

EUROFootball 2025 – Budapest

Competition General and Technical Rules

1 DATE AND VENUE

1.1 Venue

EURO Foot 2025 Tournament will be held in the Sports Center of Hungarian University of Sports Science.

For Google map access please click here: [HUSS Sports Centre](#)

1.2 Timeline



2 BASIC / DISTINGUISHED COMPETITION INFORMATION

- ✓ Game format: 6 aside (**5 outfield players and 1 goalkeeper**).
- ✓ Field: outdoor, approx. **40x20 meters of astro turf** (artificial grass).
- ✓ Ball: normal ball (**size 5**).
- ✓ Goal size: **3x2m**.
- ✓ Shoes: only indoor or astroturf shoes can be used, **no cleats allowed** (no rubber cleats either!)
- ✓ At the competition venue, only water dispensers will be available, **please bring your own bottle!**
- ✓ **Penalty mark is set 7m** from the goal line.

3 TECHNICAL MEETING & COMPETITION TECHNICAL COMMISSION

3.1 Technical Meeting

As part of the Opening Ceremony, the Technical Meeting will be held 1 day prior to the start of the competition.

- ✓ Date: 11 September 2025, Thursday (as part of the Opening Ceremony).
- ✓ Venue: Sports Center of Hungarian University of Sports Science.
- ✓ Participants: Competition Technical Commission and Team Representatives (1-2 per each team).

Schedule:

- ✓ Technical information
- ✓ Q&A
- ✓ Drawing

3.2 Competition Technical Commission (CTC)

The Competition Technical Commission (CTC) is the main sport coordinating body of the EURO Football 2025 Tournament. The CTC shall make all decisions in any disputable situations, questions.

CTC's role and responsibilities:

- ✓ Approving the entries,
- ✓ Preparing the seeding and draws,
- ✓ Dealing with any protest issues, managing any disputable sport-specific questions,
- ✓ Making decisions on the other awards.

The members of the CTC are:

- ✓ one designated person from the Organising Company (1 person, the Chairman of CTC),
- ✓ the captains of the Hungarian women and men team (2 persons),
- ✓ two referees not involved in the dispute (2 persons).

If the dispute affects either the Hungarian women's or men's team, the number of members of the CTC is reduced to three, i.e. two referees not involved in the dispute, and one designated person from the organising company.

CTC does not overrule the decisions made by the referee during the match, it does not even deal with cases like this and does not modify the result of a match.

In the case of a red card warning for a serious foul, the CTC decides over the severity of the foul and decides whether the offending player can play in the remaining matches of the tournament.

4 GENERAL COMPETITION RULES AND REGULATIONS

4.1 Team Tournament

Women's football 6's tournament, (5 teams).

Men's football 6's tournament, (19 teams).

4.2 Playing Time

All games: 2x12 minutes.

Half time: 2 minutes break, between games: 4 minutes break.

4.3 Playing Scheme, Draw, Seeding

The format of the tournament is decided by CTC taking into consideration the number of teams entered.

The draw will be held (and explained) during the Technical Meeting, in the presence of CTC and the team representatives, in line with the competition system (format). The draw procedure cannot be repeated, unless a mistake is done, and this is approved by the CTC Chairman. The results of the draw will be announced directly to the participating teams during the Technical Meeting.

The "A" Team of the hosting bank (MNB) will be placed on first (1) place in Group A in both Women and Men Tournament. Teams from the same country shall, whenever possible, be placed in different pools.

4.4 Competition Format

The competitions will be basically played in 2 stages. Stage 1 (group phase) will be played in groups (round robin system) and Stage 2 (play-off) will be played in a knock-out format system, set accordingly to the respective sports regulations.

Competition system (format) will be prepared in such a way that competition concludes with matches for all final places (i.e. 1st, 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th etc.). Taking part in conciliation tournament is compulsory.

All games on the group phase will be played on Friday, 12 September.

4.4.1 Women's Tournament

Women's competition is played in 2 main stages: group phase and play-off. It will host 5 teams in 1 group. Teams will compete 1 full round in the group stage to determine their standing and progression into the elimination round.

After the group phase teams will be ranked and named like this:

- ✓ The Winner of the group: W I.
- ✓ The 2nd in the group: W II.
- ✓ The 3rd in the group: W III.
- ✓ The 4th in the group: W IV.
- ✓ The 5th in the group: W V.

