



UEFA YOUTH LEAGUE CLUB MANUAL

2025/26

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2 FACILITY REQUIREMENTS



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Overview of required facilities

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

The stadium/training centres must meet the structural criteria of a category 1 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.

General stadium facilities (on page 29)

Area	Requirements overview
Stadium	<ul style="list-style-type: none"> Stadium/Training centres must meet at least the structural criteria of a category 1 stadium according to <i>UEFA Stadium Infrastructure Regulations</i>.
Stands and spectator facilities	<ul style="list-style-type: none"> Capacity for at least 200 spectators Covered VIP seats (50 in total, with 10 reserved for visiting team) Standing accommodation is permitted providing that benches and seats without backrests are firmly fixed in place Stands must be fixed to a load-bearing foundation and may not be based on or contain any tubular/scaffolding structures. The material, design and construction of the stands must be clearly intended for permanent use Catering facilities should be available in all sectors Sufficient, clean and hygienic sanitary facilities with sinks, toilet paper and soap dispensers must be distributed evenly throughout all sectors Fully-equipped first aid facilities approved by competent local authorities must be available in each sector Dedicated access, exit routes and seats for spectators with disabilities and their helpers must be provided. All such seats must provide an unobstructed view of the field of play Accessible catering and dedicated sanitary facilities must be provided in sectors containing seats for spectators with disabilities One disabled toilet must be available for every 15 disabled spectators An emergency lighting system that has been approved by the competent local authorities must cover all areas of the stadium, including all exits and evacuation routes
Floodlights	<ul style="list-style-type: none"> Minimum average horizontal illuminance of at least 350 Eh (lux) for matches played under floodlights For matches that are broadcast, the minimum level must be agreed with the HB
Parking	<ul style="list-style-type: none"> Parking spaces for a minimum of two buses and ten cars for teams and officials in a safe and secure area in the immediate vicinity of the players' and officials' entrance A minimum of 20 parking spaces for VIPs, other guests and staff
Directional signage and ground rules	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.
Public address (PA) system	<ul style="list-style-type: none"> Electronic public address system of loudspeakers capable of conveying spoken messages to all areas of the stadium instantaneously. <p>The public address system must cover both the inside and outside of the stadium and be connected to an independent power supply.</p>

Sporting facilities

Area	Requirements overview
Stadium pitch and alternative training ground	<ul style="list-style-type: none"> The pitch must be smooth and level and comply with the <i>IFAB Laws of the Game</i>. Its surface must be green and the line markings white No lines other than football ones, as defined in the <i>IFAB Laws of the Game</i>, may be visible on the field of play The field of play must be in the best possible condition and measure 100-105m x 64-68m (ideally 105m x 68m) An alternative training ground must be available for training sessions (if holding a training session in the stadium could render the pitch unfit for the match) No obligation for the alternative training ground to be of the same playing surface as the match venue although it is highly encouraged
Goals	<ul style="list-style-type: none"> Goalposts and crossbars made of aluminium or a similar material, round or elliptical, compliant with the <i>IFAB Laws of the Game</i>: The distance between the inside of the posts must be 7.32 m The distance from the lower edge of the crossbar to the ground must be 2.44 m The goalposts and crossbars must be white, have the same width and depth, which must not exceed 12cm and must not pose any danger to players The goals must be firmly secured to the ground A spare goal, which can be easily installed if circumstances so require must be available within the stadium

Indoor facilities

Area	Requirements overview
Facilities for teams and officials	<ul style="list-style-type: none"> Good-quality dressing rooms for teams and referees (i.e. minimum 5 showers, two separate toilets, seating for at least 25 people, a massage table and a tactical board) Emergency medical room for the treatment of players and officials located near the dressing rooms (same level) and fully equipped as set out in the <i>UEFA Medical Regulations</i> Doping control station located near the team dressing rooms, with access to wireless internet and fully equipped as set out in the <i>UEFA Anti-Doping Regulations</i> Room for the UEFA delegate located near the teams and referee dressing rooms, equipped with a chair, a table, a phone and an internet connection Stadium must be equipped with two team benches located either side of the halfway line, parallel to the touchline, each with seating for 20 people and positioned at least 4m from the touchline A position, ideally covered, with space for a seat and a desk must be defined for the fourth official between the team benches.

