

5th edition 2011

Football Stadiums

Technical recommendations
and requirements →

FIFA[®]

For the Game. For the World.

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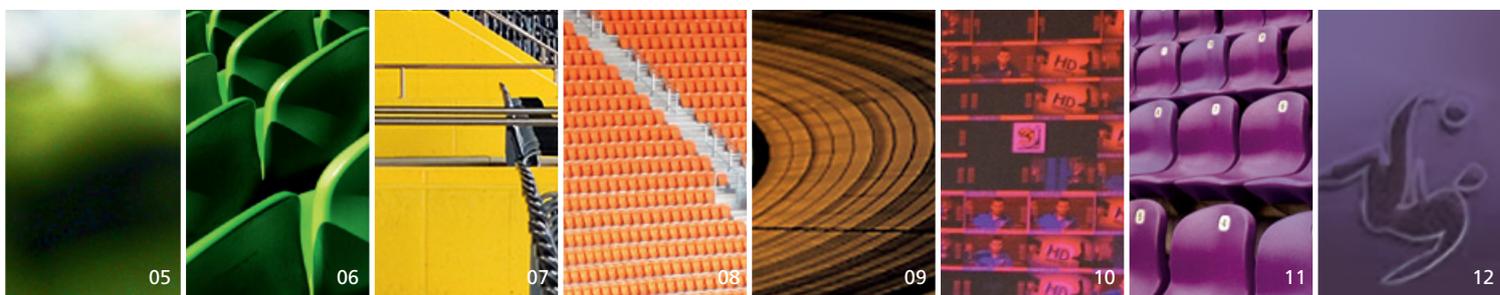
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Foreword →

Joseph S. Blatter
FIFA President





A word from the FIFA President

Football stadium design around the world has evolved greatly over the past decade. Stadiums have undergone a transformation from being mere venues for football matches to multifunctional event facilities, bringing advantages for all target groups. Improved transport connections, greater security and contemporary infrastructure also attracted many families to the stadiums during the FIFA World Cup™ in 2010, heralding a new era of stadium construction.

It is in the interests of fans, political authorities and investors alike to have economic, ecological and socially sustainable stadium design. Stadiums represent the visible legacy of an event such as the FIFA World Cup™. In combination with a long-term event portfolio and flexible infrastructure, they can help to create substantial added social value. Their design can help meet a host of economic and ecological objectives, in particular reducing emissions and waste products and delivering a sustainable water supply.

The 2010 FIFA World Cup South Africa™ undoubtedly set new standards in stadium design. South Africa showed the world that design and ecological sustainability can go hand in hand and that clever use of their synergies can generate added value. Players, fans, media representatives and sponsors had nothing but praise for the stadiums during the FIFA World Cup™ – not only signalling appreciation of their unique architectural qualities but also their efficiency and functionality.

I hope that you enjoy this book and that the wide range of background information it provides lends you new insights into stadiums and their sustainable construction.

Joseph S. Blatter
FIFA President



Foreword →

Jérôme Valcke
FIFA Secretary General





A word from the FIFA Secretary General

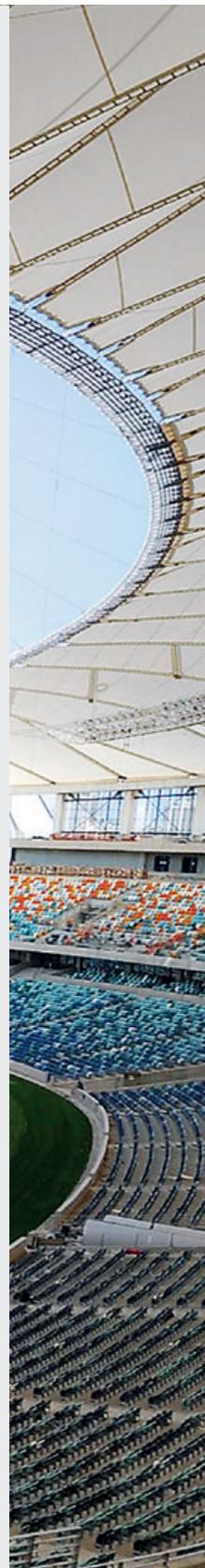
Football stadiums are the life and soul of professional football – it is where football fans congregate to watch, week in and week out, the achievements and struggles of their teams. At the 2010 FIFA World Cup™ we saw a new benchmark being set on stadium design, construction and facilities for fans and teams. The power of the FIFA World Cup™ to thrill and stir passionate emotions across the globe is unrivalled. Hosting the FIFA World Cup™ brings an unquantifiable level of pride and honour for any host country and also provides a unique opportunity for a nation to rebrand and market itself to a global audience.

The general requirements for a FIFA World Cup™ stadium do not differ from a regular international or top league match – but the scale of requirements differs greatly. Much is required from a FIFA World Cup™ stadium: during the 2010 FIFA World Cup™, an average of 49,670 spectators attended each match, consuming more than 3.1 million bottles of drinks. 56 MW of power generated by 253 temporary power plants was consumed – this equals the supply for over 56,000 homes. 2,750 hours of TV feed was produced for broadcasters in 214 countries. Today's HD production requires at least 30 cameras per match for the world feed, and all of these aspects have to be taken into consideration when planning.

This book serves as a reference for any football stadium construction – whether it is for a major sporting event, to set up a 21st century arena, or a small community stadium. It provides the football community with information related to stadiums across all facets of the game. As such, for the first time it also includes chapters on futsal and beach soccer with their own special characteristics required to further enhance the development and growth of those two exciting kinds of football.

For the Game. For the World.

Jérôme Valcke
FIFA Secretary General



Foreword →

The working group



The working group



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Foreword from the working group

This is the fifth edition of *Football stadiums: Technical recommendations and requirements* as well as the most ambitious, with new material on the FIFA Green Goal environmental programme, on futsal and beach soccer – two exciting and rapidly growing forms of football – and on the temporary facilities which may be required when hosting a FIFA World Cup™. It also includes important updates on event lighting, power supply, communications systems, natural grass and artificial turf playing fields, hospitality facilities and the impact of new stadiums on the environment – all of which were new features in the fourth edition.

As with previous editions, the book is based on the most up-to-date research available, provided by FIFA representatives and the world's leading experts in stadium design. Such is the pace of change, however, that no publication on the design of football stadiums could ever be entirely future-proof. It is the desire of the working group, however, for this book to have a long shelf life.

New in the fifth edition is a sub-section at the end of 10 of the 12 chapters entitled FIFA World Cup™ considerations, which emphasises those points relevant to the staging of FIFA World Cup™ finals. The book also contains, in the FIFA World Cup™ Space Requirements document, an updated comprehensive breakdown of the space required for hosting matches in the FIFA World Cup™. This information will be invaluable for developers who want their facility to host any top-level football match, not just FIFA World Cup™ matches. As a further aid to those involved in stadium design and inspection, the Space Requirements document in this edition has been sorted by category and department.

The objective of the book remains the same as ever: to help everyone involved in the design, construction and management of a football stadium to create a facility in which people can watch football in safety and comfort.

Fascinating

mation



Football Stadiums

Where people celebrate football.
All over the world.





























01



Pre-construction decisions





Important decisions need to be made in advance regarding the location, capacity, design and environmental impact of a stadium to ensure that the facility continues to meet the demands of a rapidly changing market.



01



Pre-construction decisions

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1.1 → Strategic pre-construction decisions

The size and level of comfort of a new stadium will always be governed by the financial resources available. Nevertheless, when planning a stadium, developers should always ask certain basic questions at the outset.

Funding

Is sufficient funding available to achieve what is necessary? It is pointless and wasteful to build a stadium which is so limited in terms of capacity and comfort that it cannot serve the purpose for which it was originally conceived.

Adapting a basic stadium

Where funding is limited, it may be possible to build a very basic stadium which could serve an interim purpose. However, care should be taken to ensure that the structure is capable of future conversion and improvement in a cost-effective manner, to render it more acceptable to an increasingly demanding market.

Where a basic stadium is planned, the following questions should be asked:

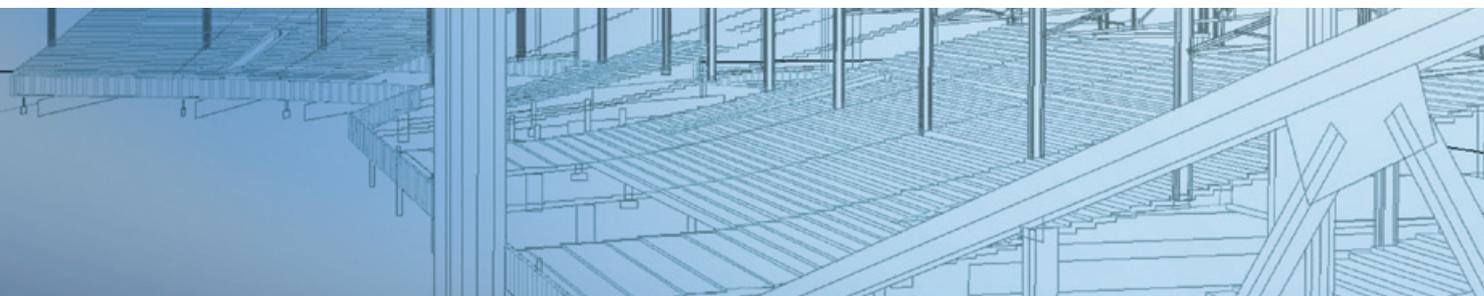
- will standing terraces (which are not recommended and which are not allowed at FIFA World Cup™ matches) be capable of future conversion to seated areas without destroying good sight lines and without requiring major reconstruction work?
- can new seating tribunes and premium seating products (such as private suites), all with good sight lines, access and adjacent customer services, be added in future?
- is it possible to add large video screens later?
- in an unroofed stadium, will the exterior walls and adjacent areas be capable of having a roof fitted at a later date?
- will a stadium whose roof covers only the spectator areas be capable of having a retractable roof installed which can cover the whole arena?
- can other technical improvements be made later, including the introduction of air conditioning in enclosed areas?

Capacity

What should the capacity be? Should the stadium be built to accommodate only the domestic needs of the club(s) who will use it? Or should it attempt to attract matches at a higher level? It is not unusual for clubs to find that the provision of a bright, new, clean and comfortable stadium brings with it a dramatic increase in attendance levels. In such circumstances, a club which normally attracts an attendance of around 20,000 and is thinking of building a new stadium with a capacity of 30,000 might find it preferable to think in terms of nearer 40,000.

For major international matches a stadium should seat at least 30,000 people.

A stadium that has a planned seating capacity that exceeds its legacy requirements can result in the stadium being unable to sustain itself from week to week at full



capacity. In order to address this issue, integrated seating solutions should be considered. Stadium capacities should be decided after discussion with the legacy stadium management to project event seating potential. All proposed modular seating installations for a FIFA event must be pre-approved. It is incumbent on the proposers of demountable seating systems to adhere to the requisite safety regulations and follow global best practice standards. Furthermore, it is necessary to increase all spectator services to accommodate the additional seats, e.g. toilets and sanitary facilities, concessions and merchandise temporary units.

Obviously, those places that can sustain a stadium with a capacity of 80,000 or more find themselves in an advantageous position when it comes to the allocation of big football events. However, even the biggest stadium is of little use for major international matches if the city concerned does not have a hotel infrastructure and international airport facilities – bearing in mind that the bulk of the audience may be travelling from abroad – as well as the organisational ability and experience to stage such an event.

There are, of course, no known formulas for determining a stadium's optimum capacity. It is very much a choice for those in charge of its development.

Market knowledge

Attracting VIPs, or customers who are willing to pay much more than the average ticket price, is essential to the financial success of a modern stadium. What these customers want varies significantly from country to country and even from city to city, so significant local research should be conducted as early as possible into the appropriate type of seating products and VIP services that are best for each facility.

For more information on premium seating products, see Chapter 7.

Maintenance

When designing a stadium, care should be taken to ensure that its future maintenance, cleaning, operation and management can be carried out effectively in as simple, straightforward and cost-effective a manner as possible.

Pace of change

The pace of technological development and the rapidly increasing insistence of spectators that they are provided with more comfortable and luxurious facilities could lead to the average life span of a modern stadium falling to 30 years or even less.

In the future, spectators may no longer be prepared to pay to sit outdoors in sub-zero temperatures or swelter unprotected in the glare of the sun. This accelerating obsolescence presents a significant challenge to the developers of stadiums. Therefore, before stadium owners and designers invest millions in a new stadium, they should question whether or not the facility which they are proposing can seriously expect to satisfy spectators' demands in the future. Simply to repeat what has been built in the past, even in the recent past, could turn out to be a bad investment.

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1.2 → Stadium location

A stadium should be situated in a location which is sufficiently large to provide spacious and safe external public circulation/activity areas and marshalling space for service vehicles and functions. While it is normal for the arrival of spectators at the stadium to be spread over a sufficiently lengthy period to prevent undue congestion near the turnstiles, the majority of spectators will seek to leave the stadium at the same time, resulting in significant space requirements.

The availability of sufficient external space will also allow for future extension or redevelopment. Many famous stadiums around the world are in heavily developed locations with roads, buildings and canals immediately adjacent on all sides. Their renovation and redevelopment possibilities are restricted by their limited site size and this is not a desirable situation.

Large sites reduce the probability that the site may have to be abandoned in the long term, or even in the short term, because of its inability to accommodate some unforeseen development requirement. Larger sites also increase the possibility of providing adequate on-site parking areas – a requirement which will probably remain for the foreseeable future.

A large site improves a new stadium's chances of being further developed in the future.

As a site becomes more suburban and isolated from public transport, it will have to become larger to accommodate the required additional parking. In this situation, convenient and multiple access to major roads and motorways is essential.

In an ideal world, the ultimate location would probably be a large city-centre site with good access to public transport, major roads and motorways and parking that can be used by others when games are not being played. This reduces the possibility that large parking areas will be used for as little as 100 to 200 hours per year. A stadium with ambitions to host international events is more attractive to event holders if it is within comfortable reach of hotels and active commercial environments and at least one international airport.

In order to accurately assess the transport requirements of a potential stadium site, it is suggested that authorities engage the services of transport planners/engineers and have a detailed transport impact assessment carried out prior to choosing the final site.

The development of transport infrastructure is costly. It is suggested that the final decision on the location of a stadium should depend on how close it is to existing public transport infrastructure (rail, bus, taxi – both water and road – and airport).

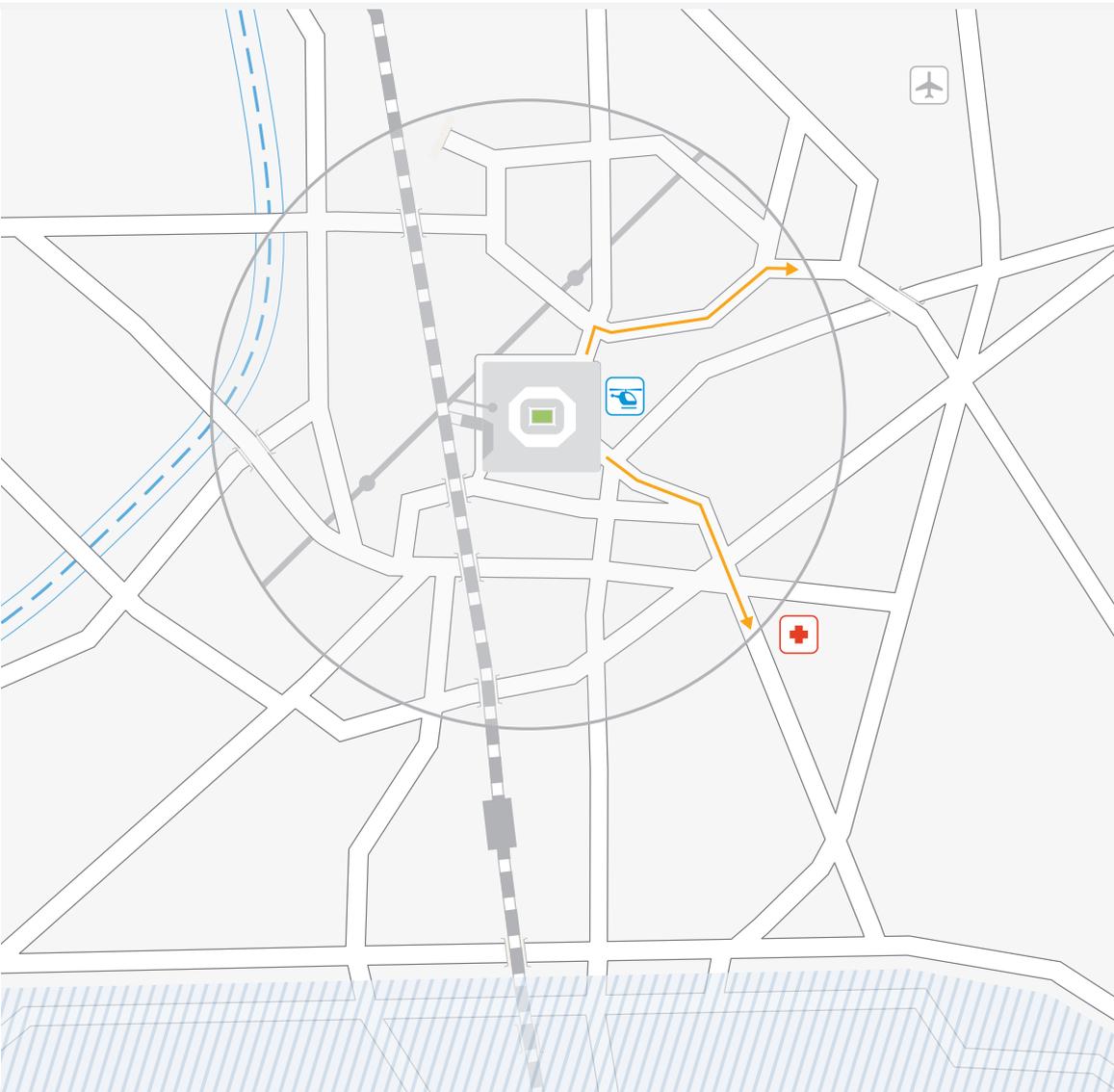


Diagram 1a:
Location of the stadium

-  Stadium
-  Area around the stadium
-  Centre
-  Parking area
-  Train
-  Railway/underground station
-  Emergency exit
-  Hospital
-  Airport
-  Helipad

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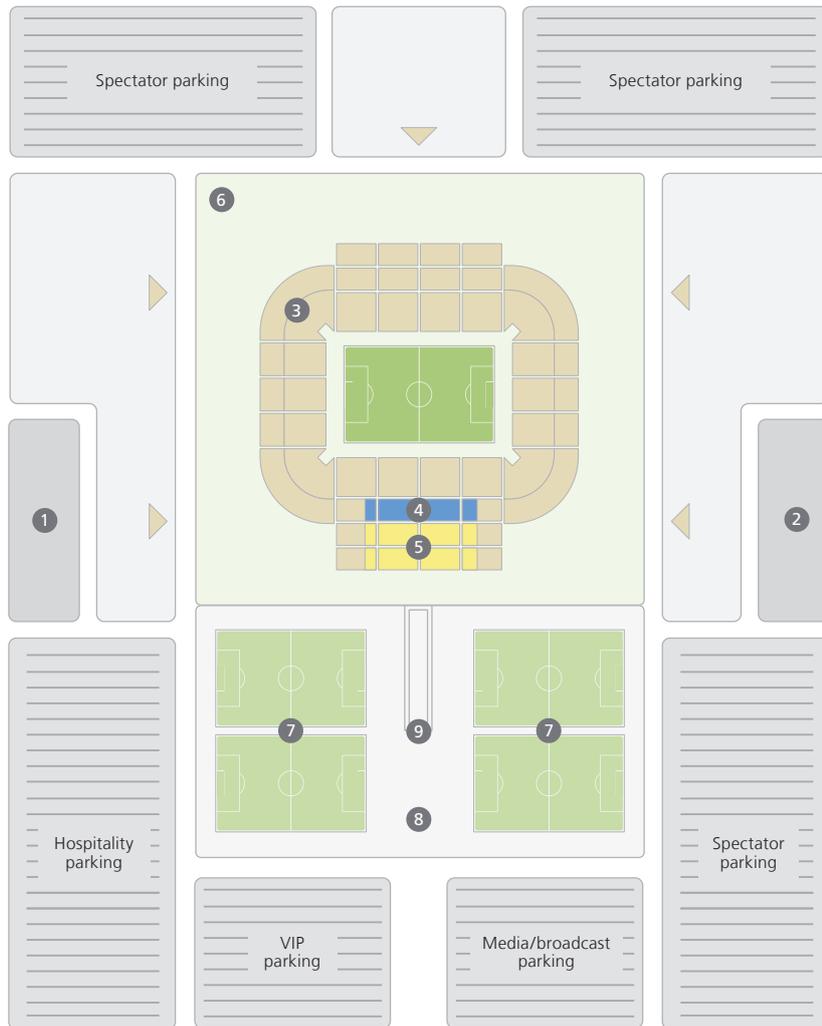


Diagram 1b:
Stadium site

- ① Bus station
- ② Underground station
- ③ Spectator viewing
- ④ VIP viewing
- ⑤ Media tribune
- ⑥ Spectator services
- ⑦ Training fields
- ⑧ Tournament-specific temporary infrastructure
- ⑨ Player/referee/VVIP drop-off point and parking under concourse
- ▲ Spectator entrance



1.3 → Playing field orientation

Great care must be taken regarding the angle of the playing field in relation to the sun and the prevailing weather conditions. Match participants, spectators and media representatives must be protected as much as possible from the glare of the sun. However, the effect of a stadium's roof on the playing field must also be considered. When there is a natural grass pitch, it is critical that there is enough light and air movement to sustain the healthy growth of grass. All sides of the playing field must receive a reasonable amount of direct sunlight.

For more information on the playing field, see Chapter 4.

A north-south field orientation is often considered ideal but more sophisticated analysis has led stadium designers to choose an angle equal to the average direction of the sun at half time in an afternoon game.

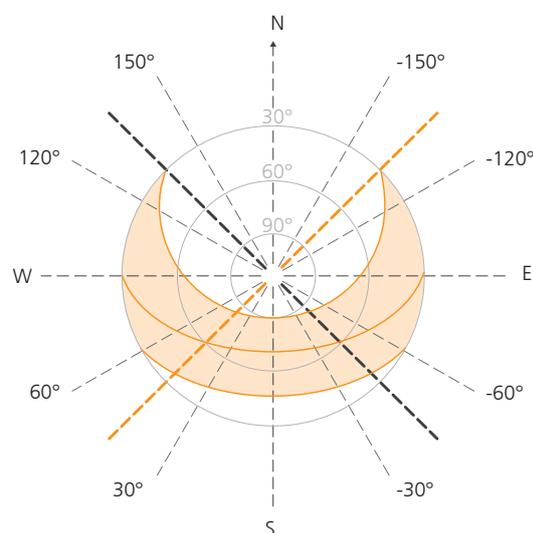
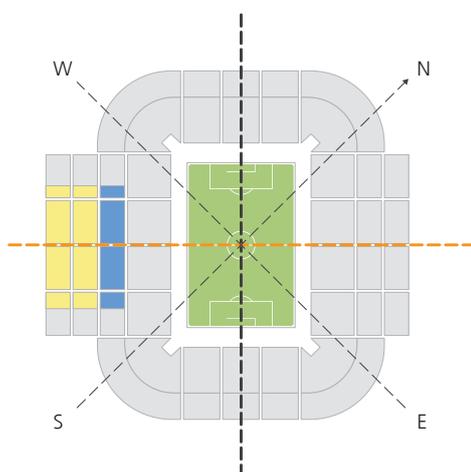


Diagram 1c:
Orientation of
the playing field

- VIP seating
- Media tribune
- — — Average half-time sun position
- — — Field orientation axis
- — — Sun trajectory

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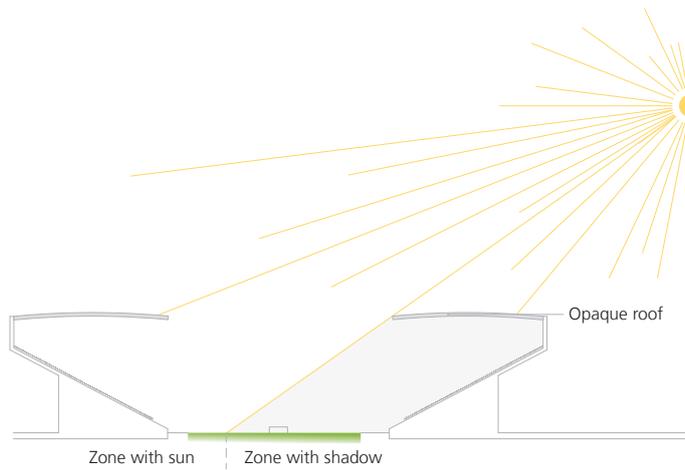
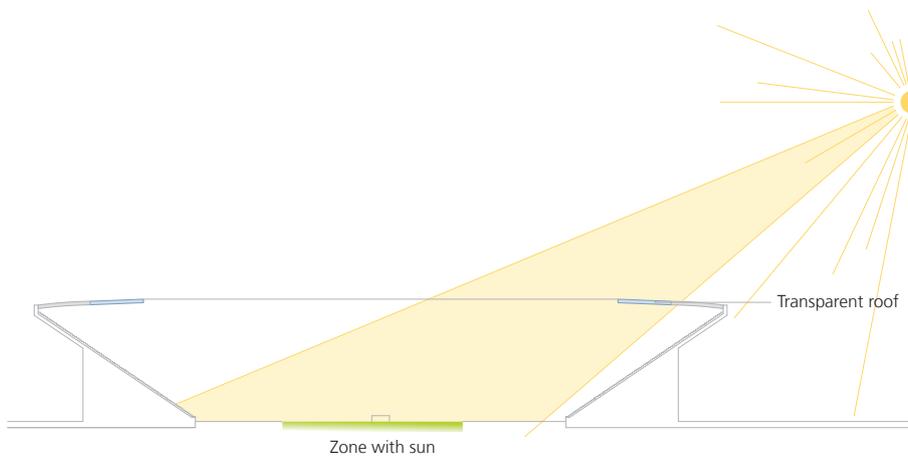


Diagram 1d:
Solution for avoiding shadow on playing area during the match

Not acceptable situation for players, spectators and cameras



Solution for avoiding shadow on playing area during the match



1.4 → Green Goal

FIFA has embarked upon an initiative to address environmental sustainability through the Green Goal programme – an initiative which FIFA fully expects its member associations and commercial affiliates to embrace.

The principal goals of the programme are: the reduction in the consumption of potable water, the avoidance and/or reduction of waste, the creation of a more efficient energy system and an increase in the use of public transport to FIFA events.

These goals should contribute to the establishment of a neutral climate as far as greenhouse gas emissions are concerned. The programme, which began during the preparations for the 2006 FIFA World Cup™ in Germany, is one that will form part of FIFA's legacy of the 2010 FIFA World Cup™ and should be extended to other FIFA events, especially future FIFA World Cups™.

Water

A more responsible use of potable water for purposes of irrigation should be examined. Green Goal suggests the storage of rainwater to support the water cycle. Further potential savings could be made through the installation of water-saving technology in sanitary fittings during the construction phase.

Waste

A major cost of stadium management is the removal of waste. To limit the amount of waste generated, Green Goal proposes the re-use of beverage containers, recycling through the separation of waste collection and the introduction of packaging-free food and merchandising products.

Energy

Energy-saving activities should be exploited in the design and construction of stadiums. Potential energy-saving areas include: the use of photovoltaic technologies.

Certification

The environmental and sustainability agenda has gone through an intense global development. The process of setting targets and assessing impact has been made easier by the emergence of various certification methods and systems. Some of the most notable are Leadership in Energy Efficient Design (LEED), Building Research Establishment Environmental Assessment Method (BREEAM), Green Building star ratings and carbon footprint measurement.

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LEED certification

All stadiums should incorporate green building principles and techniques into their design. New stadiums are encouraged to achieve at least a minimum LEED certification. Major renovations to existing stadiums are also eligible for LEED certification. LEED is a building certification system that was developed by the U.S. Green Building Council. It involves conducting an independent third-party assessment of the environmental performance of a development. The assessment is conducted according to the parameters set out in LEED, and points are awarded in each category where the development complies with these parameters.

LEED certification works as follows:

There are 100 possible base points, plus an additional six points for innovation in design. Buildings can qualify for four levels of certification:

- Certified** 40-49 points
- Silver** 50-59 points
- Gold** 60-79 points
- Platinum** 80 points and above

The LEED rating system is divided into six broad categories, each of which has a list of credits with points attached to them. The categories are:

Sustainable sites

This category deals with site selection and how the development integrates with the natural environment, social environment and existing transport networks.

Water efficiency

This category is aimed at reducing water consumption and using alternative water sources such as rainwater harvesting.

Energy and atmosphere

This category encourages the use of alternative energy sources and addresses ways to reduce greenhouse gas emissions.

Materials and resources

This category rewards the use of sustainable building materials, materials with low or zero emissions and locally sourced materials.

Indoor environmental quality

This category addresses the issue of creating a clean and healthy indoor environment that makes use of natural ventilation and day lighting.



Innovation in design

The category rewards innovative thinking that helps to reduce the impact that a development has on the environment.

The cost implications for building a LEED sustainable stadium vary greatly. The higher the rating achieved by the design, the higher the cost of the stadium. The systems engineer must consider energy-efficient air conditioning equipment, LED lighting and system commissioning that may add cost to the project. However, these systems may reduce the energy and maintenance costs over the life of the stadium. In a well-designed stadium, the budget must be considered along with considerations for energy/operational costs for best value to achieve the desired LEED status.

For general planning and budgeting, the following should be considered:

Certification	0% increase in budget
Certification to Silver	0%-2% increase in budget
Silver to Gold	2%-5% increase in budget
Gold to Platinum	2%-5% increase in budget

Green building principles

A green building is a building which is energy efficient, resource efficient and environmentally responsible. It is a building which incorporates design, construction and operational practices that significantly reduce or eliminate its negative impact on the environment and its occupants. Building green is an opportunity to use resources efficiently and address climate change while creating healthier and more productive environments for people to live and work in.

On a practical level, this encompasses the use of design, materials and technology to reduce energy and resource consumption, and create improved human and natural environments. Specific green building measures include: careful building design to reduce heat loads, maximise natural light and promote the circulation of fresh air; the use of energy-efficient air conditioning and lighting; the use of environmentally friendly, non-toxic materials; the reduction of waste and the use of recycled materials; water-efficient plumbing fittings and rainwater harvesting; the use of renewable energy sources; and sensitivity with regard to the impact of the development on the environment.

The benefits of green buildings can be divided into three broad categories, which correspond to the three spheres of sustainable development – environmental, economic and social.

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Environmental benefits include:

- enhancing and protecting ecosystems and biodiversity;
- improving air and water quality;
- reducing solid waste;
- conserving natural resources;
- reducing carbon emissions.

Economic benefits include:

- reducing operating costs;
- enhancing asset value and profits;
- improving employee productivity and satisfaction;
- optimising life-cycle economic performance.

Health and community benefits include:

- improving air, thermal and acoustic environments;
- enhancing occupant comfort and health;
- minimising the strain on local infrastructure;
- contributing to the enhancement of overall quality of life.

1.5 → Environmental compatibility of stadium site

Environmental compatibility is a prime consideration when selecting a site for a stadium. It is a changing, complex and politically charged subject that must be analysed carefully. For example, most of us would be very upset if we were suddenly confronted with the prospect of having our homes overshadowed by the walls of a large new football stadium. Proximity to existing residential areas is the most sensitive issue in the development of a new stadium and if possible this should be avoided.

Typical environmental issues and concerns about the development of a new stadium include the following:

- increased vehicular traffic;
- large numbers of noisy and often aggressive fans/pedestrians;
- noise from events;
- bright building and event lighting;
- overshadowing of adjacent properties;
- lack of activity around the stadium at non-event times;
- scale of the project in relation to its surroundings.



With good analysis, design and operational controls, most of the above problems can be mitigated to satisfy neighbours. Examples include: game-time traffic and crowd-management plans, restricted-access zones, noise and lighting control baffles, building the stadium into the ground to lower its height and introducing uses into the project that generate activity at non-event times.

Extensive landscaping, with the planting of bushes, trees and flower beds in and around the project, can produce a huge visual benefit to those who use the stadium and to the local community. The greening of a stadium site enhances the perception and the reality that the facility respects the environment and its neighbours. The impact of nearby rivers and lakes on the stadium site's water table and, therefore, the playing field drainage capability, should also be considered.