The next stage of games (play-off) begins with 2+1 matches

- ✓ Q1: W II. vs. W V.
- ✓ Q2: W III. vs W IV.
- ✓ Q3: Loser of Q1 vs Loser of Q2

Semi-finals

- ✓ SF1: W1 vs. Winner of Q3
- ✓ SF2: Winner of Q1 vs. Winner of Q2
- ✓ Bronze game: Loser of SF1 vs. Loser of SF2
- ✓ Final: Winners of SF1 vs. Winner of SF2

4.4.2 Men's Tournament

Men's competition is played in 2 stages: group phase 4 groups (3x5 + 1x4), followed by knockout rounds (1-8, 9-16) and a mini tournament (17-19). Teams will compete in group stages to determine their standing and progression into the elimination round.

Group phase consists of 3 groups of 5 teams, and 1 group of 4 teams (round robin system).

- ✓ The 1st-2nd places of each group qualify for next round for the best 8.
- ✓ The 3rd-4th places in each group will play for the overall places of 9-16.
- ✓ The 5th places in each group will play for the overall places of 17-20.
- ✓ Play-off 1-8: 3-3 games for each team (1-8 quarterfinals, semi-finals, bronze game / final).
- ✓ Play-off 9-16: 3-3 games for each team (9-16 quarterfinals, semi-finals, finals), including final places attribution games.
- ✓ Play-off 17-19: 2-2 games for each team (in round-robin system).

4.5 Ranking in the Group Phase / Determining the Outcome of the Games

4.5.1 General Rules

3 points for a win, 1 point each team for tie, 0 points for a defeat is awarded after each game to the playing teams.

The team scoring the greater number of goals is the winner.

If neither of the teams score goals or both score an equal number of goals, the match is a draw.

In the group phase games the teams' ranking in each group will be determined by the higher number of points obtained in all matches played among the teams in question.

The ranking of each team in each group will be determined as follows:

- ✓ greater number of points obtained in all group matches,
- ✓ greater number of points obtained in the group matches between the teams concerned,
- ✓ more wins in all group matches,
- ✓ greater goal difference in all group matches,
- ✓ greater number of goals scored in all group matches,
- ✓ drawing of lots by the CTC.

Should more than two teams have the same number of points, the criteria listed above apply.

4.5.2 Determining the Outcome of a Match by Penalties

In the elimination phase of EURO Football 2025 competition rules require a winning team after a drawn match. The procedure to determine the winning team is: penalty shoot-out.

Penalties (penalty shoot-out) are taken after the match has ended, and unless otherwise stated, the relevant Laws of the Game apply.

At first, each team shall have 3-3 penalties. If the tie still stands after the 3rd round, each team have 1-1 extra kicks till the untied situation is achieved.

Penalty shoot-out procedure


- ✓ A player who has been sent off during the match is not permitted to take part, all other players are eligible to take part in the penalty shoot-out.
- ✓ Yellow card warnings and cautions issued to players and team officials during the match are not carried forward into penalties (penalty shoot-out).

Before penalties (penalty shoot-out) start

- ✓ The referee decides the goal at which the kicks will be taken.
- ✓ The referee tosses a coin, and the team that wins the toss decides whether to take the first or second kick.
- ✓ Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee shall be informed of the order.
- ✓ If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponent, and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks.
- ✓ Only when deciding the elimination, any of the players may act as a goalkeeper during the penalty shoot-out. When the penalty is kicked during a game as a sanction, no field player is allowed to substitute the goalkeeper, unless the goalkeeper is injured and is unable to play the respective game further.

During penalties (penalty shoot-out)

- ✓ All eligible players, except the player taking the kick and the two goalkeepers, must remain around the halfway line.
- ✓ The goalkeeper of the kicker must remain out of the field of play, outside the penalty area, behind the goal line, between the area where the goal line meets the penalty area boundary line and the touchline.
- ✓ An eligible player may change places with the goalkeeper.
- ✓ The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time.
- ✓ The referee keeps a record of the kicks.
- ✓ If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper is warned for the first offence and cautioned for any subsequent offence(s).
- ✓ If the kicker is penalised for an offence committed after the referee has signalled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.

