



EMF
EURO2026
S L O V A K I A

REGULATIONS

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The EMF EURO will be held from May 27th to June 4th, 2026, in Bratislava, Slovakia

1.CONDITIONS OF PARTICIPATION

This tournament is for teams representing national federations or associations that are current members of the European Minifootball Federation (EMF) and other legal entities who have delivered all the necessary documents to obtain membership of the EMF or have been authorized to participate by the EMF Executive Committee decision.

2. SQUADS

2.1. Squads are required to have a minimum of 12 and a maximum of 17 players.

2.2. There is a maximum of 17 players in the squad for each match.

2.3. Only players and officials registered in the team list are allowed to sit down on their bench.

2.4. Squads must change benches at half-time.

2.5. A maximum of seven (7) team officials are allowed to be on the team bench during matches. Permitted official roles include head coach, assistant coach, goalkeeper coach, fitness coach, video analyst, technical director, physiotherapist, masseur, doctor, team manager, general manager and PR officer. All officials must be identified by badges. Individuals holding executive positions within federations (president or vice president) are not allowed to serve in official roles or sit on the team bench.

2.6. Before all matches, players **must present their passports or identity cards** for identity check. Players without an ID card or passport are not allowed to participate in the match.

2.7. The players' identity check is carried out by referees and the match observers 50 minutes before the game in front of the teams' locker rooms.

2.8. All squad members registered in the match protocol who are not playing must sit down on their bench. One person can (e.g. head coach) stand up and manage the team. He must respect the technical area. All substitution players must wear vests (different color than the jersey of both the teams and referees).

2.9. A provisional list of 30 squad members comprising 23 players and 7 staff members must be submitted to the EMF no later than the **April 20, 2026**

2.10. By **May 4, 2026** the team is obliged to register a final list of 17 players.

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2.11. After the deadline, only 2 players can be replaced up to a maximum of 48 hours before the first match of the EMF EURO.

2.12. Players can only be replaced with someone from the provisional squad list of 23 players.

2.13. The team will be penalized according to the contract between the team and the EMF for any delay in meeting the above deadlines.

2.14. Teams are not permitted to make any changes to the squad within 48 hours prior to the start of the event.

3. TIMING

3.1. Matches are played **25** minutes each half.

3.2. Half-time is **5** minutes.

3.3. If a team arrives late (more than **10** minutes after the official start of the match) then they lose the match by default (**5-0**).

3.4. If a match is abandoned part-way through, due to inclement weather or any other unforeseeable circumstance, then the re-scheduled match will resume at the exact same point in terms of timing at which it was suspended. The match protocol must contain the same players who were on the match protocol when the match was abandoned, with the exception of players sent off during the abandoned match as well as players suspended for the abandoned match. The teams must restart the match on the field with the players who were in play at the time the match was abandoned.

4. EQUIPMENT

4.1. The participant undertakes to follow the team jersey guidelines for the team jerseys and shorts (jersey, shorts and socks must be the same for the whole team except for the Goalkeeper)

REGULATIONS

PLAYERS JERSEYS GUIDELINE



FRONT

REGULATIONS

PLAYERS JERSEYS GUIDELINE

COUNTRY / PLAYER NAME MANDATORY

The name of the country should be printed over the number of the player.

Alternative, it is possible that the player's name is printed instead of the name of the country. It is your choice. The area can't be empty.

Minimum Height 6cm

EMF LOGO MANDATORY

LOGO / EMBLEM of the EMF. It should be printed on the right sleeve. The round logo is sent to you attached

Minimum Height 8cm

NAME

35

PLAYER NUMBER MANDATORY

A big number of the player should be printed on the back side of the jersey. All numbers among 1-99 are allowed.

Minimum Height 25cm

1 - 4 SPONSORS LOGO OPTIONAL

Logos of one up to four sponsors may be printed below the player number.

SPONSORS LOGOS OPTIONAL

Logos of sponsors may be printed on back side of the shorts on left and right leg.

BACK

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If the color of the jersey
and color of the logo
does not make strong
enough contrast please
use this version of logo



REGULATIONS

COLORS

4.2. Each squad shall wear the home/away kit as well as one set of reflective bibs/vests for the substitutions.

4.3. Each squad has to have at least 2 complete kits (2 colors of player jerseys, 2 colors of player shorts, 2 colors of player socks and 2 colors of goalkeeper kits).

4.4. The home team has priority in the choice of colors. In matches played on neutral grounds, the team listed first on the official match sheet shall be considered the home team for color priority purposes.

4.5. Both teams must wear colors that distinguish them from each other and the match officials.

4.6. The match cannot start until both teams are clearly distinguishable. If the visiting team fails to change its equipment within ten (10) minutes from the official kick-off time, the match shall be forfeited (5–0) in favour of the opposing team.