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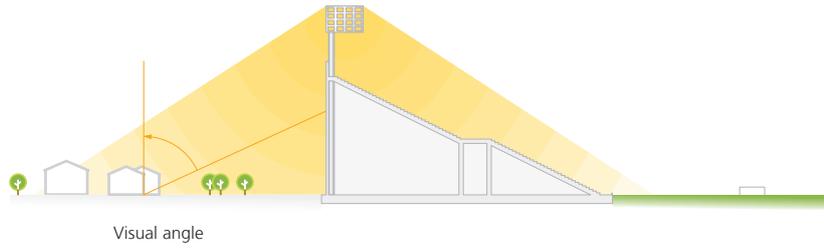
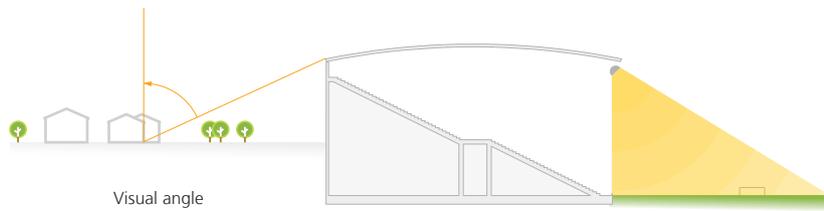


Diagram 1e:
Possible solution for reducing environmental impact

Bad example:
Construction impact on residential buildings



Good example:
Possible solution for reducing environmental impact

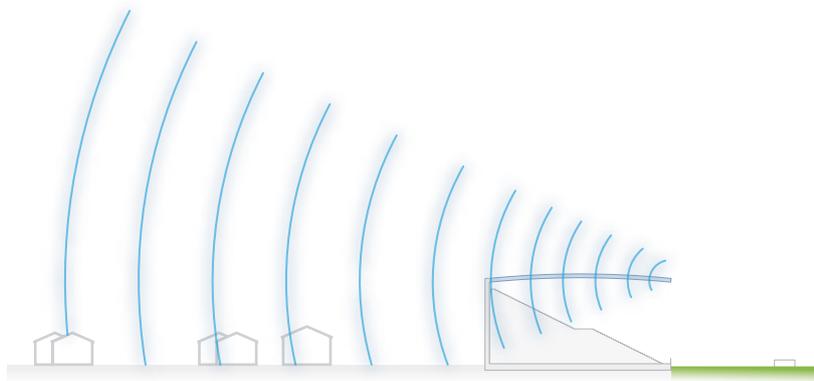
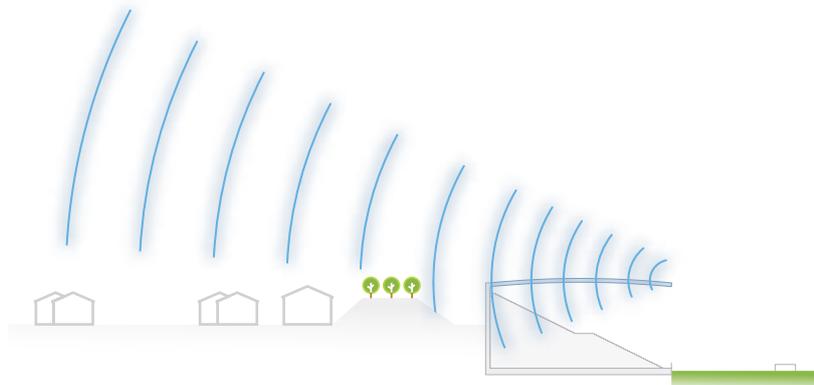


Diagram 1f:
Possible solution for reducing impact on surrounding areas

Bad example:
Noise impact on surrounding areas



Good example:
Possible solution for reducing noise impact on surrounding areas



1.6 → Community relations

In choosing the location and design of a stadium, it is vital that early contact and consultation is established with local community representatives, environmental groups and local and national football authorities. With proper communication, the prospect of a new stadium becoming part of the environment should be a positive experience.

A new stadium provides many benefits for the local community.

The local benefits of a new stadium are considerable. They include:

- convenient access to quality sport and entertainment events;
- jobs in the construction of the facility and its operation;
- new visitors who will enhance the financial viability of the local economy, including visitors to shops, restaurants and hotels;
- often the stadium includes facilities such as a gymnasium, fitness rooms, a swimming pool, a crèche, function suites, meeting rooms, shops and other cultural and social centres that are used primarily by locals;
- if the field has artificial turf, it can be made available for local recreational programmes;
- the promotion of stadium events generates significant increased exposure and profile for the community;
- stadiums deliver increased community pride because of the special nature of their structure and their events.

All of the above should enhance the quality of life of those living in the area, ensure that the stadium is integrated into the day-to-day life of its community and provide additional financial stability for the facility.

Because of the special nature of stadiums, their development often fosters negative rumours and fear-mongering in the media. It is essential, therefore, that direct communication with the local community and with the media is maintained throughout the development period and during the operational life of the stadium.

01



Pre-construction decisions

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1.7 → Multi-purpose stadiums

Designing stadiums so that they can host other sporting and entertainment events will increase their utilisation and improve their financial viability. The use of artificial turf makes this easier, as it allows the pitch to be used and/or covered for an unlimited number of days without negatively affecting the playing surface.

There has been a rapid increase in the use of football pitches for additional football matches during the week. Some facilities also consider increased use through double-headers, thereby increasing ticket revenue. They are also increasingly used to host other sports, such as rugby, cricket and American football. Sometimes these activities are for spectator events. More often, they are of a recreational or community nature. Without artificial turf, these activities would damage the pitch, preventing it from being in good condition for the stadium's main football matches.

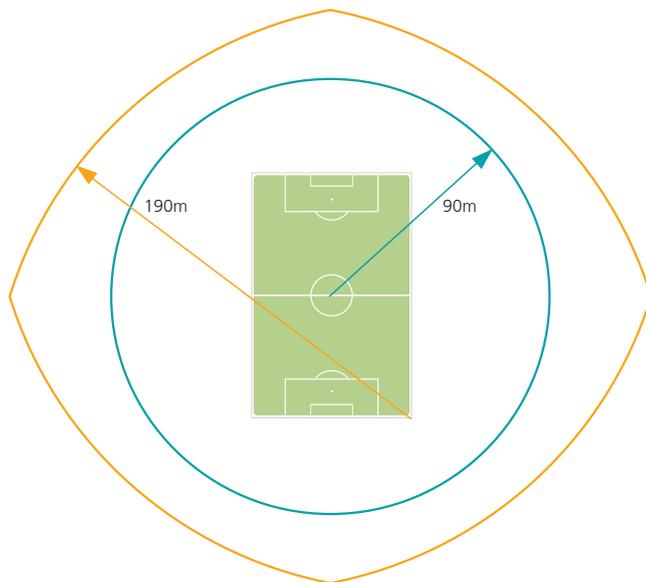
Football stadiums can also host entertainment events including concerts, festivals, theatrical extravaganzas and trade/consumer shows. Some of these events can occur on natural turf which is covered for a short period of time, but artificial turf allows faster and less costly conversions from football mode and back again.

Some of the key factors to be taken into consideration when deciding if other uses can be accommodated include: ease of access to the field for the vehicles, materials and machinery required for the conversion, additional dressing rooms for athletes and performers and additional field-level storage. Adequate infrastructural services, including additional power supply and water reticulation, further enhance the possibilities of multiple use.

To accommodate these different uses, it is important not to change the stadium to an extent that has a negative impact on its primary purpose for football. For example, making the pitch considerably larger for another sport or adding a running track around the field can result in football spectators being much further from the playing field and removed from the action. This reduces their sense of involvement and engagement with the game and diminishes their excitement.

Pressure is often put on stadium developers to increase the field size or to include a running track. Occasionally, such requirements are unavoidable. Unfortunately, this will result in a much less successful facility than a football stadium that is specifically built around the football field's dimensions.

Various attempts to provide a running track without destroying the stadium's football ambience have been proposed and built, including retractable seating along the sidelines, an example of which can be found in the Stade de France in Paris. Most are very expensive to build and operate and/or have resulted in compromised sight lines for one or both sports, even when the rake or angle of the seating has been made as steep as possible.



Ideal



Diagram 1g:
Spectators' distance
from the field of play

- Maximal distance
- Optimal distance
- Spectator areas

Perhaps the largest cities of the world, with very large budgets and the objective of hosting the Olympic Games one day, might be capable of satisfying the needs of football and athletics. For most, however, surrounding a football field with a running track in a modern stadium should be avoided.

The issue of the financial feasibility of stadiums has also encouraged stadium owners to examine uses that are unrelated to the primary sport function. There are good examples around the world of retail centres, health clinics, fitness/wellness centres, hotels, and conference and educational facilities which are linked directly to the stadium development. These increase the site usage and increase the volume of rentable space, which results in improved self-sustainability and feasibility of the overall facility.



Pre-construction decisions

The FIFA World Cup™ requires a stadium site and precinct that is capable of accommodating many more uses and functions than would be required during the normal playing season. These additional functions are hospitality villages, media installations, broadcast compounds, volunteer centres, accreditation centres, numerous parking areas, etc. In this regard, sites that are capable of expanding to the required size would be in a better position to be chosen as a FIFA World Cup™ venue.

As a guide, a site area of between 18 and 24 hectares is ideal for the FIFA World Cup™, depending on the stage of the tournament at which the stadium would be used.

Additional issues to be considered are:

- Comfortable routes are required to and from transport hubs and parking areas
- Spectator services in the precinct should include toilets and sanitary facilities, merchandising and food and beverage
- Cognisance of surrounding buildings and land uses that would not affect the function of the stadium during the tournament is required
- Knowledge of existing commercial rights within the precinct is required
- Cognisance of stringent security requirements during the event and measures in place to prevent any breach of security

See also food and beverage environmental (6.1) considerations.

Environmental issues during the FIFA World Cup™

- Host cities have to provide a detailed air-quality assessment for the five years prior to the event. This must also be accompanied by information accounting for any change in air quality and information regarding whether the air quality is likely to change during the FIFA World Cup™.
- Host cities have to provide information pertaining to the quality of the water that is available from the public distribution network.
- Host cities have to make information available regarding any environmentally sensitive areas within the city and around the stadium precinct in particular.
- Information regarding areas within the host cities that have cultural, historical or religious significance is to be made available.

FIFA must also be provided with the following information regarding the host nation's environmental protection strategy and environmental management plan:

- Environmental objectives, goals and priorities
- Environmental impact assessments
- Air and noise pollution minimisation scheme
- Solid waste and sewage management schemes at all FIFA World Cup™ venues
- Recycling schemes and other measures that are geared towards reducing the amount of waste in the form of packaging from concessions during a match
- The use of environmentally friendly materials and construction techniques during the construction of all competition-related venues
- Post-FIFA World Cup™ clean-up operations
- Environmental protection measures adopted by national government, host city authorities and non-governmental organisations
- Programmes that are aimed at creating environmental awareness in the public domain to be encouraged

02 → Safety and security





The safety of all those using a football stadium must take priority over all other considerations in the design and management of the stadium, regardless of the level of funding available. The FIFA Safety Regulations must be adopted in order to ensure safe FIFA events.



02

→ Safety and security

2.1	Safe stadiums: the fundamental requirement	50
2.2	Specific safety requirements	50
2.3	Structural safety	52
2.4	Fire prevention	52
2.5	Stadium operations room	52
2.6	Television surveillance system	53
2.7	Spectators' medical centre	53

2.1 → Safe stadiums: the fundamental requirement

The degree of luxury and comfort which can be built into a stadium will depend on the amount of money available but the fundamental requirement which must be met, regardless of available funding levels, is that the stadium must be a safe and secure facility for all those who use it, whether they are spectators, match participants, officials, media personnel, staff or others.

Even before the basic planning begins, it should be clearly understood by the prospective owners and by those concerned in the planning, designing, construction and management processes that human safety will be the first and foremost priority. It will be a condition that may not, under any circumstances, be put aside or circumvented in order to accommodate other requirements.

For other key planning decisions, see Chapter 1.

The location of a stadium contributes fundamentally to the safety and security of its users. Locations that can facilitate crowd control and reduce congestion will always provide a better option than those that cannot. Easy and smooth access reduces spectator stress and contributes to better human behaviour.

2.2 → Specific safety requirements

All parts of the stadium, including entrances, exits, stairways, doors, escape routes, roofs and all public and private areas and rooms must comply with the safety standards of the appropriate local authorities, and satisfy international best practice recommendations where these are generally accepted as being the norm. It is recognised that there are various codes and practices available in the world as guidance for the design of safe stadiums. It is suggested that if any of them are to be used, there should be an appropriate reference in the stadium records as to their use.

Safety and security certification processes must be established at the beginning of the stadium development cycle, maintained throughout the project cycle and extended through the life cycle of the stadium.

The stadium should be divided into at least four separate sectors, each with its own access point, refreshment and toilet facilities and other essential services, such as spectators' medical centre, security stations and areas for stewards and marshals.

Public passageways and stairways in the spectator areas should be clearly marked, as should all gates leading from the spectator areas into the playing area and all exit doors and gates leading out of the stadium. All public passageways, corridors, stairs, doors and gates must be kept free of any obstructions that could impede the free flow of spectators.

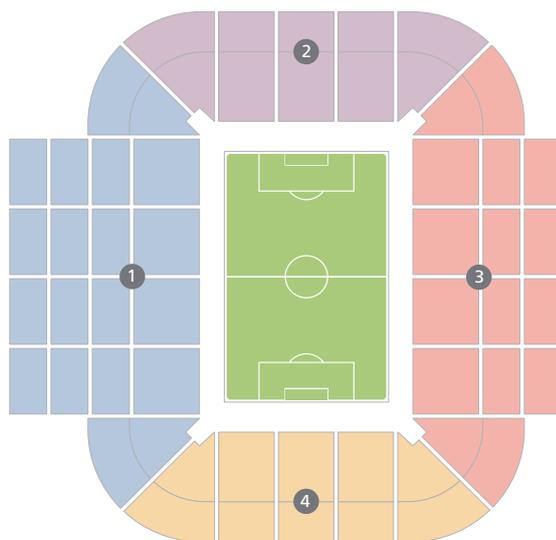


Diagram 2a:
Stadium sectors

- ① West stand
- ② North stand
- ③ East stand
- ④ South stand

Exit doors and gates in the stadium and all gates leading from the spectator areas into the playing area must open outwards, away from the spectators. They must remain unlocked while spectators are in the stadium. However, to prevent illegal entry or intrusion on non-matchdays, they may be fitted with a locking device which can be operated simply and quickly by anyone inside.

Each of these doors and gates must be attended at all times by a specially appointed steward, to guard against abuse and to ensure immediate escape routes in the event of an emergency evacuation. Under no circumstances must they be locked with a key during the time that spectators are in the stadium.

Unruly spectators are a phenomenon that has to be dealt with globally. Pitch invasions and attempts to disrupt the match are a common occurrence at even the smallest of events. However, stadium owners now have a number of preventative measures that are available on the market or bespoke systems that could be used to assist them in this regard. These systems are described in section 4.8. However, the use of stewards, marshals and security personnel is vital to complement whichever system is chosen.

Exit gates should never be locked with a key when spectators are in the stadium.

02

→ Safety and security

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2.3 → Structural safety

Every aspect of the stadium's structure must be approved and certified by the local building and safety authorities. Building and safety standards and requirements vary from country to country but it is essential that, within the relevant framework, the most stringent safety standards are applied.

2.4 → Fire prevention

The fire-fighting facilities available within the stadium and the fire precautions must be approved and certified by the local fire authorities, as must the fire safety standards of all parts of the stadium. It is important for the fire safety authorities that a fire plan incorporates the stadium, in both event and non-event mode, as well as all installations, both permanent and temporary.

2.5 → Stadium operations room

Each stadium must have an operations room which has an overall view of the inside of the stadium and which must be equipped with public address facilities, infotainment controls, video screen control and television surveillance monitor screens. The size, configuration and furnishing of the operations room should be agreed upon in consultation with the local police.

Each stadium must have a stadium operations room equipped with television surveillance monitor screens.

The stadium commander should have the capability of overriding and cutting into the public address system whenever necessary. The system governing the arrest, detention and indictment of offenders may differ from country to country, or even from city to city, so stadium designers should consult the local police and civic authorities to determine whether it is necessary to include facilities such as a police muster room, a charge room and detention cells for male and female prisoners within the stadium itself. A second control room and emergency command centre is desirable. It should have a location which is convenient for arriving emergency personnel and their vehicles.



2.6 → Television surveillance system

A modern stadium should be equipped inside and outside with public surveillance colour television cameras, mounted in fixed positions with pan and tilt facilities. The cameras should monitor all of the stadium's approaches and all of the public areas inside and outside the stadium. These are to include all transport hubs, railway stations, parking areas and motorways.

The television surveillance system should have its own independent power supply and private circuit. It should be operated and controlled from the stadium operations room where the monitor screens should be situated. It should be capable of taking still photographs both inside and outside the stadium.

2.7 → Spectators' medical centre

Every stadium should be equipped with a spectators' medical centre to care for spectators. Ideally, there should be a minimum of 1 spectators' medical centre per sector, but the number, size and location of these rooms should be agreed in consultation with the local health authorities. There should be space for the secure deposit of defibrillators in easily accessible locations, evenly distributed around the stadium. Scenarios for dealing with a mass catastrophe are a joint venture of the local authorities and the stadium management.

Spectators' medical centres should be easily accessible for spectators and emergency vehicles.

Spectators' medical centres should:

- be located in a position which allows easy access from both inside and outside the stadium for spectators and emergency vehicles;
- have doors and passageways leading to them which are wide enough to allow access for a stretcher or a wheelchair;
- have bright lighting, good ventilation, heating, air conditioning, electric sockets, hot and cold water, drinking water and toilet facilities for both sexes;
- have walls and floors (non-slip) constructed of smooth and easily cleanable material;
- have a glass cabinet for medicines;
- have storage space for stretchers, blankets, pillows and first aid materials;
- have a telephone allowing internal and external communication;
- be clearly signposted inside and outside the stadium.

03 → Orientation and parking





Stadiums must be designed to allow for the smooth and efficient arrival, circulation and departure of thousands of people and vehicles in a short space of time.



03



Orientation and parking

3.1	Signposting and directions on tickets	56
3.2	Public access and egress	56
3.3	Parking for spectators	58
3.4	Hospitality parking	59
3.5	Parking for teams, match officials and stadium staff	59
3.6	Access and parking for the media	60
3.7	The emergency services and disabled spectators	60
3.8	Helipad	60

3.1 → Signposting and directions on tickets

All direction signs inside and outside the stadium should be presented in universally understandable signage. Many users of the stadium may not understand the local language.

Clear, comprehensive signposting should be provided at the stadium approaches, around the stadium and throughout the stadium in order to show the routes to the different sectors. Prominent, clearly visible signage that guides spectators to Ablutions, concessions, retail outlets, exits and other customer services should be provided.

The design of signage should be integrated to include all areas of the stadium, including temporary facilities. Special care should be taken by the designer when considering the reading of signage during the day and night.

Tickets should clearly identify the location of the seats for which they have been issued. Information on the tickets should correlate with the information provided on signposts, both outside and inside the stadium. Colour-coding of tickets will assist the entry process. Retained ticket stubs should contain information which will guide spectators once they are inside. Large-scale wall maps should be provided for the guidance of spectators.

For more on seat identification, see Chapter 6.

For the benefit of new and visiting spectators, each sector of the stadium should have a customer service and information desk situated in the external circulation area.

3.2 → Public access and egress

A modern stadium should be surrounded by an outer perimeter fence situated some distance from the stadium. At this outer fence the first security checks and, where necessary, body searches will be made. The second checks will be made at the stadium turnstiles. There should be sufficient space between the outer perimeter fence and the stadium turnstiles to permit the free movement of spectators. The space dimensions are determined by the local authority.

It must be borne in mind that while the entry process may be spread over an hour or more, everyone will want to leave more or less at the same time. The circulation space available immediately outside the exit gates must be sufficient to guarantee that spectators are not at risk of being crushed in the event of a stampede and are able to leave the event in comfort.

It may take more than an hour for all the spectators to enter the stadium but everyone wants to leave at the same time.

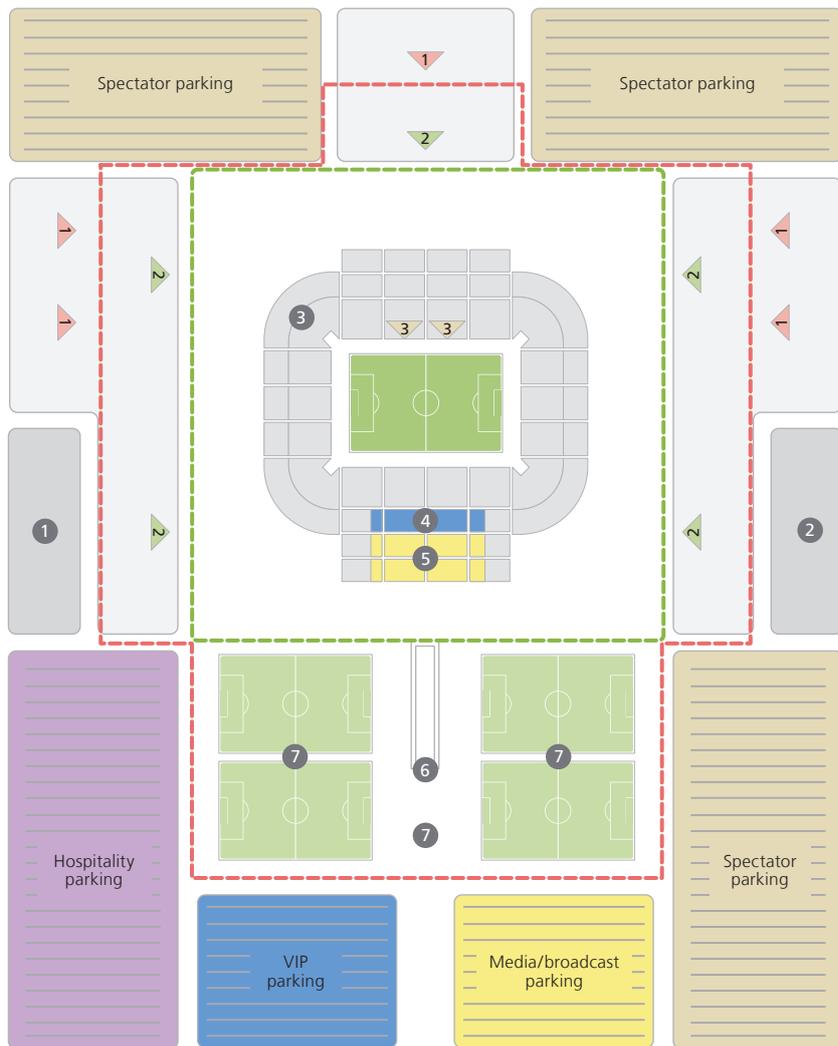


Diagram 3a:
Public access and egress

- 1 Bus station
- 2 Underground station
- 3 Spectator viewing
- 4 VIP viewing
- 5 Media tribune
- 6 Player/referee/VVIP drop-off point and parking under concourse
- 7 Training fields and tournament-specific temporary infrastructure
- ▲1 First ticket check – body search
- ▲2 Second ticket check – turnstiles
- ▲3 Third ticket check – visual
- Outer perimeter
- Inner perimeter

03



Orientation and parking

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At every event, it must be possible to completely evacuate the stadium within a maximum time agreed with the local safety authorities. Preventive measures must be taken to avoid crushing at the public entrances. This may be accomplished by a system of barriers designed to funnel spectators individually toward the entry points.

For more on safety, see Chapter 2.

Public amenities such as toilets and sanitary facilities and food and beverage concessions, inside and outside the stadium, should not be situated close to the turnstiles or to the entrance and exit routes. Clear and unmistakable signs must point spectators to their sector, row and seat.

Public amenities should not be situated close to the turnstiles.

During the entry mode, all major points of access should be used for entry and a couple of small designated points should be clearly marked for exiting. The opposite is required in the exit mode and a combination of the two modes is required during the match itself.

3.3 → Parking for spectators

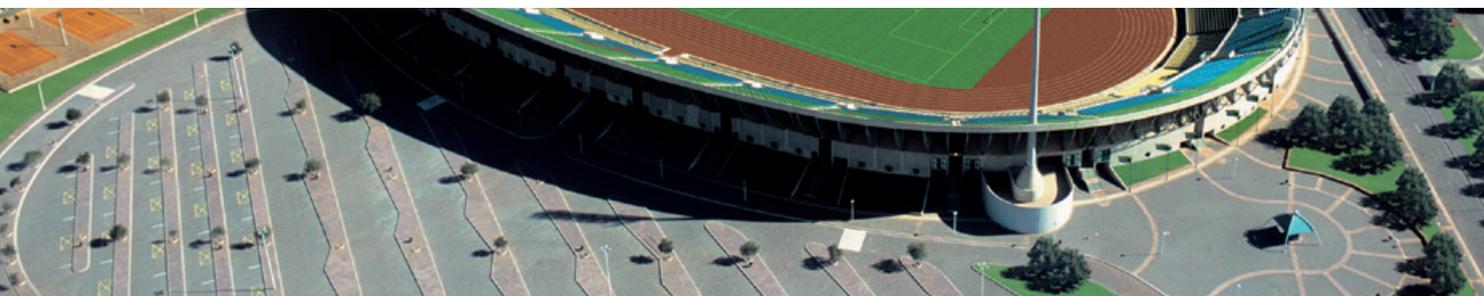
All parking places should be on-site, affording spectators direct entrance to the stadium. The car parks around the stadium must be brightly lit and clearly signposted, with numbered or lettered sectors. They must be guarded against illegal intrusion.

For a stadium with a capacity of 60,000, parking places should be provided for 10,000 cars. Separate parking places for buses should be provided. For a 60,000-seater stadium, parking should be provided for approximately 500 buses.

It is essential to ensure that car park access and egress is rapid and smooth flowing and that direct routes to the nearest motorways are provided. The location of the car parks and bus parks should make it possible for the supporters of both teams to have separate parking facilities. Where sufficient on-site public parking is not possible, parking should be provided no further than 1,500 metres from the stadium.

Supporters of rival teams should have separate parking facilities.

It is essential to discuss the public parking strategy with the competent local authorities, bearing in mind the public transport systems and the possible provision of multi-storey car parks in the immediate vicinity of the stadium.



3.4 → Hospitality parking

Hospitality parking is a particularly important component of the marketing programme. Sufficient parking near to the stadium to accommodate the number of hospitality ticketholders who have been allocated tickets is of the utmost importance. Near the VIP entrance, and separate from the public car parks, there should be sufficient parking space for the buses and cars used by VIPs. Preferably, these vehicles should be parked inside the stadium.

For more on hospitality, see Chapter 7.

3.5 → Parking for teams, match officials and stadium staff

Parking space for at least four buses (in the event of the use of back-up buses) and 14 cars (six each for the teams and two for the match officials) should be available. This should be inside the stadium, immediately outside the dressing rooms and isolated from the public. The players and match officials should be able to disembark from their transport and make direct entry to their dressing rooms without coming into contact with the public. Sufficient parking space should be provided for all vehicles used by staff engaged in providing services, such as security and safety personnel, doormen, stewards and caterers.

In the event of the use of police escorts for safe and efficient access to the stadium for the teams and match officials, parking is to be provided for these personnel as close as possible to the vehicles that they are escorting. The number should be in the range of three or four bays per team for the teams, and two to three for the match officials. Parking for emergency service vehicles should be provided in this area as well.

Teams and referees should have access to dressing rooms from their drop-off areas without crossing through VIP/VVIP, media and public areas.

03



Orientation and parking

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3.8	Helipad	60

3.6 → Access and parking for the media

There should be a specific media entrance at the stadium perimeter with a reception desk or room where late accreditation/media information packs can be collected. This should have an area of not more than 30m².

Special consideration should be given to photographers and Electronic News Gathering (ENG) crews who arrive with heavy camera equipment. Parking spaces should be reserved for them as close to the access point as possible and/or a drop-off point should be designated where they can unload equipment from vehicles. There should be easy circulation between the various media working areas, such as the media working room, the media tribune, the press conference room, TV and radio commentary positions, the mixed zone and the field of play.

Consideration must be given to the choice of surface material so that media equipment can be transported easily between the various media areas.

Pedestrian pathways for the media from their parking spaces to their drop-off point at the stadium and back should be ideally constructed out of concrete, asphalt or similar material for a level and stable route in all weather conditions and with provision of proper drainage.

Car parking, separate from the public parking area, should be provided as near as possible to the media working area for all media representatives.

3.7 → The emergency services and disabled spectators

Parking facilities immediately adjacent to, or inside, the stadium must be provided for police vehicles, fire engines, ambulances and other vehicles of the emergency services and for the vehicles of disabled spectators. These parking places must be situated in such a fashion that they provide a direct, unrestricted route to and from the stadium which is separate from the public-access routes.

3.8 → Helipad

There should be a sufficiently large clear area near the stadium which could serve as a helicopter landing pad.

Orientation and parking

Players and match officials

The players' and match officials' and VVIP bus drop-off and pick-up areas should ideally be within a covered basement and away from the public area, so as to prevent projectiles being thrown at them. Parking is required for police escorts, broadcasting and the media. Space is required for vehicle security screening.

Back-of-house compound(s)

Space is required for a logistics, site management, storage and waste management compound. For marketing, this will include space for dry and cold containers for food and beverage storage and some container space for the official merchandising programme. This requirement depends on the size of the stadium and the amount of convenient storage available within the stadium.

Parking areas

The parking areas should be well drained, flat and have a firm surface. Provision of bulk services in the form of lighting, power, water and the drainage of waste water is essential. A security fence with venue dressing should be used if the parking area adjoins a public zone.

Access

FIFA/LOC contractors or personnel may need to access stadium and parking areas to install temporary facilities at least three months prior to the exclusive use of the stadium so that construction of this area can begin. In the case of IT&T installation, access may be required six months prior to the opening match. This would occur during the non-exclusive use period.

04 → Playing area





The playing area is the focal point for players, officials, spectators and television audiences. Fundamental decisions must be made about the playing area, from the type of pitch to install to the best way of ensuring that players can perform without disruption from spectators.



04

→ Playing area

4.1	Recommended dimensions	64
4.2	Playing field quality	68
4.3	Natural grass playing fields	69
4.4	Artificial turf playing fields	78
4.5	Substitutes' benches	85
4.6	Advertising boards around playing area	86
4.7	Access to playing area	87
4.8	Exclusion of spectators from playing area	87

4.1 → Recommended dimensions

Playing field: length: 105m, width: 68m

For all matches at the top professional level and where major international and domestic games are played, the playing field should have dimensions of 105m x 68m. These dimensions are obligatory for the FIFA World Cup™ and the final competitions in the confederations' championships. The playing field should have the precise markings illustrated.

For all top-level matches, the pitch should be 105m long and 68m wide.

Other matches can be played on a playing field with different dimensions and the Laws of the Game stipulate the maximum and minimum dimensions. However it is strongly recommended that new stadiums have a 105m x 68m playing field.

Auxiliary area

Additional flat areas are required beside the playing field, ideally behind each goal line, where players can warm up. This area should also allow for the circulation of assistant referees, ball boys and girls, medical staff, security staff and the media. It is recommended that this be a minimum of 8.5m on the sides and 10m on the ends.

This results in an overall playing field and auxiliary area dimension of:

length: 125m, width: 85m.

Grass area

In this area, the pitch surface must extend all the way to the advertising boards in the auxiliary area, which typically are erected 5m beyond the touch lines and goal lines. The areas upon which the boards sit must be level and firm to withstand the load imposed by them. The remainder of the auxiliary area can be either of the same surface material as the playing field or it can be a concrete-type surface material which facilitates the movement of service and security vehicles and ambulances. Any part of this additional auxiliary area that will be used as a warm-up area should have the same surface as the playing field. However, with grass fields, artificial turf of the highest quality could be used.