[Broadcaster facilities \(page 49\)](#)

Area	Requirements overview
Camera positions	<ul style="list-style-type: none"> For broadcast matches, a covered main camera platform at least 4m long x 2m wide should be installed centrally in the main or opposite stand, to accommodate two cameras Two cameras installed in the main stand exactly on the 16m lines, at the same level as or higher than the main camera platform. Each of the camera platforms must be at least 2m wide and 2m deep.
Broadcast compound	<ul style="list-style-type: none"> Broadcast compound of at least 300m²

Media facilities

Area	Requirements overview
Media working area	<ul style="list-style-type: none"> A media working area with at least ten positions, equipped with desks, a power supply and internet connections
Press conference room	<ul style="list-style-type: none"> If space allows, a press conference room must be located within the stadium. Press conference room can be separate or part of media working area
Media tribune	<ul style="list-style-type: none"> Centrally located covered seats for media (ten in total including five with desks)

General stadium facilities

The stadium/training centre must meet the structural criteria of at least a category 1 stadium according to the *UEFA Stadium Infrastructure Regulations*.

Temporary stands

As is the case with all UEFA competitions, temporary stands are not permitted in the UEFA Youth League. Stands must be fixed to a load-bearing foundation and may not be based on or contain any tubular/scaffolding structures. The material, design and construction of the stands must be clearly intended for permanent use. For further details as to what constitutes a temporary stand, please refer to the *UEFA Stadium Infrastructure Regulations*.

A venue may still be used if there are temporary stands present, however, these stands may not be used to accommodate any spectators.



Floodlights

Matches may be played in daylight or under floodlights.

For matches that are not being broadcast and are played under floodlights, stadiums must be equipped with a floodlighting system maintaining an average horizontal illuminance of at least 350 lux (Eh).

For matches that are being broadcast, the stadium must be equipped with a floodlighting system that allows the host broadcaster to air the match to the required standard.

The table below summarises the recommended minimum. More detailed information is provided in the *UEFA Stadium Lighting Guide*.

All UYL matches	
Horizontal illuminance	
Eh average	Eh ave >800 (lux)
Uniformity	U1h >0.40 / U2h >0.60
Vertical illuminance	
Ev average	Ev ave >350 (lux)

Clubs, through their national associations, should upload a valid floodlight certificate issued within the previous 12 months, to the stadium passport in TIME. The requirements, procedure and guidance for the pitch illuminance report are provided in the UEFA Stadium Lighting Guide.

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.

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 UYL matches, the public address system will be used to announce stadium activities, to deliver UEFA's pre-match announcements and to play the UYL 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](#) (on page 76) for information on the operational procedures that apply during matches.

Stadium pitch and alternative training ground

Pitches must measure 100–105m x 64–68m (ideally 105m x 68m). In addition, pitches, associated equipment (goals, nets, corner flags and posts) and the area immediately around them must comfort to the *IFAB Laws of the Game* and the *UEFA Stadium Infrastructure Regulations*.

No lines other than football pitch markings may be visible on the field of play.

The field of play must be entirely covered with a natural playing surface (100% natural grass), reinforced natural grass (hybrid) or duly certified artificial football turf (100% artificial fibres).

Pitches must be equipped with the necessary infrastructure to deal with the various climatic conditions they may face. They must be equipped with fully functional drainage systems and, where weather conditions require it, high-quality pitch heating and pitch covers.

Artificial turf may be used provided that it meets the applicable FIFA quality standards (FIFA Quality or FIFA Quality Pro). A copy of the required FIFA licensing certificate issued by a FIFA accredited laboratory within the 12 months before the entry deadline must be sent to the UEFA administration. The certificate must still be valid at the time of use for the competition match. The host is therefore responsible for ensuring that the relevant 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. For each match, an alternative training ground must be made available by the host (for use in case holding a training session at the stadium could render the pitch unfit for the match). This alternative training ground should ideally have the same type of surface as the pitch used for the match although this is not mandatory. Furthermore, it should be equipped with sufficient floodlighting, be in a safe and protected environment and have appropriate dressing room facilities.

Pitch conditions

The home club must make every reasonable effort to ensure the pitch is in the best possible playing condition. No match or training session other than the UYL official match may be held on the pitch on matchday.

