas

Two warm-up areas for substitutes must be determined, one for each team, on the same side of the pitch as the corresponding team bench.



The warm-up areas must be covered with natural or artificial turf, ideally the same as the field of play. Artificial turf used for warm-up areas must be of a high quality, well maintained and securely fixed to the ground with no undulations above 10mm and no trip hazards such as open seams or joints.

The two warm-up areas must have the same surface and be the same size, each ideally measuring 4m x 20m or 3m x 25m to accommodate five substitutes and a fitness coach per team, all at the same time. As per the competition regulations, the team fitness coach indicated on the match sheet may join the players warming up and is responsible for ensuring that the referee's instructions are respected.

If space does not permit five substitutes per team to warm up at the same time, the referee may decide to limit the number of substitutes allowed to warm up simultaneously to three per team.





- Upon arrival at the stadium on MD-1, the UEFA delegate and UEFA venue director are to assess the space available and establish the number of substitutes that may warm-up at a given time
- In case of doubt and/or if space is limited allowing less than 5 substitutes to warm-up at the same time, the referees shall be consulted.
- At the matchday organisational meeting, the substitutes warm-up areas and numbers of substitutes allowed to warm-up simultaneously are then communicated to the teams.
- The referees may always request changes to the location of the warm-up areas and the number of substitutes allowed to warm up simultaneously.

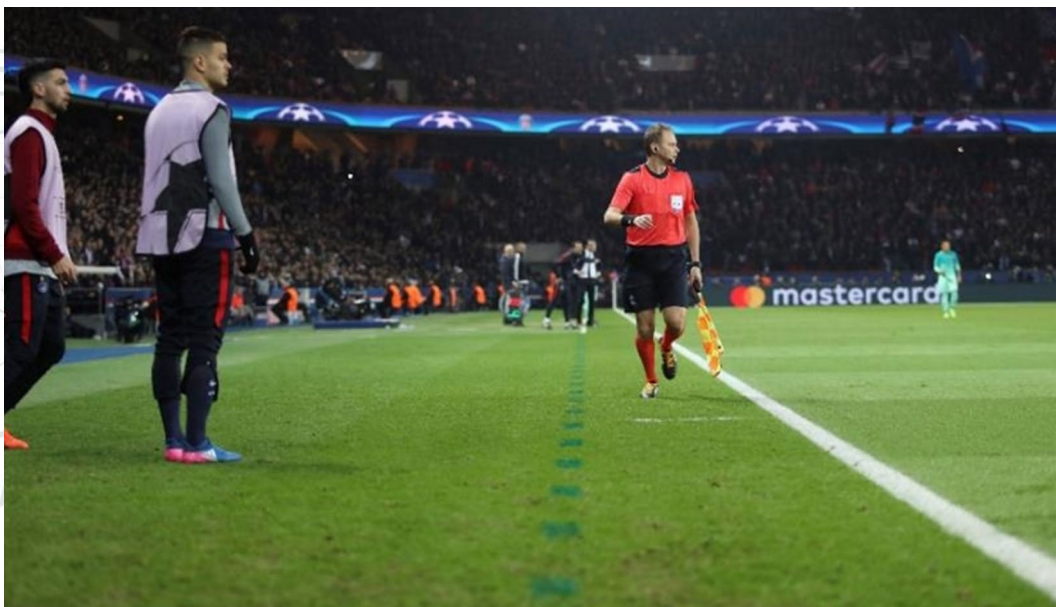
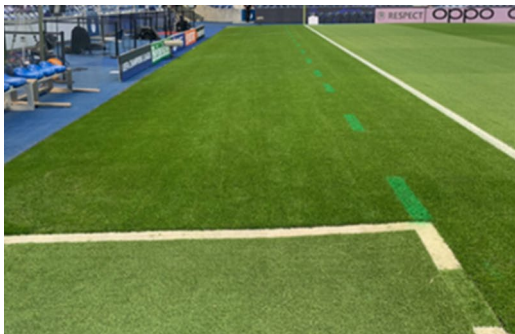
If such spaces (to allow a minimum of 3 substitutes and 1 fitness coach per team) are not available on the same side of the pitch as the corresponding team bench, a solution must be foreseen behind the goals, behind the advertising boards

At stadiums where the substitutes' warm-up areas are adjacent to the field of play, a safety corridor is required immediately behind the touchline. In principle, it must be at least 1m wide and be marked out as follows:

- using a dashed line (50cm dashes spaced 1m apart) in a discreet shade of the same colour as the surface on which it is painted;
- from the edge of the technical area to the corner flag.

This applies to both warm-up areas and:

- secures the working area of the first assistant referee
- ensures that players who run towards or alongside the touchline do not have to slow down unnecessarily or risk clashing with substitutes who are warming up.





Where space allows (e.g. at venues with a running track), the warm-up areas should ideally be positioned further from the field of play, ensuring no interference with the match and allowing space for Steadicam operations.



## Facilities for teams and officials

Clubs must provide first-class facilities to ensure that players, team officials and referees can carry out their activities in comfort and safety. This section highlights some key facilities in line with the provisions of Articles 8 to 15 of the UEFA Stadium Infrastructure Regulations.

### Pitchside facilities

#### Team benches



Registered players not listed on the match sheet as players or substitutes are not permitted to sit on the team bench (including any additional seats reserved for team officials selected on the match sheet).





The 15 team officials and 12 substitute players indicated on the match sheet, i.e. a total of 27, are allowed to sit on the team bench.

Stadiums must therefore be equipped with two team benches located either side of the halfway line, parallel to the touchline, each with seating for 27 people and positioned at least 4m from the touchline. All seats must

- be covered;
- be appropriately segregated from the general public;
- provide an unobstructed view of the field of play for key club personnel (e.g. the head coach and assistant coaches).

If the team bench provides fewer than 27 seats, the seats must

- be accommodated to the side of each team bench (or behind if the team benches are in the stands) – depending on the pitchside stadium configuration, other stakeholders (e.g. stretcher crews, etc.) may be positioned in between;
- provide easy access to the dressing rooms;
- be visibly separated from any other stakeholder pitchside or, if in the stands, from the general public and in particular seats reserved for additional appropriately accredited team delegation staff (e.g. additional technical staff, unlisted/suspended players, etc.) not listed on the match sheet (see Ticketing);
- be appropriately segregated from the general public;
- ideally provide an unobstructed view;
- ideally be covered

Each technical area and its markings must comply with the [IFAB Laws of the Game](#), i.e. the technical area relates to matches played in stadiums with a designated sitting area for team officials, substitutes and substituted players as outlined below:

- the technical area should only extend 1 m (1 yd) on either side of the designated seated area and up to a distance of 1 m (1 yd) from the touchline;
- markings should be used to define the area the number of persons permitted to occupy the technical area is defined by the competition rules.

However, the technical area marking does not have to be amended to include any additional team bench seats. This to avoid having to make changes between UEFA competitions and domestic league matches. What matters from a refereeing / disciplinary point of view is whether a player/substitute or team official is registered on the match sheet.

Notabene, all the substitutes and the team doctor indicated on the match sheet must be seated on the team bench during the match. Registered players not listed on the match sheet as players or substitutes are not permitted to sit on the team bench (including any additional seats reserved for team officials selected on the match sheet).

Furthermore, please note that while the setup of the team bench and any additional seats may be different from venue to venue, the setup must:

- allow the referees to clearly identify all substitutes and team officials indicated on the match sheet;
- be the same for both teams participating in a match;
- be confirmed at the MD organisational meeting ahead of each match.

When it comes to the behaviour and movements of team officials and substitutes during play, and in accordance with the below and the [Regulations of the UEFA Champions League](#):

- under no circumstances may any electronic communication equipment and/or systems be used by teams in connection with any kind of refereeing decision or matter;
- only one person at a time is authorised to convey tactical instructions from the technical area only;
- a physiotherapist/doctor may enter the field of play, with the referee's permission, to assess an injured player;



- up to 5 substitutes (unless space is limited and communicated otherwise) and the team fitness coach indicated on the match sheet are allowed to leave the technical area to warm up;
- substitutes and team officials are allowed to go back to the dressing rooms;
- the referee may limit/restrict movements if deemed necessary.

#### Fourth official/UEFA venue director's position



Between the teams' benches, a position with a seat and a desk must be provided for the fourth official and the UEFA venue director that is:

- at pitch level;
- segregated from the general public;
- ideally covered.

This position is reserved exclusively for UEFA.

#### Indoor facilities

In principle, all spaces in this section (regulated in the UEFA Stadium Infrastructure regulations, Articles 11 to 14) should be in the same building, close to one another and near the players' tunnel, giving access to the team benches.

All these spaces must be clean, well lit, ventilated and/or heated, clearly signposted and equipped with a stable and reliable Wi-Fi.

Team and referee dressing rooms must each be equipped with:

- showers with hot water,
- sinks,
- toilet paper,
- filled soap dispensers,
- hairdryers,

and must meet the specific minimum requirements outlined in the following sections.

Stadiums must guarantee direct, private and secure access for both teams and the referees from their dressing rooms to the playing area.



### Parking spaces for teams and officials

Parking space for a minimum of two buses, three minivans and seven cars must be available for the teams and officials in a safe and secure area in the immediate vicinity of their respective entrances. If such parking is not possible in the immediate vicinity, a safe and secure drop-off area must be organised.

### Team dressing rooms



Stadiums must be equipped with at least one dressing room for each team, ideally with separate areas for players, team officials, physiotherapy and storage. As a minimum, each dressing room must be equipped with the following:

Installations	Recommended dimensions
<b>Sanitary Facilities</b> <ul style="list-style-type: none"> <li>• 6 showers</li> <li>• 3 separate seated toilets</li> </ul>	n/a
<b>Player changing area</b> <ul style="list-style-type: none"> <li>• Seating and clothes hanging facilities or lockers for at least 23 players</li> <li>• 1 large refrigerator</li> <li>• 1 TV monitor (with appropriate connection for projection) or 1 tactical board</li> </ul>	55 m <sup>2</sup>
<b>Team official changing area</b> <ul style="list-style-type: none"> <li>• Seating and clothes hanging facilities or lockers for at least 7 team officials</li> <li>• 1 table</li> <li>• 2 chairs</li> </ul>	20 m <sup>2</sup>
<b>Physiotherapy</b> <ul style="list-style-type: none"> <li>• 3 massage tables</li> </ul>	15 m <sup>2</sup>
<b>Storage</b> <ul style="list-style-type: none"> <li>• 1 table and/or free storage space</li> </ul>	5 m <sup>2</sup>



### Referee dressing room

Stadiums must be equipped with a main referees' dressing room that meets the following specific minimum requirements:

Installations	Recommended dimensions
<b>Sanitary Facilities</b> <ul style="list-style-type: none"> <li>• 2 showers</li> <li>• 1 seated toilet</li> </ul>	n/a
<b>Changing area</b> <ul style="list-style-type: none"> <li>• Seating and clothes hanging facilities or lockers for 4 people</li> <li>• 1 refrigerator</li> <li>• 1 table</li> <li>• 2 chairs</li> </ul>	20 m <sup>2</sup>

Ideally, one additional dressing room should be provided adjacent to or at least near the main referees' dressing room in case of mixed referee teams. It must meet the following specific minimum requirements:

Installations	Recommended dimensions
<b>Sanitary Facilities</b> <ul style="list-style-type: none"> <li>• 1 shower</li> <li>• 1 seated toilet</li> </ul>	n/a
<b>Changing area</b> <ul style="list-style-type: none"> <li>• Seating and clothes hanging facilities or lockers for 2 people</li> <li>• 1 refrigerator</li> <li>• 1 table</li> <li>• 2 chairs</li> </ul>	n/a

### UEFA delegate's room

The stadium must be equipped with a room that is exclusively reserved for the UEFA delegate and referee observer (if any), with an easy access to the teams' and referees' dressing rooms. The UEFA delegate's room must be equipped with a chair, a table, and a phone.

### Emergency medical room for players, team officials, the referee team and match officers

The stadium must provide an emergency medical room for the sole use of players, referees, team officials and match officers. This medical room must be easily accessible from the pitch and the dressing rooms (ideally on the same level) and must comply with the medical equipment requirements as set out in the *UEFA Medical Regulations*.

### Doping control station

The stadium must provide a doping control station (DCS) exclusively for doping control purposes from 90 minutes before kick-off to the end of any doping control following the match. It must be near the team dressing rooms and inaccessible to the public and the media.

The DCS should ideally be at least 40m<sup>2</sup> and comprise a waiting room, a urine-testing room (with a toilet adjacent to the room or within the room itself) and a blood-testing room. However, a minimum of 30m<sup>2</sup> should be guaranteed, comprising a waiting room, a testing room (with a separation in the event of both urine and blood tests), and a toilet, all adjoining. To ensure the proper use of the UEFA paperless doping



control forms system, the Wi-Fi signal must be strong in the DCS and the Wi-Fi network name and password clearly displayed for the benefit of the doping control officer (DCO) and waiting players.

- The urine-testing room should contain:
  - 1 table;
  - 4 chairs;
  - 1 large rubbish bin;
  - 1 lockable cabinet;
  - toilet area (adjacent to the room or within the room itself) with flushing toilet, paper towels, sink with running water and shower (if possible)
  - a mirror behind the toilet to facilitate the supervision of sample provision.
- The blood-testing room should contain:
  - 1 table;
  - 4 chairs;
  - 1 large rubbish bin;
  - good lighting (an additional table lamp should be provided if necessary).
- The waiting room must be immediately adjacent to the testing room and must contain:
  - sufficient seating for eight people;
  - refrigerator;
  - clothes-hanging facilities or lockers for four people (if possible);
  - TV set with TV signal (if possible).
- Approximately 30 litres of bottled water must be provided in original, unopened and sealed bottles in the refrigerator in the waiting room. No other food or drinks should be made available to the players in the DCS.
- Smoking and alcohol are not permitted in the DCS.
- The DCO(s) may order security officers or stewards to ensure that no unauthorised persons enter the DCS.
- UEFA may impose additional requirements for the DCS in some competition rounds. Where this is the case, the clubs concerned will be notified accordingly and in due time.