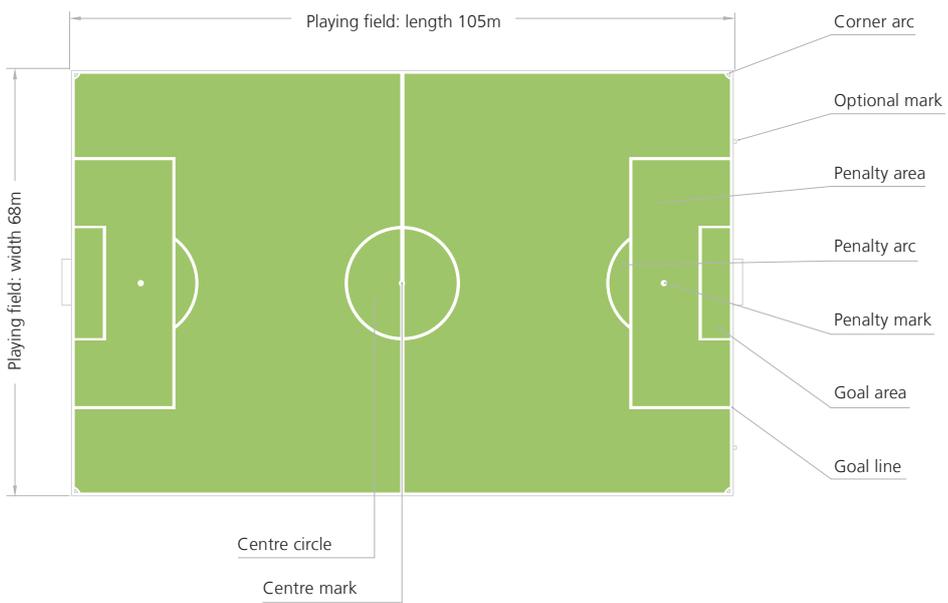


Diagram 4a:
Playing field dimensions



Diagram 4b:
Playing field details

04

→ Playing area

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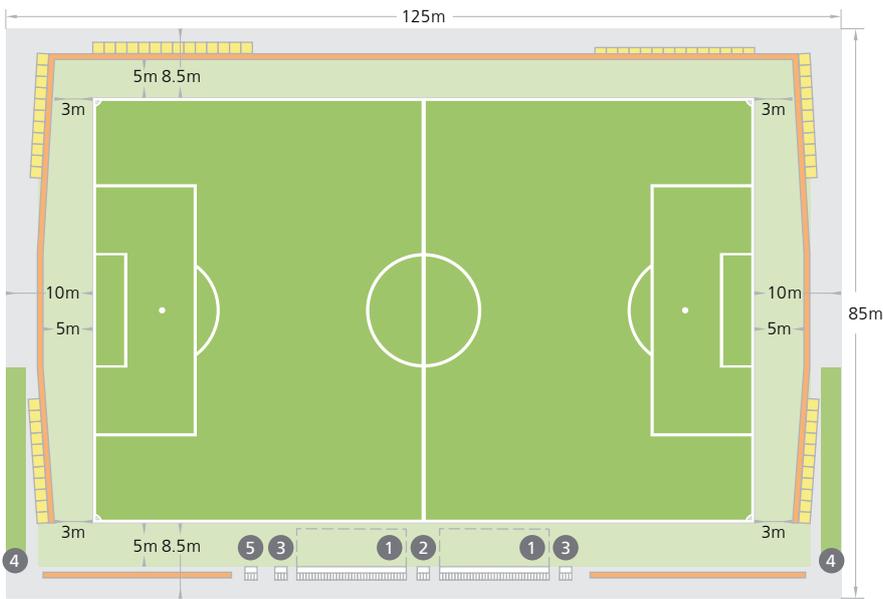
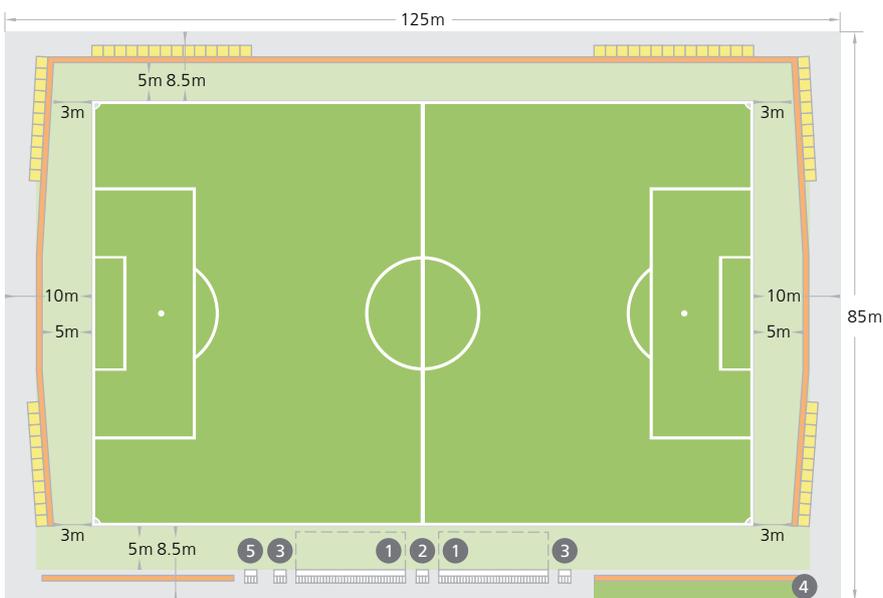


Diagram 4c:
Auxiliary area

- ① Substitutes' bench
- ② Fourth official
- ③ Team medical bench
- ④ Warm-up area
- ⑤ Reserve assistant referee
- Field of play – 105 x 68m
- Grass area – 115 x 78m
- Auxiliary area – 125 x 85m
- Technical area
- Advertising boards
- Photographers' position



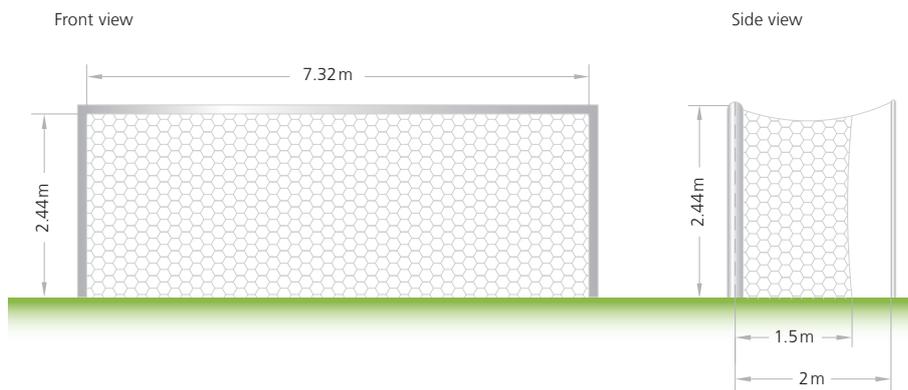
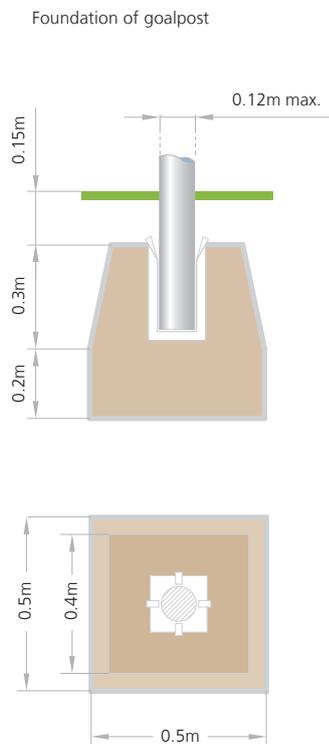


Diagram 4d:
Suspension of goal nets



Goalpost and crossbar cross-section

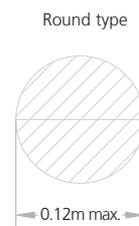
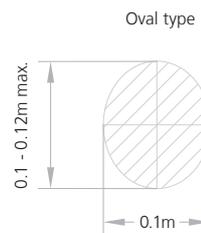


Diagram 4e:
Goalposts

04 → Playing area

4.1	Recommended dimensions	64
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4.7	Access to playing area	87
4.8	Exclusion of spectators from playing area	87

4.2 → Playing field quality

The playing field must be absolutely smooth and level. It should be of natural grass or artificial turf and in perfect condition. With natural grass, it should have an efficient watering system for use in dry weather. In cold climates, the playing field should be equipped with an underground heating system to prevent it from freezing in extreme winter conditions.

The primary characteristics of a good playing field should include proper underground and surface drainage to allow play during rain and to rid the surface of water during extremely wet conditions. This is to maintain the quality of the football match and to avoid spectator frustration which could lead to loss of revenue. The playing surface should be even and level to allow the players the confidence of movement that would not contribute in any way to injury or unexpected falls. The grass should be uniform, properly rooted and demonstrate vigorous growth. There should be no patches of water logging and/or ponding.

When constructing a new playing field it is vitally important to use experts who have successful experience in laying fields in a particular locality. These specialists should be familiar with the conditions of the climate, the specifics of the chosen site, the various soil conditions and their success with the chosen grasses. The preparation of the base needs careful planning and choices of layer works that would support a well-established root zone. The correct laying or planting of the field and the right choice of grasses or seeds, together with modern irrigation and adequate drainage, will result in a successful playing surface.

Keeping the field in peak condition at all times requires a proper maintenance plan and resources that include trained personnel, mechanical equipment, fertilisers and testing equipment.

Dangers and obstructions

The playing field and auxiliary area should be free of any impediment or obstruction (e.g. sprinkler heads, field marking material, etc.) that would constitute a danger to players or others whose purpose takes them on to the area described.

Particular attention should be paid to the four corners of the playing field, to ensure that players have enough space to take corner kicks without having their run-up unduly restricted.

Goal nets should not be suspended by any kind of metal frame or "elbow" but should be suspended by the method illustrated (see diagram 4d on page 67), as this does not constitute a danger to players. If pins of any kind are used to fasten the nets to the ground they must not protrude above ground level.



4.3 → Natural grass playing fields

Playing field quality

The highest pitch quality is fundamental to the game and must be considered a high priority. It is vital that qualified experts with a proven record in stadium pitch development are employed from the earliest stage to allow for the best possible pitch surface delivery.

Stadium micro-environment

When modern stadiums are developed, consideration needs to be given to how the pitch interacts with the stadium and the micro-environment it creates within the bowl. In particular, the effect of shade has a negative effect on the growth of the pitch. Hemiview shade analysis should determine the extent of the problem and the required solution, and should be carried out at an early stage. If supplementary pitch-level grow lighting is needed to help the pitch survive, it is important to allow storage space and pitch-side power supply at the design stage.

Wind and air movements are also important functions to consider, and both should be modelled before proceeding with a full stadium design.

The pitch micro-environment will also influence the pitch design and approach taken.

Stadium macro-environment

With particular reference to the FIFA World Cup™, the effect of climate and weather on the pitch in the lead-up to and during the tournament must be considered. This must also influence decisions such as grass choice, which is discussed later.

End-user requirements and legacy

A review of the business plan of the facility and its potential effects on the pitch is an important part of the planning process and will influence design and management options. Pitch protection systems must also be considered.

Maintenance ability

The ability of the stadium to maintain the pitch to a high standard before, during and after the event should be considered. From an early stage of planning, the budget must be in place to have appropriate staff numbers, training, equipment and an annual renovation programme to keep the pitch at the highest standard. Ongoing independent performance testing and independent agronomic advice should also be factored into this. Maintenance contracting and advice should be considered separately to ensure that the best procedures are implemented.

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→ Playing area

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4.6	Advertising boards around playing area	86
4.7	Access to playing area	87
4.8	Exclusion of spectators from playing area	87

Design approaches

The design approach to pitches is site-specific and should be considered on a site-by-site basis. The majority of new natural turf pitch developments require specifically designed drainage and soil profile to ensure satisfactory playing conditions throughout the season which function correctly in the proposed environment.

Tendering

Only suitably experienced contractors should be considered for the work. Designing the pitch, building the pitch and supplying the materials should be considered as separate entities. To this end, pre-qualifying contractors should be based on:

- experience;
- resources;
- technical backup;
- the company's financial ability to complete the contract.

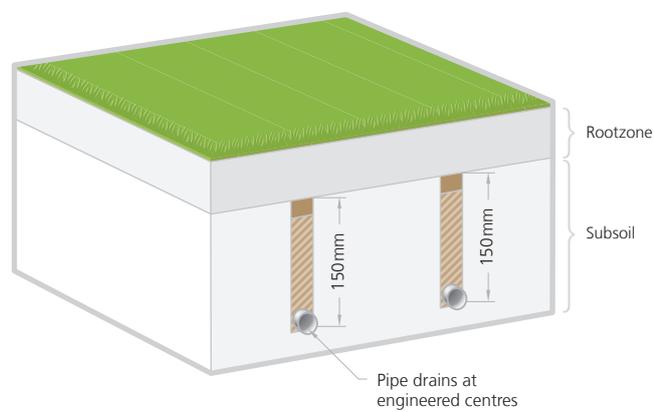
It is sensible to pre-qualify contractors who wish to bid on work by using the above criteria before issuing tenders.

Level adjustments

For minor level changes (+/- 50mm), cultivation and laser grading within the soil profile may be acceptable, depending on the situation. Where greater adjustments are needed, a civil engineering type cut-and-fill approach may be necessary.



Drainage of pitches



Pipe-drained pitches

Depending on the quality of soil and the usage levels proposed, pipe drains are installed at engineered and pre-determined intervals. This is capped off at the surface with 150mm of porous sand or soil mix. In some cases, an intermediate blinding layer between these layers is needed.

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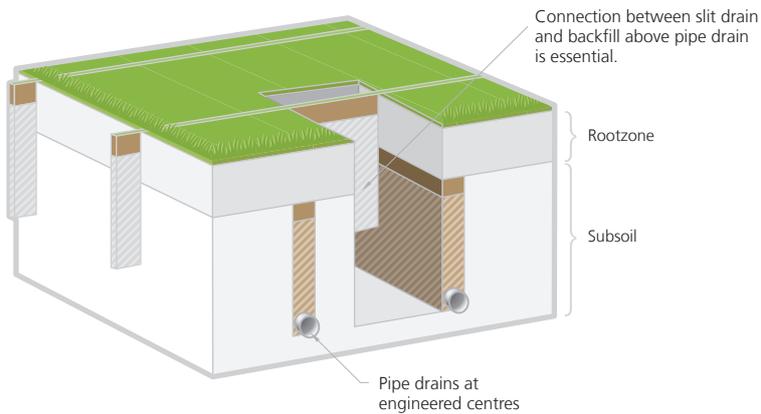


Diagram 4g:
Pipe- and slit-
drained pitch

- Coarse sand
- Gravel
- Slit drain

Pipe- and slit-drained pitches

This is an upgrade to the previously described pipe-drained pitch. Supplementary slit drainage will greatly improve the performance of a pipe-drained pitch. If the slit drainage system is installed correctly, the slit drain should intercept water on the surface and carry it through a series of narrow slits to connect with the porous material to the pipe drains.

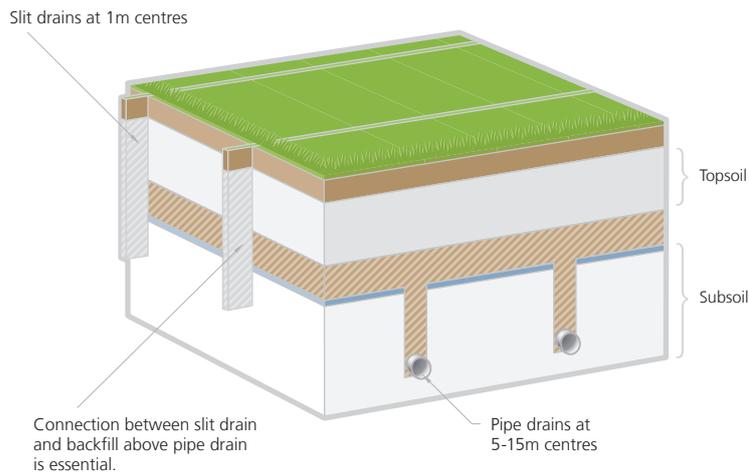


Diagram 4h:
Soil over drainage layer

- Ameliorated sand / topsoil
- Gravel (3-6mm)
- Slit drain
- Geo-textile

Soil over drainage layer

This option can also be used as a design proposal for high-level/high-use training fields. The approach involves installation of a drainage system in the subgrade, followed by the spreading of a carefully selected layer of gravel and an intermediate layer of coarse grit. The design, spacing and depths of these materials are subject to various tests and recommendations based on soil analysis, usage levels and climate. For small stadiums and high-use pitches, this procedure is sustainable but is not suitable for larger, enclosed stadiums. Particular attention should be given to receiving professional advice when constructing this type of pitch.

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Rootzone reinforcements

Reinforcements allow the surface to remain safe and playable when grass cover is lost but also reduce the level of divoting and improve the durability of the surface. The selection of the reinforcement must consider the macro- and micro-environment issues as well as grass type used.

Hybrid systems involve stitching plastic fibres into the rootzone, which in turn add strength to the surface, which also gives a green appearance amongst the natural grass.

Rootzone mixed-fibre elastic systems involve the amelioration and blending of elastic and polypropylene fibres into the sand rootzone, which provides shear strength to the rootzone and reduces divoting and increases usage levels.

Selecting materials for pitch construction

The selection of sand, gravel and soil for pitch construction and drainage is a specialist task requiring analysis of materials to establish if all the materials interact correctly to provide a functional pitch. Internationally recognised grading curves for pitch construction should be used.

Grass establishment by seeding

Grass establishment from seed is the most cost-effective and, in most cases, the best way to establish a new pitch. It does, however, take time and at least 12 weeks of good growing weather, and an intensive maintenance period is generally required. When choosing the grass type, the following should be considered:

- macro- and micro-environment of location
- status of venue and games to be played/usage levels
- performance of grass for football
- variations in performance and aesthetics with seasons
- legacy and maintenance requirements
- rootzone reinforcement used
- time available for grow-in

Grass establishment by turfing

Turfing is a faster way to establish grass on a new football field but should always be considered as a second option. The turf must be tested for compatibility with the underlying soils. Turfed pitches often require intensive maintenance once laid to ensure optimum playing conditions.

Turf nurseries should be established using the same grass as used in the pitches. Appropriate equipment must also be available for harvesting and installation of the turf.



Time for upgrading existing pitches for the FIFA World Cup™

If existing pitches are to be used for FIFA World Cup™ training sites, it is important that improvement work is designed and specified according to the actual performance measured on the pitch. Work should be carried out to allow adequate time for maturing before the tournament.

Irrigation systems

It is advisable that pitches have an automatic pop-up irrigation system installed on stadium and training pitches. The irrigation system is used for growing the grass but also for match preparation. As pitches also get watered shortly before match kick-offs, a sprinkler system allowing pitch watering during such time must be considered. Off-pitch water cannons are not recommended due to the conflict with pitch-side photographers, media services, spectators and dugouts.

The following should be considered:

- the safety of players and officials
- spacing of irrigation heads and “head-to-head” coverage
- location of heads to ensure system works when advertising hoardings are in place
- location and number of heads and speed of rotation to allow watering of central area within five minutes without damaging cameras
- type of irrigation heads with turf cups preferable over solid sprinklers to improve safety
- automatic control system for night watering
- emergency shut-off
- link to weather station
- tank storage capacity engineered to water supply and usage requirements
- correctly sized pipes and pumps to guarantee full system pressure when stadium is operational

Irrigation heads should not pose a safety risk for players and should be set below the surface where players do not come into contact with the solid part of the head.

Undersoil heating

Where the risk of frost is present, an undersoil heating system is recommended. As well as preventing frost, the undersoil heating system in combination with supplementary pitch lighting allows the grass to grow all year round. The undersoil heating system should not interfere or prevent deep aeration practices on the pitch to 250mm and hence all components must be designed to operate effectively below this level.

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Cooling/ventilation systems

The ability to ventilate the pitch from the base as well as the surface provides an advantage in certain environments. It can also improve drainage rates of the pitch during high rainfall events by creating a vacuum within the rootzone. Where very heavy rain is expected, these should be considered.

Pitch covers, germination blankets, rain covers, snow covers

Depending on pitch design and climate, it may be necessary to have rain or snow covers to manage the elements.

Pitch maintenance and renovations

Pitches need regular maintenance and renovation to maintain high performance.

– **Fertiliser applications**

The purpose of any nutritional programme is to provide sufficient nutrient for the turfgrass plants to recover from wear damage and grow in a sustainable manner. The essential elements for plant growth must be present in the proper amounts and the proper proportions for optimum growth and development.

– **Pest and disease control**

Pest and disease control programmes should only use registered turfgrass management products. Cultural or natural processes should be used as a preventative approach to pest management. All programmes should be independently verified.

– **Mowing**

Regular mowing encourages a thicker sward and improves presentation on the pitch. Mowers should be adjusted for the height of cut required, and tested for sharpness regularly.

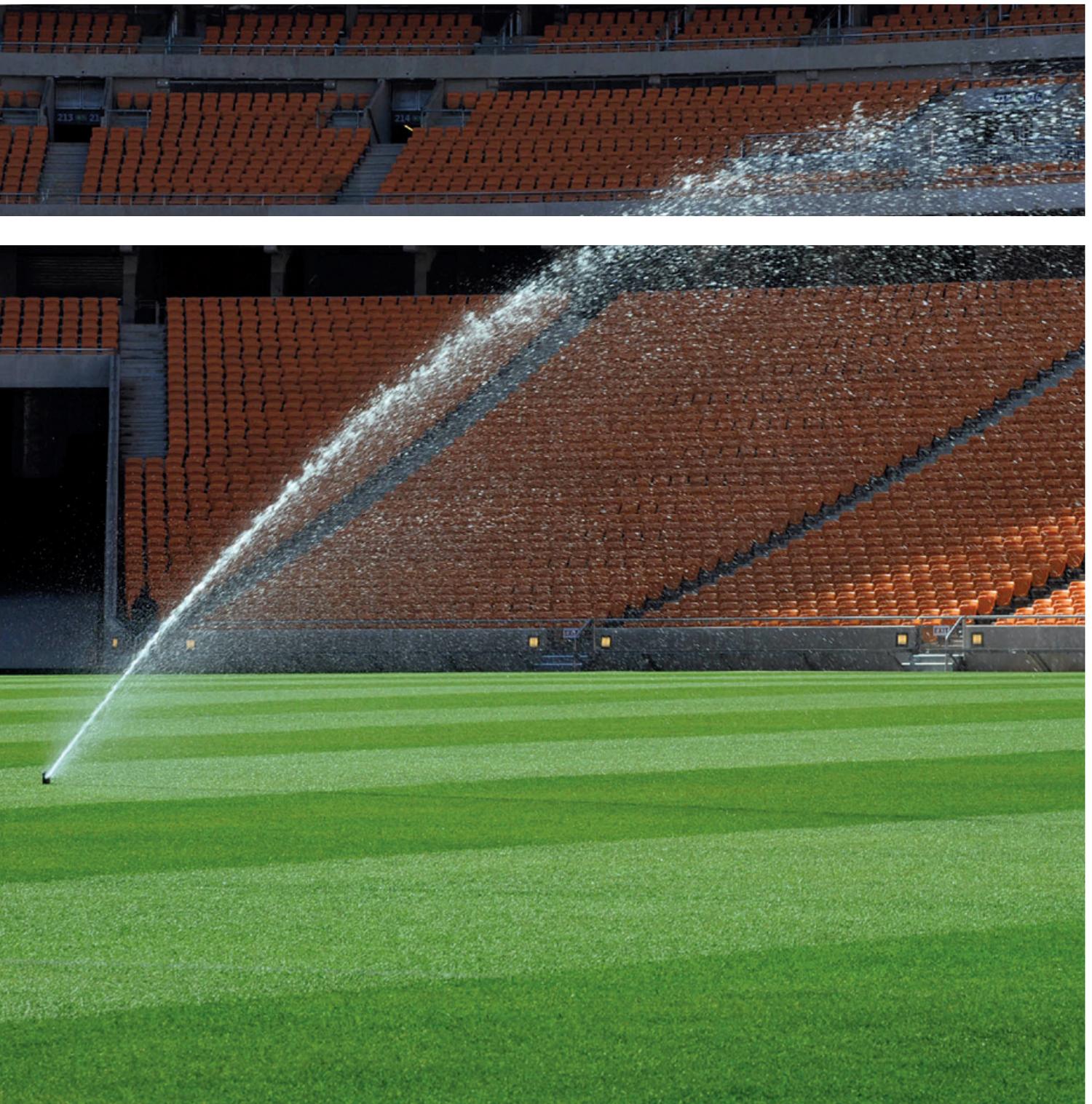
– **Pitch repair**

The pitch must be repaired after each training session and match. The pitch should also be checked and repaired at half-time. If divots are repaired within 12 hours of forming, a considerable difference is noted in the speed of repair time.

Performance testing

Taking a series of performance measurements from the pitch ensures it meets the requirements for the game. Performance testing should be carried out by experienced registered companies. Assessments include:

- live grass cover
- grass species composition
- rooting depth
- traction
- hardness
- penetration
- infiltration



- grass height
- ball roll
- ball bounce

Environmental and sustainability initiatives

Environmental improvements can be instigated from an early stage in design and carried through to maintenance. These include:

- grass clipping composting
- use of recycled products in pitch construction
- use of biodiesel in equipment
- cultural practice in disease control
- water use and management

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4.4 → Artificial turf playing fields

Artificial turf today

Artificial turf has become an acceptable playing surface for football as its development has produced a turf carpet that is especially designed for the sport. Artificial playing surfaces are now available that enable footballers to play both dynamically and safely.

The advantages of an artificial turf playing surface are numerous. Artificial turf makes it possible to always have a green playing surface. Playing on an artificial turf carpet requires players to adapt to the surface but the evenness of the playing surface makes for a quick, precise game in which both technical and physical players stand an equal chance.

In addition, artificial turf pitches can be used much more than natural pitches, increasing utilisation of both the pitch and the facility. Artificial turf pitches do not suffer damage due to inclement weather (e.g. rain, snow), whereas these elements can significantly affect the use of natural pitches. Regular maintenance, which is critical to keep artificial turf pitches in top shape, is less expensive than maintaining a quality natural turf pitch.

For these reasons, artificial turf is a viable and attractive alternative to a natural turf pitch. To make the right decision regarding artificial turf, the following conditions should be taken into consideration:

Specialist area

Building regulations and local conditions must be fully respected, and architects or engineers with experience of building sporting facilities should be consulted when planning football pitches. Manufacturers of artificial turf systems can play a supporting and informative role with regard to the choice of a suitable turf carpet. The work should only be awarded to firms with specialist and local knowledge and specialist equipment. Supervision of the building work by the planner and monitoring by external inspection bodies are crucial to the successful completion of such projects.

For more information on the needs of players, see Chapter 5.



Pitch surface

Products

The choice of artificial turf depends on the compatibility of the product with the intended site and the builder's requirements.

The carpets available have either fibrillated or monofilament fibres, providing a carpet of a greater or lesser thickness, depending on the number of fibres. Polyethylene (PE) and polyamide (PA) are two of the materials used.

FIFA Quality Concept for Football Turf

In order to underline the high quality of modern artificial turf systems, FIFA designates such pitches as "football turf" fields. Before football turf can be awarded the FIFA RECOMMENDED hallmarks, it must undergo a sophisticated test procedure. The benchmark is natural grass in good condition. A sample of the turf product is tested in a laboratory and the installed turf undergoes field trials on numerous characteristics. The new FIFA Preferred Producer initiative (www.fifa.com/fpp) takes these high standards a step further by offering buyers of football turf pitches a quality guarantee. A FIFA Preferred Producer goes beyond the traditional supplier/installer scenario by continually improving the quality of their product and assuming responsibility for the production, installation and maintenance of artificial football turf from inception to completion.

The testing methods and requirements for football turf products and fields are described in the FIFA Quality Concept handbook (www.fifa.com/footballturf), in which a distinction is made between 1* (one-star) and 2** (two-star) quality. It is largely because of this concept that the market has a range of artificial turfs of good enough quality for football. Several artificial turf manufacturers are FIFA Preferred Producers or licensees.

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Planning

Substructure

In the event that geological information is not already available from the planning of the stadium, soil-drilling tests should be conducted as it is the only way to determine how to build the substructure. A sports pitch is a type of construction and it needs a stable substructure.

Specific characteristics of the site, such as sub-soil water (drainage) and unstable ground (stability), must be checked prior to the feasibility study. The choice of materials depends on the site and the construction can also be determined by the building materials available. It is inadvisable to have too many sub-layers. A great deal of precision (flatness, etc.) is required.

The layers of foundations are divided into loose underlay (mixtures of gravel and sand) and bound underlay (bitumen). Building machinery is required for the installation of these layers. The substructure should be tested before the artificial turf is laid and tests (solidity) should also be conducted during the building work.

Drainage

Local conditions are of decisive importance to the calculation of the drainage system. The dimensions of the drainage system can vary, depending on the amount of rainfall and climatic conditions.

Two levels are to be considered for the drainage: the artificial turf (above ground) and the substructure. Water collected in the surrounding area should also be taken into account. The vertical drainage of the artificial turf is determined by the permeability of the perforation (per m²) in the underlying fabric.

The water on the artificial turf drains horizontally into a gutter, which in turn drains into a system of pipes in the substructure that link into the sewerage system. Shafts should be built in order to monitor the drainage.



Edging

The boundary of the pitch and the surrounding area is of vital importance for the choice of edging. In the case of a “roof gradient” (on two sides), there should be a drainage gutter for surface water (pitch and surroundings) along the length of the pitch and kerbstones along its width. In the case of a “tented roof gradient” (four sides with 2x2 different slopes), a gutter must be built all around the pitch.

In addition to the gradient, the amount of rainfall should be taken into account. In locations with low rainfall, the gutter can be dispensed with, except where the anticipated volume is large and can fall in a short period of time. If the pitch is surrounded by a running track, a gutter with two openings (pitch and running track) can be built. It is advisable to make the surfaces of the running track and the football pitch flush, particularly for corner kicks. Edging is an important factor in the coordination of the project. The drains can be built on site or installed ready-made.

As a rule, the substructure is slightly deeper in the ground than the edging, the height of which is determined at the beginning of the project by the thickness of the turf, the elastic layer, embankment, etc.

Artificial turf is usually laid on a substructure with a maximum gradient of one per cent. It is useful if the earth formation already has this gradient as this makes it easier to achieve flatness. Shafts within the artificial turf surface are to be avoided.

However, the substructure for the goals, nets (outside the safety area) and corner flags should be installed before the artificial turf is laid. If possible, the artificial turf should be laid after the work has been completed (soiling).

Watering

Watering is essential in conditions with consistently high temperatures and is generally advisable. Artificial turf and infill granules absorb heat and for the players' comfort, it is advisable to cool down a warm playing surface.

In order to keep water consumption to a minimum on grounds of cost, automatic sprinklers are advisable even if they are only used occasionally. Sprinklers should be placed outside the playing field or artificial turf surface. It is also possible to install a portable sprinkler in addition to the automatic one.

Cable ducts

Any underground ducts (for television etc.) should be installed outside the playing surface.

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Tender

Public projects

The work should only be awarded to firms that specialise in sports pitch construction, such as FIFA Preferred Producers. If no such firms are available, then local engineering firms which are able to carry out underground work should be contracted. If possible, a general contractor should be used. The work can be done by a local firm with the artificial turf suppliers as subcontractors, or vice versa. It is important that a single party is responsible for guaranteeing both the substructure and the artificial turf.

FIFA Goal projects

For these projects, the requirements of the FIFA Quality Concept for Football Turf or the International Artificial Turf Standard label must be met. Often, this is where the artificial turf supplier, as the licensee, takes over responsibility as general contractor. The licensee works in conjunction with a local contractor for the substructure. The local contractor executes the work in accordance with the general contractor's instructions and provides support as a sub-contractor. These projects are financed by FIFA.

Installation

The materials required for artificial turf are voluminous and it is therefore necessary to ensure that there is an access road to the building site and storage space. Laying artificial turf depends on the weather and requires a building programme that is adapted to local and climatic conditions. The weather should be dry, the temperature should be neither too high nor too low and humidity should be low.

Interruptions to the building work should be avoided. The artificial turf should be laid by qualified staff. The building site should be locked and cleared for play. The building management must check whether the materials selected for the substructure and the artificial turf coincide with the plans and are installed by specialists.

Equipment

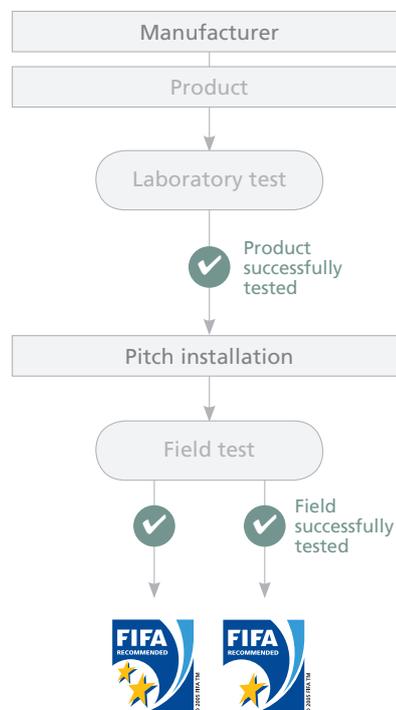
The markings can be tufted onto the turf during the manufacturing process or affixed to the turf on site. The markings are an important permanent feature of the artificial turf. The markings (max. width 12cm) are governed by the Laws of the Game and must always conform to the regulation size (105m x 68m).

The sporting equipment must comply with all relevant safety regulations and guidelines; this applies to goals, corner flags, substitutes' benches and the referees' bench. The artificial turf supplier is obliged to provide machines and equipment for the care and maintenance of the artificial turf.



Certification

If an artificial turf pitch is to host international football matches, the artificial turf surface must be certified. This is in compliance with the Laws of the Game, which include the requirements of the FIFA Quality Concept for Football Turf. For an artificial turf pitch to be certified, both the product and the final installation must pass a series of stringent laboratory and field tests.



Laboratory tests

Products used in artificial turf pitches must first pass laboratory tests to determine their composition and then must be tested for durability, joint strength, climatic resistance, player-to-surface interaction and ball-to-surface interaction. If the surface passes all these tests, this completes the first stage of the process towards the award of the certification.

Field tests

In the second stage, every installed pitch must be tested on site. Two to three months after the pitch is completed, field testing should be carried out. First, specialised field-testing equipment measures how the ball reacts on the surface. Then the surface must be tested to see how it reacts to the actions of players. Various construction tests on the surface conclude this second stage. If the turf pitch passes all the laboratory tests and all the field tests then it will qualify for one

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of the two FIFA Recommended marks. The marks will only be given to an installed pitch and not simply to the turf carpet. This is because the underlying base surface is just as important to the playability of the pitch as the turf itself.

Once a football turf pitch passes its certification, it can be used to host international matches for four years (for FIFA one-star pitches) or for one year (FIFA two-star pitches).

Care and maintenance

The correct maintenance of a football field ensures the optimum performance of the facility for the longest period of time. It also ensures that the pitch is cost effective during its lifetime. Maintenance on an artificial turf pitch is different but just as important as it is on a natural grass pitch. Lack of maintenance will significantly reduce the lifespan of an artificial field and will undermine the playing characteristics of the field. The ball can become faster over the surface, roll unevenly and the bounce of the ball can vary from place to place. The players will feel uncomfortable running on an uneven surface and frustrated by the inability to control an unpredictable ball.

Therefore, proper maintenance training should be carried out by the turf manufacturer as part of the installation of the pitch. The training must be sufficient to enable the recipient to carry out regular maintenance and repair work on the field and should also provide the owner with the necessary maintenance equipment.

Safety and artificial turf pitches

A cautionary note needs to be sounded regarding safety at a stadium with an artificial turf surface. Artificial pitches are installed using a variety of materials, some of which may be flammable under extreme conditions. Items such as firecrackers or flares are occasionally thrown onto the field during a match. These items can burn at temperatures of up to 2,000°C which is more than sufficient to ignite some synthetic materials and damage the pitch. They are easily extinguished with the use of water or sand and it is recommended that field staff be trained and on hand to ensure that a rapid response is made to extinguish these items if thrown on to the field. This will limit the amount of damage the field is exposed to.