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- ✓ If both the goalkeeper and the kicker commit an offence at the same time, the kick is recorded as missed and the kicker is cautioned.
 - ✓ Subject to the conditions explained below, both teams take 3 kicks.
 - ✓ The kicks are taken alternately by the teams.
 - ✓ Each kick is taken by a different player, and all eligible players – in equal numbers for the 2 teams – must take a kick before any player can take a second kick.
 - ✓ If, before both teams have taken 3 kicks, one has scored more goals than the other could score, even if it were to complete its three kicks, no more kicks are taken.
 - ✓ If, after both teams have taken 3 kicks, the scores are equal, kicks continue until one team has scored a goal more than the other from the same number of kicks.
 - ✓ If there is more than 1 full round of penalties needed, teams may not change the order of kickers in any forthcoming round.
 - ✓ Penalties (penalty shoot-out) must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.

5 DELEGATION / TEAM COMPOSITION & SUBSTITUTIONS

5.1 Delegation / Team Composition

Each delegation consists of 6-11 players and 0-1 team officials. Only players are eligible to play games, officials are not so.

Each team shall nominate 1 person as the Team Leader. A Head of Delegation might also be appointed (if a participating bank competes with at least 1 team both in Women and Men tournament).

Each team plays with a maximum of 6 players – 1 of them must be the goalkeeper.

11 players may be nominated for each game, 6 starters and a maximum 5 substitutes.

1 player is eligible to play only in 1 team, no transfer of players between teams (e.g. from the same country) is allowed.

A team is eligible to start a game if it is present with a minimum of 5 players (4 field players and 1 goalkeeper).

- ✓ A match may not start if either team has fewer than 5 players. Any team failing to start a game with at least 5 players will be declared as the loser of the respective game. In such a case this team will receive 0 point and a goal difference of 0:3, and the other team gets 3 points and 3:0 win as its goal difference.

- ✓ There will be 3 minutes waiting time at the beginning of each game.
- If one of the teams do not show up with the required minimum number of players (4+1) till the end of the waiting period by the latest, the other team will be announced as the winner of that game by 3-0 goal difference and will receive 3 points. The “missing” team will be booked by a 0-3 defeat and will get no point for the game.
- If neither of the teams are present to be ready to start the game at the end of the 3-minute waiting period then both teams will receive 0 point, with a 0-3 goal difference.

5.2 Substitutions

The number of substitutes and substitution opportunities are unlimited, all registered players can play the respective game. The use of return substitutions is also permitted.

Competition rules permit to have substitutions right before or during the penalty shoot-outs, without any limitation.

To replace a player with a substitute, it shall be observed that the player being substituted shall leave the field not later than the substitution player enters the field.

Substitutions shall be made at the half-line, where it crosses the touch line, on the half of the given team.

6 AWARDS

Awards	Achievement	Category	Title for Winner
	1 st	Team	
Cups	1 st , 2 nd , 3 rd	Team	EURO Football 2025 Champion
Medals	1 st , 2 nd , 3 rd (gold, silver, bronze) ----- Commemorative medal	Team (players, officials) ----- Each participant	EURO Football 2025 Champion ----- EURO Football 2025 Participant
Other awards	Top Scorer ----- Best Goalkeeper	Individual player (W1, M1) ----- Individual player (W1, M1)	Top Scorer ----- Best Goalkeeper

7 COMPETITION / GAME REGULATIONS & TECHNICAL REGULATIONS

The organisation of the EURO Foot 2025 shall be mainly based on this present Competition Regulations. In all other cases most recent Technical Regulations of the International Football Federation (FIFA) and the Union of European Football Associations (UEFA) as well as the FIFA Laws of the Game shall be implemented accordingly adjusted to the pitch size.

7.1 The Ball

2 FIFA Quality Pro balls (size 5) will be provided by the host for each pitch / game.

7.2 Field of Play & Goal Size

The field of play: A wholly artificial grass (astro turf) playing surface. Its size is cca. 20x40m.

Goal size: 3x2m.

Penalty area: Utilising flat cones, two lines are marked at right angles to the goal line, 6m from the inside of each goalpost. These lines extend into the field of play for 6m and are joined by a line marked parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Penalty mark: Outside the penalty area, a penalty mark is made 7m from the midpoint between the goalposts.

7.3 The Players Equipment

7.3.1 General Rules

Participating teams/athletes are requested to bring appropriate type of shoes for artificial grass. No cleats are allowed to use, neither the ones with rubber, plastic or metal cleats.

A player must not use equipment or wear anything that is dangerous. All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, sport watches, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.

If a player is wearing or using unauthorised/ dangerous equipment or jewellery, the referee must order the player to remove the item or leave the field of play at the next stoppage if the player is unable or unwilling to comply. A player who refuses to comply or wears the item again must be cautioned.