## Football technologies

UEFA remains committed to implementing world-leading technologies with the aim of improving the game for all.

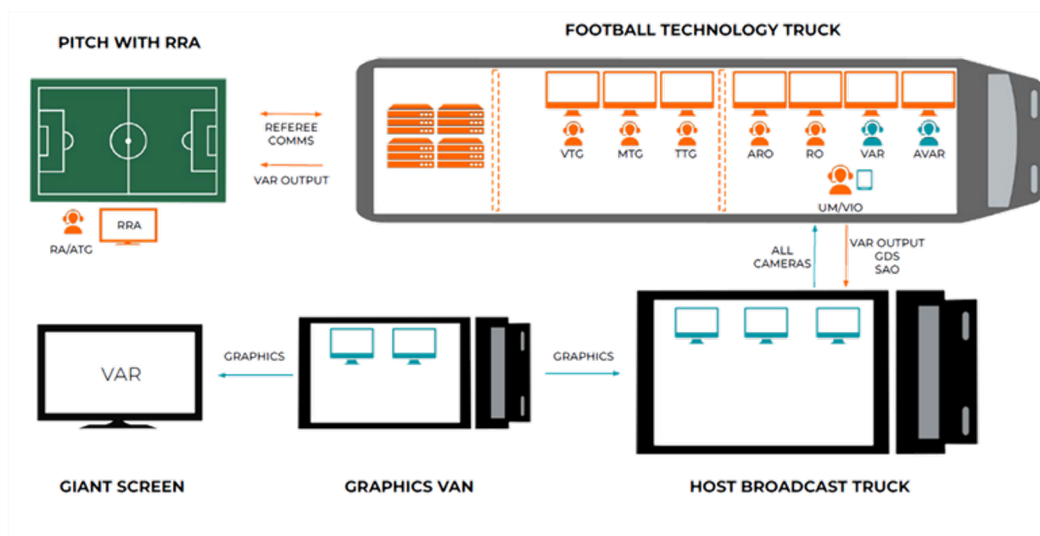
The following services are delivered in the UEFA Champions League:

Goal-Line Technology (GLT)	Video Assistant Referee (VAR)	Electronic Performance and Tracking System (EPTS)	Coaching feed	Medical Video Review System (MVRS)
Yes	Yes	Yes	Yes	Yes

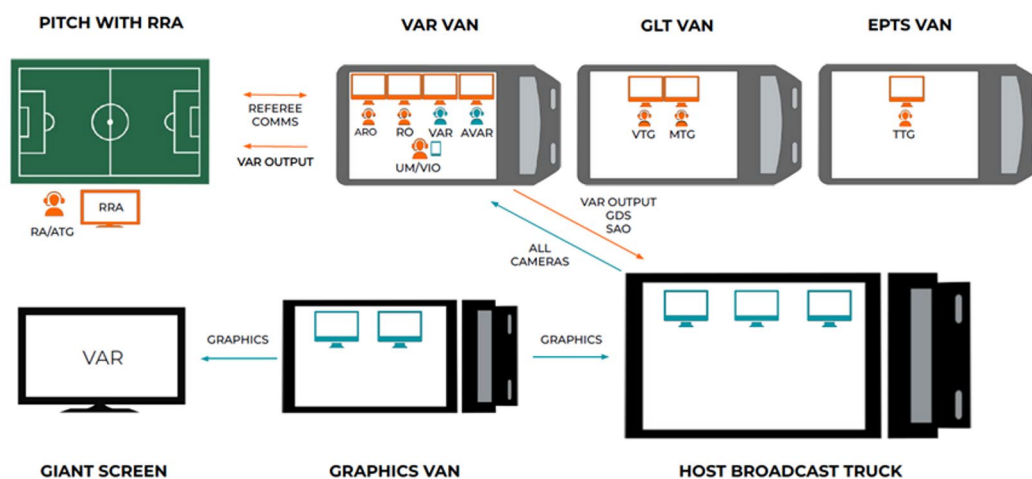




These technologies are integrated and commonly operated by the UEFA supplier from a single vehicle (football technologies truck) in the broadcast compound. The vehicle(s) will normally arrive on MD-2; access and adequate parking space in the broadcast compound must be available on that day. A local power supply 63A/5P CEE must be made available within 50m of the parking position. After the first match, the vehicle(s) will normally arrive in the morning of MD-1.



At some venues or in some countries, multiple vehicles housing the separate technologies may be used. The selected solution (single or multiple vans) is communicated at the start of the season. In case multi vehicles solution is implemented, one club socket per vehicle is required. Specific power requirements will be also shared at the start of the season.



## Goal Line Technology

### Overview

Goal-line technology (GLT) must be used in accordance with the [IFAB Laws of the Game](#) and the [FIFA Quality Programme for GLT Testing Manual](#) in all matches from the play-offs onwards, for the purpose of verifying whether a goal has been scored to support the referee's decision.

### Implementation

Each club must authorise UEFA and UEFA's GLT supplier to install the GLT system approved by UEFA for the competition in their stadium. Each club and stadium owner/operator must, at all times, provide such access



to their stadium and stadium facilities as UEFA and UEFA's GLT supplier reasonably require (including for all purposes related to the FIFA Quality Programme for GLT certification), and must provide such cooperation as UEFA and UEFA's GLT supplier reasonably require in relation to GLT matters. Clubs must not use or move, and must ensure that no third party (other than UEFA or UEFA's GLT supplier) uses or moves, any of the GLT equipment or cabling installed at their stadium.

Where possible, the UEFA GLT supplier will provide a 'permanent' installation which, upon certification, is valid for one year. The certification process is carried out by an independent FIFA-approved test institute on the basis of the FIFA final installation test.

The UEFA GLT supplier will require between five and ten days for the goal-line technology installation (including the FIFA final installation test). The installation dates will be determined by UEFA and the club concerned.

### *Goals and nets*

During the installation process, the complete goals and nets, including goal-line markings, will need to be in place in match condition for two full days, but not necessarily two consecutive days: one day for extensive pre-testing by the GLT supplier and one day for the FIFA final installation test by the appointed independent test institute.

### *FIFA independent testing*

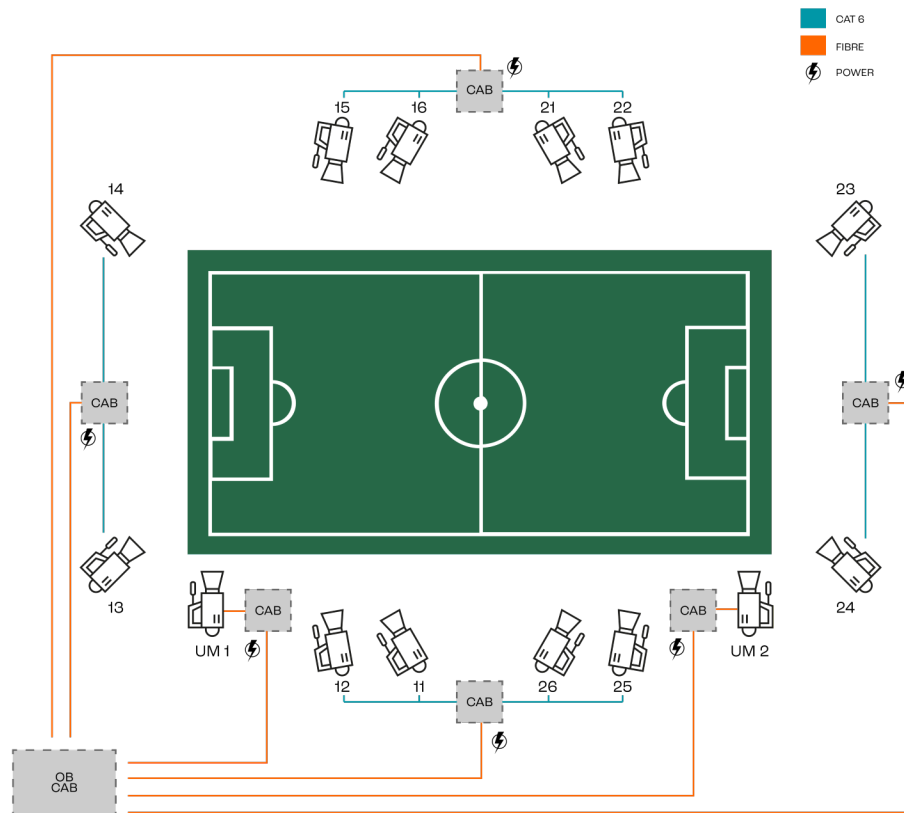
To facilitate the FIFA final installation test, the GLT supplier requires:

- access to the stadium and pitch (both ends – predominantly in the penalty area) for eight hours (four hours at each end);
- pitchside vehicle access;
- pitchside power (16 A at 240V);
- floodlights if the testing continues into the evening or the light drops below the required level (minimum 900 lux (Eh) at each goal line);
- stadium and pitch access the day before testing, for system set-up; and
- goals and nets in place the day before and the day of testing and goal lines painted as per FIFA requirements (other markings are not needed).



## Cameras

The standard GLT camera set-up (14 cameras) is shown below:





Typically, the cameras will be high up at the back of the stadium, or on the roof or catwalk. Local power is required for the cameras; this can be from floodlight or big screen breakout units. Cameras will be installed in brackets. The brackets for GLT cameras can be flexibly designed to fit different stadium requirements.



## Power Requirements

### *Required Power and Utilities*

Provide a local 16 A 240 V power connection (always on) to the GLT supplier at distribution points within the stadium; with power supplied from a local technical supply.

## Calibration

The UEFA GLT supplier will perform a final calibration test of the GLT system on matchday, starting at the earliest approximately four hours before kick-off (exact start time to be communicated each matchday by the GLT team leader to the UEFA venue director).

To facilitate this test, the GLT supplier will require:

- full floodlight power;
- all pitch installations to be in place and in match condition (e.g. lines painted and goals and nets in place and fixed in the right position); and
- access to the pitch (especially both goal mouths).

## Video assistant referee (VAR) system

### *Overview*

UEFA requires the full support of clubs to ensure the implementation of VAR is successful.

UEFA is committed to applying the VAR protocol as defined in the *IFAB Laws of the Game*, which state:

- The referee may be assisted by a video assistant referee (VAR) only in the event of a "clear and obvious error" or "serious missed incident" in relation to the following:
  - a) Goal/no goal
  - b) Penalty/no penalty



- c) Direct red card (not second yellow card/caution)
- d) Mistaken identity (when the referee cautions or sends off the wrong player of the offending team)
- The assistance from the video assistant referee (VAR) will relate to using replay(s) of the incident. The referee will make the final decision, which may be based solely on the information from the VAR and/or the referee reviewing the replay footage directly ("on-field review").
- Except for a "serious missed incident" the referee (and where relevant other "on-field" match officials) must always make a decision (including a decision not to penalise a potential offence); this decision does not change unless it is a "clear and obvious error".

The VAR is aided by an assistant video assistant referee (AVAR).

The technical infrastructure necessary to provide the VAR system links the broadcasters, the video operations room, the UEFA graphics supplier, the giant screens and the referee review area (RRA).

#### *Video operations room (VOR)*

From this room, the VAR, AVAR and other support staff monitor the match. At selected matches, the VAR system may be operated remotely from the VOR at UEFA HQ in Nyon, Switzerland. In this case the VAR and AVAR will not be at the stadium, but the VAR supplier's technical equipment and staff will be.

If a venue has an existing VOR that is used for domestic competitions and operated by the UEFA VAR supplier, it may also be used for UEFA competitions.



#### *Referee review area (RRA)*

A referee review area equipped with a monitor will be installed at the venue for the referee to review footage of an incident indicated by the video assistant referee located in the video operations room. This RRA will be in a neutral, clearly marked, visible location outside the field of play; preferably located at the side of the pitch in front of the main stand near the 4th official position. The marked area must be large enough (at least 2 m<sup>2</sup>) for the referee to watch the monitor privately without any interference. No media or broadcast cameras or microphones are permitted within that area. The home club must provide power (2x Ceeform connection, 240V 16A) to the RRA position. In addition, one seat or stool should be supplied for the RRA technician.





A player, substitute, substituted player or team official who enters the RRA will be cautioned.

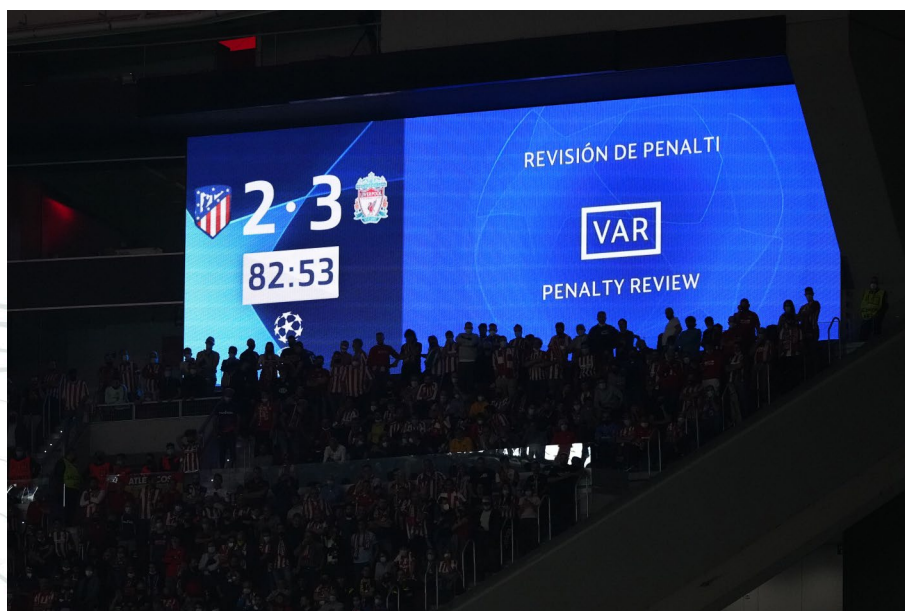


If a venue has an existing VAR infrastructure that is used for domestic competitions and operated by the UEFA VAR supplier, the existing technical set-up (power, fibre and monitor) may be used for UEFA competitions. If the existing infrastructure is not operated by UEFA VAR supplier, a parallel VAR infrastructure will be implemented but with the RRA in the same place, if possible.