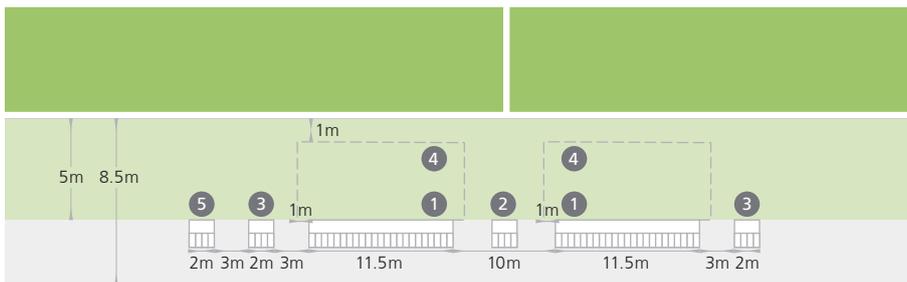
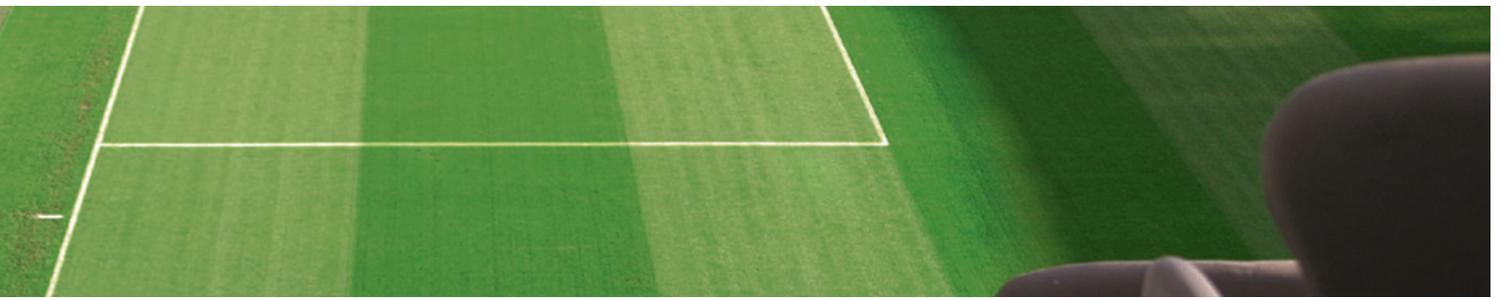
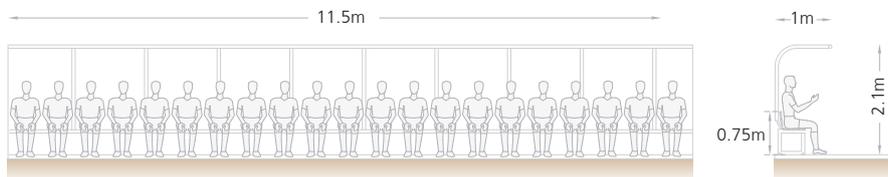


Diagram 4i:
Technical area

- ① Substitutes' bench
- ② Fourth official
- ③ Team medical bench
- ④ Technical area
- ⑤ Reserve assistant referee
- Field of play – 105 x 68m
- Grass area – 115 x 78m
- Auxiliary area – 125 x 85m



23 people

Diagram 4j:
Substitutes' bench –
dimensions

4.5 → Substitutes' benches

There should be two substitutes' benches. They should be situated either side of the halfway line, parallel to the touch line, outside and at a distance of five metres from the playing field. The nearest point of each bench to the halfway line should be at least five metres from the point where the halfway line meets the touch line. The benches should be equidistant from the touch line and the halfway line.

Each bench should be capable of accommodating up to 23 people for international games and the FIFA World Cup™. Seats should have backrests.

Benches should be placed at ground level but they should not obstruct the view of spectators. They must be protected by a transparent Plexiglas-type shell against bad weather or objects thrown by spectators.

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4.6 → Advertising boards around playing area

When constructing a new stadium, account must be taken of the fact that the spectators' sight lines must not be obstructed by the advertising boards which may be erected around the playing field. The main camera platform must be able to view the advertising boards constantly. Should rotational or LED boards be used, they should ideally be connected to a dedicated power supply with a synchronised backup.

For other pre-construction decisions, see Chapter 1.

With the use of LED or rotational boards, the system needs to take into account the media/photographers who would be seated behind the boards on the goal lines. As much space as possible, without obstructions, should be provided for photographers and media. Therefore, advertising systems which avoid complicated and frequent support structures, exposed cables and other obstructions are preferred.

If rotational or LED boards are used, a position either pitch-side or in a separate cabin needs to be provided for the operations team. The operator needs to have an unobstructed view of all three lines of advertising panels.

Advertising boards need to adhere to local regulations of emergency access. Collapsible boards or gates need to be foreseen where required. The height of advertising boards should be between 0.90m and 1.00m. The minimum distances between the boundary lines of the playing field and the advertising boards should be:

On the touch lines: 5m

Behind the goal lines: 5m, with the possibility of angling towards the corner flags to a minimum of 3m

Under no circumstances should advertising boards be:

- located in positions where they could constitute a danger to players, officials and others;
- erected in any fashion or be of any shape or material which could endanger players. For example, revolving boards or light-emitting diode (LED) boards must be powered by a voltage level which cannot cause damage to match participants;
- erected in any fashion which could obstruct spectators in the event of an emergency evacuation into the playing area;
- located in such a way as to obstruct the view of those in the technical area.

The LED boards should be operated in a way that would not cause any distractions to players, referees, spectators and television viewers, and all exposed sharp edges and corners which might pose a danger to players and officials should be covered with an appropriate padding.



4.7 → Access to playing area

Vehicles of the emergency services, including ambulances and fire engines, must be able to gain access to the playing area. All types of ground maintenance vehicles and various other kinds of vehicle should also be able to gain access to the playing area.

For more safety information, see Chapter 2.

4.8 → Exclusion of spectators from playing area

Ideally, the playing area of a stadium should be free of any barriers between spectators and the playing field. FIFA has decreed that its final competitions will only be played in fence-free stadiums. However, it is essential that players are protected against intrusion by spectators. This could be accomplished in a number of ways, including one or more of the following:

Security personnel

The presence of police and/or security personnel in or near the playing area is the ideal situation.

Adapted seating

A seating configuration could be employed that situates front-row spectators at a height above the arena, rendering intrusion into the playing field improbable, if not impossible. There are the obvious dangers with this method as far as the possibilities of utilising the playing area as an emergency evacuation area.

Moats

Moats of a sufficient width and depth could be used to protect the playing field. Moats have the advantage of protecting the playing area without creating the negative visual impact of fences, but there is a danger that people may fall into them. To protect against this, it is essential to erect barriers of a sufficient height on both the spectators' side and the pitch side. As these barriers could present a danger to players unless they are a safe distance from the playing field boundary lines, it means that moats are only worth considering in large, spacious arenas. In a typical football stadium with a relatively tight playing area configuration, they do not represent a realistic proposition as they increase the distance between the playing field and the spectators.

Moats should not contain water. They should have climbing obstructions or be constructed in such a way as to prevent the unlawful intrusion of spectators into the playing area.

04 → Playing area

4.1	Recommended dimensions	64
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4.8	Exclusion of spectators from playing area	87

When moats are being constructed, it should be kept in mind that at some time in the future they might be covered over if an improvement in spectator behaviour should merit it.

Mobile bridges that can be put across the moat instantly in the event of an emergency evacuation must be available in those stadiums where the playing area forms part of the emergency evacuation process.

Screens and fences

Insurmountable transparent screens or insurmountable fences could be used which could be mounted permanently or affixed in such a way that they may be removed whenever they are not necessary for a particular match.

While the removal of all perimeter fences and screens from football stadiums is desirable, it is acknowledged that there are places where local authorities insist upon the provision of such barriers.

If fences or screens are used, they must be constructed with sufficient emergency escape gates to enable spectators to reach the playing area in the event of an emergency evacuation of the seating areas. The number, size and configuration of these gates must be approved and certified by the competent safety authorities.

Spectator gates must open outwards away from the spectators, be clearly marked, be unlocked at all times and each one must be permanently attended on the inside by its own dedicated steward during the whole period that there are spectators within the stadium.

It must be repeated that FIFA is opposed to insurmountable fences and screens and rejects their deployment as a playing field protection strategy. Those who insist upon their use must be quite clear that in doing so they take upon themselves the responsibility of ensuring that they do not, under any circumstances, represent a danger to those using the stadium concerned.

FIFA is opposed to insurmountable fences and screens.

An alternative solution to insurmountable fences and screens is the use of horizontal fences between the spectators' seating stand and the pitch auxiliary area. The advantage of this type of barrier is that it does not pose a safety hazard for spectators and can be collapsed with ease by field stewards in case of emergency.

Whatever form of protection against intrusion is used, it must be approved by the competent local authorities and must not represent a danger to spectators in the event of panic or an emergency evacuation.

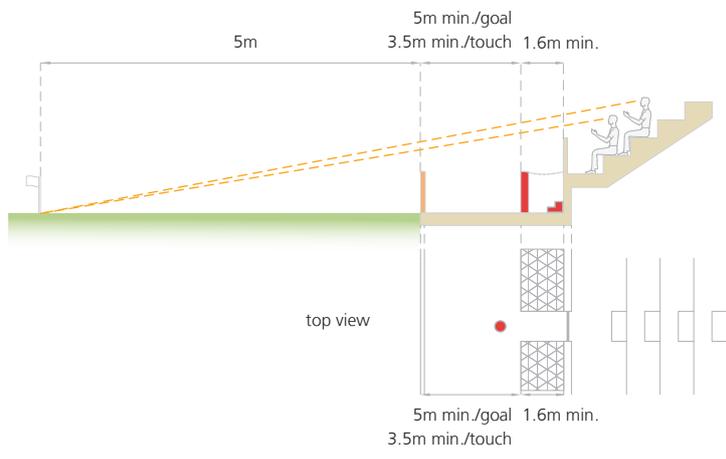
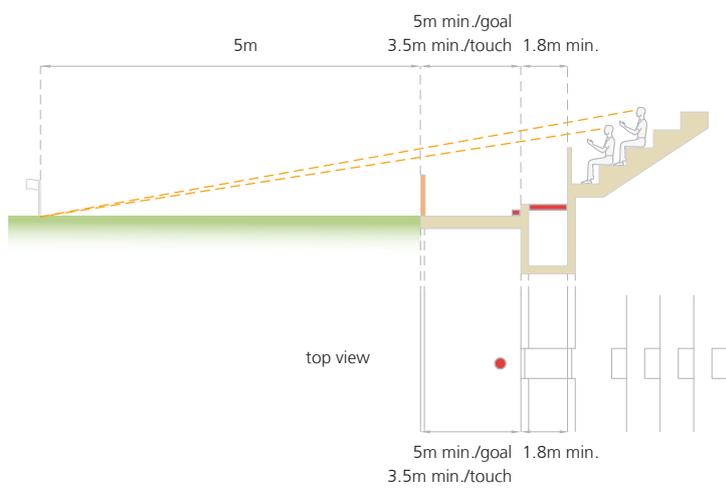
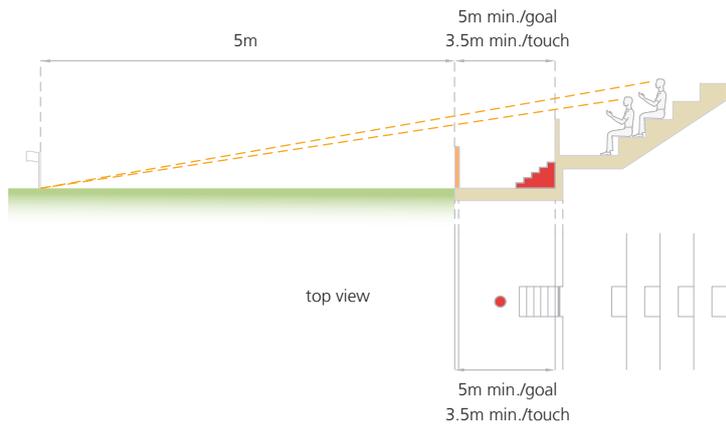


Diagram 4k:
Exclusion of spectators
from playing area

Raised seating compatible
with sight lines

- Pitch access – emergency
- Security steward
- - - Sight line

Moat compatible
with sight lines

- Pitch access – emergency
- Security steward
- - - Sight line

Net compatible
with sight lines

- Pitch access – emergency
- Security steward
- - - Sight line

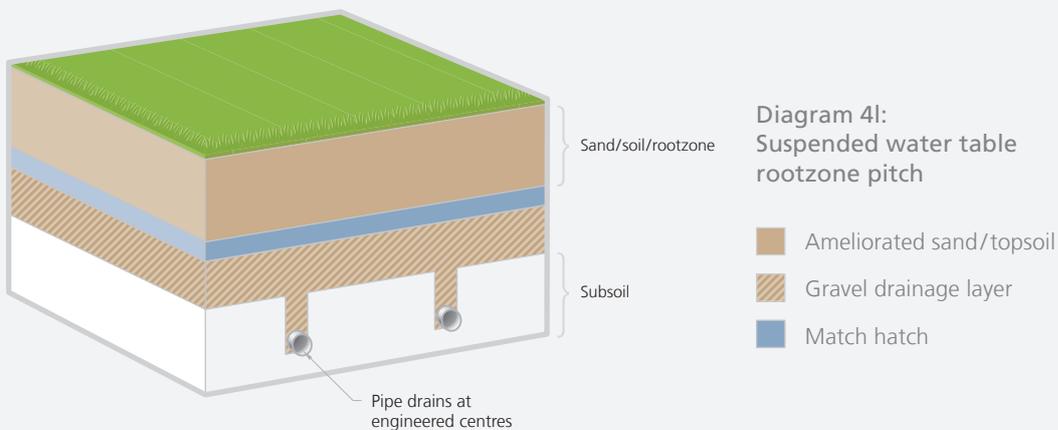
Playing area

Advertising boards

Blind-side boards of 0.70m are used specifically for the FIFA Confederations Cup and the FIFA World Cup™. FIFA needs an advertising board storage/work room in each stadium with easy pitch access. Also, a signage workshop for event decoration and event signage is required for all FIFA events.

Suspended water table rootzone pitch

In the majority of new stadium pitches and for the FIFA World Cup™, this type of construction is recommended. The selection of material used to build this type of pitch should consider the micro- and macro-environment and also stability, drainage, reinforcements, grasses to be used and water retention for grass growth. These types of pitches must be reinforced using proven methods if used for the FIFA World Cup™. All materials used should be pre-approved by an expert.



Rootzone reinforcement

In the FIFA World Cup™, where usage levels are high for both games and training, rootzone reinforcements are recommended.

Pitch equipment

Equipment and staff are very important for the success of pitch operations during the FIFA World Cup™. Sharing equipment between sites is not permitted. The following pitch maintenance equipment is recommended for the FIFA World Cup™ match venues and should be validated by a pitch expert:

- 5 pedestrian roller suction mowers
- 4 pedestrian cylinder mowers with scarifier, brush and verticut attachments for two machines

- 1 self-propelled sprayer
- 1 shallow (30mm-100mm) rapid pedestrian aeration and coring machine with roller attachment
- 1 deep solid tine aeration (capable of aerating 200mm +) machine with associated tractor
- 2 pedestrian fertiliser spreaders
- 1 hand-operated drag brush
- 1 dew brush
- 1 triplex mower with scarifier attachment (optional)
- line strings and winders
- sharpening, adjustment and maintenance tools for all equipment

Official training sites

The playing surface at the official training sites should be comparable to that in the match stadiums and should undergo similar maintenance regimes.

Pitch replacement

It is a requirement for the FIFA World Cup™ that each venue has access to a pre-approved turf for either pitch replacement in the event of a pitch failure or goalmouth replacement. Nursery establishment of the same turf as is used on the pitch is vital for the smooth running of the event.

Germination blanket

For all FIFA World Cup™ venues, a germination blanket capable of being placed and removed in under two hours is required.

Mowing

In a FIFA World Cup™ stadium, a combination of pedestrian cylinder and pedestrian rotary mowing is recommended.

Facilities, welfare and safety

The provision of facilities is important to maintain groundstaff motivation and quality of work. Break facilities, food preparation facilities, showers, clothes drying facilities and communication to access weather data must be available in all FIFA World Cup™ venues.

Pitch exclusion

FIFA has decreed that its final competitions will only be played in fence-free stadiums. There are a number of preventative mechanisms available in the market or bespoke systems that are used in the prevention of pitch invasions. However, the use of stewards, marshals and security personnel is vital to complement whichever system is chosen.

05 → Players and match officials





Modern stadiums should provide spacious and high-quality dressing rooms and other facilities to ensure that players and match officials can carry out their activities in comfort and safety.



05



Players and match officials

5.1	Access to dressing rooms	94
5.2	Dressing rooms, toilets and bathing areas	94
5.3	Access from team areas to playing field	100
5.4	Warm-up areas	100
5.5	Players' medical room	102
5.6	Doping control	103
5.7	Event management offices	104
5.8	Dressing rooms for ball kids	104

5.1 → Access to dressing rooms

There should be a private, protected area which can be accessed by team buses, cars and ambulances, from which the match participants can enter or leave the stadium safely, away from the public, the media and any unauthorised people.

For more on access, see Chapter 3.

The route between this private entrance and the dressing rooms should be designed to allow for activities such as the uninhibited transportation of an injured person on a stretcher and the delivery of team kit and equipment.

The route between the various dressing rooms, the emergency vehicle location and the playing area should be accessible without the obstruction of stairs, changes in level, or sudden bends or turns that would make the route difficult to navigate with a stretcher carrying an injured player.

5.2 → Dressing rooms, toilets and bathing areas

It is essential that the two principal dressing rooms in a stadium are of equal size, style and comfort. Frequently, the home team dressing room is far superior to that which is provided for the visiting team. This may be acceptable at domestic football level, but it reduces the possibility of the stadium being used as a neutral venue for a competition in which the organisers must provide both teams with equal facilities. For multi-purpose stadiums it is essential to have four dressing rooms of equal size and comfort. Even in stadiums which are not multi-purpose, it is advisable to have four dressing rooms of equal size and comfort, in order to accommodate events like double-header football tournaments.

A modern stadium should have at least two, but preferably four, dressing rooms of equal size and comfort.



Teams' areas

Position: the main stand.

They should provide direct, protected access to the playing area and be inaccessible to the public and the media.

Number: at least two separate team areas, but preferably four.

Minimum size: 200m².

Team areas should: be well ventilated with fresh air and be air conditioned and centrally heated, have easily cleanable floors and walls of hygienic material, have non-slip floors and be brightly lit.

Team areas should include the following spaces, with private internal access:

Dressing rooms 80m²

Dressing rooms should have: bench seating for at least 25 people, clothes-hanging facilities or lockers for at least 25 people, a refrigerator, a tactical demonstration board, a telephone (external/internal). Player dressing rooms are to include provision for a mounted TV.

Massage room 40m²

The massage or treatment area should be separated from, and immediately adjacent to, the dressing space. It should include space for three massage tables, a desk, a utility table and an ice machine. The massage room should be immediately adjacent to the players' dressing room – an internal passage or door is ideal.

Toilets and sanitary facilities 50m²

These should be immediately adjacent to, and with direct private access from, the dressing room. Each room should have a minimum of: 11 showers, 5 washbasins with mirrors, 1 foot basin, 1 drying-off area with towel hooks, 1 sink for cleaning boots, 3 urinals, 3 toilets, 2 electric shaving points and 2 hair dryers.

Coaches' offices 30m²

They should be adjacent to the teams' dressing rooms.

Coaches' offices should have: 1 shower, 4 lockers plus toilet and sink, 1 desk, 5 chairs, a whiteboard and a telephone.

05

→ Players and match officials

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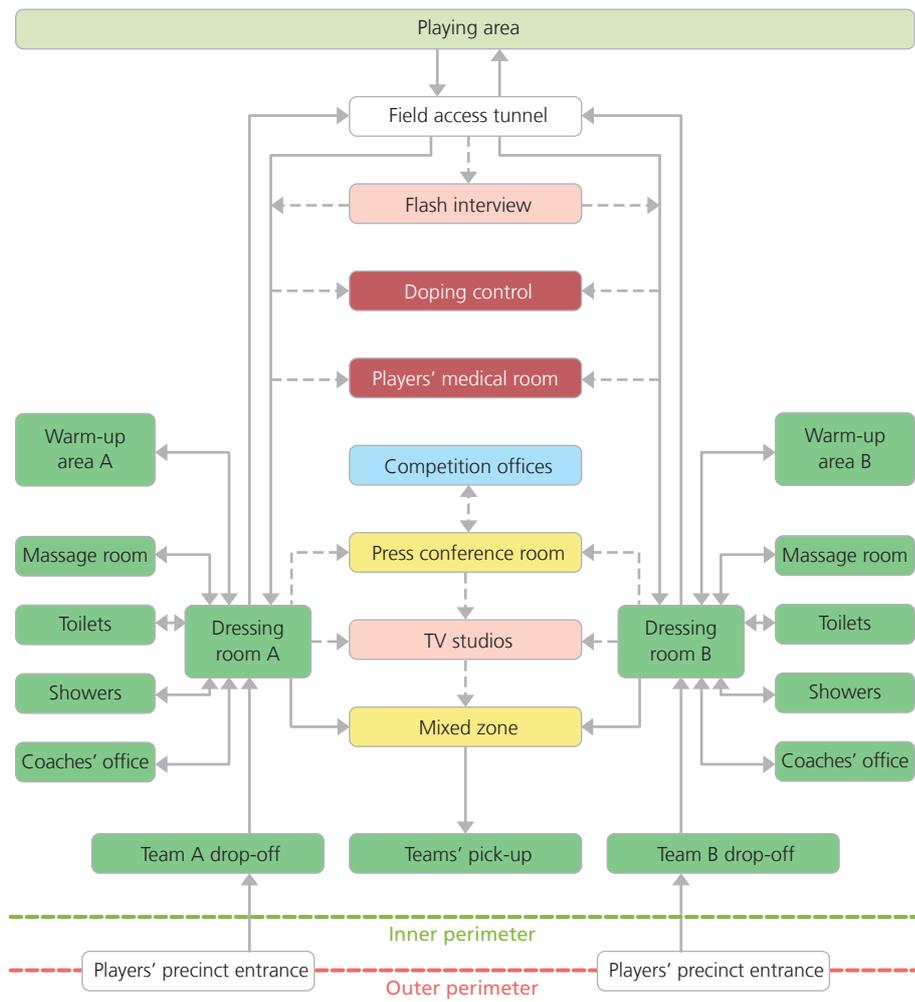


Diagram 5a:
Players flow diagram

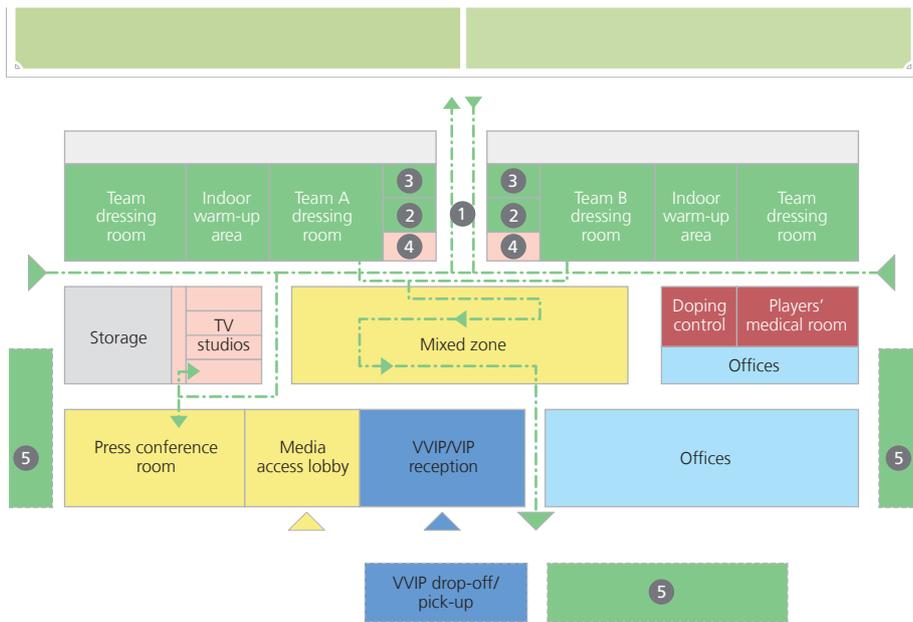


Diagram 5b:
Team area

- ① Players' tunnel
- ② Coaches' office
- ③ Referees' dressing room
- ④ Flash interview
- ⑤ Player drop-off/pick-up
- Players' route
- ▲ Team access/exit
- ▲ VIP/VVIP access
- ▲ Media entry

05

→ Players and match officials

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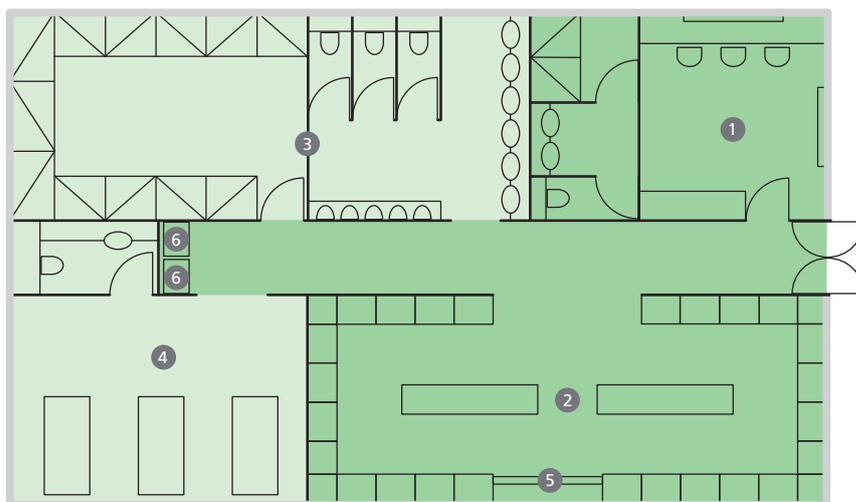


Diagram 5c:
Team dressing room

Total area – 200m²

- ① Coaches' office – 30m²
- ② Dressing room – 80m²
- ③ Sanitary facilities – 50m²
- ④ Massage room – 40m²
- ⑤ Team tactics board
- ⑥ Refreshments

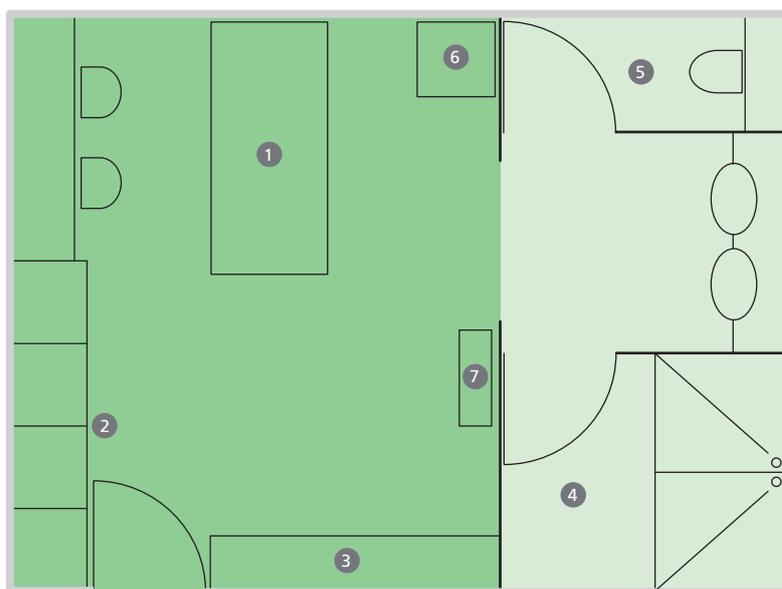


Diagram 5d:
Referees' dressing room

Total area – 24m²

- ① Massage table
- ② Lockers
- ③ Bench
- ④ Showers
- ⑤ Toilet
- ⑥ Fridge
- ⑦ Television



Referees' area

Position: the main stand.

It should provide direct, protected access to the playing area and be inaccessible to the public and the media. It should be separate from, but close to, the teams' dressing rooms.

Minimum size: 24m².

Referees' area should: be well ventilated with fresh air, be air conditioned and centrally heated, have easily cleanable, non-slip floors and walls of hygienic material, and be brightly lit.

Referees' area should have: clothes-hanging facilities or lockers for 4 people, 4 chairs or bench seating for 4 people, a table with 2 chairs, a massage table, a refrigerator, a tactical demonstration board, a telephone (external/internal) and provision for a television set.

Toilet and sanitary facilities should be immediately adjacent to, and with direct private access from, the dressing room. They should have a minimum of: 2 showers, 1 washbasin with mirror, 1 urinal, 1 toilet, 1 electric shaving point, 1 hair dryer and 1 sink for cleaning boots.

It is not unusual for matches to be controlled by female referees and/or assistant referees, or for the refereeing team to be comprised of both sexes. A modern stadium should provide equal, separate areas for both sexes. Therefore, one area for five referees and one area for two referees should be provided, both with the requisite washing facilities.

Signs in dressing room area: All corridors should have clear and easily understandable signs directing visiting players, referees and officials to their respective rooms, each of which should be clearly marked. For example: Home Dressing Room; Visitors' Dressing Room; Referees; Doping Control.

Adequate facilities should be provided for referees of both sexes.

05

→ Players and match officials

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5.3 → Access from team areas to playing field

The team areas should be located on either side of the players' tunnel. The tunnel should be a minimum of 4m wide and a minimum of 2.4m high. For the purposes of the FIFA World Cup™, between 4.5m and 6.0m width is preferred; the minimum height is the same.

The point where the players and the referees enter the playing area must be protected by means of a fireproof telescopic tunnel. This should be at the halfway line and on the same side as the VIP box, media tribune and administrative offices. The telescopic tunnel should extend into the playing area far enough to prevent the risk of injury to the match participants caused by objects thrown by spectators. Such telescopic tunnels should be capable of being extended or closed quickly so that they may be used during the match when a player is entering or leaving the field, without causing a lengthy viewing obstruction.

The surfaces of the corridors must be made of, or covered by, a non-slip material. There should be no possibility of public interference in these corridors. Close to the point where the dressing room corridor or tunnel opens into the playing area, there should be a small sanitary area consisting of a toilet and washbasin with mirror for those who use the playing area.

For more on safety, see Chapter 2.

5.4 → Warm-up areas

Outdoor

These areas should have a grass surface (artificial turf is acceptable).

Indoor

Position: close to the dressing rooms.

Minimum size: 100m² (each).

It should be noted that indoor warm-up areas are especially important when double-headers take place so that the teams for the second match have enough time to warm up properly. Each team should have an indoor warm-up area. It should be surrounded by plain walls with no protrusions. The wall surface should have shock absorbent material to prevent collision injuries and a loose net below the ceiling. Areas should be ventilated with fresh air, be air conditioned and should be brightly illuminated with lights which are protected against damage by footballs.

For information on the playing area, see Chapter 4.

An indoor warm-up area of 100m² should be provided for each team.



05

→ Players and match officials

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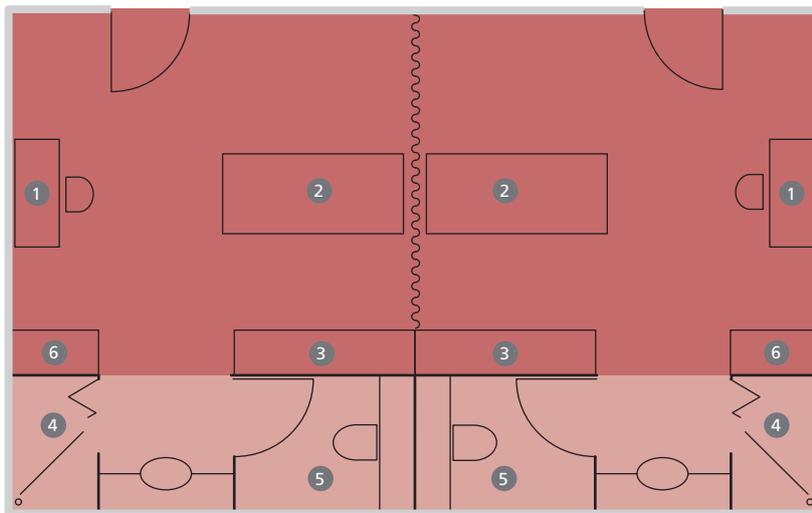


Diagram 5e:
Players' medical room

Total area – 50m²

- ① Treatment table
- ② Examination table
- ③ Glass medicine cabinet
- ④ Showers
- ⑤ Toilet
- ⑥ Lockable cabinet

5.5 → Players' medical room

This room should be used by players.

Position: as close to the teams' dressing rooms and the playing field as possible, with easy access to the outside entrance directly to emergency vehicles. The doors and corridors leading to this room should be wide enough to allow access for stretchers and wheelchairs.

Minimum size: 50m².

The room should have: an examination table, 2 portable stretchers (in addition to those at the pitch-side), a washbasin (hot water), a low foot basin (hot water), a glass cabinet for medicines, a lockable non-glass cabinet, a treatment table and a telephone (external/internal). The room should have walls or partitions which enable it to be divided into two when necessary. In addition, the room needs to be equipped with:

- defibrillator with rhythm and patient data recording;
- cardiac monitor;
- external cardiac pacing;



- infusion mounting and system with all equipment for injections and infusions set, including venous indwelling cannulae;
- infusion system which is designed to allow administration of fluid warmed to 37°C +/- 2°C;
- pressure infusion device, volumetric infusing device;
- central vein catheters;
- pericardial puncture set;
- drug administration equipment;
- intubation equipment;
- automatic ventilator, stationary oxygen min. 2,000 litres or portable oxygen min. 400 litres, stationary non-manual suction device with minimum negative pressure of 500mm of mercury with a minimum capacity of 1 litre, capnometer, PEEP-valve, thorax drainage kit;
- immobilisation equipment like vacuum mattress, spinal board, cervical collar-set.

5.6 → Doping control

Every stadium must provide a room for doping control purposes, comprising a waiting room, a working room and a washing facility, all adjoining.

Position: near the teams' and referees' dressing rooms and inaccessible to the public and the media.

Minimum size: 36m² (including toilet, working room and waiting room).

The doping control area should: be well ventilated with fresh air and be air conditioned and centrally heated, have easily cleanable floors and walls of hygienic material, have non-slip floors and be brightly lit.

The working room should have: a desk, 4 chairs, a washbasin and mirror, a telephone (external/internal) and a cabinet with a lock for sample bottles.

Toilet area

Position: immediately next to, with direct private access to, the working room, capable of accommodating two people. Toilet and sanitary facilities should include 1 toilet, 1 washbasin and mirror and 1 shower.

Waiting room

Position: immediately adjacent to the working room.

The waiting room should have: sufficient seating for eight people, a refrigerator and a television set.