In case of concerns relating to the condition of pitches, UEFA may decide to carry out pitch inspections at any time before and during the competition. 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 or the provision of expert guidance or material by a third party is to be assumed by the club concerned in line with its pitch responsibilities as defined in the *Regulations of the UEFA Youth League*. Clubs are requested to cooperate fully with such inspections.

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.

Further detailed information relating to pitch construction and maintenance can be found in the *UEFA Pitch Quality Guidelines*.

Pitch watering

Pitch watering facilities 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 pitch repairs, as well as broadcasting equipment 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 and the UEFA delegate. 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.



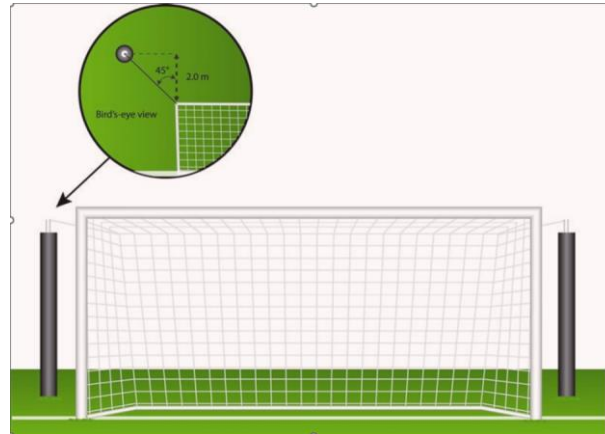
The following two examples of reinforcement structures are not allowed:





Any form of commercial advertising or reproduction of logos or emblems is forbidden on the goal nets and the areas they enclose.

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

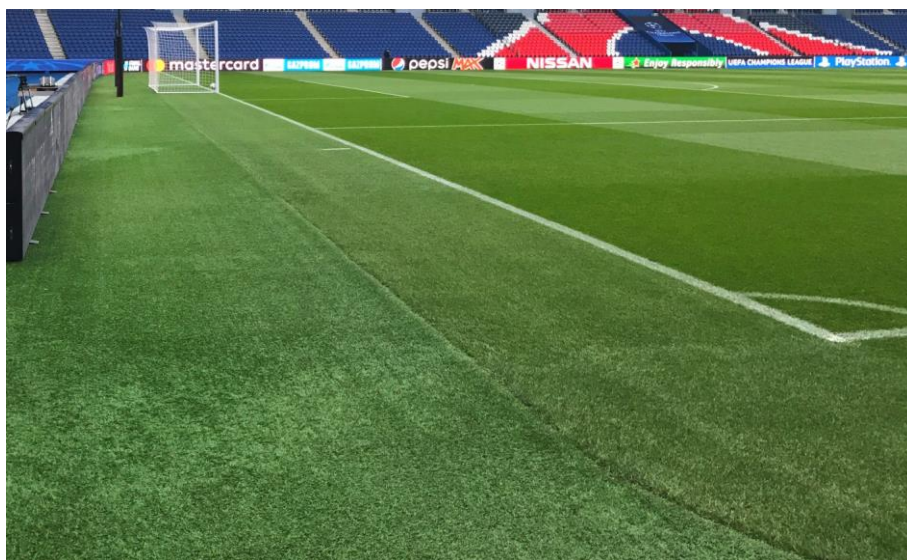
available on matchday and stored at an agreed location. These must be quickly available should a pole break or need replacing for any other reason during the match.

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). 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.