### *Giant screens*

In order to keep the spectators informed of the VAR process, the giant screens or scoreboards will be used to share pre-set graphics explaining what the referee is reviewing. These graphics will be shown in the languages of the home and the visiting teams. Scripts will also be prepared for the public address system to explain the VAR process for visually impaired fans or if there are problems with the giant screens.

The dedicated feed for the giant screen will be available from the UEFA graphics supplier and it is the responsibility of the giant screen operator to switch to the appropriate feed when required. Detailed VAR guidelines for giant screen operations will be shared with the clubs ahead of the first match.



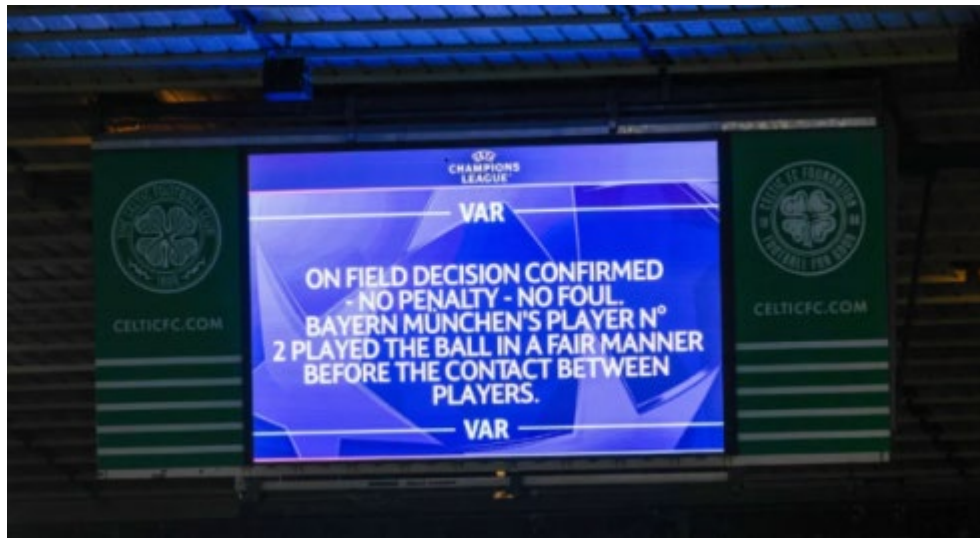
Note that no match footage of VAR incidents may be shown on giant screens.



### *VAR Technical Explanation*

After a VAR intervention, either based solely on the information from the VAR ("direct review") or following the referee reviewing the replay footage directly ("on-field review"), a message is produced providing a detailed explanation of the VAR review and the final decision.

Content of the message is produced, validated and pushed centrally by a UEFA refereeing specialist based at UEFA HQ in Nyon, Switzerland. The text is only in English and it is sent over the giant screen feed by the UEFA graphics supplier. It is then responsibility of the giant screen operator to display this technical explanation on the giant screens of the stadium, keeping it on for at least 30 seconds.



In case of no giant screen at the venue, VAR technical explanation message should be communicated to the spectators through public address system.

## **Electronic Performance & Tracking System (EPTS)**

### *Overview*

The EPTS is a camera-based system that uses advanced image processing and player recognition techniques to instantly, accurately and reliably determine the movements of players, referees and the match ball.

The system is entirely non-invasive and does not require any changes or modifications to the pitch, match ball or playing attire.

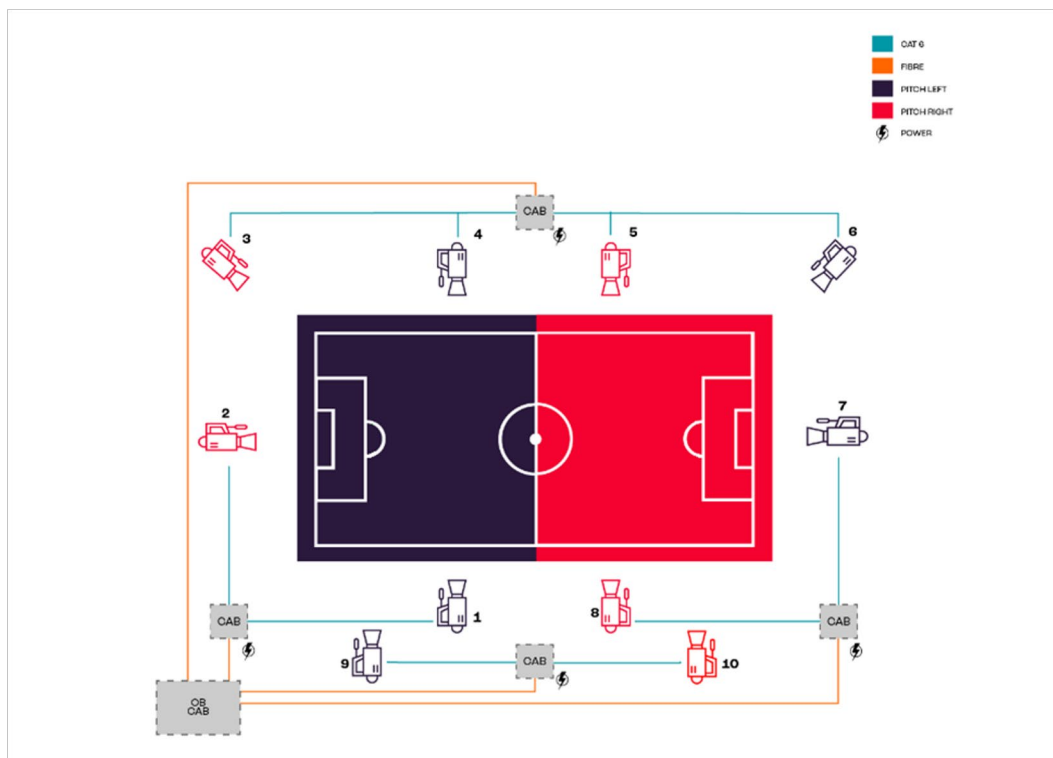
*The UEFA EPTS supplier will install 10 cameras inside the stadium. These cameras will be typically installed close to and at the same level as the cameras used for goal-line technology.*

The UEFA EPTS supplier will require between five and ten days for the EPTS installation. The installation dates will be determined by UEFA and the home club concerned. During this period, the UEFA EPTS supplier will require limited pitch access to validate the installation.



### Camera

The standard EPTS camera set-up (10 cameras) is shown below:



### Power

A 16 A 240 V power connection (always on) must be provided to the UEFA EPTS supplier at distribution points within the stadium, powered from a technical supply.

### Semi-Automated Offside Technology (SAOT)

Semi-Automated Offside Technology (SAOT) is based on the EPTS described above to assess players and ball positions and allow VAR to determine offside situations quickly and more accurately, enhancing the flow of the game and the consistency of the decisions. This technology dramatically improves the accuracy and speed to identify a "geographical" offside position. Once the VAR confirms the decision, a virtual replay of the situation is provided to the broadcasters to show to the audience.



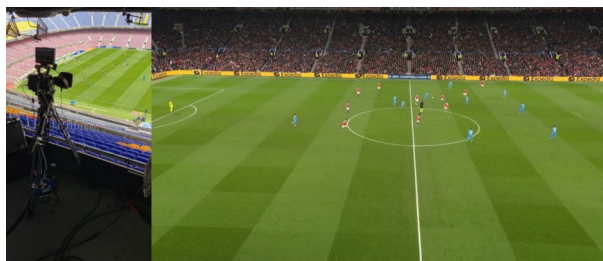
### Coaching feed

The coaching feed service provides the clubs with access to tactical footage of all matches. A manned camera, usually positioned on the main camera gantry, provides a tactical view of all 20 players and the defending goalkeeper for club personnel to analyse during and after the match.



The home club must provide power (16A 240V) presented as schuko/mains located within 15m of the camera position.

If clubs wish to access the live feed (HD-SDI) it will be presented on a BNC connector at the team analysts' desk and the team benches. Clubs should arrange their own equipment to ingest the feed at the designated handover points.



### Medical video review system (MVRS)

MVRS will aid in the immediate assessment and diagnosis of injuries. Pitchside tablets will give clubs access to multi-angle replay technology for more accurate decision-making and faster treatment.

Clubs should appoint one person with medical knowledge to operate the system from the technical area. Each club is responsible for organising their own communication system to connect their MVRS operator and the team doctor.

The MVRS supplier will brief each club on the day before their first match and provide dedicated technical support on each matchday.

#### Power

The home club is responsible for providing power (16A 240V) and space (approx. 700mm x 400mm) to the central distribution point (usually between benches, behind 4th official position).



## Spectator facilities

### Catering facilities

Catering facilities must be available in every sector, be accessible and remain open for as long as spectators have access to the sector.

Stadiums must have accessible catering facilities in sectors containing seats for disabled spectators and catering facilities should have priority lanes for disabled spectators leading to a lower counter providing more accessible facilities for disabled spectators.





Catering prices for visiting supporters must not exceed those for home supporters.

### *Sanitary facilities*

A sufficient number of permanent, clean and hygienic sanitary facilities must be available in every sector, accessible and distributed evenly throughout all sectors, with a minimum of 25% of sanitary facilities dedicated to female spectators. The sanitary facilities must operate for as long as spectators have access to the stadium. These areas must be bright, clean and hygienic and be kept in that condition throughout each matchday.

Sanitary facilities must be equipped with:

- toilets/urinals that flush;
- sinks with clean water;
- toilet paper;
- towels and/or hand dryers;
- filled soap dispensers firmly fixed in place.

Stadiums must be able to provide sanitary facilities for 80% of spectators being male, respecting the following minimum ratios:

- 1 seated toilet and 1 sink per 250 male spectators;
- 1 urinal per 125 male spectators.

At the same time, to allow for variations in demographics between matches, stadiums must be able to provide for at least 25% of spectators being female, respecting the following minimum ratios:

- 1 seated toilet and 1 sink per 120 female spectators in the home sectors;
- 1 seated toilet and 1 sink per 80 female spectators in the visiting sector.

Consideration should also be given to the accommodation of diverse genders.

In addition, stadiums must provide the following minimum ratio of permanent, clean, hygienic and fully accessible sanitary facilities for wheelchair users inside the stadium. They should be no more than 40m away from the wheelchair-user spaces, within the same sector, and be fully equipped in line with the UEFA Accessibility Guidelines.

- Minimum of 1 for up to 15 wheelchair users.
- An additional 1 for every 10 additional wheelchair users.

### *First-aid facilities*

Fully equipped first-aid facilities that have been approved by the competent local authorities must be available in every sector, be accessible and remain in operation for as long as spectators have access to the sector. First-aid facilities in sectors equipped with facilities for disabled spectators must be accessible to all spectators.

The minimum requirements in terms of first-aid facilities for spectators are provided in the UEFA Minimum Medical Requirements for Spectators.

All first-aid facilities must be clearly indicated and adequately signposted.

## **Ticketing**

### **UEFA and UCL partners**

The clubs must provide UEFA and the UCL partners with a certain number of tickets for every play-off and UCL match. These tickets are divided into two groups:

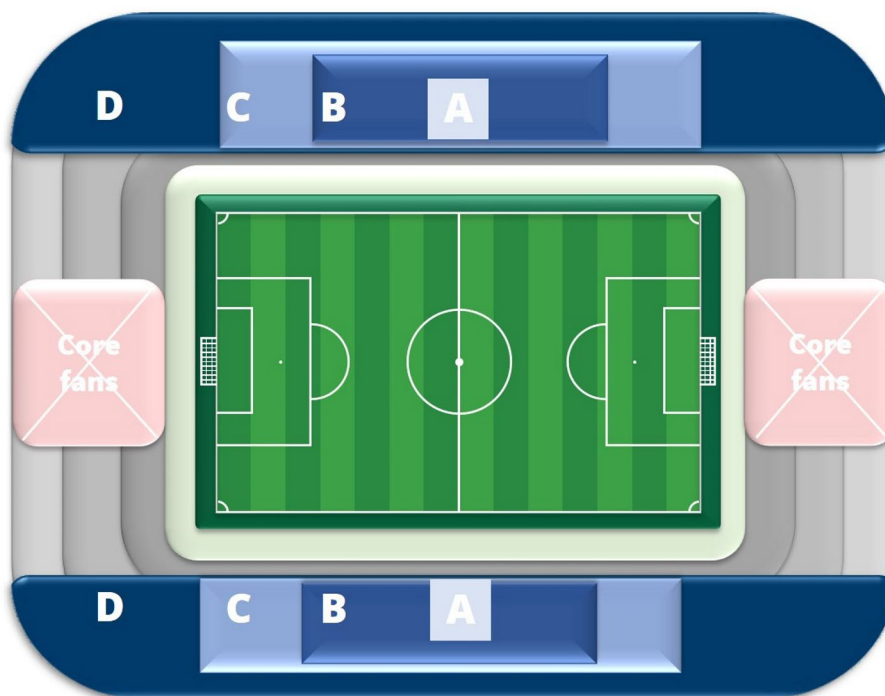
1. Tickets provided free of charge, i.e. complimentary tickets



## 2 FACILITY REQUIREMENTS

### 2. Tickets that have to be paid for, i.e. purchase tickets

All UEFA's and UCL partners' complimentary and purchase tickets must provide an unobstructed view of the whole pitch.



- A: VIP seats (including visiting team)
- B: First-class complimentary and purchase (including visiting team First-class tickets)
- C: Second-class purchase
- D: Third class purchase

### Complimentary Tickets

The table below provides an overview of the complimentary ticket requirements for UEFA personnel who may be appointed to or attend play-off and UCL matches.