05

→ Players and match officials

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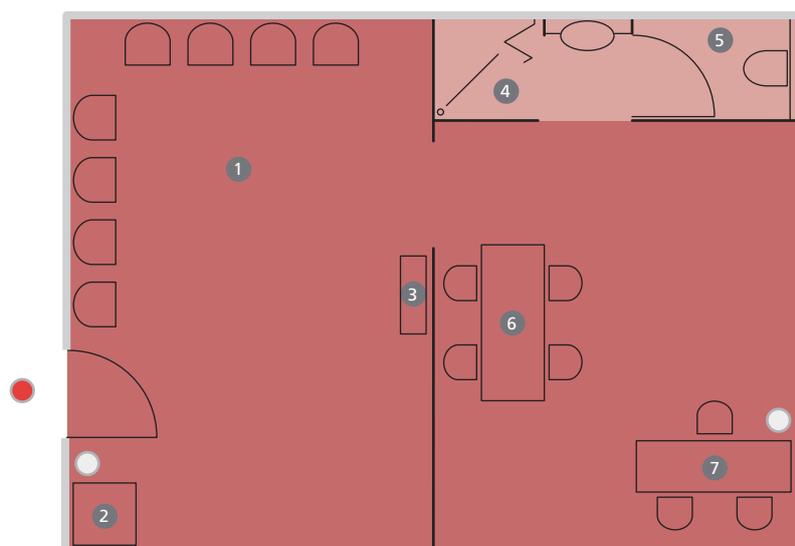


Diagram 5f:
Doping control

Total area – 36m²

- ① Waiting area
- ② Fridge
- ③ Television
- ④ Shower
- ⑤ Toilet
- ⑥ Draw table
- ⑦ Doping control table
- Security steward
- Waste paper bin

5.7 → Event management offices

Position: near the teams' and referees' dressing rooms, preferably with direct connecting access to the latter.

Minimum size: 20m².

The area should have: a desk or table, 3 chairs, a clothes locker, a telephone (external/internal), a fax, a photocopier and a television set. Toilet and sanitary facilities should include 1 toilet and 1 washbasin with mirror.

5.8 → Dressing rooms for ball kids

Minimum size: 40m² (for each sex).

Each room should have: 2 toilets, 2 washbasins and 2 showers.

Players and match officials

Players' dressing rooms

A fully kitted team dressing room should be at least 250m². In addition to those spaces mentioned in 5.2, there should be provision for:

a) Kit manager's room (min. 25m²)

The kit manager's room should include space for storing trunks and laying out clothes. It should have two work tables and be in proximity to the players' dressing room and utility area.

b) Utility/refreshment area (min. 25m²)

The utility/refreshment area is a space where the refrigerator could be placed, along with a table with food and snacks, and a table or two for items that the players may need to grab while getting ready (e.g. water bottles, boot brushes, etc.). It could be an extension of the players' dressing room, but the additional space would need to be factored in.

Referees' dressing room

The referees' dressing room should allow for the possibility of seven referees (e.g. seven lockers). Accordingly, the size of the space should be increased from 24m² to 45m².

Ball kids' dressing rooms

Ball kids' dressing rooms should be provided. They must be in a location of the stadium which has easy access to the pitch. A room near the service tunnel is ideal, so that the ball kids need not cross the area occupied by the match officials and the players.

Players' tunnel

Given the pre-match ceremonies of the FIFA World Cup™, a sufficiently large assembly space before the players' tunnel is recommended, or a tunnel where teams and youth programme participants may line up which is long enough to accommodate 90 people. A youth programme room should be provided that, ideally, is just outside the stadium, within 100m to 200m walking distance. It should offer space for 70 youngsters and 30 adults, have an outdoor playing area, if possible, and have toilet/changing facilities.

Event management offices

During the FIFA World Cup™, the offices and meeting rooms required would be in excess of 33, excluding the local organising committee, the stadium authority and other stakeholders.

06 → Spectators





Stadiums should be designed so that all spectators are safe and comfortable, have a perfect view of the pitch and have easy access to sanitary and refreshment facilities.



06

→ Spectators

6.1	General standards of comfort	108
6.2	Spectator areas	118
6.3	Communication with the public	119
6.4	Spectators with disabilities	122
6.5	Merchandise concession stands	125
6.6	Ticketing and electronic access control	125

6.1 → General standards of comfort

Over the past 25 years, stadiums have improved significantly in the level of comfort that they provide for spectators. These improvements have been for people in all areas, from those purchasing the least expensive tickets to VIPs. This trend is likely to continue. Stadiums should not be built, therefore, with only the needs of the next few years in mind but rather in the hope that the facility will serve the requirements of the generations to come, or at least that it may be adapted to do so relatively easily.

A modern stadium should be capable of providing the following facilities:

Cover for spectators

A roof over all spectators is particularly desirable in cold, wet climates. In those parts of the world where relatively constant sunshine is normal, the shade provided by a roof should be made available to all spectators for at least a certain period of the game.

It is possible that spectators will become reluctant to sit in freezing temperatures or in sweltering humid conditions to watch sporting events held in stadiums. In an age when our homes, workplaces, cars and many sporting and entertainment facilities are comfortably heated and air conditioned, it seems likely that more spectators will ask for similar conditions in their stadiums.

There is already a trend towards building stadiums that can be completely covered over by a retractable roof which may be left open whenever weather conditions make it desirable to do so.

The challenge with this kind of roof, even when it provides a substantial roof opening, is that it is proving extremely difficult to maintain grass pitches in acceptable condition. With the necessary supply of sunlight and wind (for ventilation) severely reduced by the roof, it is almost impossible to keep the turf alive and well.

A football stadium should be covered to protect spectators from the rain and from the glare of strong sunlight.

For more about artificial turf and natural grass, see Chapter 4.



Seating accommodation

All spectators should be seated. Seats must be individual, affixed to the structure and comfortably shaped, with backrests of a minimum height of 30cm to provide support. To ensure a minimum level of comfort, 'tractor-style' seats, with only a tiny flange purporting to represent a backrest, are not acceptable. The provision of backrests also helps to prevent the highly dangerous forward surge of spectators which frequently took place on the old standing terraces whenever a goal was scored and which still happens today in some stadiums where the seats have no backrests. Standing viewing areas and benches of any kind are not acceptable under any circumstances for the FIFA World Cup™.

Seats should be unbreakable, fireproof and capable of withstanding the rigours of the prevailing climate without undue deterioration or loss of colour. Seats for VIPs should be wider and more comfortable and should be located at the centre of the field and separated from the rest of the seating areas. Great care should be taken when choosing the type of seats to be installed.

For more on VIP facilities, see Chapter 7.

Building and safety standards vary from country to country, so it is inappropriate to prescribe absolute dimensions for the width of seats, the space between them, the space between the seat rows or the maximum number of seats between aisles. However, the safety and comfort of spectators must be paramount and the configuration and style of seating areas is fundamental to both issues.

There should be sufficient leg-room between the rows of seats to ensure that spectators' knees do not touch the seat or spectator in the row in front and to make it relatively easy for spectators to move in and out of the rows even when they are full. This is an important safety factor which has not always been taken into consideration. In many stadiums, it is almost impossible to move along the row when it is occupied. This is not acceptable. Seats that tip up automatically when the occupant stands up are helpful in this respect, although they may be more susceptible to breakage if abused. To achieve reasonable leg-room, a minimum distance of 80cm from backrest to backrest is recommended.

06

→ Spectators

6.1	General standards of comfort	108
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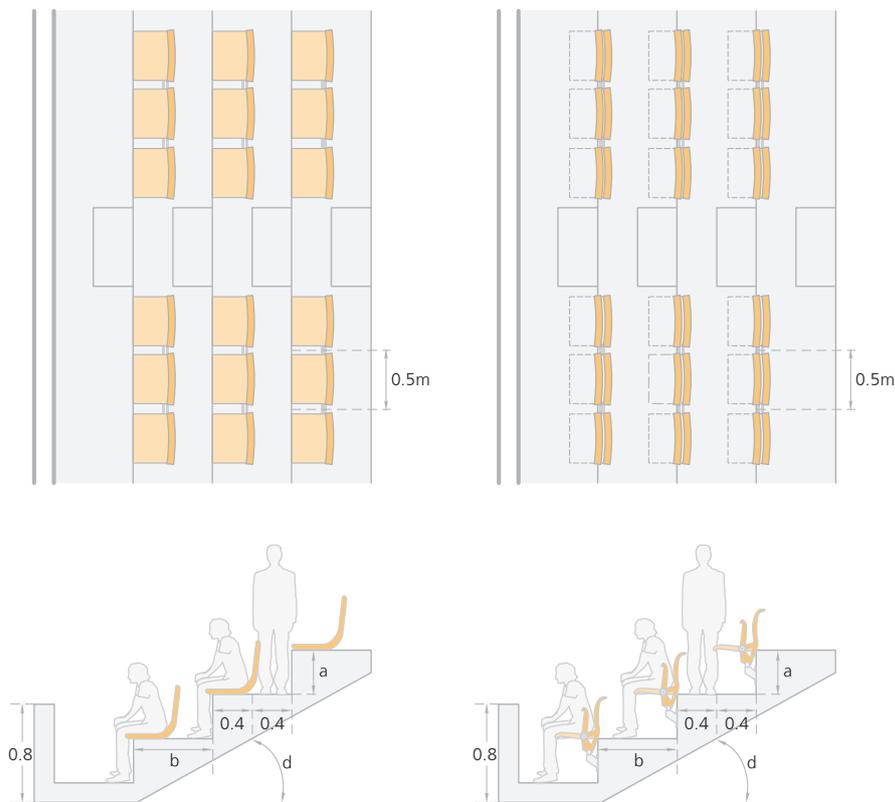


Diagram 6a:
Seating

Riser (a) = min. 0.3m

Tread (b) = min. 0.8m

Rake angle (d) = max. 34°

The width of the seat is critical for spectator comfort. It may be financially beneficial to maximise the number of spectators in a seating area but this may compromise safety and is grossly irresponsible. It may also reduce long-term attendance. An absolute minimum width should be 45cm while a recommended minimum is 50cm. In many countries, spectators dress in bulky clothing and this should be accounted for. VIP and VVIP seats should have a minimum width of 60cm and a superior comfort level. Arm rests should be included in the seat design.

There should be a clear view of the playing field from all seats. In calculating the sight lines it should be appreciated that advertising boards of 90-100cm in height may be erected around the field at a distance of five metres from the touch lines and five metres behind the centre of the goal lines. Simplified minimum criteria should be that all spectators in the stadium can see over the head of a spectator seated two rows in front in a direct line.

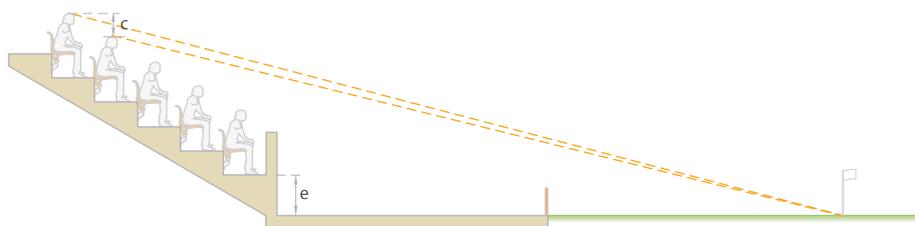


Diagram 6b:
Line of visibility

- | Advertising board
- - - Sight lines
- e Raised seating above pitch – min. 1m
- c Value

	c	c Value
Absolut min.	0.06m	60
Recommended min.	0.09m	90
Optimum	0.12m	120

Seat identification

Row identification should be clearly exhibited in the passageways or aisles in an easy-to-find location on the outside of the end seat. When arriving at an unfamiliar stadium with a ticket for, say, Sector B, Row 22, Seat 9, the spectator should find the route to the seat clearly marked and easily identifiable.

All seats should be numbered in a way that makes them clearly, easily and immediately identifiable. Spectators should not have to stoop to look at obscure, faded and miniscule seat number plates while others wait behind them, impatient and frustrated. It is important that the whole entry process is not stressful or unnecessarily slow.

Spectators should be able to find their way easily to their seats.

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Toilets and sanitary facilities

Sufficient toilet facilities for both sexes and for disabled people must be provided inside the security perimeter of the stadium. These amenities should include adequate washing facilities with clean water and a plentiful supply of towels and/or hand dryers. These areas should be bright, clean and hygienic and they should be kept in that condition throughout each event.

The fact that women usually require more time in these facilities should be accounted for by providing additional fixtures. The growing number of women attending football games and other stadium events should be noted. Developers of stadiums may consider installing additional women's washrooms that can be converted to temporary use by men, with appropriate changes in signage, when a larger male audience is anticipated.

For other pre-construction decisions, see Chapter 1.

The recommended minimum number of toilets and sinks is 28 and 14 respectively for every 1,000 women and 3 toilets, 15 urinals and 6 sinks for every 1,000 men. The ratio should be increased in the VIP and VVIP areas. Local authority regulations apply if they require more fixtures.

To avoid overcrowding between spectators entering and leaving sanitary facilities there should be a one-way access system, or at least doors which are sufficiently wide to permit the division of the passageway into in and out channels.

Private toilet facilities consisting of a single toilet and sink should be considered throughout the facility in a ratio of 1 per 5,000 spectators, for use by those requiring greater assistance, including disabled people and young children.

Stadiums must be developed as quality community facilities with appropriate customer services, including washrooms. It has been demonstrated that spectators respect well-maintained and clean facilities. Unclean facilities often foster anti-social behaviour.

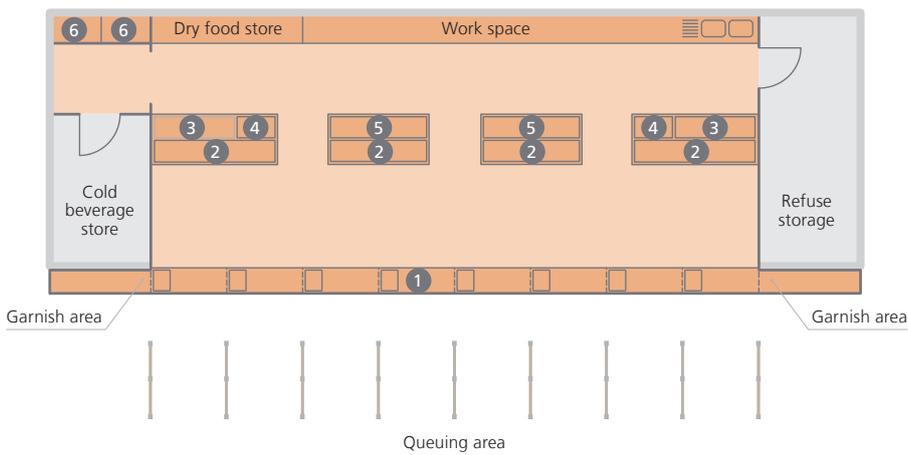
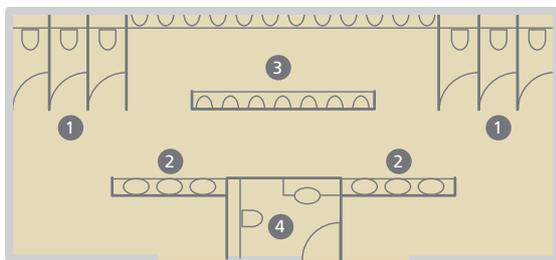


Diagram 6c:
Comfort for spectators

Concession

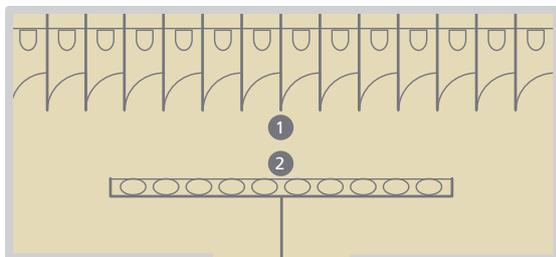
- ① Point of sales
- ② Product presentation
- ③ Beverages
- ④ Cups
- ⑤ Food
- ⑥ Cold food store

Male ablutions



- ① Toilets
- ② Wash hand basins
- ③ Urinals
- ④ Disabled toilet

Female ablutions



- ① Toilets
- ② Wash hand basins

	Male	Female
Population total: 120%	85%	35%
Toilets	3 per 1,000	28 per 1,000
Urinals	15 per 1,000	n/a
Wash hand basins	6 per 1,000	14 per 1,000

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Food and beverage facilities

Performance indicators

There are two main performance indicators for food and beverage facilities in football stadiums: speed of service and quality of service.

Under speed of service, the following factors are evaluated: the location of the facility; point of sale ratio; design and set-up; product variety; production system of food items; serving system of beverages; signage and menu boards; and payment system.

Under quality of service, the following factors are evaluated: the taste and quality of products; qualification and training of employees; display and presentation of products; availability of items on the menu; waste management and environmental considerations; consumer-friendly serving and transport/logistics.

Facility types

There are many types of facilities where food and beverages are served at the stadium. These include: restaurants, beer gardens, shops, bars with tables and seating. Any of these types can be either built-in/existing facilities or temporary operations.

This guide deals with four facility types: permanent concessions; temporary concessions; mobile stands; and hawking.

Permanent concessions

In general, for every 250 spectator seats in the stadium, there should be one permanent concession point of sale (cash till). Traditionally existing concessions should have between six and eight points of sale, and a concession stand counter area is ideally around 10m in length. Permanent concessions need around 60m² of space in order to accommodate the infrastructure such as air exhaustion, grease traps, hot and cold water, waste water, electricity, telephone (data lines) and lighting, and to accommodate working space as well.

In a concession programme, there is a three-sector set-up of operations: (1) selling, payment and impulse display in the service or front area (register/till/payment terminal with display and impulse merchandise display); (2) production and presentation in the middle area (technical equipment to produce and present food and beverages); (3) storage, preparation and disposal in the back area. In general, all equipment should be mobile and modular to cater for different types and needs of events.

Ideally, a stadium's concession storage holds 1.2 times the inventory of planned product sales for the event, which ideally would cater for both cold and dry storage. Product displays and signage should be positioned outside the concession stand so visitors can identify the offering before queuing. Inside the concession stand, additional menu boards should be installed with detailed product descriptions and pricing so that customers at the front of the line can still make product-choice decisions. Electronic signage systems provide high flexibility, professional branding and promotion usage, and are most environmentally friendly as when new products



or pricing is established no signage needs to be discarded. Condiment and service stations are to be placed outside the concession, away from queuing lines and walk ways. This will aid the flow of customers and speed up sales.

Temporary concession

Temporary concessions give flexibility in providing event-based additional services to areas with high demand, such as plazas, entry/gathering/resting areas and fan zones. They also cater for specific event-related products such as customer group specific food (e.g. *halal* food). They can be country/region-related, used for promotions, be weather/season-related, or partner/sponsor-related. Temporary concessions should focus on single product categories, either beverages or food. In order to reach the ratio of one sales point to every 250 spectators, temporary concessions can and should be foreseen whether in the stadium concourse (if there are no safety or congestion concerns) or in the stadium perimeter. Ideally, each temporary concession (tent, wagon, container) should have two to three points of sale and the sales counter should be of a minimum of 4m in length. Temporary concessions need a total of around 18m² of space, electricity, water and lighting. Normally, temporary concessions do not have a wide product offering and thus do not need to be as large as permanent concessions.

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Mobile stands

Mobile stands are used to sell single products and grab-and-go items such as pretzels, hot dogs, impulse ice-cream, food snacks, sweets, promotional products and beverages. Stands are usually on wheels and can be positioned and re-positioned based on the event demand. Stands provide maximum flexibility to be moved at any time to nearly every location in the stadium/stadium perimeter. Professional equipment serving these needs is essential for the success of mobile stand operations as well as ongoing replenishment.

For every 1,000 seats/spectators, there should be one mobile stand with one point of sale, around 2m in length. Mobile stands need around 4m² of space and may require electricity and lighting.

Hawking

The idea of hawking is to serve the visitors sitting in the stands, just before and during the event. Prior to the event, hawking can support selling at high demand or in remote areas. Thus, hawkers work in the concourses, tribunes and stadium perimeter. Typical products for hawking are beverages, impulse ice-cream, pretzels, popcorn, salty snacks and sweets. Hawking can be done for many items depending on the equipment available. For instance, hawking of cooked food can be done should the concessionaire possess the equipment necessary to keep food warm in transit.

Hawking can also serve those visitors who are less mobile, such as people with disabilities, wheelchair users and families with small children. Sometimes groups pre-order hawkers to serve them during the entire event. A special service can also be to "order by SMS or call" to the seat, delivered by hawkers. Professional equipment and a short distance to the replenishment station are essential. Ideally, there should be one hawker for every 600 seats/spectators.

Logistics, storage, facilities

Central requirements

A central logistics and storage area is required which can be reached through a separate, dedicated entry. Transportation elevators are needed to all serviced levels of the stadium for dedicated use. Receiving, handling and dispatching space for around 80 pallets per 10,000 seats/visitors is required. There should be temperature-controlled storage (frozen and chilled) for around 30 pallets per 10,000 seats/visitors, dry storage of around 25m², equipment storage of around 25m² and miscellaneous storage of around 25m². Storage/parking for logistics handling equipment (such as vehicles, carts, fork lifts and pallet jacks) is required, as is waste management space.



Decentralised requirements

There should be equipment/entire temporary concession storage or parking space external to the stadium with storage containers. Two storage rooms are required for food and beverages to replenish temporary concessions on the level of temporary concession operations, usually the ground/stadium entry level. Alternatively, mobile stands can be positioned on each level of operations, with one storage area for the equipment and for food and beverages. For hawking, two storage/service stations on each level of operations are required for the equipment and for food and beverages.

Other requirements

Dressing rooms and facilities are needed for female and male staff (around 120 staff per 10,000 seats/visitors). This should include: a uniform room of around 25m²; a money/security room of around 20m²; a staff and event accounting room of around 40m²; and office and administration space of around 40m².

Environmental considerations

Energy-efficient equipment and CO₂-reduced cooling systems should be used, with just-in-time operations of lighting and equipment. Battery and electric-powered transportation/logistic equipment should be used. Dispenser controlled "gentle" cleaning and disinfection products should be used. Where possible, there should be a wholesale distributor to deliver products, reducing transportation and logistics. Reusable transport and packaging materials should be used. Staff should use public transport to and from the stadium.

Waste management

There should be a deposit/recycle bottled system or draft containers for beverages and a deposit/recycle/biodegradable bottle/cup system to serve beverages. Food items should be served in "eatable packaging" like bread or dough. There should be limited use of paper napkins. The use of wooden/biodegradable cutlery and biodegradable trays, bowls and plates is recommended.

Condiments used in bulk should be served by a dispenser system. Food waste collection in concession and central storage and removal should be handled by a certified supplier. Waste collection should be separated by material in concession and central storage. Transport and case packaging should be separated by material and either returned to the supplier or collected by a certified supplier. There should be a separate collection of waste oil and removal by a certified supplier.

Payment

Public food and beverage operation in general is a cash transaction business. Registers/tills are to be used at all point of sales in permanent, temporary and mobile concessions/stands with an additional guest-facing display. It is a centrally operated and connected system, providing business relevant reports, including stock/inventory management.

For more on Green Goal, see Chapter 1.

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For in-house cashless/pre-paid payment solutions, the distribution of the payment method (card, chip, voucher etc.), charging, deposit and refund of money outside the concession/stand and the entire communication process need to be considered. The actual concession/stand operations will improve in speed with a cashless payment system.

Public telephones

Despite the increasing popularity of mobile phones and the reduction in the use of public telephones, an adequate number of public telephones should be provided in and around the stadium.

6.2 → Spectator areas

Public areas

The stadium should be divided into at least four separate sectors, each with its own access points, refreshment and toilet facilities and other essential services, such as spectators' medical centres, security stations and areas for stewards and marshals.

The stadium should be divided into four separate sectors, each with its own access points.

Each of these sectors may, in turn, be divided into smaller areas. It should be possible to prevent spectators from moving from one sector, or sub-sector, to another, unless it is required for the stadium's evacuation process.

The nature of the barriers which may be used to sub-divide sectors is for each stadium management to determine. Barriers should be easily dismantlable by security personnel and have a collapsing load which is in accordance with local authority regulations. It must be possible to see through the barriers.



6.3 → Communication with the public

Sound reinforcement and acoustics

Public address system

It is essential that stadium operators and authorities are capable of communicating with spectators inside and outside the stadium by means of a sufficiently powerful and reliable public address (PA) system. The PA system should be designed to meet the following minimum operational requirements:

- The PA control centre shall be located in a position where the operator has a clear view of the stadium spectator areas.
- The control centre shall have the ability to select audio signals from the PA announcer, stadium video control, outside broadcasters and local sources within the control centre.
- The PA system shall be capable of addressing messages exclusively to individual sectors within and adjacent to the stadium.
- The PA system shall be capable of having its volume level automatically increased in response to increased crowd noise to ensure intelligibility of voice messaging.
- The PA system shall have an override facility, which would permit the stadium operator or authorities with jurisdiction for the stadium to interrupt the sound system in the event of an emergency.
- The PA system shall provide an emergency alternative power supply to ensure the system remains operative without interruption in the event of a power failure for a minimum period of three hours.

To ensure that adequate speech intelligibility for public address and emergency messages is achieved in the stadium spectator areas, the PA system should be designed to meet the following performance requirements and standards:

- The system is to achieve STI values (measured using the STI-PA method or calculated from the impulse response) of not less than STI 0.55 in the fixed spectator seating areas.
- The system shall provide maximum continuous sound levels of not less than 100 dBA and peak sound levels of at least 105 dBA, with deviations in overall direct sound levels across the spectator seating not exceeding ± 3.5 dBA.
- Frequency response as measured in the seating areas shall be at least 120Hz to 5000Hz ± 3 dB.
- Documentation of performance is required.

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Depending upon funding availability, stadium owners may wish to consider installing a “sound reinforcement system” as opposed to the more basic, and less expensive, public address system. A sound reinforcement system is more effective for relaying music and other entertainment and informational audio programmes. The system would have to meet the minimum speech intelligibility requirement and exceed the performance requirements for loudness, frequency response, and uniformity.

Acoustic requirements

Stadium architectural surfaces and geometry must be considered when designing the speaker systems and should be designed to avoid problematic acoustic reflections that would reduce speech intelligibility for people in public areas. Sound absorption material meeting an NRC value of 0.9 or greater, as required, on the face of pre-cast seating and other vertical sections and interior roof surfaces should be provided to achieve the required STI values.

Noise levels from stadium mechanical systems or other equipment should not exceed a NC 45 level in the public areas.

Scoreboards and video screens

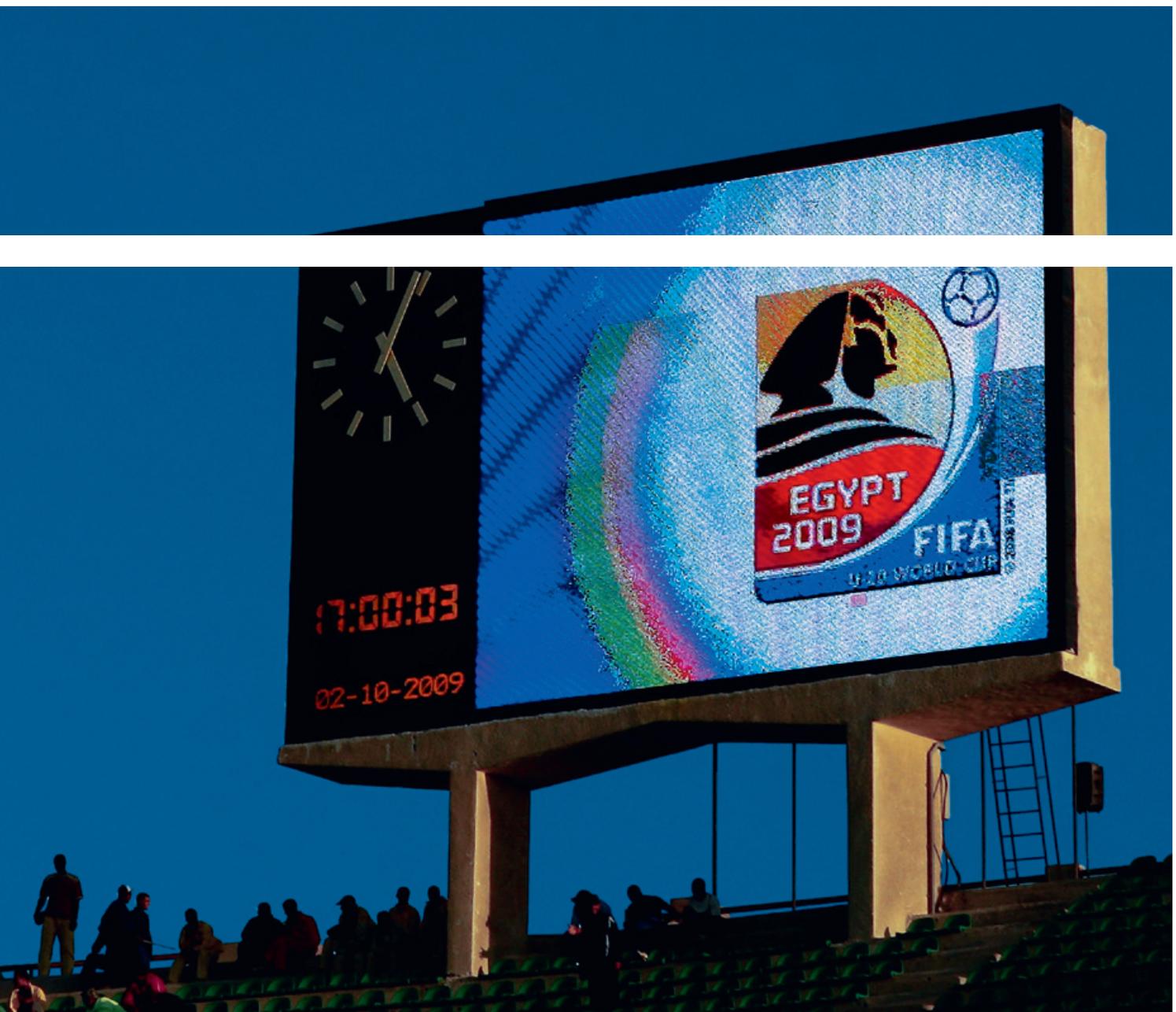
Most modern stadiums have some kind of electronic communication with spectators. This could be a relatively basic scoreboard, which records in written form the match result and goalscorers and provides short and simple public messages. Or it could be a much more sophisticated and expensive LED giant video screen, which can provide instant action replays or other televised/video entertainment. These screens are often an additional source of income when used for advertising. Video screen communication is more expensive but it is preferred by the public.

The location of these screens within the stadium is an important issue which must be addressed at an early stage of the design process. Generally, at least two screens are used to provide spectators in all areas with an acceptable, relatively direct view. They are large and can result in seat loss both in new stadiums and when introduced as an addition to an existing stadium.

The favoured positions for them are in two diagonally opposite corners or one behind each of the goals. They can be positioned to fill in open corner spaces between side and end grandstands. They can also be situated on top of, or suspended from, a grandstand roof.

The principal determining factors when deciding the best position for the screens are:

- to provide optimal viewing for all spectators;
- to eliminate or to lessen capacity reduction caused by seat loss;
- to be placed in a location where the screens do not represent any risk to spectators and where there is no possibility of spectator interference with them.



Although there are some controls by football and stadium authorities on the extent of instant replays of the events during a match, there is a strong public demand for as many replays as possible. This is a primary reason why any stadium which aspires to be classed as a modern, upmarket venue must equip itself with the latest and most sophisticated means of electronic video communication with the public. The design of electronic communication systems is changing rapidly and so is the cost. Larger and clearer video screens, individual armrest monitors and personal handheld television/video screens are some of the new products that should be considered in the years ahead.

Portions of the scoreboards and video screens can be used for displaying messages during emergencies and should be connected to electrical systems with a three-hour standby power supply in the event of a normal power outage. The aspect ratio of 16:9 for the video area of the screen is recommended, which may be extended if scoring and substitution details are also to be inserted around the main video content, as required for the FIFA World Cup™.

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Large LED screens nowadays typically offer a standard definition resolution (576 x 720 pixels). The control room equipment should nevertheless be built in the HD-SDI standard (1,080 x 1,920 pixels), compatible with OB vans and other broadcast-spec equipment, in order to use the produced high-definition signal.

The control room should be located in a position that allows both screens to be seen directly. A co-location with PA control, stadium announcer, satellite reception and conversion equipment, and the CATV/IPTV head-end keeps the necessary cabling between these technical installations at a minimum and allows better communications between the operators. One spare desk (2m) offers space for temporary equipment and personnel in case of special events production.

Pre-cabling of single-mode fibre-optic lines, as well as some video and audio lines between the broadcast compound and the giant screen control room, should be installed for easy cross-connection.

For pre-match entertainment, a small production unit (three cameras, one of them remote controlled, two with operators) adds the functionality to create a basic live programme without the need of having an OB van on site. Pre-cabling of these cameras to different locations (pitch, press conference room, VIP interview position, etc.) enhances the versatility further.

The equipment recommendations are as follows:

- HD-SDI vision mixer, minimum of eight inputs, ideally with integrated multi-view monitoring
- video server to play out pre-produced content
- HD-VTR in the format commonly used by local broadcasters
- audio mixer, offering a minimum of 20 inputs for CD players, OB van audio, microphones, etc.

6.4 → Spectators with disabilities

Proper provision should be made at all stadiums to accommodate spectators with disabilities in safety and comfort. This should include the provision of good, unobstructed viewing facilities and ramps for wheelchairs, toilet facilities and support services.

The quality of seating positions and ticket options should be varied to allow disabled people the same opportunities as non-disabled spectators. It should be possible for wheelchair-users to gain entry to the stadium at all the entrances – including the VIP, VVIP, media, broadcasting and player facilities – and to their viewing positions, without undue inconvenience either to themselves or to other spectators.