Shinguards are not compulsory but recommended. If worn, these must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shinguards.

The team captain – when possible – shall wear the armband that may also have word ‘captain’ or the letter ‘C’ or a translation thereof, which should also be a single colour.

7.3.2 Uniforms / Colours

The two teams shall wear colours that distinguish them from each other and the match officials.

Each goalkeeper shall wear colours that are distinguishable from the other players and the match officials

– If the two goalkeepers' shirts are the same colour and neither has another shirt, the referee allows the match to be played.

Each team is requested to bring 2 sets of player's match kit (shirt, shorts and socks) in different colours (noticeably different in contrast and colours, preferable in light and dark) and preferably provide information on the colours of their own apparel in advance (during the Technical Meeting by the latest).

It is appreciated if each player wears the same shirt number for the whole tournament. In addition, teams are advised to bring two sets of bibs in different "untypical" (non-common colours used for match kit) colours (different from the match kit colours).

The two teams shall wear colours that distinguish them from each other and the match officials. If such a distinction cannot be clearly made, the use of distinguishing bibs is obligatory. This refers to the field players and/or the goalkeepers too. The referee is entitled to decide whether the bibs shall be used or not.

- ✓ A set of bibs will be provided by the host.
- ✓ If bibs must be worn, the "home" team (i.e. the one that's name stands earlier/left in the name of the game) shall use those.

7.4 The Start and Restart of Play

A kick-off starts (each half of) a match, and restarts play after a goal has been scored.

Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts.

A dropped ball is the restart when the referee stops play and the Law does not require one of the above restarts. If an offence occurs when the ball is not in play, this does not change how play is restarted.

7.4.1 Kick-off

The referee tosses a coin to and the team that wins the toss will start the game / takes the kick-off. At the beginning of the second half the other team takes the kick-off to restart the game.

After a team scores a goal, the kick-off is taken by their opponents.

For every kick-off

- ✓ all players, except the player taking the kick-off, must be in their own half of the field of play,
- ✓ the opponents of the team taking the kick-off must be at least 3 metres from the ball until it is in play,
- ✓ the ball must be stationary on the centre mark,
- ✓ the referee gives a signal,
- ✓ the ball is in play when it is kicked and clearly move a goal may be scored directly against the opponents from the kick-off – if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Offences and sanctions

If the player taking the kick-off touches the ball again before it has touched another player, an indirect free kick, or for a handball offence, a direct free kick, is awarded. In the event of any other kick-off procedure offence, the kick-off is retaken.

7.5 Free Kicks

All free kicks are taken from the place where the offence occurred, except:

- ✓ Indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line.
- ✓ Free kicks to the defending team in their goal area may be taken from anywhere in that area free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player commits an offence off the field of play, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences, a penalty kick is awarded if this is within the offender's penalty area.

The ball

- ✓ must be stationary and the kicker must not touch the ball again until it has touched another player.
- ✓ is in play when it is kicked and clearly moves. Until the ball is in play, all opponents must remain:
 - at least 5 metres from the ball, unless they are on their own goal line between the goalposts,
 - outside the penalty area for free kicks inside the opponents' penalty area.

A free kick can be taken by lifting the ball with a foot or both feet simultaneously. Feinting to take a free kick to confuse opponents is permitted as part of football. If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

7.6 The Penalty Kick

The ball must be stationary, with part of the ball touching or overhanging the centre of the penalty mark, and the goalposts, crossbar and goal net must not be moving.

7.7 The Throw-in / Kick-in

A throw-in / kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

In case of a throw-in, at the moment of delivering the ball, the thrower must:

- ✓ stand facing the field of play,
- ✓ have part of each foot on the touchline or on the ground outside the touchline,
- ✓ throw the ball with both hands from behind and over the head from the point where it left the field of play.

In case of a kick-in the ball must be outside the field in a stationery position, touching the touchline at its outer edge at the point where the ball left the field of play.

- ✓ All opponents must stand at least 3 metres from the point on the touchline where the throw-in / kick-in is to be taken. The ball is in play when it enters the field of play.
- ✓ Only in case of throw-in, if the ball touches the ground before entering, the throw-in is retaken by the same team from the same position.
- ✓ If the throw-in / kick-in is not taken correctly, it is retaken by the opposing team.
- ✓ If a player, while correctly taking a throw-in / kick-in, deliberately throws / kicks the ball at an opponent in order to play the ball again but not in a careless or a reckless manner or using excessive force, the referee allows play to continue.
- ✓ The thrower / kicker must not touch the ball again until it has touched another player.