Person	Ticket requirements	
UEFA delegate	1 VIP	With easy access to the competition area
UEFA doping control officer(s)*	2 VIP	Ideally at the end of a row or with easy access to their seats and the competition area
UEFA technical observer	1 VIP	Appointed for each match as of league phase
UEFA referee observer	1 VIP	
Referee liaison officer	1 Complimentary	In the direct vicinity of the referee observer
Referees' physiotherapist**	1 Complimentary	At the home club's discretion, with easy access to the competition area
UEFA safety and security officer	1 Complimentary	If appointed, with easy access to the UCL competition area



Person	Ticket requirements	
UEFA President, presidential delegate or UEFA General Secretary	1 VIP	If attending
UEFA VIP(s)***	five VIP	If requested

\* Doping controls are not conducted at all matches and doping control officers (DCOs) always arrive unannounced.

\*\* The physiotherapist is independent of the clubs and organised by the host association.

\*\*\* At UEFA's request, the home club undertakes to seat up to five of UEFA's VIP ticket holders in the best possible positions next to the UEFA delegate or the top club executives (club president, CEO, etc.). Clubs must provide UEFA and play-off and UCL partners with the following additional tickets, free of charge, for their home matches in the different stages of the competition:

Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
VIP Tickets	10	50	50	50	50	50
First-class Complimentary Tickets (with hospitality)	0	291	328	330	346	366
First-class Complimentary Tickets (without hospitality)	50	39	52	50	79	109
Total	60	380	430	430	475	525

#### *VIP Tickets*

- VIP tickets must be for the best available seats in the stadium (known as the 'tribune d'honneur', 'Ehrentribüne', 'highest palco', 'protocol area', 'directors' box', etc.) and include access to the relevant highest-level hospitality area.
- The VIP ticket requirements set out in the above table must be located in a single section.

The total number of VIP tickets provided by a club should not exceed 10% of the total VIP seating area. Where this would be the case, additional first-class tickets should be provided to make up the shortfall.

#### *First-class complimentary tickets*

- for a single cohesive block of seats in the highest category in the stadium
- (main priority) located between the 16m lines and as close to the halfway line as possible
- located as close as possible, and with easy access to the Champions Club hospitality facility [Hospitality facilities](#)

If one cohesive block is not available due to the stadium structure, the home club has to offer the best possible solution to be approved by UEFA.



### *Additional first-class complimentary tickets without hospitality*

UEFA may purchase additional first-class tickets up to these specified amounts, at retail price :

Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
Additional First-class Complimentary Tickets (without hospitality)	0	42	45	45	52	51

- UEFA will reimburse the club for these additional tickets at retail price.
- These tickets must be located in the same area as the Complimentary first-class tickets.
- UEFA will indicate the assigned seats with UEFA Champions League seat stickers, which will be removed by MD+1 at the latest.

### **Purchase tickets**

UEFA and UCL partners must be given the first option to purchase tickets, at face value and at the same price as home or visiting supporters (with no surcharge for pre-sale).

If the option is available, purchase tickets should be electronic tickets.

The following numbers of tickets can be requested

Area	Play-Offs	League phase	Knockout play-offs	Round of 16	Quarter Finals	Semi Finals
First class Purchase Tickets	350	308	365	365	608	829
Second class Purchase Tickets	370	370	460	460	710	920
Third class Purchase Tickets	220	230	360	360	640	730

First class:

- For seats in the highest category in the stadium, located in a single section between the 16m lines, preferably in the same area as the first-class complimentary tickets

Second class:

- For seats in the next highest category below first class, ideally located between the 16m lines in one of the main stands

Third class:

- For seats in the third-highest category in the stadium, outside the core fan areas of both teams.





All tickets must adhere to the UCL ticketing production and brand guidelines and must be sent for approval to [Ticketing contact](#) before production. See [UEFA Champions League marketing and print materials](#).

### Prices and procedures

Ticket prices may vary depending on the stage of the competition. Each club must inform UEFA of its ticket prices (including any VAT/service charges) by the dates listed below, by means of the TIME platform submission, with the prices indicated in the same currency indicated on the tickets and therefore also as reflected on the invoice. The club must define a single price per category for the UEFA quotas which cannot be modified after submission.

Shipment charges must be directly included in the ticket price and not be charged separately to the recipient.

Play-offs	League phase	Knockout Play-Offs	Round of 16	Quarter-finals	Semi-finals
Wednesday 13 August 2025	Saturday 30 August 2025	Friday 30 January 2025	Friday 27 February 2025	Friday 19 March 2026	Friday 16 April 2026

### Ticket distribution

All purchase tickets must be sent to the UCL partners at the email addresses (in case of electronic or print@home tickets) or shipment addresses (in case of paper tickets) provided by UEFA on the respective purchase orders.

All electronic or print@home purchase tickets must be sent via email in PDF format by the dates specified in the club season planner. All paper purchase tickets must be sent via express courier by the dates specified in the club season planner, with the tracking numbers sent to UEFA.

All complimentary tickets must be sent to the UEFA ticket agency (see [Contact information](#)). Clubs are requested to send the electronic or print@home complimentary tickets via email in PDF format for all four of their home matches in the league phase by 29 August 2025 if their internal ticketing system allows. If producing paper tickets, these must all be shipped via express courier, with tracking numbers provided to UEFA.

All tickets (electronic/print@home and paper) must be sent by the delivery dates listed below.

Matchday	Ticket	Date
PO1 and PO2	Complimentary tickets to be kept on-site	Friday 15 August 2025
	Purchase tickets to UCL partners	
MD1	Complimentary tickets and parking passes at ticket agency	Monday 1 September 2025
	Purchase tickets to UCL partners	Friday 5 September 2025
MD2	Complimentary tickets and parking passes at ticket agency	Monday 1 September 2025
	Purchase tickets to UCL partners	Friday 12 September 2025
MD3	Complimentary tickets and parking passes at ticket agency	Monday 22 September 2025
	Purchase tickets to UCL partners	Friday 26 September 2025
MD4	Complimentary tickets and parking passes at ticket agency	Monday 6 October 2025
	Purchase tickets to UCL partners	Friday 17 October 2025
MD5	Complimentary tickets and parking passes at ticket agency	Monday 27 October 2025
	Purchase tickets to UCL partners	Friday 31 November 2025
MD6	Complimentary tickets and parking passes at ticket agency	Monday 10 November 2025
	Purchase tickets to UCL partners	Monday 21 November 2025



Matchday	Ticket	Date
MD7	Complimentary tickets and parking passes at ticket agency	Monday 15 December 2025
	Purchase tickets to UCL partners	Monday 5 January 2026
MD8	Complimentary tickets and parking passes at ticket agency	Monday 5 January 2026
	Purchase tickets to UCL partners	Wednesday 14 January 2026
KO PO1 & KO PO2	Complimentary tickets and parking passes at ticket agency	Monday 2 February 2026
	Purchase tickets to UCL partners	Friday 6 February 2026
Round of 16 1st & 2nd leg	Complimentary tickets and parking passes at ticket agency	Monday 2 March 2026
	Purchase tickets to UCL partners	Wednesday 4 March 2026
QF1 & QF2	Complimentary tickets and parking passes at ticket agency	Monday 23 March 2026
	Purchase tickets to UCL partners	Friday 27 March 2026
SF1 & SF2	Complimentary tickets and parking passes at ticket agency	Monday 20 April 2026
	Purchase tickets to UCL partner	Wednesday 22 April 2026

### Invoicing

The club must send individual invoices addressed with the partners' details (as per the purchase order) to UEFA Events SA, together with a summary page that gives a full overview of all invoices for the corresponding matchday. UEFA will pay the total amount on the summary page; therefore, no invoices must be sent directly to partners.

### Outstanding payments

In case of outstanding payments from UCL partners the club should inform UEFA (ComOpsTicketing@uefa.ch and the UEFA VSSM) and send a copy of the respective invoice.

### Visiting team delegation

For all matches, the participating teams must agree in advance on the number of tickets to be provided, together with the corresponding seat locations and ticket prices (where applicable), based on the following principles:

- For any purchase tickets, in accordance with the *UEFA Safety and Security Regulations*, the price of tickets for supporters of the visiting team must not exceed the price paid for tickets of a comparable category that are sold to supporters of the home team. In line with the competition regulations, this includes tickets sold to season ticket holders, to persons who are members of the club, and/or sold as part of any promotion/promotional package for tickets exclusively for UEFA competition matches.

In considering what is a comparable category the following guidance applies:

- Factors such as position of the sector in the stadium bowl, height above the pitch, viewing angle and physical seat quality can be considered when comparing categories.
- Factors such as access to parking, access to public transport, number of refreshment concessions, number/quality of sanitary facilities and proximity to home ultras cannot be considered when comparing categories.

Upon request, UEFA reserves the right to request the stadium maps showing all ticketing categories and designate an alternative comparable category based on an objective assessment of the above principles.

Visiting teams must, where relevant, sell their tickets by zone in order to facilitate the reallocation of unsold tickets.

Visiting teams that have requested an allocation of tickets for the whole or part of the segregated area may return any unused tickets to the home team without payment up to seven days prior to the match. After



this deadline, the visiting team must pay for the whole allocation, irrespective of whether all the tickets have been sold.

The home team may reallocate tickets returned or not requested by the visiting team provided that all safety and security measures (as mentioned in the *UEFA Safety and Security Regulations*) are respected and that such tickets are not reallocated to supporters of the visiting club.

All visiting team ticket allocations and ticketing arrangements, except those related to the ticket price cap for visiting supporter tickets, may be altered by written agreement between the participating teams. Any reduction in the standard ticket allocation should, however, only be agreed to if there is a specific lack of demand from the supporters of the visiting team for the match in question.

Arrangements for payment for all purchase tickets (and the return of any unsold tickets) must be made in writing before any tickets are allocated. Where the local currencies of the two participating teams are different, these arrangements must include the currency of payment and exchange rate.

### **Additional seats for accredited team delegation staff**

The home team must provide the away team with 7 seats in the stand for appropriately accredited team delegation staff.

These seats must be sufficiently stewarded and provide access to the competition area before the match, during half-time and after the match only. Indeed, during play, even if appropriately accredited, team delegation staff are not allowed to move between the stands and pitchside competition area.

### **VIP tickets**

The home club must reserve 20 complimentary VIP seats for the visiting club's representatives and the same number of invitations to the VIP hospitality area.

### **Top-category tickets**

Visiting teams are entitled to receive 200 top-category tickets for their premium supporters, sponsors, etc., but they are not obliged to take the full allocation; 75 of these tickets must be provided on a complimentary basis, and the rest are to be made available for purchase.

- a) In this regard
  - for all matches played on a home-away basis (i.e. for qualifying phase, play-off and knockout phase matches), the ticket price of the purchase allocation is set for both matches at the higher price charged between the two clubs (which must be set subject to the provisions of Paragraph 20.01 of the UEFA Safety and Security Regulations);
  - for matches of the league phase, the ticket price of the purchase allocation must be set in line with the provisions of Paragraph 20.01 of the UEFA Safety and Security Regulations.
- b) Unused complimentary tickets must be returned no later than seven days before the match in question. The visiting club may be charged for any tickets not returned by this deadline that remain unused, with the price determined in accordance with the paragraph above.

These tickets are to be located in the next highest category of seats after those providing access to the home team's VIP area. They must be located in a single block, with appropriate stewarding and segregation.

Top-category tickets must fulfil the following conditions:

- a) Located on the same side of the stadium as the visiting team's VIP seats (as referred to above),
- b) Located between the two 16m lines, and
- c) Located approximately midway up the stands.

In addition, visiting clubs are entitled to receive 35 tickets for their UEFA Youth League delegation on a complimentary basis. These tickets should ideally be in the same block as the 200 top-category tickets.



### 5% Visiting team allocation

Home club must make at least 5% of the UEFA spectator capacity available to visiting supporters in line with the provisions of Article 17 of the UEFA Stadium Infrastructure Regulations and Article 19 of the UEFA Safety and Security Regulations. Notabene:

- The visiting team allocation must be in a dedicated sector of the stadium. This sector of the stadium must be capable of being segregated from other sectors and provide unobstructed lines of sight of the field of play. The location of away supporters within this sector must be agreed in advance by police and public authorities
  - Even if the segregated area of the stadium for visiting supporters constitutes more than 5% of the UEFA spectator capacity, all places in the segregated area must be made available to the visiting club.
  - All related services and facilities (e.g. sanitary, catering and first aid) must be available and in operation for as long as these spectators have access to the stadium.
  - Spectator areas must provide unobstructed lines of sight of the field of play.

When it comes to ticket prices, unless there is a clear physical separation between different sectors (e.g. upper and lower tier) in the 5% allocation reserved for visiting team supporters, the price of all these tickets should be the same. In no case shall the price of those tickets for visiting supporters exceed €50.

### Disabled supporters/ Wheelchair users

Stadiums must have dedicated facilities and fully accessible access, entry and exit routes, drop-off points, parking, walkways, ticket booths, seats and facilities for disabled spectators and their companions.

All accessible seats must offer an unobstructed view of the field of play and be clearly numbered. In addition, all wheelchair spaces must be marked with the international disability sign on the floor and next to a fixed seat for a companion or personal assistant. Guidance can be found in the UEFA Accessibility Guidelines.

Stadiums must be equipped with spaces dedicated to wheelchair users:

The recommended proportion of wheelchair-user spaces for home supporters is 0.5% of the UEFA spectator capacity reserved for home supporters, and the minimum requirement is 0.1%.

The minimum requirement for visiting supporters is as stipulated in the table below:

UEFA Spectator Capacity	Wheelchair spaces required for visiting supporters
• up to 200	2
• 201-1500	4
• 1501-4,500	6
• 4,501-8,000	8
• 8,001-20,000	10
• 20,001-30,000	12
• 30,001-40,000	15
• 40,001 and above	16

Disabled supporters should be allowed to sit with their fellow supporters. If it is not possible to seat visiting wheelchair users in the visiting sector, a safe and secure alternative must be provided.





## Hospitality facilities

Clubs must invite UEFA and the UCL partners' VIP ticket holders into their respective VIP hospitality areas free of charge. The level of service given to the UEFA and Partner's guests should be the same as all other guests in the same area such as reserved tables or seated dinners.