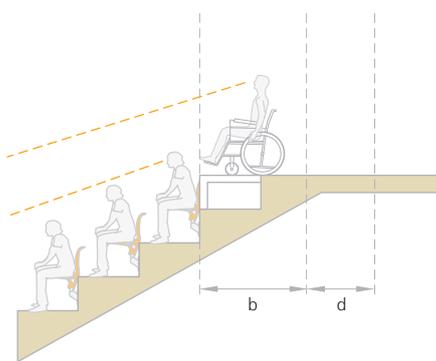
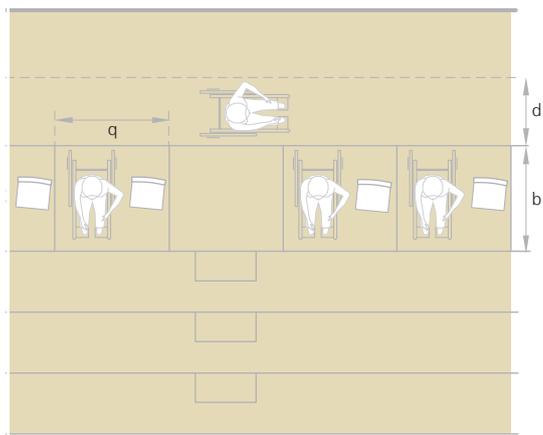


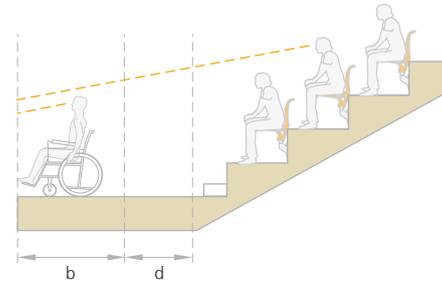
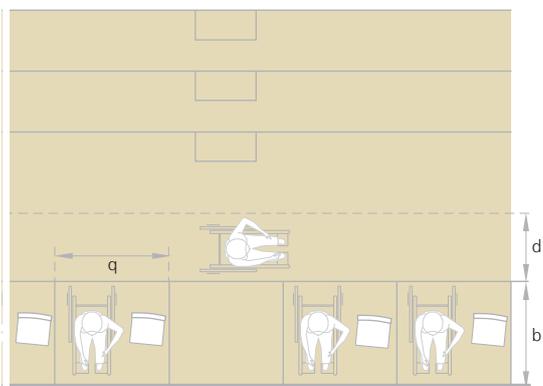
Diagram 6d:
Dimensions of viewing area
for wheelchair users

$q = 1.5\text{m}$

$b = 1.40\text{m}$

$d = 0.9\text{m}$

--- Sight line



$q = 1.5\text{m}$

$b = 1.40\text{m}$

$d = 0.9\text{m}$

--- Sight line

Disabled spectators should have their own dedicated entrance gate from which they may have direct wheelchair access to their viewing area. Disabled spectators should not be accommodated in any position within the stadium where their inability to move quickly would present a hazard to themselves or to other spectators in the event of an emergency.

Disabled people should be protected from the elements. The traditional custom of providing space in the open, close to the pitch, is not acceptable.

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The viewing platform for spectators who use wheelchairs should not be in a position where the occupants' view of the playing field could be obstructed by other spectators jumping to their feet or by flags or banners hanging in front of them. Similarly, the position of disabled spectators should not hinder the view of spectators seated behind them.

On these platforms there should be a seat at the side of each wheelchair position for a helper and electrical power available for assistance equipment. Ablutions for disabled people should be close by and easily accessible, as should refreshment facilities.

A specialist accessibility consultant should be consulted to determine the designs of the stadium to ensure that they comply with internationally accepted standards.

It is suggested that a figure between 0.5 per cent and 1.0 per cent of all spectator seats should be allocated for disabled seating. For example, the Americans with Disabilities Act (ADA) applies to public assembly areas, whereas a venue with 500 seats or less requires a maximum of six seats for people with disabilities. One seat per person is required thereafter for every 100 additional seats that are added. Therefore, 10,000 extra seats would require 100 seats for people with disabilities. This amounts to a seating requirement of one per cent of the total seating capacity for people with disabilities.

Requirements for visually impaired and blind spectators

The same safety and comfort provisions should be available to visually impaired and blind spectators as to disabled people. In particular, easy access and exit ways, toilet facilities and support services should be provided.

Seating positions for visually impaired and blind spectators should be located on the same side of the stadium as the commentators, i.e. in the main stand. This ensures that commentators and visually impaired and blind spectators have the same understanding of the action on the pitch and facilitates the audio description of the match.

As many of the visually impaired and blind spectators group still have limited sight, they should be seated in the lower part of the stadium and preferably close to the pitch.



6.5 → Merchandise concession stands

Merchandise stands should be placed in a way that will attract spectators without causing congestion in the stadium concourses. They should be accessible for everybody, even at a high-risk match where the sectors are divided.

Walls and fascias should be exposed so that the concession operator can properly display the items for sale and customers can see the items from a distance and be able to make their choice in advance. Pricing information should be visible from a distance. Credit card acceptance is essential, and power for lighting and other infrastructure is necessary.

6.6 → Ticketing and electronic access control

The primary purpose of ticketing and access control systems is the safety and security of spectators. The ticketing plan also has to be designed to eliminate the possibility of fraud and corruption and to reduce attempts at forgery. It must be commercially viable and serve as a means of driving revenue.

It must be supported by a ticketing management plan, which includes the following:

- support validation
- reliability
- personalisation
- segregation
- a failsafe system
- capability of multi-stage emergency management plan with a fall-back solution
- compatibility and integration with the access control system (turnstiles)

Spectators

Transport

It is vitally important that there is adequate planning of public transport infrastructure when planning for the hosting of the FIFA World Cup™. Ideally, the stadium precinct is to include a combination of train station, bus terminus, taxi terminus and airport shuttles. These hubs reduce the need for huge parking requirements and allow for smoother movement of all stakeholders during the FIFA World Cup™.

Video screens

FIFA requires a minimum of 2 video screens/boards in proportion to the stadium capacity. The overall screen size will be a function of the stadium capacity and the stadium design together with the resulting space availability. As a guide, FIFA would recommend that stadiums with a capacity of over 50,000 seats provide two giant screens of 70m² each.

Viewing angle

For LED screens, the quoted viewing angle determines the maximum viewing angle deviation from the centre line that the human eye can resolve the image displayed on a screen.

FIFA recommends that the minimum quoted viewing angle for giant LED screens are as follows:

Horizontal -60°/+60° (120°) **Vertical** -30°/+30°

The quoted viewing angle should be compared to the proposed screen location to determine stadium viewing coverage.

Designers are to refer to the specific FIFA World Cup™ Technical Annex for the requirements

Merchandising and food/beverage concessions

Because of the additional spectator demands during the FIFA World Cup™, mobile merchandising and food and beverage stations are required. These have to be branded in accordance with the Partners' and Sponsors' rights requirements and of a size and scale appropriate for easy location and so as not to obstruct the flow of spectators. Merchandising stands should be provided with their own storage facilities. For FIFA World Cup™ events, storage inside and outside in containers is necessary.

Spectators with disabilities should have dedicated food and beverage stands or special service.

Ticketing

In order to ease congestion and the resolution of ticketing disputes, it is recommended that the stadium is provided with Ticket Clearing Points (TCPs) close to the turnstiles. It is also recommended that there are ticket checks at the temporary security screening points.

For the FIFA World Cup™, an event-wide, integrated system should be procured, as opposed to an individual stadium solution.

The ticketing service provider should be centrally procured early in the event planning and should be part of the development of the ticketing plan. The successful ticket service provider should have previous ticketing experience, should have participated in similar successful events or projects, must have full access to the necessary technologies and must have the financial solidity to undertake the project.

There are numerous systems available. FIFA encourages an open network IP system, examples of which are:

- a smart-label ticket with radio frequency identification (RFID) technology, and with a single simple storage chip (the system used for the 2006 FIFA World Cup™ finals in Germany)
- a wireless handheld reader with barcode technology
- a manual printed system, over-the-counter sale of tickets, sequentially numbered, dated with seat assignment and with tear-off stub

Spectator services

Spectator services staff and volunteers are essential to guide patrons to and from the stadium. Dedicated locations, in well-lit and easily identified areas, are required to provide spectator information and guidance. The huge number of spectators that approach and leave a stadium before and after a FIFA World Cup™ match is bound to result in some children or accompanied people being lost in the crowd. Adequate signage and the provision of a "Lost Persons" report room that is linked to the stadium PA system should be provided. The room should be a minimum of 15m².

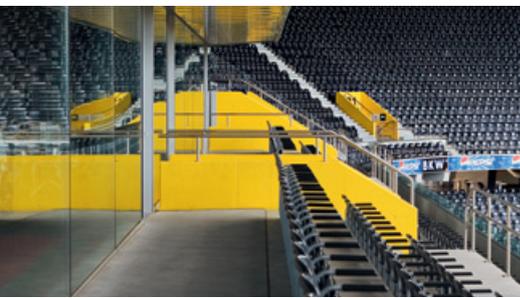
It is important to publicise widely through all possible means a list of restricted items that will not be allowed into a stadium. It is recommended that a temporary storage container close to the security search area is provided only for items deemed to have value by the security authorities. This does not preclude the immediate disposal of items deemed to be of potential danger to fellow spectators, or attempts at ambush marketing or illegal substances of any nature.

Spectator seating

Standing viewing areas and benches of any kind are not acceptable under any circumstances for the FIFA World Cup™.

07 → Hospitality





Providing high-quality hospitality for special guests and commercial partners has become one of the most important aspects of event management and is an increasingly important component of a football stadium's funding.



07 → Hospitality

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7.1 → Corporate hospitality facilities

To cater for corporate hospitality, it is now common practice around the world to include banqueting suites capable of catering for hundreds, or even thousands of people, together with a mixture of viewing lodges, boxes and suites, each of which may hold 10 to 20 people. Guests in these areas can have refreshments and a meal before the event and then watch the proceedings from within their private entertainment area or, if preferred, from their adjacent restricted-access seating. Such facilities are normally purchased by commercial companies for the purpose of entertaining clients and are normally rented, leased or licensed on an annual or multi-year basis. Some may be sold for individual matches.

Many of the stadium's most prestigious or best-located hospitality facilities are reserved or designated for the stadium's or home team's corporate sponsors. Many stadiums operate multi-tier purchase systems of hospitality or exclusive facilities. The top tier often includes private car parking, an exclusive entrance, five-star private dining and viewing facilities in centrally situated areas with a private bar, refrigerator, television and sanitary facilities. The basic concept is to provide the best possible hospitality and viewing experience in order that that the hosts may suitably entertain and impress their guests.

Many stadiums operate multi-tier purchase systems of hospitality or exclusive facilities.

Other tiers include fewer benefits for a proportionate reduction in cost. These customers might not have a private entertainment area but could have access to a club or lounge area or have a reserved table in a private dining room. The number of such facilities – and their level of opulence – varies greatly from stadium to stadium and from country to country. Much will depend upon local economic conditions and the demand for these facilities has to be researched carefully before investing in them.

The level of opulence of VIP facilities will vary greatly from country to country.

The pre-sale of private hospitality areas and reserved seats can be an important component in a stadium's funding. The contractual agreements between the stadium and the user of such exclusive hospitality facilities (e.g. suites, lodges, boxes, club seats, etc.) should ensure that if the stadium is used by a third-party organisation for a major international sports event such as the FIFA World Cup™, these exclusive areas are available to the third-party organisation without any obligation to its normal user.

A stadium that includes areas such as function suites for weddings, dances and dinners, meeting rooms for smaller groups and a public restaurant, should earn income on a regular basis additional to the income from the facility's core purpose of staging football matches.



7.2 → Hospitality requirements: guiding principles

A major component of FIFA's space requirements is the accommodation of the hospitality facilities required to support the hosting of guests of the partners, sponsors and suppliers of FIFA as well as the FIFA family. These space requirements will form part of any football stadium design but the specific requirements will peak during the hosting of the FIFA World Cup™.

The space demands placed on stadiums during a major event like the FIFA World Cup™ are far greater than the demands a stadium is ever likely to face in its normal event business. For this reason, FIFA recommends that the majority of its FIFA World Cup™ space requirements are provided for in temporary facilities within the perimeter of the stadium, or in areas under the tribunes that are not used during the hosting of the World Cup, for those areas not requiring a view of the field of play.

To understand the complete space requirements for the provision of hospitality facilities, it would be prudent to use the FIFA World Cup™ as the basis of establishing the norms. A stadium that is newly constructed will then be planned in a proper manner to satisfy the space requirements in the event of the venue being used to host a major international football match or tournament.

For other pre-construction decisions, see Chapter 1.

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7.3 → FIFA programme requirements

It is likely that FIFA will operate a three-tier programme, consisting of (i) a commercial hospitality programme, which will be sold to corporations and members of the public in a way that will not grant the hospitality clients any right to associate themselves or their products with the event; (ii) a hospitality programme in which benefits may be sold at cost to FIFA Partners, FIFA World Cup Sponsors, National Supporters and Broadcast Partners; and (iii) a VIP hospitality programme, catering for officials and members of the FIFA delegation and the LOC.

The precise details and structure of FIFA's hospitality programme will be developed in partnership with the LOC, but, in order to secure the hospitality rights, each stadium must satisfy a number of requirements. Each stadium owner and/or the LOC must:

- deliver the stadium entirely free of any prior rights of existing rights holders, such as the rights of stadium owners, the local football club, shareholders or debenture holders, commercial agents, sponsors, catering companies and customary hospitality clients/box holders;
- provide, free of charge to FIFA, access and usage rights in respect of all potential hospitality facilities, including restaurants, skyboxes, lounges and catering facilities;
- provide FIFA with sufficient space within the stadium premises for parking, delivery of materials, guest drop-off, temporary infrastructure (including infrastructure assembly), ground preparation and post-event clean-up services, fencing, storage facilities, security and access control;
- provide access at each hospitality facility within the stadium to primary networks for water, electricity and communications (including telephone, broadband internet and television);
- provide a reception room and dedicated catering services in the Tribune of Honour for FIFA and LOC VIPs.

The marketing affiliates of the FIFA World Cup™ are granted certain hospitality rights. While the hospitality rights conferred on the marketing affiliates are subject to modifications and to final contract negotiations, the LOC should ensure that, in order for FIFA to comply with its contractual obligations to its marketing affiliates, the following hospitality inventory is provided at each stadium:

Skyboxes

Skyboxes are a key component of the FIFA marketing affiliates' hospitality rights. The LOC must ensure through the stadium agreements that FIFA has the unfettered right to select the skyboxes it requires to fulfil its contractual obligations. In addition, the LOC must ensure that none of the existing skyboxes can be used for other purposes without FIFA approval.



Business seats

Business seats are generally defined as being more comfortable/spacious seats (usually cushioned armchairs) allocated in the best position in main and/or facing stands. All such business seats must be allocated to the hospitality project for the purposes of the Tribune of Honour and/or for the general hospitality programme.

Hospitality seats

Hospitality seats are those stadium seats allocated for the commercial hospitality programme or the commercial affiliate hospitality programme and which are in the sector designated by FIFA as containing the best first-category seats (after the Tribune of Honour seats used for dignitaries) for each match.

Commercial hospitality packages will include: a match ticket and the right to sit in a hospitality seat to view the match; catering services; entertainment; the use of hospitality infrastructure (such as cloakrooms, welcome desks, lounges, reception areas and dining areas); parking and transportation services; match programmes, commemorative gifts; and other related services and/or products such as accommodation, transport or tourism. The exact nature of the services provided as part of the commercial hospitality package and the location of the delivery will depend upon the location and nature of the stadiums.

In order to have access to the best commercially available seating locations, each commercial affiliate will receive a certain number of complimentary hospitality seats for each of the matches.

Hospitality village

The FIFA World Cup™ marketing affiliates hospitality programme aims to provide marketing affiliates with the opportunity to offer their guests personalised treatment of the highest quality during the event in an atmosphere emphasising sophistication and a passion for football. The hospitality village enables these groups to complete their own integrated marketing and hospitality programmes.

At each venue, a hospitality village for marketing affiliates will be created as an exclusive and secure area in which marketing affiliates, using tickets from their own allocation, can conduct on-site hospitality activities tailored to their needs while maintaining an excellent service at a reasonable cost. The hospitality village will offer FIFA Partners, FIFA World Cup Sponsors, National Supporters and Broadcast Partners a choice between their own private units and common hospitality in the official club. The hospitality village will be located either within the stadium, inside existing facilities, or outside the stadium premises in marquee tent structures.

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7.4 → VVIP and VIP areas

Every stadium that aspires to host a major football event has to provide for VVIP and VIP guests. These areas are in the most prominent position of the main tribune and with the most comfortable viewing and seating conditions. It is very important to distinguish between the VVIP and VIP areas, as these require different security and access requirements and conditions.

The VVIP area is closely guarded, monitored and protected from unauthorised intrusion of any kind, even from those persons occupying the VIP seats and lounge.

The VIP area, whilst also having a level of security and protection, would not require as stringent demands as those of the VVIP area. However, access by unauthorised persons is strictly controlled and any cross-over with other groups (hospitality guests, media, etc.) should be avoided.

Ideally, it would be prudent to separate the two areas onto different levels of the stadium to avoid any possibility of cross-over with the groups.

VVIP area

Position

The VVIPs must be seated in the most prominent and comfortable viewing area of the main stand. Ideally, this should be in the centre of the grandstand, in an elevated position above the playing area, partitioned off from the public seating areas. Access to the pitch, dressing rooms and media facilities needs to be available.

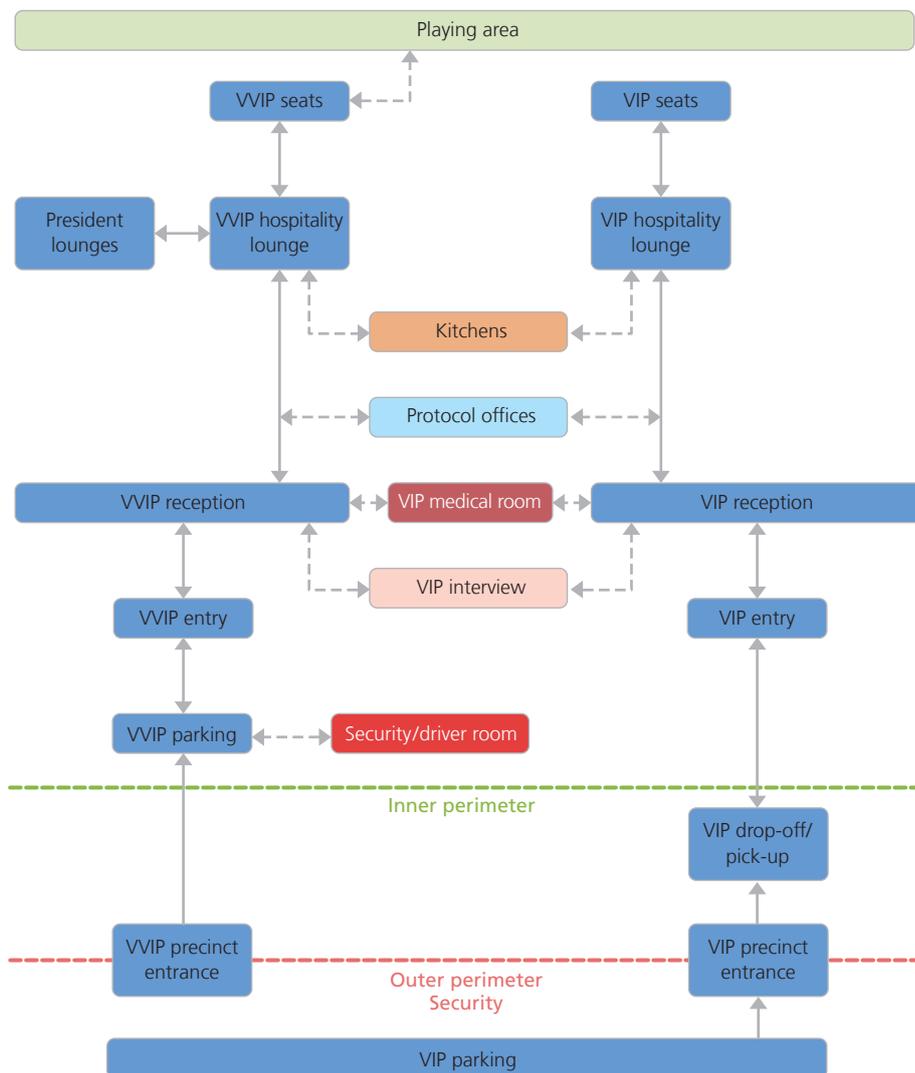
Access

The entrance should be the unmistakable “main entrance” to the stadium. The VVIP access route should be designated high security and protected from any public interference. Security vehicles should accompany the vehicles of the VVIPs and should be driven under the main stand, directly to the vertical circulation drop-off area.

The VVIP area should have its own private entrance, separate from the VIP and public entrance points, leading directly to the hospitality lounge and from there directly to the viewing area. In a multi-tiered stadium, if required, there should be a dedicated escalator(s) or elevator(s) between floors which should be connected to both normal and emergency power. There should be alternative controlled access across accredited zones.



Diagram 7a:
VVIP/VIP flow diagram



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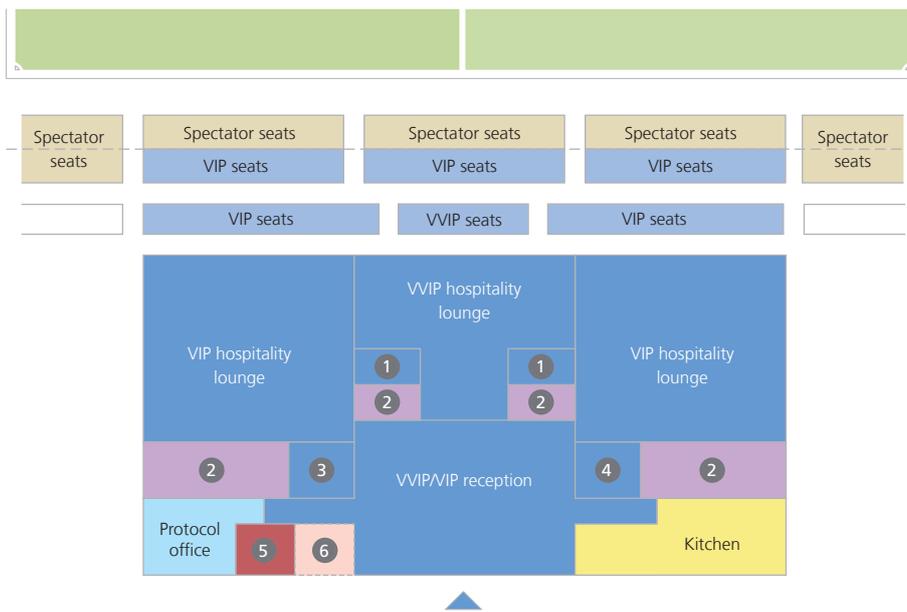


Diagram 7b:
VIP seating area

- ① President's lounge
- ② Sanitary facilities
- ③ VVIP stair/lift
- ④ VIP stair/lift
- ⑤ VIP medical room
- ⑥ VIP interview
- ▲ VVIP/VVIP entrance
- Dipline

	Male	Female
Population total: 100%	50%	50%
Toilets	1 per 120	1 per 25 up to 250 1 per 30 if between 250-500 1 per 35 if more than 500
Urinals	1 per 50 1 per 50	n/a
Hand basins	1 per 80 if more than 500	1 per toilet up to 500 1 per 50 if more than 500



Seats

Seats should be individually numbered and separated from the VIP seats by means of a movable barrier or, ideally, should be on a level above the VIPs. The seating area should be constantly staffed by security personnel. Seats should be of good quality, well upholstered, with armrests, be covered by a roof and should provide a perfect, unrestricted view of the playing area. Adequate legroom between the rows is essential to enable the occupants to enter or leave without disturbing other seated guests.

Capacity

The total number of seats should be determined by the event that is being hosted. For the FIFA World Cup™ final, the requirement is 150 seats shared by FIFA and the LOC for the final, and for all other matches, please refer to the space requirements document.

Reception area

There should be a welcome area with a welcome desk to receive guests. This reception area should provide enough space for any security requirements or ticket checks.

Hospitality lounge

The hospitality lounge should ideally be at the back of the viewing area (VVIP tribune). The number of seats required will depend on the scale of the event, which will be calculated by the organisers and event management. With an event like the FIFA World Cup™, there are different seating demands depending on the stage of the competition for which the venue is to be used. The flexibility of operable walls for partitioning is desirable.

President's lounge

If possible, there should be an area in the VVIP lounge for the FIFA President and one for the President/Chairman of the Local Organising Committee when the stadium hosts the FIFA World Cup™ or any other major international events. A private lounge of approximately 15m² should be provided for each in this regard.

Toilets and sanitary facilities

For the VVIP area, sanitary facilities should be separate from those of the VIP area.

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VIP area

Position

In the centre of the grandstand in which the players' dressing rooms are situated, in an elevated position above the playing area, partitioned off from the public seating areas. The VIP tribune should always be located in the main stand and be accessible from the dressing rooms, media facilities and administrative offices.

Access

The entrance should be the unmistakable "main entrance" to the stadium. The VIP area should have its own private entrance from outside, separate from the public entrance points, leading directly to the hospitality lounge and from there directly to the viewing area. In a multi-tier stadium, if required, there should be an elevator(s) and/or escalator(s) between floors which should be connected to both normal and emergency power. There should be alternative controlled access across accredited zones. People who need to go to the dressing room area (e.g. delegates, observers, etc.) must have direct and secured access from the VIP box to the dressing rooms. Security vehicles should accompany the VIP.

Capacity

The requirements will differ from competition to competition but a modern stadium should provide VIP area seating for at least 300 people, with the possibility of increasing this number considerably for major events. For the FIFA World Cup™, there should be 1,350 seats for the opening match and the final.

Seats

Seats should be individually numbered and of good quality. They should be well upholstered, with armrests, be covered by a roof and should provide a perfect, unrestricted view of the playing area. Adequate legroom between the rows is essential to enable the occupants to enter or leave without disturbing other seated guests.

A modern stadium should provide VIP area seating for at least 300 people.

Reception area

There should be a welcome area with a welcome desk to receive VIP guests. This reception area should provide enough space for any security requirements or ticket checks.

Hospitality lounge

The hospitality lounge for the VIPs should ideally be at the back of the viewing area (VIP tribune). The number of seats required will depend on the scale of the event, which will be calculated by the organisers and event management. With an event like the FIFA World Cup™, there are different seating demands depending on the stage of the competition for which the venue is to be used. The flexibility of operable walls for partitioning is desirable.



7.5 → Commercial hospitality rights

The FIFA World Cup™ commercial hospitality programme will be granted to a special category of ticketholder who would benefit from exclusive services of the highest quality (e.g. welcome, catering, gifts and entertainment). Depending on the facilities available at or near a stadium, this hospitality programme will be conducted either inside the stadium, in specific rooms or spaces, or outside under temporary structures.

The overall space requirements must be able to accommodate all of the facilities, and the catering, technical, entertainment and public areas located within the LOC-controlled site of a stadium. The areas should be within 150 metres of the stadium seating area, with access to bulk infrastructure services (water, electricity, gas, etc.) and parking.

Existing structures either inside the stadium, such as reception rooms and restaurants, or adjacent to the stadium, such as sports centres and conference halls, could be used to minimise on-site construction and related costs. Existing storage areas and kitchens are also requested. All skyboxes and their support areas (such as kitchen and storage areas) are part of the hospitality space requirements.

7.6 → Special conditions

The proposed locations for temporary hospitality structures must satisfy the following requirements:

Feasibility

Temporary constructions must be erected if applicable permits and authorisation can be obtained.

Availability

All areas should be available to the LOC and its nominees (including FIFA), and should not be used by any other party leading up to, or during, the event.

Security

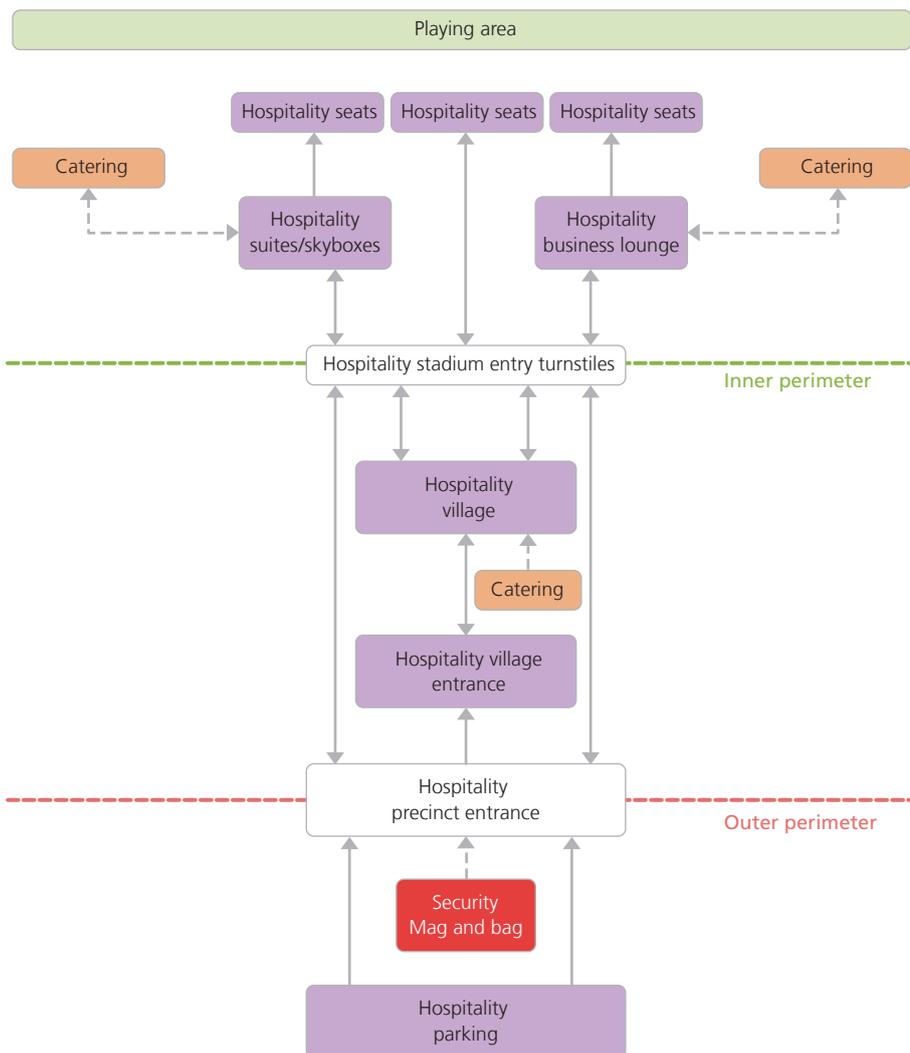
Hospitality areas will be inside the deemed security perimeter of the stadium. In addition to specific hospitality area security, the contracted stadium security will be responsible for safeguarding guests and property. Covered fences must be erected by the LOC around these areas.

For more information on safety and security, see Chapter 2.

07 → Hospitality

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Diagram 7c:
Hospitality flow diagram





Access

Access to the hospitality areas must be free for the organisers and vendors and must not be subject to other requests for authorisation or access fees. Sufficient parking space for service personnel must also be available, which should be as close as possible during the build-out and during the event.

Location

In order to avoid the additional costs of shuttle services, hospitality areas should be no further than 300 metres from the stadium.

Surface areas

FIFA VVIP/VIP lounges

If used for the FIFA World Cup™, the FIFA VVIP/VIP lounges must be big enough to accommodate the required number of guests as stipulated in the FIFA World Cup™ space requirements document. The minimum space requirement is 1m² per guest .

Commercial affiliate hospitality village

Total surface: 5 to 5.6m² per guest

Per venue, for venue where:

The opening ceremony will take place	20,000m ²
The final will take place	35,000m ²
The biggest match will be a semi-final	20,000m ²
The biggest match will be a quarter-final	10,000m ²
The biggest match will be a round of 16 match	8,000m ²
The biggest match will be a group match/home team	15,000m ²
The biggest match will be a group match	8,000m ²

Commercial hospitality village

Total surface: 4.6m² per guest

Per venue, for venue where:

The opening ceremony will take place	27,000m ²
The final will take place	50,000m ²
The biggest match will be a semi-final	20,000m ²
The biggest match will be a quarter-final	10,000m ²
The biggest match will be a round of 16 match	9,000m ²
The biggest match will be a group match/home team	20,000m ²
The biggest match will be a group match	5,000m ²

These figures will have to be reviewed in accordance with the hospitality concept, which is developed on the basis of the facilities of the venues selected.

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Power supply

All hospitality areas need power for lighting, kitchens and storage areas, air conditioning, service/cleaning equipment, TV/audio/multimedia systems and entertainment. This power can be supplied either by an existing network or by generators. There must be at least one main supply source per area. This and the distribution network must be customised per venue. Precise power requirements will be developed once the hospitality areas are identified and their location fixed.

For more information on power supply, see Chapter 9.

Water and drainage

Water and appropriate drainage is needed in all hospitality areas, mainly for the kitchens and for the sanitary facilities.

Telecommunications

All hospitality areas will require access to telecom land lines in order to operate telephone, fax and internet services.

Facilities' ground space preparation

In the venues where the hospitality programmes use temporary structures, the site itself, as well as the access areas used by the guests, will need to be prepared (levelling, drainage and protection) before beginning construction.

Toilets and sanitary facilities

All temporary hospitality structures should be equipped with sanitary facilities. They must be of a high standard and equipped with an easy-to-clean system. They should be installed close to each welcome area for the prestige area and in easy-to-access, central areas for the hospitality village. The installation must take into account the fact that trucks need to have close access in order to carry out cleaning. There should be one toilet for every 100 people. A cleaning contract must be signed with the toilet supplier.

Lighting

Lighting has to be installed everywhere, externally and internally, as all hospitality areas are covered. The ratio to be used is 80-150W per 10m². This will have to be adjusted to fit the different internal configurations.

TV/audio system

All hospitality areas should be equipped with audio and video equipment and networks. The number of television sets required is: 1 in each private area; 1 per 50 guests in the commercial affiliate hospitality village areas; 1 per 100 guests in the prestige areas; 1 per skybox.



Temporary structures

High-quality structures, such as those usually found at major international events throughout the world, must be used.

Plans

The selected supplier will establish the plans in response to the needs formulated by FIFA.

Building permits

The LOC will be in charge of obtaining all permits required for installing and operating temporary structures.

Air conditioning / heating

Air conditioning or heating will be required in all hospitality areas. The requested power is 0.2kW.

Parking and drop-off

Dedicated drop-off is required with a direct access route to the VVIP lounge by dedicated lifts, escalators and stairs. VVIPs will be dropped off at this point and parking must be available in close proximity. Additional parking for police escorts is to be considered in the overall allocation. The surface has to be firm, graded and level.

Ideally, access to and from the parking area for VIPs should be constructed out of concrete, asphalt or similar material for a level and stable route in all weather conditions.