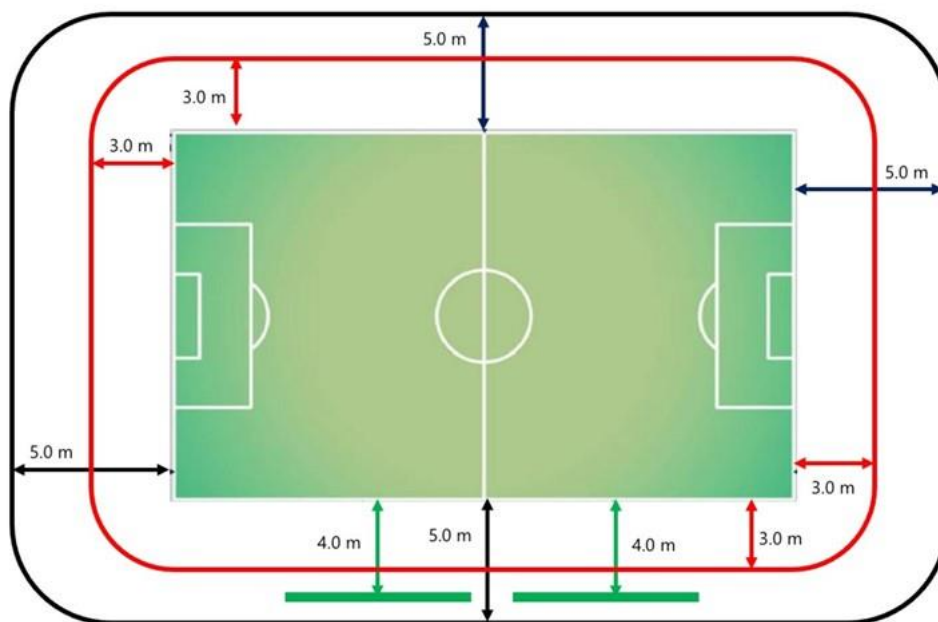
Any structural element or fixed pitchside equipment must be positioned:

- at least 3m from the line markings, as set out in Annex A of the UEFA Stadium Infrastructure Regulations;

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 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

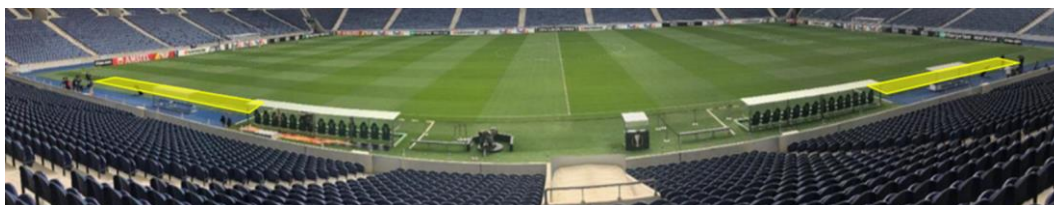


in Annex D of the *Regulations of the UEFA Youth League*



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 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 (if installed).

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.

2 FACILITY REQUIREMENTS



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 good-quality 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 11 team officials and 9 substitute players indicated on the match sheet, i.e. a total of 20, 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 20 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 20 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](https://www.theifab.com/laws-of-the-game-documents) (IFAB Laws of the Game - <https://www.theifab.com/laws-of-the-game-documents>), 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 must be seated on the team bench during the match.

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 Youth 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



A position, ideally covered, with space for a seat and a desk must be defined for the fourth official between the team benches.

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
Sanitary Facilities <ul style="list-style-type: none"> • 5 showers • 2 separate seated toilets 	n/a
Player and team official changing area <ul style="list-style-type: none"> • Seating and clothes hanging facilities or lockers for at least 26 players • 1 large refrigerator • 1 TV monitor (with appropriate connection for projection) or 1 tactical board 	60 m2
Physiotherapy <ul style="list-style-type: none"> • 1 massage table 	n/a
Storage <ul style="list-style-type: none"> • 1 table and/or free storage space 	n/a

Referee dressing room

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

Installations	Recommended dimensions
Sanitary Facilities <ul style="list-style-type: none"> • 2 showers • 1 seated toilet 	n/a
Changing area <ul style="list-style-type: none"> • Seating and clothes hanging facilities or lockers for 4 people • 1 refrigerator • 1 table • 2 chairs 	20 m2

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
Sanitary Facilities <ul style="list-style-type: none"> • 1 shower • 1 seated toilet 	n/a
Changing area <ul style="list-style-type: none"> • Seating and clothes hanging facilities or lockers for 2 people • 1 refrigerator • 1 table • 2 chairs 	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 (or access to these facilities nearby).

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 30m² 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 20m² should be guaranteed, comprising a waiting room, a testing room 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 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.

Ticketing

Ticketing concept

The host should formulate a ticketing strategy with the aim of attracting spectators to the stadium including elements covering ticket prices and ticket categories.