### Champions Club



For each match from the league phase onwards, the home club must provide UEFA with a single hospitality area for the exclusive use of UCL partners, free of charge. This area is known as the 'Champions Club'. If there is another hospitality area within the stadium called 'Champions Club', this should be communicated to UEFA before the start of the league phase, ideally during the pre-season site visit.

The home club must offer two different Champions Club locations that are located inside permanent facilities within the stadium and must provide UEFA with details of the complimentary seats linked to each space. On an exceptional basis, UEFA may consider external facilities such as a marquee if no internal options are suitable and provided that any such location shall be subject to UEFA's prior approval and shall be provided at the home club's own expense. Once UEFA and the home club have agreed on the location of the Champions Club and the associated complimentary seats, the home club must continue to provide such location and seats for the remainder of the season.

The space must be available from 09:00 on MD-2 until 12:00 on MD+1 and must be located as close as possible to the first-class seating area.

The Champions Club must comprise an absolute minimum of 400m<sup>2</sup> of open and usable space within the stadium, excluding, for example, kitchen facilities, restrooms, fixed installations, fire doors/routes and access routes, as well as any other structural or non-structural elements, installations, or modifications that may reduce the usable space, impede access, or compromise safety and compliance with applicable regulations. The allocated spaces should have the capacity to accommodate up to 446 guests in the semi-finals.

Following the league phase, the relevant home clubs should provide UEFA with a larger single exclusive hospitality area (up to 500m<sup>2</sup>) in order to accommodate the increased number of guests. The home clubs must ensure that agreed areas for League phase and Knock-Out enable UEFA to host the relevant number of complimentary ticket holders [set out in Articles 46.03 and 46.05 of the Regulations of the UEFA Champions League](#), as the case may be, in compliance with applicable local health and safety laws and regulations



## 2 FACILITY REQUIREMENTS

The infrastructure and facilities provided must be comparable to the highest standard in the stadium in terms of location, access, decoration, furniture and equipment. The layout must accommodate all necessary signage items and ensure ample space to prevent overcrowded areas and restricted access to various animations and buffets. In the event that the room has an unconventional shape (such as narrow corridors or divided spaces) that impedes the implementation of the Champions Club concept, additional space will be required and must be provided to guarantee that the area meets all operational needs.

The basic infrastructure for the Champions Club such as toilets, heating, air conditioning, electricity, cooling units, etc. must be provided by the club, free of charge.

The table below shows the maximum possible number of guests that could attend the Champions Club:

Champions Club guests	League phase	Knock out play-off	Round of 16	Quarter-finals	Semi-finals
UEFA partners	309	346	348	364	384
VIP overflow*	32	32	32	32	32
Home and visiting club guests	30	30	30	30	30
Total	371	408	410	426	446

\* 10% of VIP seats max. capacity, with difference made up in 1st class complimentary area. Club Manual states 50 VIP, depending on the stadium and VIP demands, UEFA may require the 50 VIP tickets, otherwise it would be 32 VIP tickets. In the case where UEFA would only take 32 VIP tickets, the remaining 18 tickets should be allocated amongst the 1st class complimentary with Champions Club access. This example is reflected in the figures above. Please note that guests with VIP tickets must have access to the Club's hospitality.

The walking time between the Champions Club and UEFA partner seats should be no longer than 5 minutes. The access gate (ideally private/dedicated) should be as close as possible to both the partners' seats and the Champions Club location (no longer than a 10-minute walk), to facilitate access and prevent queues.

UEFA may consider using the club's usual catering company but reserves the right to appoint another supplier according to its needs. In any case a dedicated contract will be negotiated including prices and conditions, and if UEFA decides to work with the club caterer, no commissions or extra charges should be applied.

If UEFA appoints an external caterer company, all facilities, furniture and equipment must be made available, free of charge, although UEFA also has the right to appoint a furniture company to furnish the Champions Club. If required by UEFA, the club must remove all existing furniture from the area, free of charge, by MD-2.

Clubs must obtain any licences, approval and authorisation required by local laws in relation to the Champions Club in addition to complying with local safety regulations. Clubs are requested to assist UEFA in organising an exclusive, secure Wi-Fi connection of a minimum 40 Mbit/s(upload and download). The Wi-Fi access, including any log-in or landing pages, must be free of any third-party branding. Clubs to facilitate/support the UEFA graphics supplier on cabling routes from the van in the broadcast compound to the Champions Club.

### Joint hospitality

On exceptional cases, if the club is not able to provide a dedicated area, UEFA may consider a joint hospitality area for the Champions Club guests and guests of the home club.



In such cases, the exclusivity principles set out in [Exclusive area and delivering a clean stadium](#) apply to the hospitality area and all related access routes, seating areas, etc., and no association is permitted with any third party or commercial club partners. In addition, the joint hospitality area will need to adopt the Champions Club name and "look and feel", including UCL partner identification and promotional activities. UEFA may invoice the Club based on the number of guests they will have in the Champions Club. The price per head is determined based on the overall budget spent (catering, decoration, animation and other).

All financial aspects of operating such an area must be discussed and agreed by the club and the UEFA venue team and are subject to UEFA's approval.

### Executive boxes

UEFA may ask to purchase one or more executive boxes or similar hospitality areas for a particular match at the club's usual cost price.

UEFA will endeavour to give as much notice as possible, and clubs are asked to make best efforts to accommodate such requests.

## Sponsor facilities

### Promotional areas in and around the stadium

Clubs must provide the UCL sponsors with a designated area and certain facilities free of charge in conjunction with their exclusive event sponsorship and/or product supply rights. Such space and facilities must also be made available to UCL licensees on request.



In particular, if requested, clubs must provide space for promotions by UCL sponsors as follows:

- For the league phase, a minimum of two separate areas (one a minimum of 17m x 6m and one a minimum of 8m x 5m) should be made available.
- From the round of 16 onwards, clubs should guarantee a third area of at least 8m x 5m.
- The promotional areas must be inside the stadium, within the area controlled by the club, to reach a maximum number of fans. The areas should be available from MD-1 until MD+1.
- The areas provided must be in a suitable condition to enable UCL sponsors and licensees to carry out their promotions.



- Any work required to make the areas suitable for carrying out such promotions is to be completed at the club's expense.
- The club must provide the necessary security for the promotional areas and may not charge any fees for providing these area(s) or the right to conduct promotional activities in or around the stadium.
- If there is no adequate promotional area in the area controlled by the club, the club is required to secure permission from the relevant authorities to obtain space for such promotions in areas controlled by these authorities. The club is also responsible for taking reasonable steps to ensure that such areas are suitable for carrying out the relevant promotions.
- If there is a permanent power supply available within the designated areas, the club should provide access to the UCL sponsors and licensees free of charge.
- In addition, clubs may be required to provide storage facilities for UCL sponsors' and licensees' promotional materials.
- Such spaces may be used by UCL sponsors and licensees to sell merchandise. If local laws require authorisation for this, the club must assist the UCL sponsors and licensees in this regard.

UCL sponsors and UCL licensees are required to confirm their promotional activations to UEFA on MD-10. The home club will then be informed whether the designated areas will be required and if so, what kind of installations will be used. The club must inform the VSSM during the pre-season site visit if other notification deadlines apply.

### Facilities for matchnight promotions

UCL sponsors carry out certain matchnight promotions and require certain facilities to do so (see [Pre-match ceremony activities](#)). In particular, the home club must provide appropriate changing facilities within the stadium for participants in any UCL sponsors' activities (e.g. player mascots).

## Broadcaster facilities

### Space, facility and construction requirements

The location of dedicated areas, access routes and facilities for UCL broadcasters will be discussed and agreed by the home club, UEFA and the UCL broadcasters during the season preparation meeting or subsequent site visit(s) UEFA's decisions are final.





### *Space and facility requirements*

The home club must provide space and existing infrastructure for the installation of broadcast facilities. This may require the removal of seats, even if this reduces ticket sales.



### *Construction requirements*

If the required facilities do not already exist, the home club will be required to construct camera positions, TV studios (indoor and pitchview), commentary positions, interview positions and cable route infrastructure at its own expense.

The arrangements for the construction of pitch-view studios or pitch-view platforms are contained in [Broadcast studios and platforms](#).





### Camera positions overview

To guarantee a consistently high standard of broadcast coverage across all play-off and UCL matches, a minimum number of camera positions must be available at each stadium for use by the host broadcaster and visiting UCL broadcasters that wish to supplement their coverage.

The home club must ensure that the camera positions described below can be accommodated, unless they present any safety or security risks to players, referees or the public. Where required, security must be provided by the home club for these camera positions, all of which must offer an unobstructed view when facing towards the pitch. All cameras must be used in accordance with local health and safety regulations.

All camera positions and activities are subject to UEFA's approval.

Some broadcasters will have higher production requirements than others, but all the positions specified in the *Regulations of the UEFA Champions League* must be made available. If facilities are not specified in the regulations but the match profile or other circumstances justify the need for them, the home club is requested to use its best effort to provide them.

Broadcasters are requested to indicate the potential maximum requirements for camera positions and other broadcast facilities as described in this chapter at the time of the season preparation meeting or subsequent site visit(s). Unilateral broadcast facilities must be kept available by the club until the Thursday of the week before the matchweek, when all broadcaster production plans will be confirmed by UEFA.

All cameras may be equipped with microphones.

If the existing stadium infrastructure requires specific TV camera adaptors/mounts, then the home club should provide this equipment to broadcasters free of charge.

### Camera position and platform guidelines

- All platform constructions and locations must be installed in accordance with Article 33 of the UEFA Stadium Infrastructure Regulations and comply with the health and safety regulations of the country in which they are being installed.
- The base of each platform must be solid, non-vibrating and covered with a smooth yet non-slip surface.
- Safe and stable access must be provided to every platform.
- Every camera position must provide a clear, unobstructed view of the whole pitch.
- No person should be allowed to stand or cross in front of the view of a camera, including photographers, event staff, security staff and spectators.
- To avoid any potential view obstructions, a minimum clearance of 2.6m is required from the lens height to the base of the seats in the first row of seating in front of these positions. This rule may also be applied to the seats either side of the platform.
- Platforms must offer protection on all sides by means of a kickboard that is at least 75mm high
- If the camera position obstructs the view of spectators (typically behind or to the side of the camera, for example at pitch level), such seats must be identified and either not sold or sold as seats with reduced visibility.

### On-field cameras

- UEFA-approved cameras (e.g. Steadicams and handheld cameras) can be used on the field of play, in accordance with any guidelines provided by UEFA and respecting any applicable predefined positions, for player close-ups and to cover UEFA-approved activities at the following times:
  - On MD-1;
  - During the pre-match period and post-match periods
  - At half-time;
  - Before extra time;
  - Before and during penalty shoot-outs.



### Camera position specifications

The following diagram features the camera positions that may be required for match coverage by UCL broadcasters. Where the stadium infrastructure permits, the home club must ensure that these camera positions can be accommodated at its stadium.



Main cameras (A1, A2, A3)







Main cameras must be positioned exactly in line with the halfway line, covered and facing away from the setting sun. They must be positioned at a height above the pitch that guarantees an optimum and unobstructed view of the entire field of play and its immediate vicinity and, in principle, when focusing on the centre spot on the pitch, be at an angle of 12 to 15-degrees relative to the horizontal plane. Positions must be provided for at least three cameras on a platform at least 6m in length and 2 m in depth for the play-offs and the league phase, and for at least four cameras on a platform at least eight metres in length for the knockout phase.

#### Pitchside halfway camera (B)



A fixed camera must be positioned on the halfway line at pitch level for close-up shots of players. It must be on the same side of the pitch as the main cameras, near the touchline and at a minimum distance of three metres from the playing field. If this camera is positioned between the team benches, at a distance of three metres from each team bench, a solution must be found to ensure an unimpeded view of the field of play and the team benches for the fourth official as well as a clear view of the field of play for key club personnel seated on the team benches (e.g. the head coach and assistant coaches).





### 16m cameras (C1, C2)



Two cameras installed in the main stand exactly on the 16m lines, at the same level as or higher than the main camera platform.

### Low behind-goal cameras (D)



Cabled cameras and non-cabled cameras of audiovisual rights holders are positioned in the two areas made available behind each goal, one on the side closest to the main camera and one on the far side of the goal. Each area must be at least ten metres long by two metres wide and must run from the 5m line towards the corner flag, taking into account the usable space available.



## Beauty-shot camera (E)



A fixed camera mounted high in the stadium to give a panoramic static shot of the whole arena.

## Bench cameras (F)



Up to two portable cameras, located outside the technical areas and in fixed positions unless agreed otherwise, may be installed to film the team benches. Bench cameras may not use microphones to pick up sound from the technical area and must be at a minimum distance of three metres from both the playing field and each team bench (including any additional seats behind or to the side) reserved for substitutes and team officials selected on the match sheet. A solution must be found to enable a clear view of the field of play for club personnel seated on the team benches (e.g. the head coach and assistant coaches).





### High behind-goal cameras (G1, G2)



One camera is installed in the stands behind each goal, in principle aligned with the centre of the pitch and high enough to view the penalty spot over the crossbar.

### Reverse-angle cameras (H1, H2, H3, H4, H5, H6, H7)



	Number of cameras	Comment
In the stand, central position* (H1, H2)	2	Mandatory
Pitchside, central position (H3, H4, H5)	up to 3	Mandatory
Pitchside, towards the corners (H6, H7)	2	If available at venue

\*The camera positions inside the stand should ideally be no higher than the main camera platform..



### Corner cameras (H8,H9)

Upon request, space must be made available for one camera in each corner on the opposite side of the stadium to the main camera, located in the stands approximately five metres above the pitch.

### Mini-cameras (J1, J2)



A mini-camera may be placed as follows behind the goal (never attached to the net or the post or crossbar):

- Attached to the poles that support the net or the cable connecting the back of the net to the vertical stanchions directly behind the goals (The camera lens may film through the net but should not be attached to the net, nor may it move or pull the net in any way.)
- Free-standing on a camera tripod or other appropriate secure camera mount, located behind the goal (i.e. not to the side of the goal), always beyond the stretch limit of the net
- At pitch level

Cameras located behind the goal must be positioned according to the 'stretch test', i.e. further than the maximum possible stretch limit of the goal net, so that a ball or player hitting the back of the net cannot come into contact with the camera system. This also applies to any tripod, camera mount, supports/weights and other materials located behind the goal net. However, it does not apply to cameras mounted on poles that support the net, or the cables connecting the back of the net to the vertical stanchions.

