

DRAW PROCEDURE

League phase





Grimaldi Forum Monaco, Principality of Monaco, 13:00 hours CET, 30 August 2024

League phase

Number of teams involved: 36

Number of matches: 144 (18 matches per matchday, 8 matchdays in total)

Matchdays: 25/26 September 2024, 3 October 2024, 24 October 2024, 7 November

2024, 28 November 2024, 12 December 2024, 23 January 2025 and 30

January 2025

Kick-off times: 18:45 CET or 21:00 CET

Based on Articles 16 & 17 of the UEFA Europa League Regulations (UEL Regulations) the following draw procedure has been adopted by the UEFA Club Competitions Committee.

Match system (Paragraph 17.01 UEL regulations)

"All league phase matches are played in accordance with the league system, whereby each club plays eight opponents in single-leg ties. Each club plays four home and four away matches."

Draw system and conditions (Paragraphs 16.01, 16.02 and 16.03 UEL regulations)

16:01: "A draw, which may be conducted digitally, determines the pairings for the league phase. The 36 clubs are divided into four pots of nine clubs. The pots are composed according to the club coefficient rankings established at the beginning of the season (see Annex D)."

16.02: "The opponents of each team, as well as whether each match is played at home or away, are determined by means of a draw. Each team is drawn against two opponents from each of the four pots and plays one opponent from each pot at home, and the other away. In principle, teams from the same association cannot be drawn against each other and each team may play against a maximum of two opponents from any other one association, subject to Paragraph 16.03."

16.03: "The UEFA administration may determine alternative conditions for the draw in accordance with the principles set by the Club Competitions Committee and may adapt any of the conditions of the draw to avoid deadlock situations and/or take into account any relevant constraints in light of decisions taken by the UEFA Executive Committee."

Draw system

The draw is executed partly manually, with balls physically drawn from a bowl, and partly digitally, through a designated automated software, as further explained in the procedure below. The whole draw process (digital and manual) is reviewed and checked by an appointed external auditor.



Pots

	Pot 1		Pot 2
1	AS Roma (ITA)	10	Real Sociedad de Fútbol (ESP)
2	Manchester United (ENG)	11	AZ Alkmaar (NED)
3	FC Porto (POR)	12	SC Braga (POR)
4	AFC Ajax (NED)	13	Olympiacos FC (GRE)
5	Rangers FC (SCO)	14	Olympique Lyonnais (FRA)
6	Eintracht Frankfurt (GER)	15	PAOK FC (GRE)
7	S.S. Lazio (ITA)	16	Fenerbahçe SK (TUR)
8	Tottenham Hotspur (ENG)	17	Maccabi Tel-Aviv FC (ISR)
9	SK Slavia Praha (CZE)	18	Ferencvárosi TC (HUN)

Pot 3	Pot 4
19 Qarabağ FK (AZE)	28 Athletic Club (ESP)
20 Galatasaray A.Ş. (TUR)	29 TSG 1899 Hoffenheim (GER)
21 FC Viktoria Plzeň (CZE)	30 OGC Nice (FRA)
22 FK Bodø/Glimt (NOR)	31 RSC Anderlecht (BEL)
23 R. Union Saint-Gilloise (BEL)	32 FC Twente (NED)
24 FC Dynamo Kyiv (UKR)	33 Beşiktaş JK (TUR)
25 PFC Ludogorets 1945 (BUL)	34 Fotbal Club FCSB (ROU)
26 FC Midtjylland (DEN)	35 FC RFS (LVA)
27 Malmö FF (SWE)	36 IF Elfsborg (SWE)

Draw procedure

Four bowls are prepared for the draw, one for each of the four draw pots. Each bowl comprises nine balls containing the names of the teams forming the pot.

Pot 1

A ball is physically drawn at random from the relevant bowl and is opened to display the name of the team drawn.

Once the name of the team is displayed, the automated software randomly draws eight opponents for this team, two from each pot (1, 2, 3 and 4), including, for each opponent, whether they are played at home or away. The order of allocation of opponents starts with pot 1 (two opponents), followed by the other pots in descending order. The software draws the possible valid opponents from all pots respecting the above-mentioned draw conditions and ensuring that a valid allocation is made guaranteeing the full draw and match schedule in line with the competition calendar can be completed for all teams. This allocation by the software is made within a predefined time limit.

Once a valid allocation has been drawn by the software, the opponents and which matches are played at home or away will be revealed.

The procedure is then repeated for all remaining teams of pot 1.

Whilst proceeding with the draw, a number of opponents will have already been drawn and directly displayed, so reducing the number of opponents to be drawn for the subsequent teams.



Pot 2

As for pot 1, a ball is physically drawn at random from the relevant bowl and is opened to display the name of the team drawn.

The two opponents of pot 1 for this team have already been determined during the draw for pot 1 teams. The software therefore draws, with the same procedure as described for pot 1, two opponents from each of the remaining pots (2, 3 and 4), including, for each opponent, whether they are played at home or away.

The procedure is then repeated for the remaining teams of pot 2.

Pot 3

The procedure is the same as for pot 1 and pot 2. Only opponents from pots 3 and 4 need to be drawn.

Pot 4

The procedure is the same as for the previous pots. Only opponents from pot 4 need to be drawn.

Draw explanation

A video explaining the procedure will be shown prior to the draw.

Calendar elaboration (Paragraphs 17.02 and 23.01 UEL regulations)

In accordance with with Paragraph 23.01 (b) of the competition regulations, the UEFA administration decides which matches are played on Wednesday (MD1 only) and which on Thursday, as well as the kick-off times. Furthermore, as per Paragraph 17.02 of the above-mentioned regulations a club, in principle, does not play more than two home or two away matches in a row, and each club plays one home match and one away match in the first two matchdays and the last two matchdays. If need be, however, the UEFA administration may derogate from these rules.

The calendar of all matches of the league phase will be available on Saturday 31 August.





UEFA
ROUTE DE GENÈVE 46
CH-1260 NYON 2
SWITZERLAND
TELEPHONE: +41 848 00 27 27
TELEFAX: +41 848 01 27 27
UEFA.com

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