Clubs should consider the following options when drawing up a ticketing strategy:

- for safety and security reasons, each ticket must be numbered to control spectator flow;
- individual match tickets;
- family tickets (parents attending matches with children under a certain age pay a single price for the whole family);
- low-price ticket for local schools;
- low-price ticket for local communities – the local authorities may distribute tickets to highlight their support for the tournament;
- low-price ticket for sponsors, which may distribute them to employees and their children;
- supporters wearing the shirt of one of the participating teams may enter free of charge or at a reduced rate;
- special offers for local companies;

- group tickets – a certain number of people may attend the match for a special rate (a group of 15, 20 or more people);
- invitation cards for VIPs and guests.

Ultimately, clubs are free to agree between themselves on their respective ticket allocations though as a minimum, articles 19.02 of the UEFA Safety and Security Regulations (2019) and 17.02 of the UEFA Stadium Infrastructure Regulations (2018) both stipulate that a minimum of 5% of the stadium capacity must be reserved for the visiting team's supporters.

Furthermore, clubs may use their own ticket designs though should they wish to incorporate UYL brand elements they must do so in line with the UEFA Youth League brand guidelines available in the brand assets portal on FAME.

Complimentary Tickets

The table below provides an overview of the complimentary ticket requirements for UEFA personnel who may be appointed to or attend UYL 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	If appointed
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 UYL competition area
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 UYL partners with the following additional tickets, free of charge, for their home matches in the different stages of the competition:

Broadcaster facilities

Space, facility and construction requirements

The location of dedicated areas, access routes and facilities for UYL broadcasters will be discussed and agreed by the home club, UEFA and the UYL broadcasters during any required TV 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.



Camera positions overview

If a match is going to be broadcast, the club must discuss requirements with the host broadcaster.

Clubs should ensure that the camera positions described below can be accommodated in the event of a broadcast, unless they present any safety or security risks to players, referees or the public.

All cameras may be equipped with microphones.

If the existing stadium infrastructure requires specific TV installations, clubs must source and cover this equipment and UEFA may then reimburse some of the associated costs of these additional installations. Please consult the UEFA reimbursement policy communicated by UEFA at the start of the season.

The following diagram features a selection of standard camera positions that may be required for match coverage by UYL broadcasters.

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.

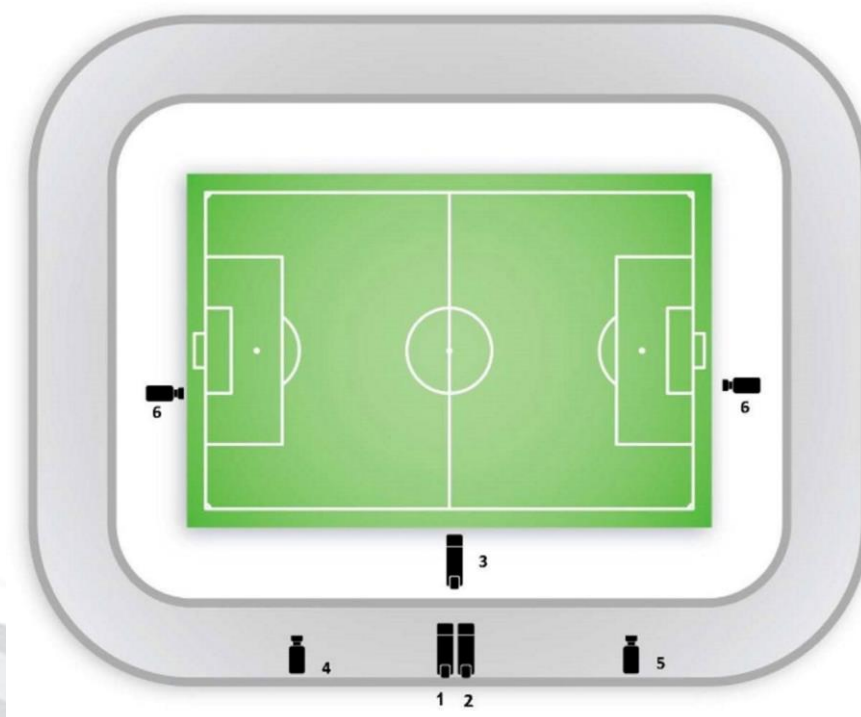
- No person should be allowed to stand or cross in front of the view of a camera, including photographers, event staff, security staff and spectators.
- To avoid any potential view obstructions, a minimum clearance of 2.6m is required from the lens height to the base of the seats in the first row of 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 UYL broadcasters. However, additional camera positions may be requested, subject to broadcast partners' production plans.