Mini-cameras must not present any danger to the players. In particular, a player who runs into the net must not be able to make contact with the camera.

If a mini-camera has been knocked out of position by a ball during the match, it can only be quickly readjusted, provided that the match has been interrupted (e.g. after a goal or for a VAR review, cooling break, etc.). The VOBM must be asked beforehand when it is the right moment for the camera to be adjusted.





## Tunnel camera (K)



Cameras pre-approved by UEFA can film the following activities in the area between the field of play and the dressing-room area:

- Team arrivals as far as the dressing room;
- Players in the tunnel just before entering the field for the pre-match warm-up and before the start of the first and second halves;
- Players returning from the field after the pre-match warm-up, at the end of the first half and at the end of the match.

## Crane cameras (L1, L2, L3, L4)



These are permitted behind the goal if there is sufficient space and they do not cause security or safety issues for players, spectators or anyone else operating in this area.

Crane/jib/pole cameras may be used under the following conditions:

0 Broadcaster facilities



### *Manned systems (L1, L2)*

The base of a manned camera must be positioned behind the LED/advertising boards at all times. However, the arm of the camera mount and the camera itself may operate beyond the LED/advertising boards as explained below:

- When the ball is in play in the half of the camera:
  - the camera, when operating at a height lower than the top of the goal net, may not move any closer than the stretch test distance;
  - the camera, when operating at a height above the top of the cross bar, may move to the back of the net (but not touch the net or pass the back limit of the goal net);
  - the crane/jib must remain stationary during any penalty kicks (in one of the two positions defined above).
- When the ball is in the other half of the pitch:
  - the camera may move as required but may not touch the net and may not move past the level of the crossbar/goalposts.

### *Remote system (L2, L3)*



- A remote camera system may operate in front of the LED/advertising boards, subject to UEFA's approval. The operator position must be placed behind the LED/advertising boards.
- The complete camera installation must complete the stretch test from the net and the entire system must be contained behind the goal, between the posts (the width of the goal).
- The camera base must have sufficient protective padding.
- The camera lens may film through the net but should not be attached to the net, nor may it move or pull the net in any way.
- A player who runs/falls into the back of a goal net must not be endangered.
- The camera lens must be able to recoil and the pole system swing away if hit (e.g. by a player) and the pole should be able to back out quickly and safely when needed.
- The camera must remain stationary during any penalty kicks or attacking set pieces.





### 6m cameras (M1, M2)



Two cameras located on the same side as the main camera facing the 6m line, at an approximate height of 5m above the pitch.

### Rail cameras (N1, N2, N3)



Rail cameras are permitted as follows, subject to final approval by UEFA:

- On the near side (same as main cameras): one camera on rails along each side of the near touchline, provided it is either remotely controlled or operated by a seated cameraman. The rails must be a minimum of 4m from the touchline, unless special permission is granted by UEFA. Sufficient space must be left for players to warm up and for the assistant referee to carry out their job.
- On the far side (opposite the main cameras): one camera on rails behind the advertising boards. It can run from one 16m line to the other, provided that it does not obstruct the view of spectators or cause any safety or security risks.



- Behind the goal: one remote-controlled camera fixed behind each goal between the goalposts. The rail upon which the camera system is mounted, and the camera system itself, cannot extend past the goalposts, although the protective casing at each end of the rail may do so. Sufficient space must be left between the goal net and the rail for players to pass and both ends of the rail need to be protected.

#### Steadicams (O1, O2)



Host broadcasters may use up to two Steadicams for match coverage, unless otherwise agreed by UEFA, each covering half of the pitch and located on the same side as the main camera. These cameras can operate in a zone extending along the touchline as far as the technical area, and along part of the goal line. Please refer to the above "On-field cameras" section for usage of Steadicams on the pitch.

The Steadicams must be operated at a respectful distance at all times and to avoid creating any obstruction or interference.

Steadicams should preferably be radio frequency cameras. If not, cabled cameras can be used, as long as cable assistants manage the cables.

If a wireless Steadicam is used and needs to cross in front of the technical area to get to the referee review area during a VAR review, it should immediately return to its match position once the referee returns to the pitch.

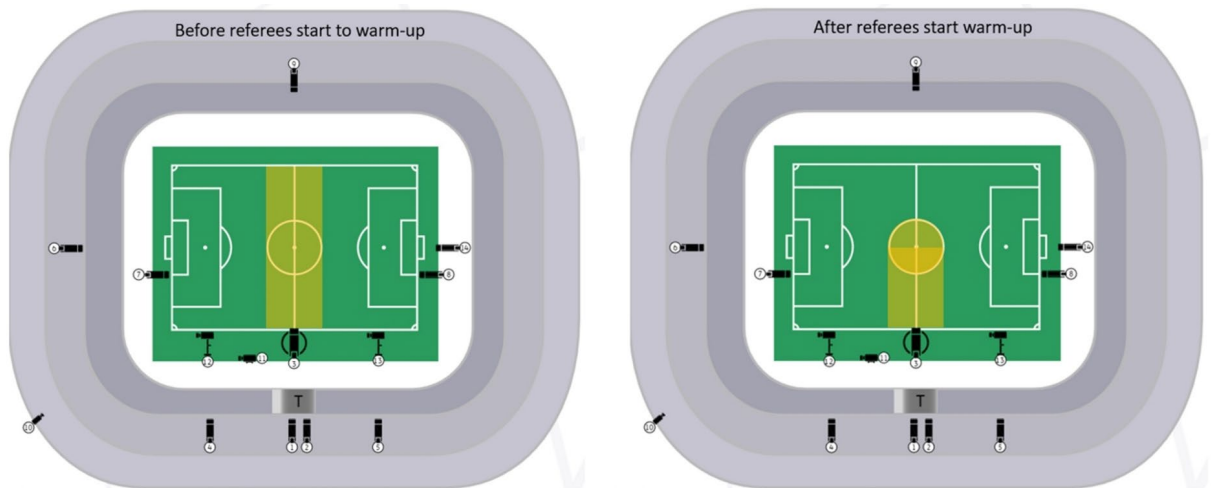
#### Pre-match:

- If agreed in advance, the host broadcaster may be permitted to use Steadicams around the whole perimeter of the pitch for a short period of time during the pre-match warm-up.
- For warm-ups, the Steadicam operating area would be the imaginary corridor, which is limited to the width of the centre circle. This area may be accessible for a maximum of 10 minutes during the player warm-ups, ideally close to the start of the warm-up.





- The referees warm-up area will not be accessible while the referees are warming up.



- Up to two steadicams may be used on the pitch after the coin toss until 20 seconds before kick-off, to cover key players of each team and/or the team huddle (from the outside).

Hot-head cameras (P1, P2)



A hot-head camera may be used behind the goal, in front of the advertising boards, provided the camera position does not obstruct the advertising boards or cause any danger to the players.



## 20m cameras (Q1, Q2)



Two fixed pitchside cameras are installed on the same side as the main camera facing each of the imaginary 20m lines, at a minimum distance of three metres from the playing field. A solution must be found to enable a clear view of the field of play for key club personnel seated on the team benches (e.g. the head coach and assistant coaches).

## Aerial camera system (R)



Aerial camera systems, which operate above the pitch, may be used at a UCL broadcaster's request, subject to the following:

- Compliance with local safety and security regulations (i.e. approval by the relevant authorities);
- Aerial camera systems operating above the pitch may be used. Such cameras must operate at a minimum height, defined in advance by UEFA;
- Compliance with all other UEFA instructions regarding camera use.



### Drone cameras

Subject to approval from the relevant authorities, broadcasters are allowed to use drones within a controlled area (i.e. above the broadcast compound). Where operated outside the stadium perimeter, broadcasters are solely responsible for obtaining the necessary local or national permits and permissions.

In principle, the use of drones is not permitted on matchday within or above the stadium bowl, or above any arrival areas (spectators, teams, VVIP/VIP or other). Requests to use drones within or above the stadium bowl on non-matchdays and when there are no people in the stadium must be communicated to the UEFA Venue Team in good time ahead of the implementation.

Broadcast partners are entirely responsible for obtaining and complying with all local and national laws and regulations relating to the use of drones.

Broadcasters wishing to use drones must submit an approval request to UEFA well in advance.

Broadcasters will need to provide technical specifications, pictures and footage from such drone cameras for prior approval.



### New technologies

As a result of technological advances, new camera equipment may be developed which may require new positions in stadiums. Subject to both the availability of space and safety and security considerations, such camera positions may be approved by UEFA on a case-by-case basis in consultation with the broadcasters and clubs involved.

This also applies to technological advances such as 8K, high-definition range (HDR) technology or 360° virtual reality (VR 360°). UEFA will prioritise standard UHD-SDR (standard definition range) productions, but if UEFA or host broadcasters wish to produce in 8K, UHD-HDR or VR 360°, efforts will be made to try to secure the necessary additional space at venues for these cameras and facilities subject to the same rules and principles that apply to standard HD production cameras.

#### *ENG and bonded mobile cameras*

At matches where broadcast and media positions located behind the goals are oversubscribed, UEFA may allocate additional positions for photographers and ENG/bonded camera crews on the reverse touchline behind the LED boards (the exact set-up will depend on the configuration of each venue). Such implementation is subject to the home club's approval and dependent on it not obstructing anyone's view or causing any other kind of disturbance.





### Commentary positions

The number of commentary positions required by UCL broadcasters varies according to the popularity of the match. Clubs must make sufficient space available for up to 30 commentary positions at matches in the play-offs and league phase, up to 45 positions in the knockout phase play-offs, round of 16 and quarter-finals and up to 50 positions for the semi-finals.



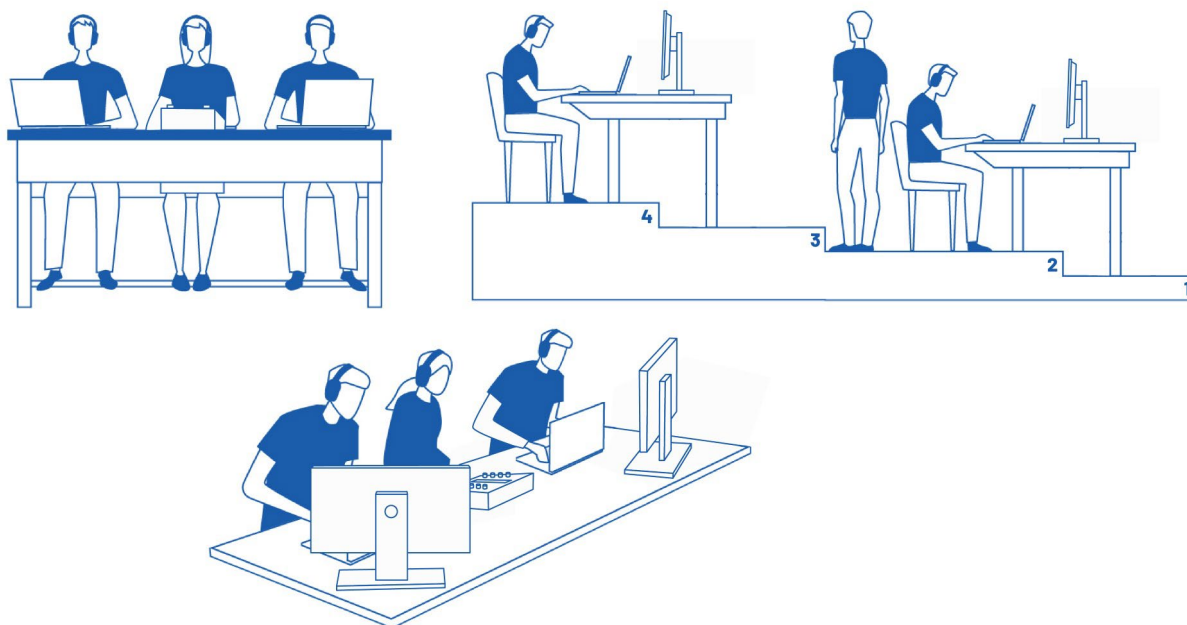
- Commentary positions must always be located on the same side as the main camera platform and must provide an uninterrupted view of the entire playing area.
- The middle of the commentary area should be on the halfway line, and all positions must be located between the 16m lines.
- Access to the commentary positions must be secure and separated from the spectators. It is the home club's responsibility to ensure that the area is completely closed off to the public.
- At least four commentary positions must be of a suitable size and layout for a camera and/or backdrop to be placed either in front of or behind the commentators, for use in commentator presentations.
- The commentary positions must be easily accessible from the media working area, the press conference room and the mixed zone.
- Match commentators must be able to access the media hospitality area.
- Commentary positions should be under cover, but outside in the stand to capture the stadium atmosphere.
- All the seats and equipment in the commentary positions must be easily accessible to technical personnel during the match without disturbing the commentators.
- Each commentary position must have room for three seats and must be equipped with the necessary power (at least two household or Schuko plugs per commentary position), lighting and phone, ISDN/AOIP (or ISDN if still available) and ADSL connections.
- Sufficient lighting must be provided, either through normal stadium lighting or table lamps.
- The home club is also requested to provide cabled internet connections as well as access to a media Wi-Fi network at the commentary positions.





## Construction

The home club must provide the space for commentary positions and construct extra positions as required. If extra positions are needed, it is recommended that the following principles be used for the construction of each:



- There must be sufficient space for three commentators per position (minimum width of 180cm).
- Tables must be approximately 75cm high and preferably 50cm deep.
- There must be access from each side and space behind the seats for other commentators to move into their positions.
- Sufficient space must be provided on the table for at least two monitors, a commentary unit, laptops, a phone and papers.
- Ideally, it should be possible to recess the TV monitors into the table and provide chairs at the appropriate height to enable commentators to see the entire pitch and the monitor at the same time.