Hospitality

Whilst the chapter has dealt with hospitality by using the examples from the FIFA World Cup™ as the guide, it is still prudent to identify some specific recommendations and requirements for the FIFA World Cup™. These are as follows:

- Eight per cent of the total seats are to be used for hospitality in the case of the opening game, semi-finals and final, and a minimum of five per cent of total seats for all remaining matches.
- 30 per cent of the above calculation should be included in skyboxes. Sizes of kitchen and storage requirements should be stated.
- There should be a dedicated stair and elevator for the skybox guests.
- All temporary hospitality areas are to be made available three months prior to the exclusive use period.
- Entrances into the stadium for the VVIPs and the VIPs should be separated, and special consideration should be given for ticket validation and security checks in this described area.
- Seating flexibility should be applied to the VIP area by expanding and contracting the space allocation but still maintaining the required level of security.
- There should be dedicated stair(s) and elevator(s)/escalator(s) for the VVIPs.
- Walkways from the seats to the lounges for both VVIPs and VIPs should be dedicated.
- VVIP and VIP areas should ideally be stacked above each other.
- The VVIP/VIP seat allocations in a stadium that host both group and final matches should expand and contract as the need demands while maintaining separation from general spectators.

- The entrance to the stadium in the main stand should take into consideration the various constituent groups using the stadium, such as media, VVIPs, VIPs and the players.
- There must be a separation between VVIPs/VIPs, players, match officials and media from the spectator access areas. This can be achieved by grade separation or dedicated routes (without cross-over), from the parking areas to and from the stadium.
- The mixed zone creates various planning challenges that should be solved at the design stage by consideration of all stakeholders using the space, such as the media, VVIPs, VIPs and the players. The separation must be planned to prevent any cross-over challenges.
- All pedestrian walkways to and from drop-off areas or the hospitality villages must be of firm material (e.g. concrete or asphalt) to enable guests to move in comfort.
- Adequate wheelchair position based on one per cent of all hospitality seats should be provided to disabled people and their companions. This calculation should also apply to VVIP and VIP seats.
- Special care needs to be considered to the comfort levels for the VVIP/VIP in extreme weather conditions.
- The VVIP and VIP areas require dedicated parking, toilets and sanitary facilities, seating for people with disabilities, catering and medical services.

08 → Media





Stadiums should be designed to allow state-of-the-art facilities to bring the highest-quality media coverage of football into the homes of millions of people around the world.



08

→ Media

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8.1 → Accreditation office

Provision should be made for accreditation procedures. This can be a relatively small area or even a desk at the media entrance to the stadium, provided that it does not constitute an obstruction if queues were to form.

8.2 → Media tribune and commentary positions

The media tribune

The media tribune must be in a central position in the main grandstand where the media facilities are situated. It should be centrally located on the halfway line, in a position that provides an unobstructed view of the field of play, without the possibility of interference from spectators. Ideally, the media tribune should not extend beyond the 16m line towards the goals. All working places in the media tribune should be covered. Media representatives should be allocated places with an excellent view of the entire playing area.

There should be easy access to and from other media areas such as the media centre, the mixed zone and the press conference room. The permanent press seats should be equipped with desks large enough to accommodate a laptop computer and a notebook. There should be a power supply and telephone and data connections at each desk.

In those stadiums which will host major football matches and other major events, the media tribune should be designed in such a way that its capacity can be significantly increased on such occasions. If the demand is great, normal spectator seats will have to be changed into seats for the press and television reporters. A line of desks may have to be built over a row of seats; thus every second row is used for seating. Seating for the media should be located near the main media working area.

It is not essential for all additional seats to be provided with desks. As a guideline, at least half of the positions should be provided with desks.

Television monitors are an essential means of assistance and some should be installed. One monitor per eight seats is a minimum. One monitor per four seats is adequate. Sufficient power connections should be provided for this and other purposes.

The possibility of installing the latest digital technology lines (cabled Ethernet LAN) should be included in the construction plans for new stadiums. Designers should support a cabled solution, which is found to be the most reliable.

For more on pre-construction decisions, see Chapter 1.

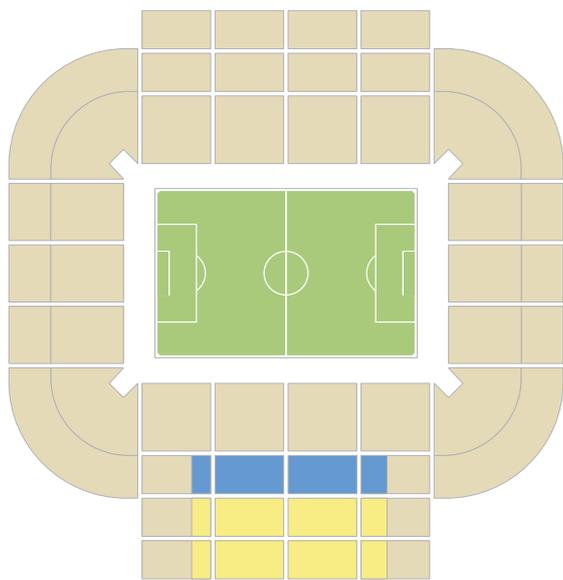
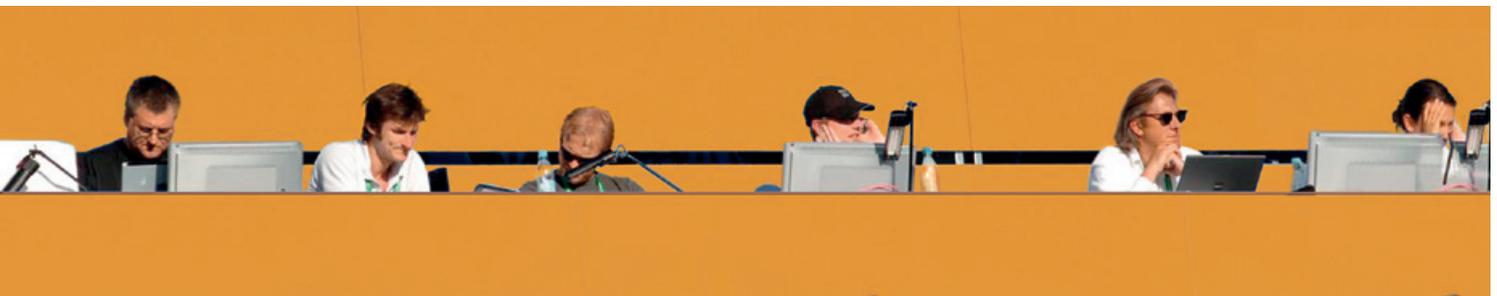
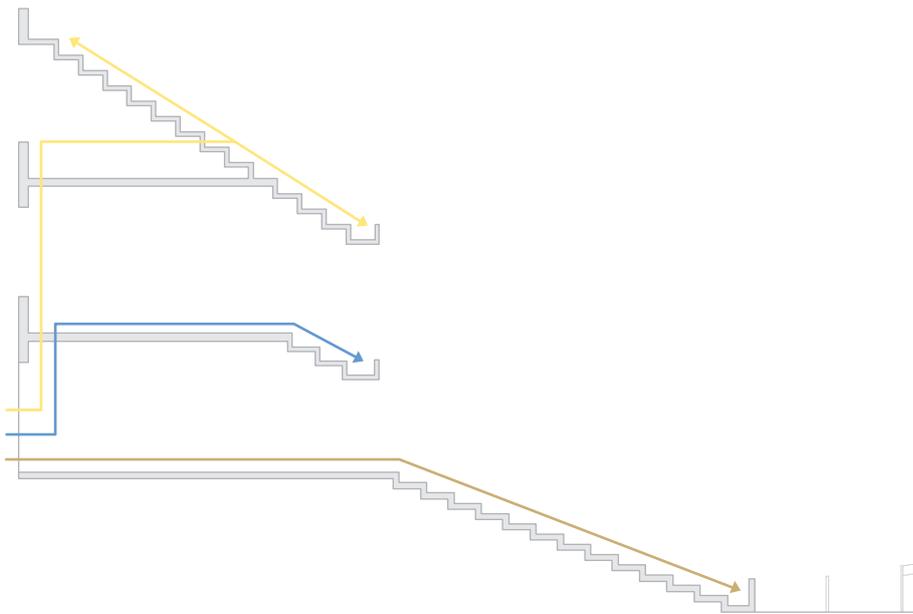


Diagram 8a:
VIP and media tribune

- Media
- VIP/VIP
- Spectators



08

→ Media

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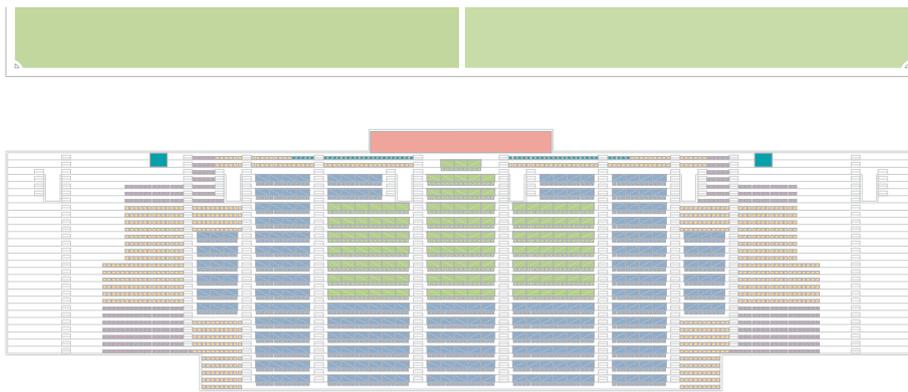


Diagram 8b:
Media tribune

- Main camera platform
- Photographers
- Observer
- Press positions without desk
- Press positions with desk
- Commentary position

Television and radio commentary positions

At least five television commentary positions and five radio commentary positions should be provided on a permanent basis. The commentary positions should be in a central position in the main grandstand on the same side as the main camera positions – under cover rather than indoors. They should include a flat surface for writing and should be well lit. A television monitor for each position should be built into the desk in a slanting position so as not to obscure the view of the pitch for the commentary team.

Commentary positions should be separated from spectators by Plexiglas or other suitable means for the purpose of acoustic separation. A telephone and data connections for voice and internet services should be installed in each commentary position. Two four-power-outlet plugs should be provided at each position.

A stadium should have at least five television commentary positions and five radio commentary positions.



Requirements will increase dramatically for major matches. For example, for the final of a major international club competition, provision should be made for the installation of 50-90 commentary positions. In order to create one commentary position, seats may need to be sacrificed, depending on the design. This is due to the construction of a commentary position having a desk and monitors with relevant IT and T connectivity. Each position will be occupied by up to three people. The media working room and press conference room should be within close proximity.

Allowance should be made for the fact that media facilities vary greatly according to the type of event. A few dozen desks for a national championship match will suffice, depending on the club and the media coverage available in the region, but the working space requirements will multiply in the case of international matches. The working area for the media representatives should be under cover and located on the main stand.

Requirements for commentary positions for TV and media personnel with disabilities

A minimum of two commentary seats with desks should be available for commentators with disabilities. Other technical requirements, mainly mobile equipment, may be needed.

8.3 → Stadium media centre

The capacity of the stadium media centre (SMC) should be based on the capacity of the media tribune. For example, for a match with 600 tribune press places, there should be space for around 200 working spaces in the SMC. Of the 600, around 150 would typically stay and work in the tribune, around 150 would go to the mixed zone and around 100 would leave to go home or to their own editing office. This would leave 200 to work in the SMC. For a stadium with a media tribune of 200, around 80 places would be needed in the SMC. Toilet facilities should be provided for both sexes.

As a guide, 25 per cent of the total number of positions in the media tribune should be provided as working spaces in the SMC. This number does not include all visiting media and support staff in the SMC.

The working room should be divided into two areas: an area where buffet-style catering can be provided, and a working area with desks, power and telephone and data connections for voice and internet services at each position. It might also be advisable to provide an organisational office (for travel, transport, banking, etc.) at major events.

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→ Media

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8.8	Broadcast compound	161

The following spaces should be accommodated in the SMC:

- welcome desk
- IT and T desk
- press conference area, depending on the size of the facility
- camera repair service
- copy and fax service
- cafeteria
- pigeon holes
- host city information desk
- media working areas
- photographers' working areas
- lockers
- two ticket distribution desks (one for photographers, one for print journalists)
- offices for media management

There should be sufficient space for ticket distribution, with adequate queuing space. Queues should not obstruct the entrance.

As a source of standard information, touchscreen PCs should become customary features in the future.

8.4 → Press conference room, mixed zone and flash interview positions

Press conference room

The press conference room should have a minimum area of 200m². It should provide approximately 100 seats for the media and be equipped with an appropriate sound system. It may also be used on occasions when there is no match.

At one end of the room, preferably at the end nearer to the access door from the dressing rooms, a platform should be erected to accommodate coaches, players, media officers and interpreters as required. A backdrop which can be easily adapted with various designs should be installed.

At the other end of the room, facing the platform, a podium should be erected, allowing at least ten television electronic news-gathering (ENG) crews to set up their cameras and tripods. A centralised split box should be installed to avoid having a huge number of microphones in front of coaches and players. A first-class sound system, with automatic feedback cancellation, should be installed.

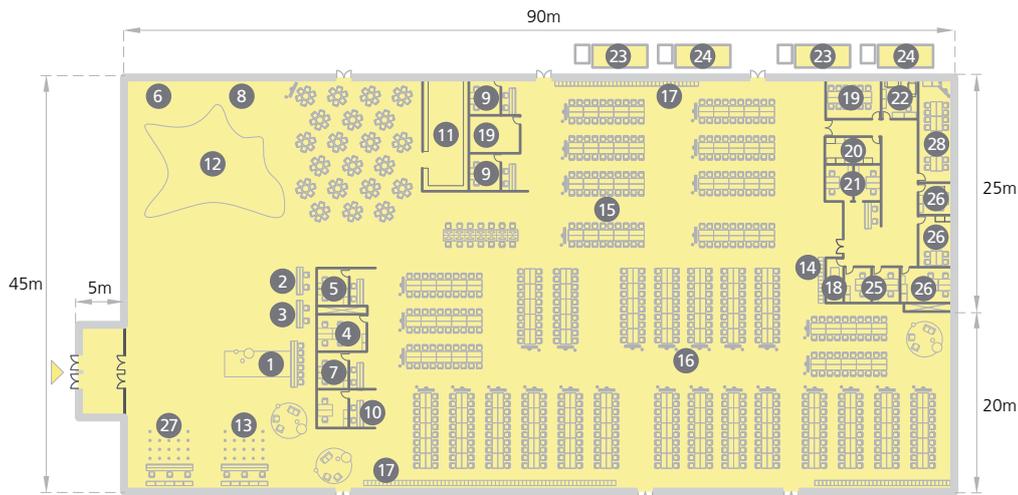


Diagram 8c:
Stadium media centre

- | | | |
|--------------------------|--------------------------------|--------------------------------|
| ① Welcome desk | ⑫ Host city information desk | ⑳ Sanitary facilities – male |
| ② Transportation desk | ⑬ Ticket distribution | ㉑ Sanitary facilities – female |
| ③ Information desk | ⑭ Pigeon holes | ㉒ Editors' office |
| ④ IT office | ⑮ Working area – media | ㉓ Press agency offices |
| ⑤ Telecom partner office | ⑯ Working area – photographers | ㉔ Rate card service desk |
| ⑥ ATM | ⑰ Lockers | ㉕ SMC offices |
| ⑦ Interpreting centre | ⑱ IT storage | ▲ Media entrance |
| ⑧ Vending machine | ㉒ Meeting room | ▬ Screen |
| ⑨ Camera repair | ㉓ Media storage | • Power connection |
| ⑩ Medical room | ㉔ FIFA media officer | |
| ⑪ Cafeteria/lounge | ㉕ Copy area | |

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The press conference room should be easily accessible from the dressing room area and should be constructed like a small theatre, with each row of seats slightly elevated above the one in front. For major matches, three booths should be provided for simultaneous interpreting.

Mixed zone

In a new stadium, a mixed zone should be provided. This is a large, clear space between the players' dressing rooms and the private exit door through which the players must pass when leaving the stadium to their team buses. The purpose of the mixed zone is to permit representatives of the media to talk to and interview the players as they pass through. It is essential to have separate access for the media and the players.

There should be room for approximately 250 media personnel (including cameramen and technicians) and the area must be inaccessible to the public. The area should either be permanently under cover or there should be facilities for covering this area at major matches. For major matches, the mixed zone should be split into two parts: one for written press/radio journalists, followed by adequate space for TV reporters. The latter should be equipped with backdrops. The mixed zone area should be adequately provided with power supply and lighting and should be sound-insulated for TV broadcasters.

The space required will vary according to the importance of the match but it should be at least 200m². In order to ensure good working conditions, a journalist should have 2.5m² of space. The area could be used for other purposes on non-matchdays.

Flash interview position

At the top level in football, broadcasters are becoming increasingly demanding and require increasingly modern installations. One of these requirements is for the provision of flash interview positions which are used to transmit live interviews immediately after the match or interviews with coaches at the beginning or the end of the half-time interval. Such positions must be located between the dressing room area and the playing field. The ideal location would be adjacent to the tunnel in the technical area of the pitch or before the entrance to the tunnel from the players' dressing room. Power and lighting, either permanent or temporary, is required in these areas.

Broadcasters are increasingly asking for flash interview positions where players and coaches can be interviewed immediately after the match.

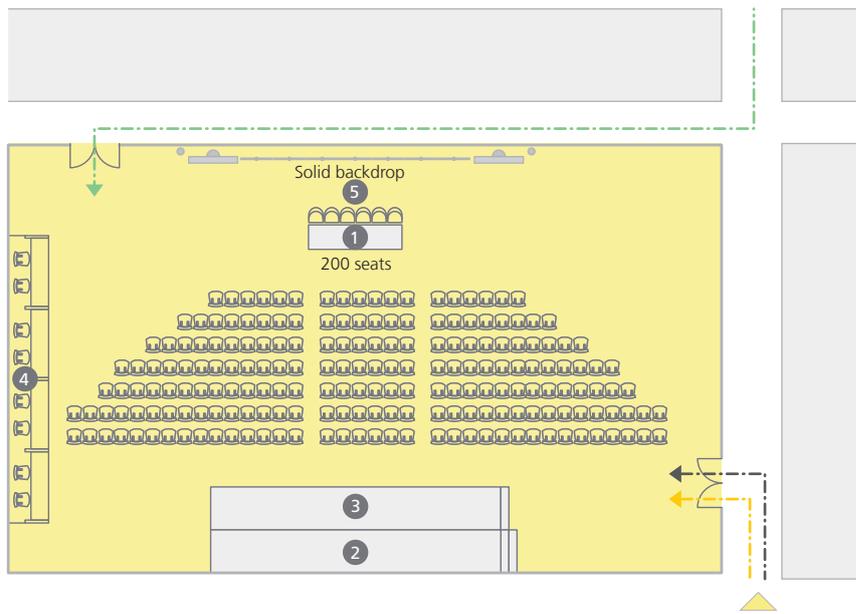


Diagram 8d:
Press conference room

- ① Head table
- ② Camera platform – 10 x 1.5 x 0.6m
- ③ Camera platform – 10 x 1.5 x 0.3m
- ④ Interpreters' booth
- ⑤ Press conference
- Players' route
- Media route
- Broadcasters' route
- Power connection
- ▭ Screen
- Partition 2m in height
- ▲ Media entrance

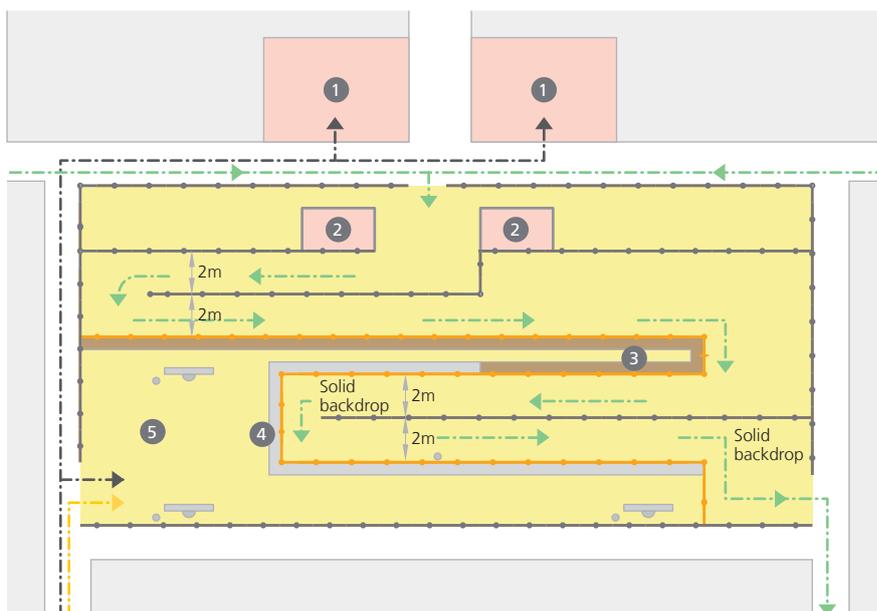


Diagram 8e:
Mixed zone

- ① Flash interview
- ② Pre-mixed zone
- ③ Press/radio
- ④ TV broadcast
- ⑤ Mixed zone
- Players' route
- Media route
- Broadcasters' route
- Power connection
- ▭ Screen
- Partition 1m in height
- Partition 2m in height

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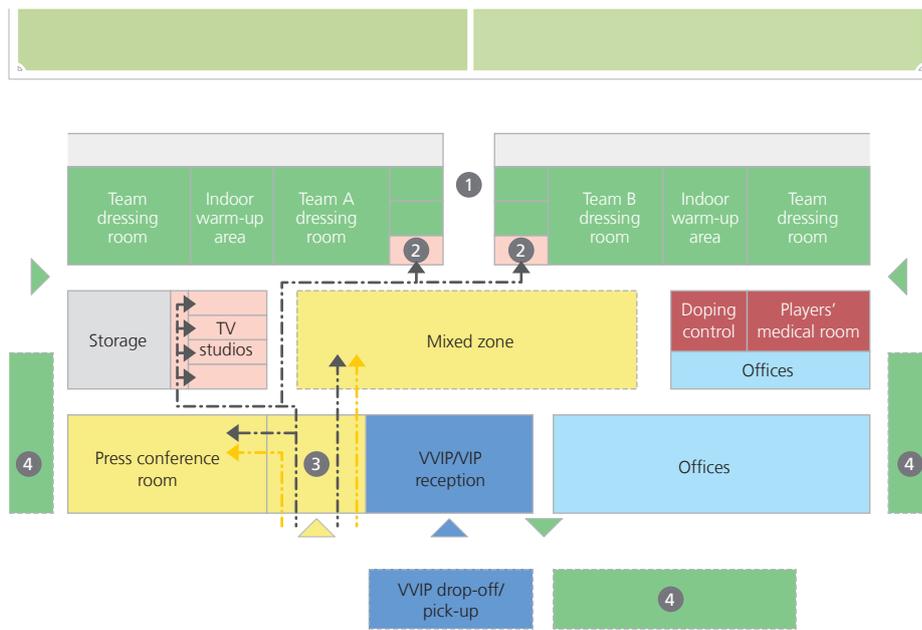


Diagram 8f:
Media areas

- ① Players' tunnel
- ② Flash interview
- ③ Media access to lobby
- ④ Players' drop-off/pick-up
- Broadcasters' route
- Media route
- ▲ Team access/exit
- ▲ VVIP/VIP access
- ▲ Media entry

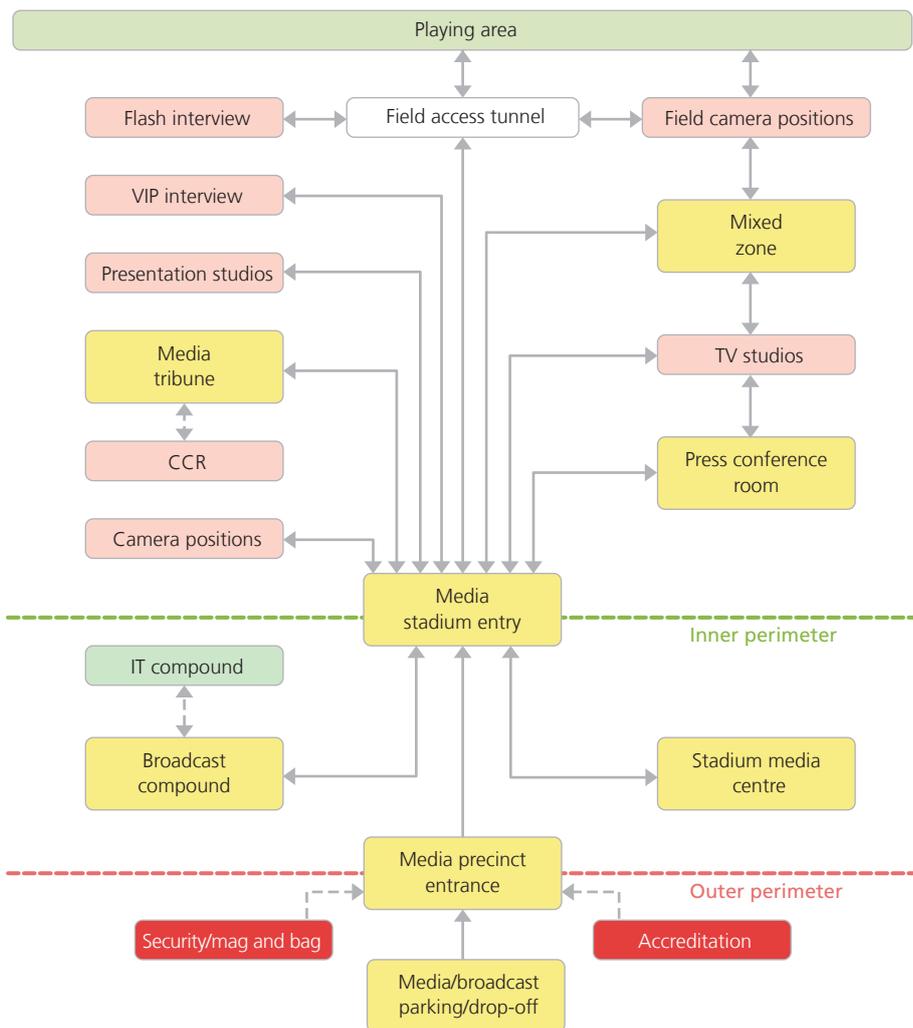


Diagram 8g:
Media and broadcast
flow diagram

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8.5 → Facilities for photographers

The first requirement is suitable parking and drop-off facilities for equipment. Photographers should be offered a pitch-level (or easy-access alternative) reception room, where they can report for accreditation and collect the bibs or other devices which will give them access to the playing area. Large individual lockers must be set up where photographers can leave their material. Sufficient power and telephone and data connections for voice and data services must be provided on desks to meet the demands of modern transmission technology. There should also be facilities for refreshments (before the match and at half-time) to prevent photographers having to use the media working room, as this is often located on an upper level. Toilet facilities for both sexes should be provided.

For more on orientation and parking, see Chapter 3.

Technological advances may require the provision of power and telephone and data connections for voice and data services behind the photographers' positions on the pitch. The use of computers will also require the provision of some sort of transparent cover to protect electrical equipment. This means that extra space, approximately 1.5 metres, will be required behind the photographers' positions.

8.6 → Television infrastructure

The following requirements reflect current standards in stadiums for the FIFA World Cup™. However, exact capacities and quantities will be determined in each case by the organising authorities, the media services and the broadcasting organisations. In television in particular, flexibility is required in order to accommodate newly developing technologies to maximise coverage.

Lighting requirements change according to technical developments, such as the introduction of high-definition television (HDTV). For a new stadium, it is advisable to consult a leading television company or the appropriate continental television consortium. For the FIFA World Cup™ refer to the FIFA Technical Annex.

For more on lighting, see Chapter 9.

Depending on the importance of the game, many installations (such as seats for radio and television commentators) may be temporary. They will be erected for a short time and then be dismantled. It is essential to provide easy access to and from these areas and an adequate electricity supply.



Multilateral coverage

All camera positions are subject to a joint agreement between the organisers and broadcasters. Attention must be paid to avoiding cameras being impeded by the public. Main cameras in the central stand must be situated at the halfway line, at the point of intersection between the line and the nearest touch line. The exact position of the multilateral cameras will be determined by the host broadcaster on inspection of the stadium.

These cameras must face away from the sun, giving an unhindered view of the whole playing surface. The commentators' positions have to be situated on the same side of the main stand with a space of approximately 2m x 3m allowed for each camera.

One goal camera should be situated behind each goal, on the longitudinal axis of the pitch, at a height which permits the penalty mark to be seen above the crossbar of the goal. The angle of the line of sight to the horizontal should be between 12° and 15° and a space of 2m x 3m is required for each camera.

Given the developments in the television coverage of football, additional cameras and camera positions may include reverse-angle cameras, cameras level with the edge of the penalty areas, six-metre cameras and rail cameras

Unilateral coverage

Space of approximately 2m x 3m per camera should be provided alongside the multilateral cameras in the main camera platform. There should be a clearly defined and separate area, behind the advertising boards behind each goal, measuring approximately 2m x 2m per camera. In both cases, the exact number of positions should be determined by the organisers and broadcasters.

Further positions may be located beside or behind the commentary area, as determined by the organisers and broadcasters. Observer seats without desks for broadcaster personnel should also be located in this sector.

Where possible, space should be provided at specified places near the players' entrance to the field. The allocation and use of this space, especially for interviews and presentations, will be subject to regulations.

08

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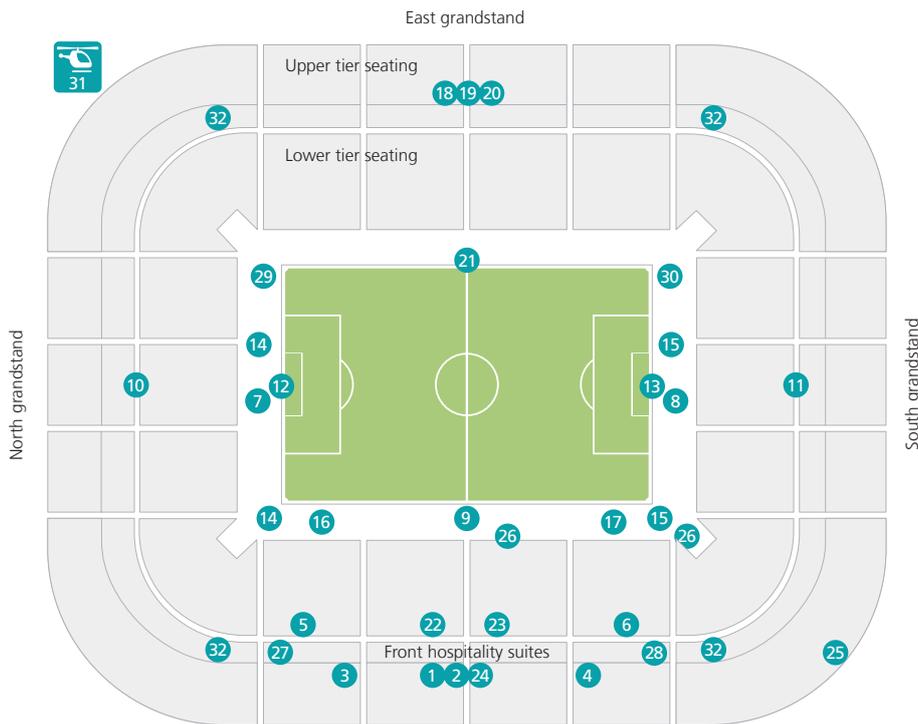


Diagram 8h:
TV camera positions

Multilateral/host broadcaster's cameras

- | | | |
|-------------------------------------|-----------------------------------|---|
| 1 Main camera position | 12 In-goal left | 23 PlayerCam |
| 2 Main camera position (closeup) | 13 In-goal right | 24 Main camera position (backup) |
| 3 16m high left | 14 Crane pitch level left | 25 Beauty |
| 4 16m high right | 15 Crane pitch level right | 26 Mini crane |
| 5 Goal line left | 16 Steadicam left | 27 Box Cam left |
| 6 Goal line right | 17 Steadicam right | 28 Box Cam right |
| 7 Low behind goal left | 18 Reverse centre high | 29 Left corner pitch level (proposed position) |
| 8 Low behind goal right | 19 Reverse centre left (TeamCam) | 30 Right corner pitch level (proposed position) |
| 9 Centre line pitch level | 20 Reverse centre right (TeamCam) | 31 Aerial Cam |
| 10 High behind goal left (tactical) | 21 Reverse centre pitch level | 32 Cable Cam |
| 11 High behind goal right | 22 PlayerCam | |



8.7 → Studios

Television studios

Provision should be made for at least three television studios for major matches, each of approximately 25 m² and a minimum height of three metres, to allow for television sets and lighting. They should be located in such a way that players and coaches can reach them easily from the dressing rooms at the end of the match.

Presentation studios

In addition, one studio should afford a panoramic view over the pitch. For major international events, up to four such studios may be required. Power, telephone and data connections for voice and internet services, including permanent and temporary cabling, should be provided at all workstations and any general areas, for flexibility.

For major international matches, four separate television studios may be required in the stadium.

8.8 → Broadcast compound

In consultation with qualified TV personnel, an area should be designated for outside broadcast (OB) vans. This should offer ample parking space for the trucks used by TV companies to undertake their outside broadcasts. For a major final, this could require between 4,000m² and 6,000m² of space. It should be adjacent to the stadium to avoid cabling problems. The OB van area should be secure or easily secured and should be equipped with a power supply with back-up.

An area should be reserved for satellite uplink vehicles (transportable earth stations). This should be in the open, adjacent to the OB van area and have an unobstructed view of the southern horizon in the northern hemisphere and of the northern horizon in the southern hemisphere. This area should be supplied with electrical power from the same source as the OB van area.

Media

The accreditation of the press during the FIFA World Cup™ takes place in the accreditation centres provided at each of the venues or the official hotels.

For the FIFA World Cup™, a large media tribune is erected over the seats, usually in the upper tier of the main stand. This media tribune must be in a central position in the main grandstand where the media facilities are situated. It should be centrally located on the halfway line, in a position that provides an unobstructed view of the field of play, without the possibility of interference from spectators. Ideally, the media tribune should not extend beyond the 16-metre line towards the goals. All working places in the media tribune should be covered. Media representatives should be allocated places with an excellent view of the entire playing area.