Main cameras (A1, A2)



Positioned in the main stand and situated exactly on the halfway line, these cameras must be covered and must face away from the sun. Space should be provided for at least two cameras on a platform at least 4m long and 2m wide. The cameras must have a full and clear view of the whole pitch, and it must be possible to use them unaltered, i.e. without applying side viewfinders.

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.

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.

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.

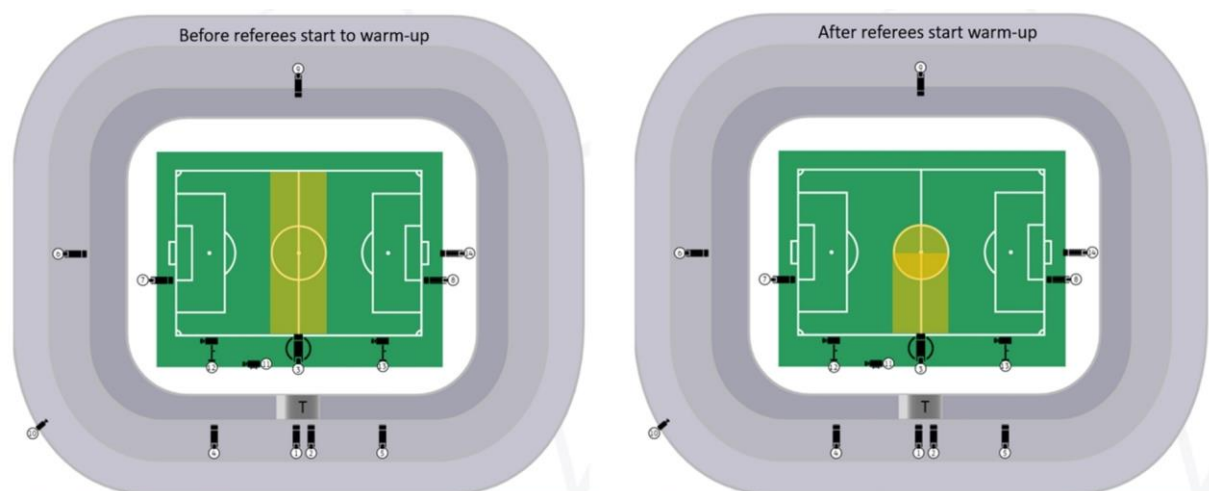
The Steadicams must be operated at a respectful distance at all times and to avoid creating any obstruction or interference.

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).

Commentary positions



- The host may be asked to provide commentary positions by the host broadcaster. The category 1 structural criteria in the *UEFA Stadium Infrastructure Regulations* require the stadium to have a minimum of one TV commentary position.
- Commentary positions must always be covered and centrally located between the two 16m lines, on the same side as the main camera platform. They must have an unobstructed view of the entire field of play and its immediate vicinity.
- Access to the commentary positions must be secure and separated from spectators. It is the club's responsibility to ensure that the area is completely closed off to the public.
- Commentary positions should be easily accessible from the media working area, press conference room and mixed zone. They must 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.
- The club must also provide sufficient lighting, either from normal stadium lighting or table lamps.
- Sufficient space must be provided on the table for at least two monitors, a commentary unit, laptops, a phone and papers.
- The host should provide a minimum of five broadcast commentary positions as of the league phase, and a minimum of eight as of the quarter-finals.

Interview areas

Flash interview positions



Stadiums should be equipped with an area between the pitch and the dressing rooms that can be used for flash interview positions, where live TV and radio interviews can be conducted subject to the agreement of the home club and HB.

A flash interview position must measure 3m x 4m and should have space for a neutral back-drop.

Super-flash interview positions (if requested by broadcasters)

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

Broadcast compound

In the event of a broadcast, the host must provide a clear, solid and even parking area of at least 300m² for broadcasters' production vehicles, including outside broadcast vans, tender trucks, generators, transmission (uplink/fibre) vehicles, graphics vans and any other technical and support vehicles that may be required. This broadcast compound must be as close as possible to the stadium, ideally on the same side as the main camera platform. The security of the broadcast compound is the responsibility of the host.

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.

Host broadcaster office

Upon request by UEFA, clubs should provide a suitable room within the stadium for broadcast use 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.