In a normal stand, a commentary position would occupy a space equivalent to that of six seats (three for the desk and three for the seats).

Broadcasters may use a mini-camera or a handheld camera for in-vision presentations (facing either the pitch or the tribune) before the match, during half-time and at full time. Upon request, suitable positions for these in-vision presentations need to be made available by the home club. They will be identified during the the season preparation meeting or subsequent site visit(s) and are subject to UEFA approval.

## Pitch reporter positions

The home club must provide pitch reporter positions for a limited number of UCL broadcasters. These will be subject to UEFA's approval. Club staff and players may not communicate with pitch reporters during the match or look at their TV monitors.

Generally, one position for the host broadcaster and one for the main visiting broadcaster will be required, each with a clear view of the team benches. However, it is at UEFA's discretion which broadcaster will be located in these positions.

These two pitch reporter positions should each have space for two people (one reporter and one technical assistant) and must be positioned outside the technical area, in a position approved by UEFA.



Additional positions may be required behind each goal for other UCL broadcasters. These pitch reporter positions must offer space for one reporter.

### Broadcast studios and platforms

The home club must provide the following facilities at the request of UCL broadcasters:

- One enclosed, individual indoor studio measuring at least 5m x 5m x 2.3m. The studio should be close to the dressing rooms and allow easy access for coach and player interviews. If suitable space does not exist within the stadium, home clubs must provide an alternative solution (e.g. a portable building outside the stadium as near as possible to the dressing rooms).



- One pitch-view studio (at least 5m x 5m x 2.3m of open and usable space) with an unrestricted view of the field of play (e.g. executive box). If a suitable facility does not exist within the stadium, the home club must provide space for a studio to be constructed, which may entail the removal or non-sale of seats. Any seats lost (including any seat loss required to ensure that the view from the pitch-view studio is not obstructed) and all safety-related approval and security measures are the responsibility of the home club. However, the UCL broadcasters concerned will carry out and pay for the construction of the studio.
- Only if the position already exists in the stadium, a second pitch-view studio (at least 5m x 5m x 2.3m of open and usable space) with an unrestricted view of the field of play or a presentation platform (at least 3m x 2m of secured and usable space) with an unrestricted view of the field of play. If a second position with a view of the pitch does not exist in the stadium, its construction will only be requested if this does not entail any additional loss of seats for the club. UEFA may instead request a presentation platform among the commentary positions, should the full allocation not be required for a given match.



- One extra studio or presentation platform for the knockout phase.



Technical power and lighting must be provided free of charge by the home club, with technical equipment and studio lighting provided by the UCL broadcasters (see [Power and lighting](#)).

### Interview areas

#### *Flash interview positions*

This area must have space for at least five flash interview positions for the play-offs and the league phase, at least eight flash interview positions for the knockout phase play-offs, round of 16 and quarter-finals and at least ten flash interview positions for the semi-finals.



- Each position must measure 3m x 4m.
- The home club must meet/provide the power requirements set out in [Power and lighting](#).

Host broadcasters must provide the necessary lighting and equipment.





### *Super-flash interview positions*

The home club must provide space for two areas for super-flash interview position(s), either on the pitch or between the pitch and the tunnel entrance, which must be kept safe for all users of the space.

### *Pitch presentation positions*

Interviews can also take place in pitch presentation positions during pre-match, half-time and post-match as set out in [Pitchside presentation areas](#).

### *VIP interview positions*

The home club should provide space for a fixed camera for interviews at the entrance to the VIP area, as long as sufficient space is available and it does not disturb the access and exit of VIP guests.

## Pitchside presentation areas

Up to two areas for pitchside presentations, one on either side of the team benches, must be made available to UCL broadcasters.



- Each area must measure 15m x 3m and must be available for pre-match, half-time, and post-match presentations. Additional areas for pitchside presentations maybe required for busy matches and their exact location and availability must be agreed between the club and the UEFA venue team.
- The home club must meet the power requirements set out in [Power and lighting](#).
- As a rule, these positions must be outside the field of play to avoid treading on and damaging the grass. If the position must be on the grass (in any case, outside the field of play) the broadcaster, in cooperation with the home club, must arrange an appropriate solution to protect that area.
- These areas must be safe for UCL broadcasters' staff and guests and must allow for the use of a desk and lighting.





### Broadcast compound

The home club must provide a clear, solid and even parking area (known as the broadcast compound) for UCL broadcasters' production vehicles – including outside broadcast (OB) vans, tender trucks, generators, satellite uplink vehicles, graphics and virtual board replacement (VBR) vans, VAR, GLT and EPTS trucks vans and any other technical and support vehicles that may be required. The security of the broadcast compound is of paramount importance and is the responsibility of the home club.



The broadcast compound is for the exclusive use of UCL broadcasters. Other media staff are not permitted to park vehicles in this area.

At least 1,000m<sup>2</sup> of usable space is required for the play-offs and the league phase, at least 2,300m<sup>2</sup> for the round of 16 and quarter-finals and at least 2,800m<sup>2</sup> (500m<sup>2</sup> of which can be in a separate location) for the semi-finals. Some matches with high media interest may require more space than the minimum amounts set out above. In such cases, clubs are asked to provide full support to meet any additional needs.

The broadcast compound must:

- be as close as possible to the stadium, ideally on the same side as the main cameras;
- be available from 09:00 on MD-2 until 12:00 on MD+1;
- have 24-hour security staff from the arrival of the first truck to the departure of the last truck;
- be fully secured using high fences (at least 2m high);
- be equipped with existing power and backup facilities, provided free of charge by the home club;
- be equipped with telecommunications infrastructure, at the home club's expense, to enable local telecommunications companies to install telecommunication lines;
- have a surface and layout suitable for any OB vehicles (e.g. a concrete surface) and sufficient drainage in case of rain;
- be lit to 100 lux (Ev) to enable UCL broadcasters to work at night;
- include sufficient infrastructure such as rubbish bins and toilets, to be made available by the home club;
- provide a 380V 32A/3P (12160VA - 10KW) power feed for the graphics van.

Clubs must make available and bear the rental cost of up to four internet lines in the OB van area for use by UEFA's graphics supplier, GLT supplier (if applicable), VAR system (if applicable) and transmission distribution supplier as of the day before matchday (see [Internet, telephone and radio frequencies](#)).



### Uplink area

If the broadcast compound has an obstructed view of the southern horizon, an additional area may be required nearby for satellite uplink vehicles. Any such area must be no more than 50m away from the centre of the broadcast compound and must be at least 200m<sup>2</sup>, to accommodate at least six satellite uplink vehicles, during the play-offs and the league phase and at least 350m<sup>2</sup>, to accommodate at least ten satellite uplink vehicles during the knockout phase.



### Host broadcaster office

Upon request by UEFA, clubs must provide a suitable room within the stadium for broadcast use (for example, as a host broadcaster office or for the provision of remote broadcast graphics) and to store related equipment. The room must be located as close to the broadcast compound as possible and must meet the specific requirements, including those relating to power and connectivity, defined by UEFA.

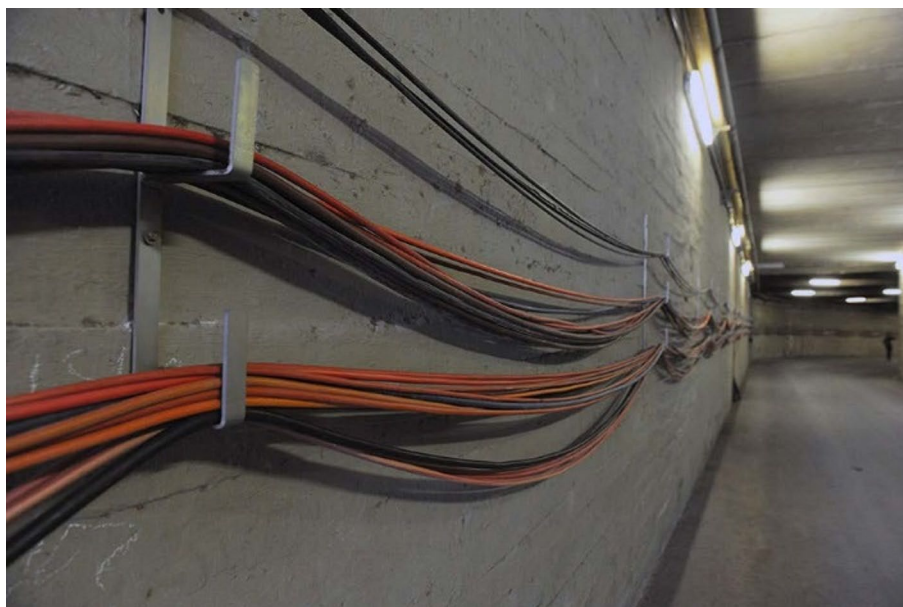
### Optical Fibre Connection

Clubs must make best efforts to ensure that stadiums are connected by optical fibres to a provider point of presence (PoP) with sufficient bandwidth and redundancy (as defined by UEFA) to facilitate broadcast operations, unless otherwise agreed by UEFA in exceptional circumstances.



## Cabling

Home clubs must provide or construct the necessary cabling infrastructure (cable routes, cable bridges, trenches, etc.) to enable UCL broadcasters and third-party UEFA service providers to install all broadcaster cables safely and securely. Moreover, access to any existing pre-cabled systems in stadiums must be free of charge for all UCL broadcasters where requested.



In general, the following guidelines must be met when cabling at venues:

- Cables must not cause any obstruction or be a safety hazard to players, officials or the public.
- Measures must be taken to ensure that cables are as unobtrusive as possible within the stadium and the area surrounding the pitch.
- Where necessary, cable bridges, cable covers, cable hooks, stadium dressing and other means must be used to make cables safe and secure.

## Power and lighting

In addition to the existing power and backup power required, home clubs must provide the following power and lighting to UCL broadcasters free of charge.

### Power

Technical power must be provided by the home club to the following positions as per the table below:

Position	Unit	Power	Connector	Type
Indoor studio	per studio	12kW	32A CEE	380V/3 phase
Pitch-view studio	per studio	12kW	32A CEE	380V/3 phase
Tribune presentation position	per position	12kW	32A CEE	380V/3 phase
Flash interview position	per position	2kW	16A CEE	230V/1 phase
VIP interview position	per position	2kW	16A CEE	230V/1 phase
Pitch presentation position	per position	2kW	16A CEE	230V/1 phase
Commentary position	per position	at least two 230V household or Schuko plugs		





## 2 FACILITY REQUIREMENTS

Additional power may be requested for temporary TV lighting installations:				
Flash interview position	per 5 positions	12kW	32A CEE	380V/3 phase
Pitch presentation position	per position	2kW	16A CEE	230V/1 phase

### Lighting

Working lights must be provided to all UCL broadcaster areas, including lighting allowing work to be conducted in and around the stadium before and after the match.

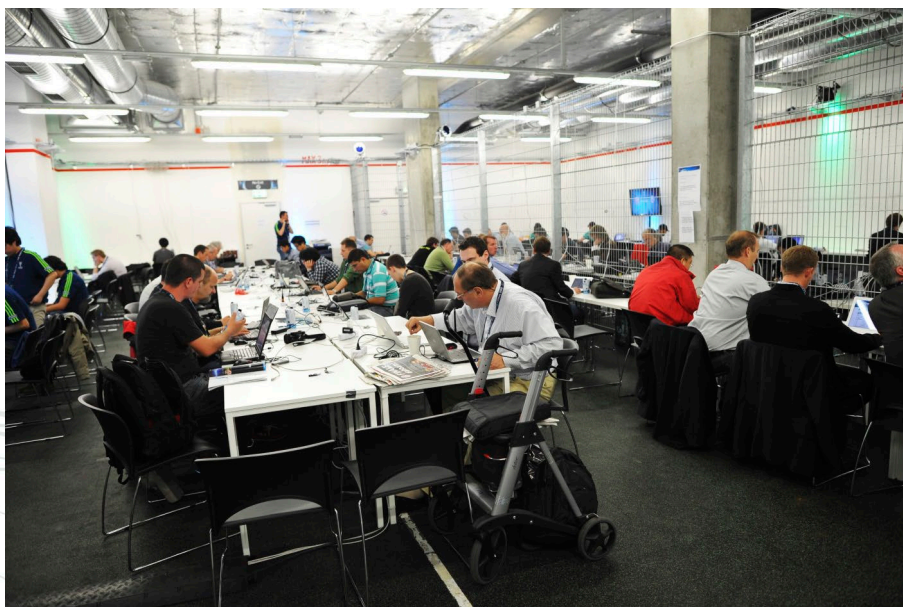
### Observer seats

UCL broadcasters may request observer seats for accredited staff with pre- and post-match roles on-site, but no role during the match itself. Such seats must be covered and located in or adjacent to the media tribune and between the 16m lines.

	Play-offs and league phase stage	Knock-out phase
Observer seats	Up to 20	Up to 40

## Media facilities

### Media working area



The home club must make a working area available to the media to accommodate the following numbers:

	Play-offs and league phase	Knock-out phase
Working positions (minimum)	50	75

Each working position must be equipped with a desk, chair, power socket and cabled or Wi-Fi internet connection. The home club must ensure that the media working area is adequately heated or cooled, depending on the weather conditions. Ideally, at least two monitors should be installed to allow the media



to follow the pre-match build-up, half-time analysis and post-match interviews on TV. Separate toilet facilities for men and women must also be close by.

### Media tribune



Stadiums must have a dedicated area in the stands that is reserved for the written press and radio commentators, an area commonly referred to as the 'media tribune'. The media tribune must be covered, well lit and centrally located (i.e. between the 16m lines), ideally on the same side as the main camera platform, with an unobstructed view of the entire field of play and its immediate vicinity and easy access to the other media areas. It is recommended that any loudspeakers above the media tribune be isolated from the main stadium sound system and switched off.

The following numbers of seats must be made available:

	Play-offs and league phase	Knock-out phase
Total seats (minimum)	100	200
Seats with desks (minimum)	70	100

Desks must be large enough to accommodate a laptop and be equipped with a power socket (preferably Schuko) and cabled or Wi-Fi internet connections.