A goal cannot be scored directly from a throw-in / kick-in:

- ✓ if the ball enters the opponents' goal – a goal kick is awarded,
- ✓ if the ball enters the thrower's goal – a corner kick is awarded.

Throw-in / kick in is applicable as indicated in the following table:

	Women Tournament	Men Tournament
Throw-in	YES	NO
Kick-in	YES	YES

7.8 The Goal Kick / Goal Throw

A goal kick / goal throw is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may not be scored directly from a goal kick / goal throw.

If the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Procedure of a goal-kick

- ✓ The ball must be stationary and is kicked from any point within the goal area by a player of the defending team.
- ✓ The ball is in play when it is kicked and clearly moves.
- ✓ Opponents must be outside the penalty area until the ball is in play.

Procedure of a goal-throw

- ✓ The goalkeeper holds the ball in her/his hand and aim to roll / throw it to any of her/his teammates.
- ✓ The ball is in play when it has left the goalkeepers hand.
- ✓ Opponents must be outside the penalty area until the ball is in play.

Goal Kick / Goal Throw in is applicable as indicated in the following table:

	Women Tournament	Men Tournament
Goal Kick OR Goal Throw	YES The ball CAN directly cross the half-line without touching any player	YES* The ball CANNOT directly cross the half-line without touching any player *If the ball directly crosses the half-line without touching any player, then the opponent shall continue the game by a kick-in from the nearest crossing point of the half-line and touchline.

7.8.1 Special Regulation of Goalkeeper's Kick / Throw

When the ball is in play (i.e. it is located within the boundaries of the field of play) and the goalkeeper possesses it for any reason (e.g. after a save or after receiving a pass), she/he may continue the game by passing / throwing the ball towards any of the players. In such a case the goalkeeper may kick / throw the ball over the half line without any restriction, except the followings:

- ✓ A goal can directly be scored by the goalkeeper when she/he kicks the ball when it is in play.
- ✓ A goal cannot be directly scored by the goalkeeper when she/he throws the ball when it is in play.

7.9 The Corner Kick

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched any player of the defending team, and a goal is not scored. A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Procedure

- ✓ The ball must be placed in the corner area nearest to the point where it passed over the goal line.
- ✓ The ball must be stationary and is kicked by a player of the attacking team.
- ✓ The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.
- ✓ Opponents must remain at least 3 metres from the corner arc until the ball is in play.

7.10 Warnings within a game

7.10.1 Warnings and cards

- ✓ Verbal warning: no direct consequence.
- ✓ 1st yellow card: a warning will be given to the player.
- ✓ 2nd yellow card: If a player gets her/his 2nd yellow card in a game, this will result that the respective player is excluded from the given game. For the forthcoming 2-minute period the respective team shall play 1 player less than the other. After the 2-minute period any player – except the one who received the 2nd yellow card – may return to the pitch during the given game.
- ✓ Red card: If a player gets a direct red card in a game, this will result that the respective player is excluded from the given game. For the forthcoming 2-minute period the respective team shall play 1 player less than the other. After the 2-minute period any player – except the one who received the red card – may return to the pitch during the given game.

7.10.2 The later consequences of the warnings / cards

- ✓ If a player gets 1 yellow card in one game this will not affect anyhow her/his next match meaning that she/he will be eligible to play the forthcoming game.
- ✓ If a player is sent off after 2 yellow cards or a red card in one game, she/he will automatically be excluded from any extra period / extension of the game as well as from the penalty shoot-outs,
- ✓ If a player is sent off after a red card in one game, the CTC automatically investigate her/his case and decides on the player's potential ban. CTC may
 - let the player play the next game,
 - approve extra game(s) exclusion,
 - suspend the player from the remaining games of the whole tournament.

7.11 Referees

LOC – in cooperation with the Hungarian Football Federation – provides referees for the tournament. Each game will be ruled by a single referee, except the 2 finals. The 2 final games will be ruled by 2 referees.

7.12 Slide-tackle

A slide-tackle is not allowed unless it is performed with a clear purpose to win/possess a free ball. It is the referee's discretion to decide whether a slide-tackle movement is executed in a sanctionable way.

7.13 Offside

There is no offside, therefore offside rules are not applicable in the EURO Football 2025 tournament.

Any questions not ruled by this current Tournament Rules shall be ruled in accordance with the general football game rules.

Have a great tournament!