4.7. Each goalkeeper must wear colors that are distinguishable from the other players and the match officials. If both goalkeepers' shirts are the same color and neither has another shirt color, the referee allows the match to be played.

4.8. Undershirts must be the same color as the main color of the shirt sleeve. Undershorts must be the same color as the main color of the shorts or the lowest part of the shorts. Players of the same team must wear the same color.

4.9. Referees will wear a different color shirt to avoid color clashes with the participating teams.

4.10. Each player will wear a long or short sleeved jersey which should have a printed number between 1 and 99 on the back. The printed number must be 25cm in size. The number on the jersey must be the same as the number submitted to the referee and printed on their match protocol.

4.11. If a player's jersey is damaged then they shall swap to a jersey with a different number, so long as no other player has worn that number during the game. In this case the team captain must alert the referee of the change before it is done.

4.12. When an outfield player replaces a goalkeeper, he becomes the 'Fly Goalkeeper' and must wear a distinctively coloured jersey. The jersey must be numbered with his original match number. If a team doesn't have such jerseys, the team will not be allowed to make such a substitution. Bibs/vests are not allowed.

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4.13. WEARING JEWELLERY OF ANY KIND IS STRICTLY FORBIDDEN.

4.14. Shin pads must be worn, and the players' socks must cover the shin pads. No short socks are allowed.

4.15. Shoes with metal studs or blades are not allowed. Only flat shoes or shoes with elastic or plastic moulds are permitted.

AUTHORISED FOOTWEAR

Type of shoe	Example	Approved	Unapproved
Futsal shoes (no moulds)		✓	
Shoes with 20+ small elastic moulds		✓	
Shoes with 20+ small plastic moulds		✓	
Shoes with small and less than 20 plastic moulds		✓	
Shoes with plastic blades		✓	
Shoes with metal mould or blade			X

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5. PLAYERS

5.1. Players must be male. Players must be a minimum of 16 years old. Any player that is under **18** is allowed to play only with the written notarized permission of his parents/guardians, in accordance with the legislation of the country to which he belongs.

5.2. Players must be nationals of the country which they represent and must be able to provide evidence of this by showing their passport during accreditation.

5.3. The EMF reserves the right to request from the relevant National Football Association information regarding the status of the player(s).

5.4. Regarding player eligibility, please refer to the '**EMF Professional Player Definition**', to see who is eligible to participate.

6. QUALIFICATION

6.1. The group stage will take place from the 27th May – 30th May, 2026

The 1/8 finals will take place on the 31st May and 1st June, 2026

The 1/4 finals will take place on the 2nd June, 2026

The 1/2 finals on the 3rd June, 2026

The Final will take place on the 4th June, 2026

6.2. **16** teams progress from the group stage into the next round of the competition "Last 16". They are the winners of each group, the runners-up from each group and **4** best 3rd place teams from the **6** groups.

6.3. For every win in the group a certain team obtains **3** (three) points, **1** (one) point for a draw and **0** (zero) for a loss.

6.4. If two teams are tied on points after the completion of the group stage, the following criteria are applied, in the order given, to determine the rankings:

- a)** Mutual match
- b)** The superior goal difference
- c)** The higher number of goals scored
- d)** lower disciplinary points total based only on yellow and red cards received in the group stage (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points);
- e)** drawing of lots.

6.5. If on completion of a group stage a draw is required, the lots are drawn in the EMF Tournament office. The draw is made by the Tournament director and the team managers/captains, they must sign a document stating that they accept the result of the draw.

REGULATIONS

6.6. If three teams are tied on points after the completion of the group stage, the following criteria are applied, in the order given, to determine the rankings:

- a)** Higher number of points obtained in the matches played among the teams in question (the three teams). The three teams form an additional ranking between them hereinafter: additional ranking
- b)** If the points between the three teams are equal an additional ranking between the three teams, is made according to the following criteria in the order given
- c)** Superior goal difference from the matches played among the teams in question (the three teams)
- d)** higher number of goals scored in the matches played among the teams in question (the three teams);
- e)** Total goal difference (with all teams in the group)
- f)** Lower disciplinary points total based only on yellow and red cards received in the group stage (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points)
- g)** Drawing of lots.

6.7. If on completion of a group stage a draw is required, the lots are drawn in the EMF Tournament office. The draw is made by the Tournament director and the team managers/captains, they must sign a document stating that they accept the result of the draw.

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RULE FOR 3rd PLACE TEAMS RANKING:

- a. After the group stage the 4 best 3rd place teams qualify for the last 16 round
- b. The ranking is made between those 4 teams by:
 - b.1 Points
 - b.2 Goal difference
 - b.3 Goal scored
 - b.4 Lower disciplinary points total based only on yellow and red cards received in the group stage (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points);
 - b.5 EMF ranking
- c. In the Last 16 round, no teams from the same group can meet.