To avoid any doubt, the above quantities of media seats are in addition to the requirements for commentary positions (see [Commentary positions](#)).



### Press conference room

Clubs must provide facilities for pre- and post-match press conferences.



The press conference room can be a dedicated section of the media working area but should preferably be a separate room with a recommended minimum height of 4m. It should have easy access from both the dressing rooms and the media working area, ideally with a separate door for head coaches and players.

The minimum seating capacity for press conferences is 80 seats. Clubs should be prepared to move their MD-1 press conferences to a larger venue if requested by UEFA.

The home club is also responsible for providing the following infrastructure:

- A podium, with minimum dimensions of 6m x 2m, equipped with tables and chairs for at least five people and the UEFA Champions League backdrop
- A TV camera platform of at least 8m x 1.5m:
  - The home club may be required to make space for additional cameras available on the floor immediately in front of the platform.
  - The platform can be multi-level if required, but each level should be at least 40cm high.
  - The platform must also be sufficiently stable to avoid vibration.
  - The host broadcaster must be allowed to reserve the best position at the centre of this platform.
- Audio equipment, such as microphones for the head table, wireless microphones for media, loudspeakers and, in the case of on-site simultaneous interpretation, booths and headsets
- Sufficient lighting for broadcasters (see [UEFA guidelines for press conferences room lighting](#))
- An audio split box with a minimum of 24 audio outputs
- Facilities for live broadcast

It is highly recommended for the home club to install temporary or permanent simultaneous interpreting facilities, or implement a remote interpretation solution, for the ease of all participants at the press conference. Simultaneous interpretation is mandatory





### Mixed zone

After each match, a mixed zone must be set up between the team dressing rooms and the point from which the teams depart the stadium to offer UCL broadcasters, non-rights-holding broadcasters, audio reporters and press the opportunity to interview players.



The mixed zone should feature:

- sufficient space to accommodate at least 50 media representatives, with sturdy barriers between the players and the media;
- sufficient lighting for broadcasters' interviews;
- a sectioned-off area reserved for UCL broadcasters, UEFA and club TV channels closest to where players will enter from.

UEFA requires at least two additional individual sections for :

- non-rights-holding broadcasters,
- audio reporters and press.

The home club should take the following additional guidelines into account when setting up the mixed zone:

- A single mixed zone should be used, rather than separate mixed zones for the home and visiting teams.
- Barrier space should be calculated with 1m per camera crew in the TV sections and 25cm per radio/written press journalist.
- The space on both the media and the player sides of the barriers should be at least 1.5m wide to allow players and media representatives to circulate freely.
- The mixed zone should be located as far away as possible from sources of noise such as team buses, lifts or kitchens.

### Photographer working area and match positions

A working area with a minimum of 25 desk positions must be made available for photographers.



Each working position must be equipped with a desk, chair, power socket and cabled or Wi-Fi internet connection. The photographer working area may be a dedicated section of the media working area (with overall space increased accordingly), but should preferably be a separate room. It should have easy access to the pitch. It is recommended that lockers be provided that are large enough for photographers to store their equipment securely and safely.



The home club must provide photographers with pitchside positions equipped with seats, power sockets and internet connections. Twelve cabled connections must be provided, with best efforts made to ensure further cabled internet connections are provided.

In principle, photographers work behind the advertising boards behind the goals. If space and safety considerations allow, photographers can also work behind the advertising boards along the touchline opposite the team benches. They must wear the required bib at all times when working at pitch level.

Regardless of the stadium configuration, the home club must be able to accommodate a minimum of 50 photographers around the pitch.

### Internet connectivity

It is imperative that the home club provides internet connections that are appropriate for the number of media representatives present at their matches, in accordance with the minimum levels set out in this *UEFA Champions League Club Manual*. All internet connections for the media must be provided free of charge. Clubs are encouraged to seek specialist advice when installing internet connections (see [Internet, telephone and radio frequencies](#)).

Any Wi-Fi networks must be password-protected and reserved only for the media.

The home club should provide separate networks for photographers and other media, taking into account that photographers need greater bandwidth.

### Camera storage for broadcasters

The home club must provide a secure location for broadcasters to store their cameras during matches. Non-rights-holding broadcasters' cameras must be deposited on entry to the stadium on matchday and may only be released at the end of the match. The home club is responsible for the handling and security of these cameras.



### Media hospitality

The home club must provide food and drinks, free of charge, to all media representatives on matchday, including all journalists on-site representing UCL broadcasters.

### Additional requirements

#### Media accreditation lists

Clubs are requested to provide UEFA with the confirmed media accreditation lists for their home games no later than MD+2. In specific cases, UEFA may request accreditation lists in advance of the match.

Clubs are also requested to use the standard UEFA media accreditation template to enable more efficient administration of requests. The UEFA media accreditation template will be sent to clubs before the start of the competition.

#### UEFA media tribune and photographer passes

The home club is obliged to reserve two press seats with desks and one photographer pitch pass for use by UEFA.

If UEFA has not requested these seats or passes by 48 hours prior to kick-off, the home club is free to allocate them to other media representatives.

### Signage and LED facilities

#### Working and storage rooms

A secure and lockable working room must be made available for the signage and LED suppliers appointed to carry out the stadium dressing and install the LED boards (if applicable). This room must be available from the arrival of the signage and LED supplier crews until their departure. These rooms must be located at ground level, with easy pitch and forklift access and should be equipped with adequate lighting, power sockets and heating facilities.

A secure storage area with forklift access will be required for the duration of a club's participation in the competition (a minimum of 100m<sup>2</sup> for a combined working and storage area and an additional 40m<sup>2</sup> storage area for LED equipment, if applicable).

In addition, a dedicated virtual board replacement (VBR) control room may be requested. If required, ideally this room should be located close to the outside broadcast (OB) van area or somewhere where cabling can be run from the main camera platform (e.g. in a skybox or pitch-view studio). The room should be air-conditioned and a minimum size of 6.10m x 2.40m. A view of the pitch would be appreciated but is not essential to the operation.

It is the responsibility of the club to ensure that the working and storage areas remain secure (including between matchdays).

#### Signage and LED truck parking and security

From MD-3 until MD+1, the home club must ensure that secure parking is available for one signage truck, one LED truck (if applicable) and a VBR vehicle in or near the stadium and close to the pitch for easy access.

Security for this area is the responsibility of the club. If parking is not available in the vicinity of the stadium, the club must provide, free of charge, a secure alternative parking as close as possible to the stadium.





## LED boards

During the 2024–27 cycle, UEFA continues its operation of LED pitch perimeter advertising boards at all matches from the play-offs until the final. During site visits, UEFA and/or a third party acting on its behalf will assess any existing LED system in place and all other aspects of implementation. Further information can be found in the [LED specifications](#).

## Existing LED systems

During the 2025/2026 UEFA Champions League season – from the play-offs onwards – clubs will be required to provide, free of charge, LED advertising board systems that meet the technical specifications stipulated by UEFA. UEFA will check the systems and power set-up in advance.

New for cycle 2024/27 UEFA Champions League, at all rounds from the Play-off stage onwards, UEFA would like to use as many club LED pitch perimeter systems as possible according to the technical specs (link above) incl. the operator and technicians. Wherever a club LED system could be used, UEFA will survey the system and power set-up in advance. Once a system is considered suitable and a rental fee has been agreed (incl. technicians and operator), an agreement will be offered by UEFA, in which the system owner takes responsibility and liability for the delivery of a fully functioning system for each match period from midday MD-2 to midday MD+1. As no external overlay supplier (like the previous UEFA Champions League cycle) will be appointed, the club's LED play out system should be used by the usual club's LED operator. In this case, UEFA would send out a supervisor to help the operator with the playout of UEFA's partner and corporate messages as long as it is needed.

Any significant changes to the system or its operational infrastructure must always be communicated to UEFA. Additionally, agencies or system owners must provide two system technicians from MD-2 to MD+1.

In the event that a club is unable to provide an LED advertising system that meets the required technical or set-up specifications, UEFA will install an appropriate system and deduct the cost of €25,000 per match from the payment due to the club, for its participation in the competition at the end of the season. Removal of any non-compliant system and static boards will be the responsibility of the club and at the cost of the club; the appropriate clean stadium principles continue to apply. UEFA will cover operational staff costs and costs for artwork adaptation or management.

If the existing LED system is not suitable or the club has a traditional static system, the club is required to remove this for each match from the play-offs onwards and provide space and access so that a UEFA-appointed company can install a rented system for each match as of MD-2.

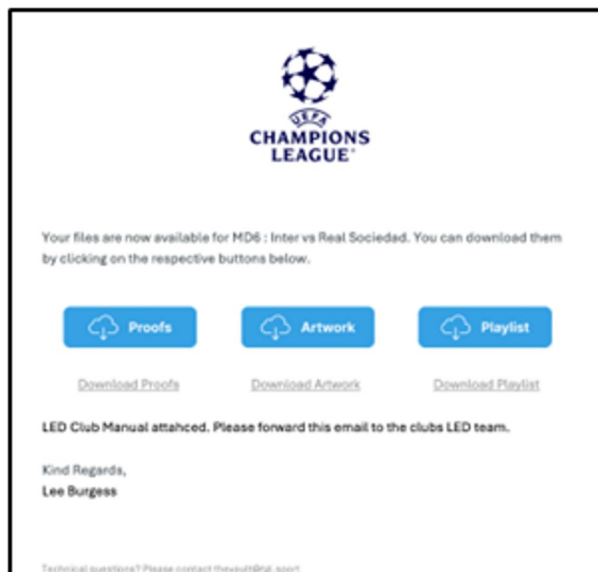
## Artwork and Official Playlist (Running Order)

A home club that has an approved LED system will now be responsible for the play out of UEFA's official Playlist and Artwork. An official UCL LED Match email will be sent out (each match) to every home club that utilises their approved existing LED system. This email will contain:

- **Proofs:** Click on the "Proofs" button, and a ZIP folder will be downloaded to your device. This will contain every Artwork Proof of the Campaigns our Partners have selected for a particular match.
- **Artwork:** This will contain the rendered Artwork of the Campaigns our Partners have selected for a particular match. Clicking on a file will open the rendered version of the artwork. These are the files that can be uploaded to a club's "Playout" software and used on the LED system



- **Playlist:** This will contain every slot/minute of the running order and the content that needs to be played.



### Controller and operator positions

If using an approved existing LED system, clubs can utilise their preferred/standard LED Control position. Where an approved LED system cannot be used, clubs must provide a pitchside position with an unobstructed view of the front side of all LED boards that would be brought in. A backup space for a small booth must be provided if the feed can be connected (this must include a desk, two seats for the controller and space for approximately two 60cm x 60cm control racks).

### Data lines

Redundant multi-mode fibre-optic Ethernet cabling is required from junction boxes at the above-mentioned positions to a junction box close to the end of each goal line to provide fully backed-up data lines to the systems. This cabling requires safe and isolated cable routes.

Appropriate solutions will be investigated during the site visits and implemented by the clubs concerned.

### Power

Clubs will be required to provide a full overview of their domestic power supply, including all backup plans. Power and data line requirements must be fulfilled according to the power set-up requirements provided, and a backup plan must be submitted to UEFA. A network power analyser should also be provided to monitor power output.

Clubs will be required to install surge protection devices on the stadium end of each domestic stadium power line that will be connected to a system. The 500A 3-phase/275kVA safe and uninterrupted backed-up power supply should be distributed around the pitch using either four 125A/400V/RCD (not lower than 300mA/CEE) connections or eight 63A/400V/RCD (not lower than 300mA/CEE) connections.

The exact technical specifications will be provided and discussed during the site visits.

Clubs will be asked to provide a power solution that corresponds to one of the options below, supplying power continuously from MD-2 until MD+1:

- **Solution 1:**  
Two independent grid supplies are available at the venue. In case of a power failure from Input 1, there is an automated switchover to Input 2. In this model no backup generator is required. Such a solution would need to be carefully verified in advance.



- **Solution 2:**  
Domestic power is used with a generator ready as a backup, either active on matchday or ready in cold stand-by. In the event of a grid failure, the generator would auto-start and the power supply would automatically switch to the powered-up generator.
- **Solution 3:**  
A single reliable source is provided by the club, either grid power or a generator considered, both by the club and by UEFA, to be reliable enough to be used without any backup.
- **Solution 4:**  
A fully redundant twin-pack generator solution could also be considered at venues where the local grid supplies are questionable, or where grid capacity and/or connection points are not sufficient.

Whatever the solution, the switchover time should not exceed 20 seconds. Estimations should be made of the potential power-back time of any system affected by a short loss of power.

To protect matchday LED operations, the LED system must be left running continuously from the morning on MD-1 until at least one hour after the match (albeit at the minimum brightness level overnight to minimise power consumption), whether that is stadium power or power from a generator installed by UEFA's LED suppliers.

If the LED system is brought into the stadium by one of UEFA's LED suppliers, it will run continuously from MD-2 until at least one hour after the match (again, at minimum brightness overnight to minimise power consumption).

If a club wishes to use pitch grow lights on the same power output as used for the LED system, and if the power supplied cannot be used concurrently, the switchover will be permitted on the evenings of MD-2 and MD-1 after the LED supplier has finished for the day. This will need to be communicated to the UEFA venue team and the LED supplier.

### Virtual board replacement (VBR)

VBR advertising will be introduced for selected group matches and as of the round of 16. VBR refers to virtual artwork that is digitally projected onto the in-stadium LED boards. This artwork can only be seen on a certain TV feeds and not inside the stadium.

In addition, a dedicated virtual board replacement (VBR) control room may be requested. If required, ideally this room should be located close to the OB van area or somewhere where cabling can be run from the main camera platform (e.g. in a skybox or pitch-view studio). The room should be air-conditioned and a minimum size of 6.10m x 2.40m. A view of the pitch would be appreciated but is not essential to the operation.





Both LED and VBR operations will run concurrently and will not affect any club LED system that currently meets the UEFA's technical LED criteria and has passed a UEFA system acceptance test.