AFTER THE GROUP STAGE, THE LAST 16 ROUND IS:

Last 16	37	GAME 1	Winner Group A	- v -	3rd C, D, E
Last 16	38	GAME 2	R/U Group B	- v -	R/U Group F
Last 16	39	GAME 3	Winner Group E	- v -	R/U Group D
Last 16	40	GAME 4	Winner Group C	- v -	3rd A, B, F

Last 16	41	GAME 5	Winner Group D	- v -	3rd B, E, F
Last 16	42	GAME 6	R/U Group A	- v -	R/U Group C
Last 16	43	GAME 7	Winner Group B	- v -	3rd A, C, D
Last 16	44	GAME 8	Winner Group F	- v -	R/U Group E

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THEN THE QUARTER-FINALS ARE:

Quarter Final	45	QF 1	Winner Game 1	- v -	Winner Game 2
Quarter Final	46	QF 2	Winner Game 3	- v -	Winner Game 4
Quarter Final	47	QF 3	Winner Game 5	- v -	Winner Game 6
Quarter Final	48	QF 4	Winner Game 7	- v -	Winner Game 8

THEN THE SEMI-FINALS ARE:

Semi-final	49	SF 1	Winner QF 1	- v -	Winner QF 2
Semi-final	50	SF 2	Winner QF 3	- v -	Winner QF 4

THEN THE FINAL IS:

Closing ceremony					
Final	51	FINAL	Winner SF 1	- v -	Winner SF 2
Awards Ceremony					

As the host nation, Slovakia will have priority during the knockout stages regarding the time slots for their matches due to TV rights.

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7. MEDALS AND TROPHIES

The top four (4) teams will receive:

Winner - Gold,

Second Place - Silver,

and Third Place – Bronze (two teams, semifinal losers).

Individual awards (The Tournament Committee will decide on the individual awards):

Fair Play, MVP of the final, Best Goalscorer

Best Goalkeeper and Best Player.

8. MATCH OBSERVERS

8.1. Match Observers will be appointed by the EMF Tournament Director and will act as EMF's official representatives.

8.2. Observers will be responsible for:

- The orderly organization of the match and upholding competition regulations during the game.
- Submit a match report to the EMF Tournament Director when requested
- Submit a detailed report to the EMF Tournament Director after each match

9. INSURANCE

9.1. All participants are requested to get their own visa, travel, and medical insurance during the entire event.

9.2. The EMF recommends to the National Federations to take out COVID-19 insurance for teams, which should include flight cover.

9.3. All players take part in competitions organized by EMF at their own risk and are fully liable for any damage they cause to themselves, their opponents, or others.

9.4. Medical Clearance Responsibility Statement

All national federations participating in EURO 2026 acknowledge that every player must hold a valid medical clearance confirming fitness to compete. Each national federation is solely responsible for ensuring that its players undergo appropriate medical examinations, obtain valid certificates, and meet all health requirements. By participating, national federations accept full responsibility for the medical eligibility of their players and agree that EMF bears no legal liability for any medical issues, injuries, or health-related incidents.

10. MEDICAL CARE

The LOC will provide first-aid during the matches for all participants who suffer from a sports injury.

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11. REFEREES

11.1. The referees and delegates must attend the match at least 60 minutes before the scheduled start time.

11.2. Referees for the EMF EURO 2026 will be appointed by the EMF Executive Committee, and the Referees for the matches at the EMF EURO 2026 will be appointed by the EMF Referees Committee.

12. DISCIPLINARY COMMITTEE “DC”

12.1. Any matters of dispute can be referred to the Disciplinary Committee to make an unbiased and independent judgment.

12.2. All disciplinary matters are governed by the EMF Disciplinary Code.

12.3. The Disciplinary Committee (DC) shall have full and independent jurisdiction and reserves the right to impose sanctions for disciplinary incidents occurring on and off the field, in accordance with the applicable Disciplinary Code.

12.4. Referees, team officials and management are subject to the same disciplinary measures as players.

12.5. The DC members are appointed by the EMF Executive Committee.

13. MATCH INTERRUPTION AND FORCE MAJEURE

13.1. In the event of a match interruption due to force majeure, the match shall be resumed at the earliest available time from the exact point of interruption, maintaining the same score and match conditions.

13.2. Only if it is officially confirmed that the match cannot be rescheduled or completed within the tournament’s timeframe, the following shall apply:

13.3. The score at the time of interruption shall be deemed the final result.

14. UNFORESEEN CIRCUMSTANCES

The EMF EURO Tournament Committee, Disciplinary Committee and the Executive Committee respectively, shall take decisions on all matters not provided for in these regulations as well as in cases of “force majeure”. Such decisions shall not be subject to appeal.

15. OFFICIAL RULES

The full official RULES of the GAME and DISCIPLINARY CODE are available on the EMF website.