The media tribune should ideally have some of the best viewing positions. When the media demand for seats changes from match to match, the seats must ideally be made available in the highest ticket category seats.

Commentary positions are also constructed in this area. For the actual FIFA World Cup™ requirements for these positions, consult the FIFA World Cup™ space requirements document.

TV and presentation studios are determined by the Technical Annex.

Because of the large registration demands from the media for the FIFA World Cup™, the size of the SMC is such that the only solution is to locate these in either a temporary structure or in an adjoining building suitable for this large floor plate.

Press conference rooms would vary in size according to the stage of the FIFA World Cup™. Consult the FIFA World Cup™ space requirements document for the spaces and sizes.

The media demands for space in the mixed zone and for flash interview areas also results in large allocations of space in Zone 2. Stadium designers should take into account the legacy use of these spaces when configuring them for the FIFA World Cup™.

The capacity of facilities for the media must be adapted according to the level of the match and to the number of media representatives anticipated. A comprehensive schedule of accommodation, detailing the media spaces for the FIFA World Cup™, appears in the FIFA World Cup™ space requirements document.

There should be dedicated elevators and stairs for the movement of media personnel in the stadium during the event.

The television broadcast infrastructure is huge for the FIFA World Cup™. The number of positions and technical infrastructure far exceeds the requirements that a stadium would normally install. Commentary positions, camera positions, production space, technology rooms and cable provisions are installed specifically for the event. Designers would need to consult the Technical Annex for a particular tournament in order to understand the requirements.

The space for the broadcast compound for the FIFA World Cup™ varies in size and is dependent on the stage of the tournament that a stadium is hosting.

09 → Lighting and power supply





A lighting system must be installed which meets the needs of broadcasters, spectators, players and officials without spilling light into the environment and without creating a nuisance for the local community.



09



Lighting and power supply

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9.1 → Power supply

The delay or cancellation of an event due to the loss of electrical power is unacceptable. A careful evaluation of the available utility service is crucial. Redundant services and on-site power sources will be necessary to provide back-up and ride-through of utility outages. The following information is intended to assist the design engineer in developing the most reliable power supply for the stadium.

The evaluation of the reliability of the utility source will help determine the amount, capacity and size of the back-up equipment. The following table outlines some of the common characteristics to analyse:

Incoming service	Reliability
Overhead service	(-)
Underground service	(+)
High to low voltage equipment by utility	(0)
High to low voltage equipment by customer	(+)
Utility outages less than 10 per year	(0)
Utility outages greater than 10 per year	(-)
Most outages due to maintenance	(-)
Most outages due to weather	(0)
Utility service looped from 2 or more sources	(+)
Utility service on dedicated radial feed	(0)
Utility service on shared radial feed	(-)
The reliability ranking: (+) is for a preferred design or condition, (0) for standard or typical and (-) is to be avoided if possible and will require the greatest amount of back-up equipment.	

The utility service may be tied in a preferred/alternate arrangement (diagram 9a) or as in-use “hot” sources (diagram 9b), handling separate facility loads with manual or automatic tie switches. On loss of the service mains, on-site back-up power should start immediately but there will be a time lag. Consequently, this back-up must include some ride-through capacity while the on-site source(s) starts up, since field lighting, which is typically high-intensity discharge (HID), will extinguish and require several minutes to restart and the broadcasting event will be interrupted. This ride-through can be provided in several ways, including special generators and uninterruptible power supply (UPS) systems. Back-up power should have the capacity to operate for a minimum of three hours during an outage.

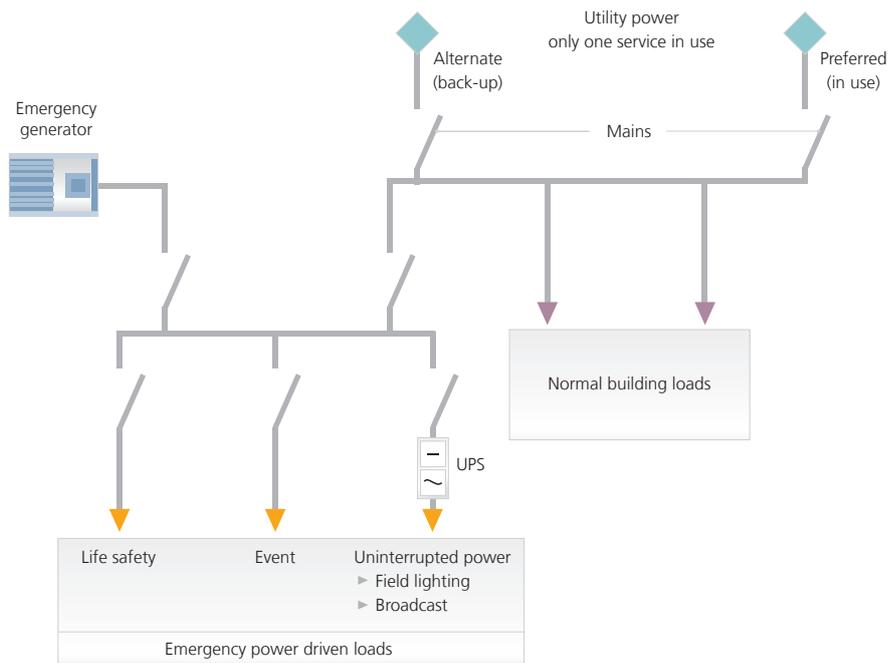


Diagram 9a:
Power option 1

Two utility services are designed and installed – both fully sized – only one is used at a time. The loss of in-use mains would result in a time delay in closing the alternate source.

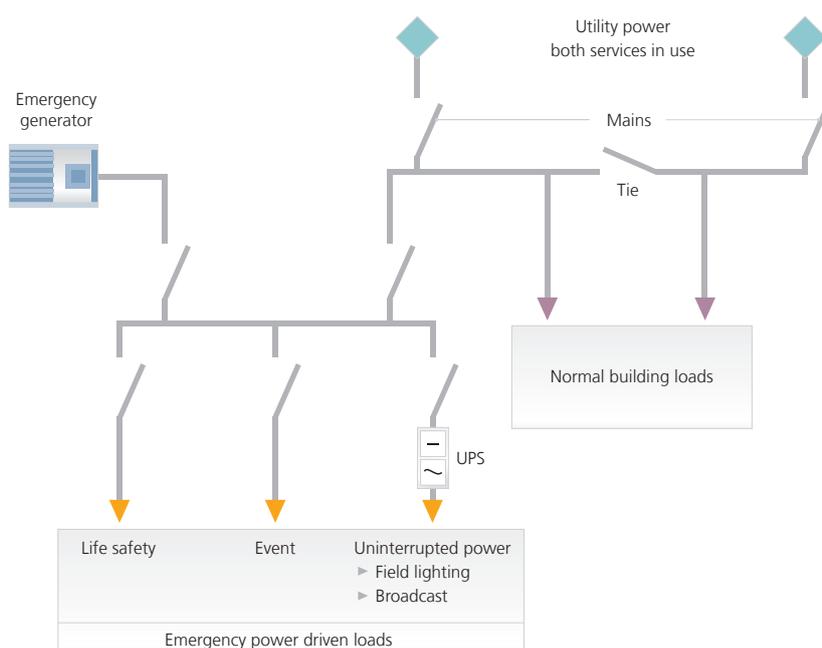


Diagram 9b:
Power option 2

Two utility services are designed and installed and both are used – loss of either one gives only partial outage until tie is closed.

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The measure of the reliability of a system can be expressed as a percentage of availability with 100 per cent as the ideal. The typical highest measure is called “five 9s” or 99.999 per cent, which implies a downtime of only five minutes. During the year, a stadium will experience considerably more downtime than five minutes for repairs and maintenance activity. However, the downtime during an event must be zero for some of the equipment to avoid any interruption. This would require uninterruptible power. Other equipment could tolerate the start-up time of a generator (less than ten seconds), and some parts of the facility could go even longer. Classification of the types of loads should be considered to help determine the amount of redundant capacity and size of the back-up generators and UPS equipment.

For example, a typical breakdown would be:

Life safety (generator-only back-up power available in 10 seconds)

- fire pump
- fire alarm and detection system
- smoke venting systems
- selected elevators/escalators for egress or fire fighting
- in-house medical lighting and power

Event and life safety (UPS and generator back-up power available in less than 60 seconds)

- building internal and external egress lighting
- special systems (data/telecom) rooms
- PBX telephone
- security monitoring and card access
- giant video screens
- public address system

Event essential (generator-generator only back-up power available in less than 90 seconds)

- scoreboards
- scoreboard control room
- turnstile monitoring system
- police station

Event critical (UPS and generator-generator back-up, zero downtime)

- event lighting
- day of game operational control centre
- police control lighting



Each load separation would involve different transfer schemes, cabling and distribution equipment and the UPS may be static or rotary but will require further back-up from the generator or four hours of battery. The generator-generator designation is to indicate an N+1 arrangement, where a stand-by generator is provided in case one of the in-use units does not function or is unavailable. If the utility power source is considered highly unreliable, then 2N or fully redundant arrangements of the UPS and generator equipment may be necessary.

A thorough analysis of the incoming utility service, the loads within the facility and the required uptime is necessary to provide the power system to assure a successful event.

9.2 → Facility requirements

Overview

The primary goal of the event lighting system is to illuminate the event to digital video quality for the media without creating nuisance glare for the players/officials and adding spill light/glare to the spectators and surrounding environment. Permanent lighting, temporary lighting and a combination of both systems should be considered.

– **Environmental**

Special care should be taken to limit the spill light and glare off the field, both inside and outside the stadium.

– **Players and officials**

The players and officials must be able to perform to their fullest ability within an illuminated environment that enhances play.

– **Spectators**

The spectators must be able to view the event, scoreboard, video and all activities on the field in comfort, free from glare and excessive spill light.

– **The media**

The media video and broadcasts produced during an event shall be of digital quality, with balanced illumination and free from hard-line shadows and glare.



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Competition categories

Five classes of lighting systems have been developed (I to V). There are two categories that need televised-quality lighting and three classes for non-televised events.

Class V	International televised	Event pitch shall be shadow free.
Class IV	National televised	Event pitch shall be shadow free.
Class III	National game non-televised	Event pitch shall be illuminated with a minimum of 8 poles.
Class II	Leagues and clubs non-televised	Event pitch shall be illuminated with a minimum of 6 poles (recommended).
Class I	Training and recreation non-televised	Event pitch shall be illuminated with a of 4 poles (recommended).

Mounting height of light fittings – Class IV and Class V

The mounting height of the light fittings is critical to the success of the sports lighting system. The mounting height geometry for sideline head frames and poles is 25 degrees to the bottom of the lowest light source above the horizon, starting from the middle of the pitch and looking back towards the stadium seating bowl. The head frame and light structure may exceed this 25-degree minimum guideline but it may not exceed 45 degrees. Luminaire tilt angles should not exceed 70 degrees from the nadir (straight down) to the centre of the beam.

Camera views to be considered

There are many possible camera positions which can be used to create the televised experience. The camera positions illustrated are some of those which are popular. A lighting specification should take account of the actual camera positions to be used in order to ensure that each camera receives sufficient light, from which good-quality video can be created. Where required, the additional advice of an appropriate television broadcaster or a regional television consortium can be sought.

For more on the needs of the media, see Chapter 8.

The principal goal of the lighting system is to ensure symmetrical lighting for both touch-line and goal-line conditions. Both fixed and field cameras can be added without affecting the digital video quality.

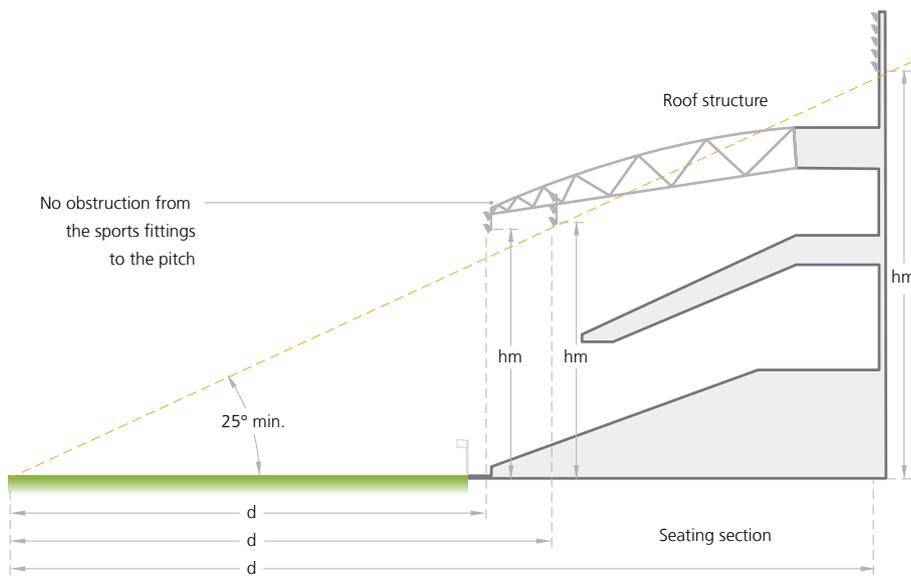


Diagram 9c:
Mounting height of
light fittings

Mounting height $\geq 25^\circ$
 $hm = d \cdot \tan(25)$

Tilt angle = maximum of 70°

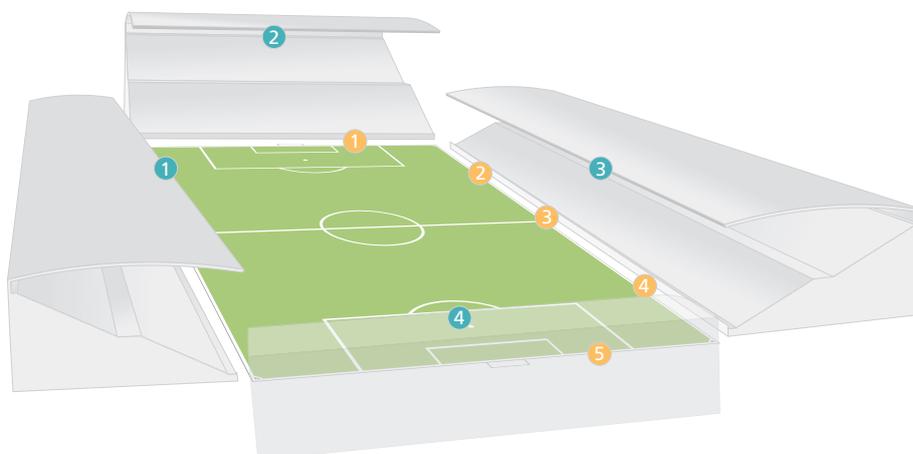
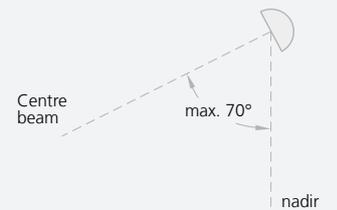


Diagram 9d:
Standard camera views

- Fixed camera
- Field camera

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Player and broadcast view angles

Providing a glare-free environment for the players, officials and media is the most important design requirement. The following two areas are defined as “no floodlight zones” for all five categories of competition:

Corner goal-line area:

In order to maintain good visual conditions for the goalkeeper and attacking players in the corners, lighting equipment shall not be placed within an area of 10 degrees on either side of the goal line.

Behind the goal area:

In order to maintain good visual conditions for attacking players in front of the goal, as well as for video media at the opposite end of the pitch, lighting equipment shall not be placed below 25 degrees above the centre point of the pitch and below 75 degrees above the horizontal of the goal area.

Shadow control (multi-zone aiming)

Limiting hard-line shadowing on the pitch is becoming one of the biggest problems facing high-definition, digital video quality media. Multi-zone aiming is the repetitive aiming from different head frame locations at similar locations on the pitch. This repetitive aiming from separate locations limits hard-line shadows created by the players.

Hard-line shadowing on the pitch is one of the biggest problems facing high-definition digital broadcasting.

Diagrams 9f and 9g divide the pitch into three zones, with Zone 1 representing both end zones and Zone 2 representing the middle of the pitch. The aiming for each zone shall have a minimum of four overlapping lighting arrays per side for international events and three overlapping lighting arrays per side for national televised events.

Modelling is achieved when an event player is surrounded by illumination from different locations, creating a balanced illuminated environment. A shadow-free environment is achieved when hard-line shadows on the pitch do not exist.

Installation planning (non-televised)

For international and national televised events, the lighting head frames are positioned on the stadium for digital video quality lighting. Multi-zone aiming is not required for a non-televised pitch. For national, league and training non-televised events, the following standard lighting design guidelines apply (see diagram 9h, page 175):

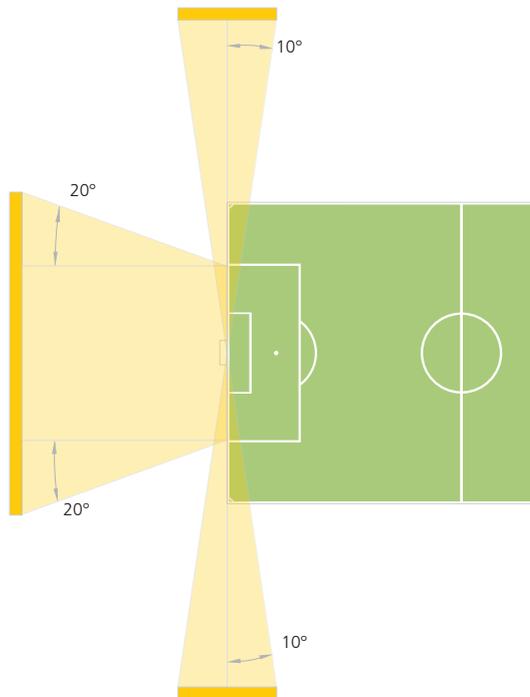
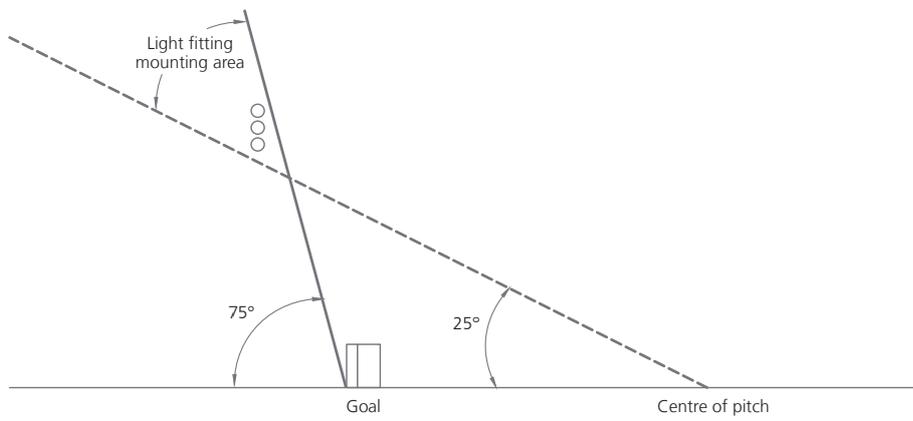


Diagram 9e:
Floodlight glare

- No floodlights
- No floodlight zone

09



Lighting and power supply

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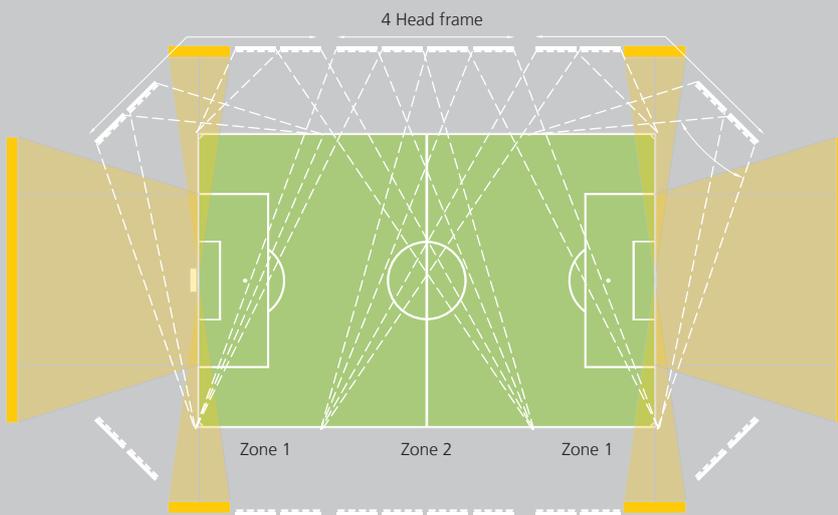


Diagram 9f:
Class V
Field aiming (international)

- No floodlights
- No floodlight zone
- Fitting head frame
- Aiming zone

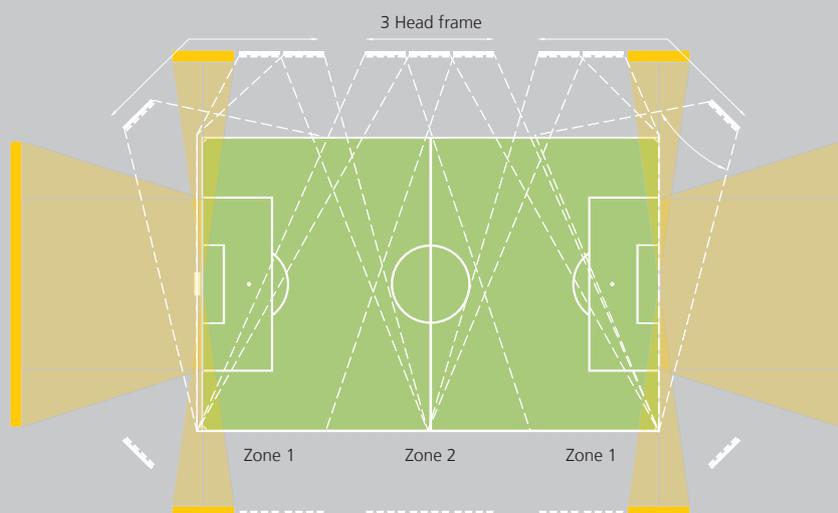


Diagram 9g:
Class IV
Field aiming (national)

- No floodlights
- No floodlight zone
- Fitting head frame
- Aiming zone

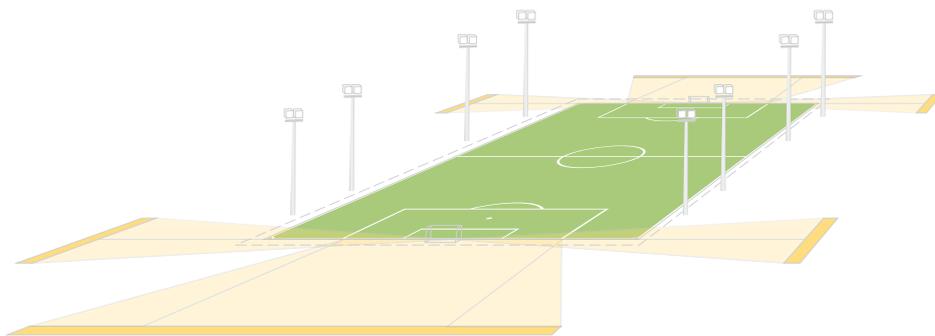
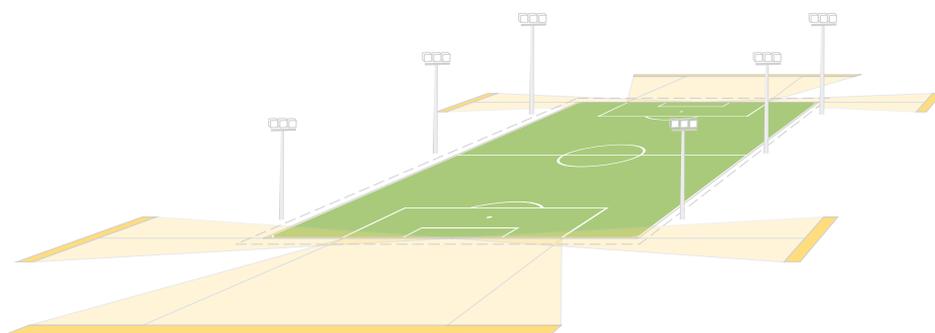


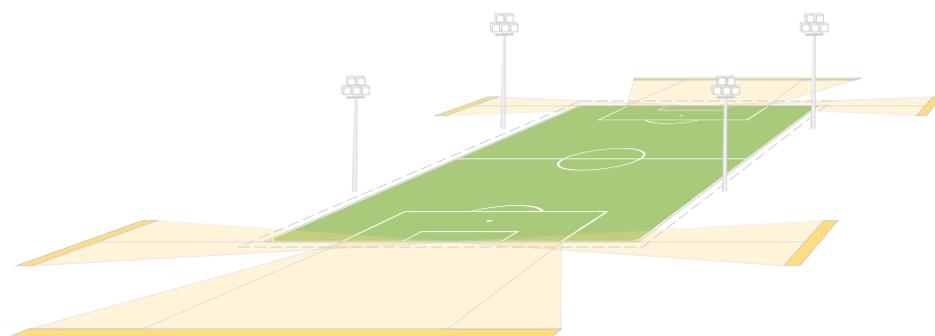
Diagram 9h:
Installation planning
(non-televised)

- No floodlight
- No floodlight zone

Class III
National game



Class II
League and club



Class I
Training and recreation

Exact pole location and details will vary with each installation; seating areas should be free from poles obstructing the view of spectators.

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9.3 → Lighting design specifications and technology

Horizontal uniformity

Horizontal

Horizontal illuminance is a measure of light reaching a horizontal plane, one metre above the playing surface. A 10m x 10m grid across the playing field is used as a basis for collecting these measurements and calculating maximum/minimum/average illumination on the playing field.



Variation

Football is a high-speed sport and maintaining a uniform illumination across the playing field will enhance player performance and create excellent high-definition video. The methods for calculating uniformity are expressed below. Either method, CV or UG, can be used to calculate uniformity.

	Televised events	Non-televised events
Co-efficient of variation (CV)	CV ≤ 0.13-0.15	CV ≤ 0.3-0.4
Uniformity gradient (UG)	UG = 1.5-2	UG = 2-2.5



Vertical illumination

Field camera vertical

Vertical lighting at field level is the amount of illumination reaching the vertical surface of the players. This illumination helps to show close-up details of players, particularly their faces, at critical moments during the match. These images are captured by (both hand-held and motorised) field camera positions. Variations in vertical illumination will create poor digital video. The designer must consider balancing the illumination to reduce over-/under-illuminated areas during field camera operations.



Fixed camera vertical

Vertical light above the pitch captured by the upper touch-line and goal-line cameras is referred to as fixed camera vertical illumination. These cameras panning the pitch must capture the entire play during the event. Variation in illumination will create poor digital video. The designer must consider balancing the illumination to reduce these over-/under-illuminated areas during fixed camera operations.

The lighting system must illuminate the football match to digital video quality.



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Colour temperature

Colour temperature describes the feeling or appearance of how warm (red) or cool (blue), a certain type of illumination appears to be. It is measured in kelvins (Tk). Current digital camera technology allows the video-produced media to be altered to 'gain' colour and contrast, as needed to produce the desired colour quality. Acceptable colour temperature for outdoor stadiums for all classes of competition is $Tk \geq 4,000$.

Colour rendering

Colour rendering is the ability of an artificial illumination source to reproduce natural lighting. The colour rendering practical scale is Ra20 to Ra100, where the higher the rating, the better the colour quality. Good colour produced by the artificial illumination system shall be $Ra \geq 65$ for both televised and non-televised events.

Summary of lighting specifications for televised events

The following table is a summary of the criteria to be considered for televised events. It sets out the recommendations for vertical and horizontal illuminance, uniformity and the colour properties of lamps, for each class of activity.

Lighting specifications for televised events

		Vertical illuminance			Horizontal illuminance			Properties of lamps	
		Ev cam ave	Uniformity		Eh ave	Uniformity		Colour temperature	Colour rendering
Class	Calculation towards	Lux	U1	U2	Lux	U1	U2	Tk	Ra
Class V International	Fixed camera	>2,000	0.6	0.7	3,500	0.6	0.8	> 4,000	≥ 65
	Field camera (at pitch level)	1,800	0.4	0.65					
Class IV National	Fixed camera	2,000	0.5	0.65	2,500	0.6	0.8	> 4,000	≥ 65
	Field camera (at pitch level)	1,400	0.35	0.6					

Notes:

- Vertical illuminance refers to illuminance towards a fixed or field camera position.
- Vertical illuminance uniformity for field cameras can be evaluated on a camera-by-camera basis and variation from this standard will be considered.
- All illuminance values indicated are maintained values. A maintenance factor of 0.7 is recommended; therefore initial values will be approximately 1.4 times those indicated above.
- In all classes, the glare rating is $GR \leq 50$ for players on the pitch within the player primary view angle. This glare rating is satisfied when the player view angles are satisfied.
- Constant illumination lamp technology is acceptable and encouraged.



Summary of lighting specifications for non-televised events

The following table is a summary of the criteria to be considered for non-televised events. It sets out the recommendations for horizontal illuminance, uniformity and the properties of lamps, for each level of activity.

Lighting specifications for non-televised events

Activity level	Horizontal illuminance	Uniformity	Lamp colour temperature	Lamp colour rendering
Class	Eh ave (lux)	U2	Tk	Ra
Class III National games	750	0.7	> 4,000	≥ 65
Class II Leagues and clubs	500	0.6	> 4,000	≥ 65
Class I Training and recreation	200	0.5	> 4,000	≥ 65

Notes:

- All illuminance values indicated are maintained values.
- A maintenance factor of 0.70 is recommended. Initial values will therefore be approximately 1.4 times those indicated above.
- Illuminance uniformity shall not exceed than 30% every 10 metres.
- Primary player view angles must be free of direct glare. This glare rating is satisfied when the player view angles are satisfied.

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9.4 → Environmental impact

Light pollution and unwanted light trespass fall into two categories: spill illumination, which is light leaving the perimeter of the stadium that is measurable; and glare, which is excessive brightness in the normal field of view for pedestrians and motorists outside the stadium. This impact on local communities is critical to the safety, dark sky experience and well-being of the countries and cities they serve. Every effort needs to be made to limit both spill and glare inside and outside the stadium. New design specifications should include sharp cut-off reflectors and high efficiency reflectors for televised events.

For more on environmental compatibility, see Chapter 1

Every effort needs to be made to limit the overspill of stadium light onto the surrounding community.

Spill illumination leaving the stadium can be calculated and measured. These values are expressed in horizontal illumination values and maximum vertical illumination. In the absence of local guidelines, the following schedule should be considered:

Angle of illumination	Distance from stadium perimeter	
Horizontal spill	50m from stadium perimeter	25 lux
Horizontal spill	200m further	10 lux
Maximum vertical	50m from stadium perimeter	40 lux
Maximum vertical	200m from stadium perimeter	20 lux

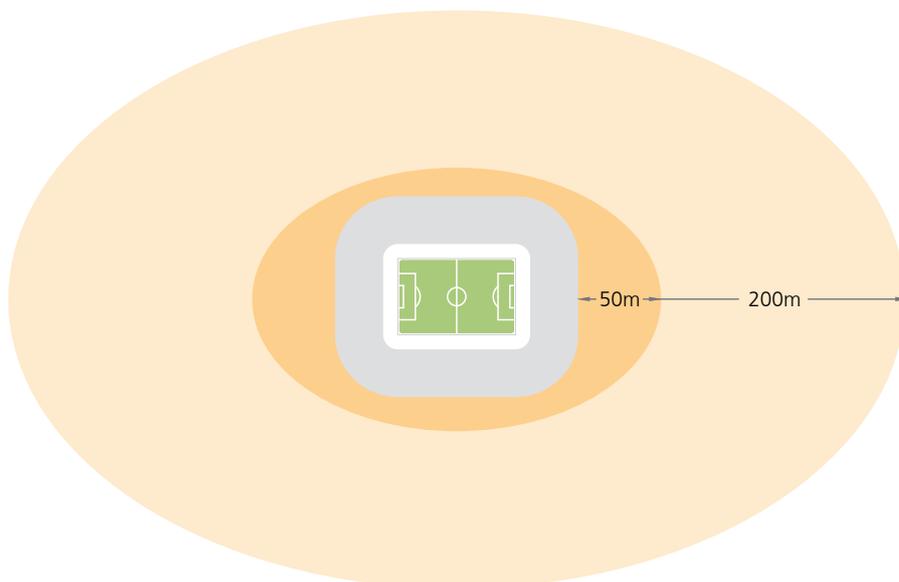
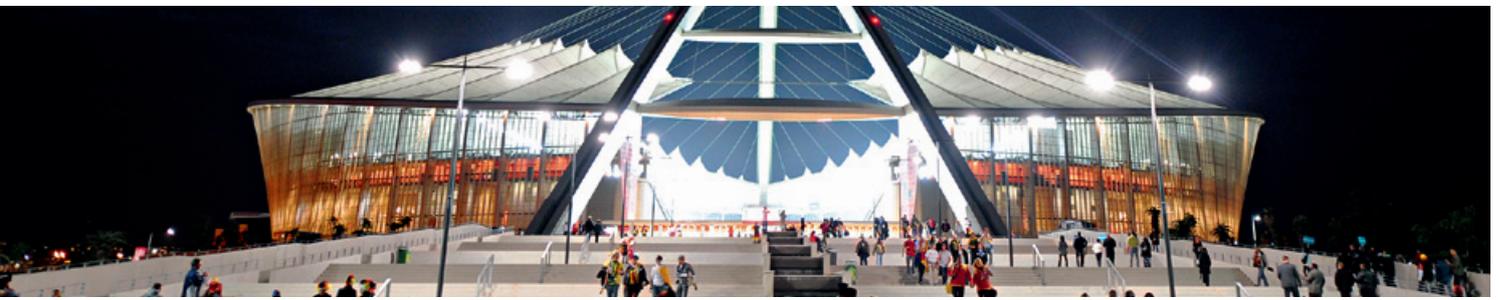


Diagram 9i:
Environmental impact

- 25 lux horizontal
40 lux max vertical
- 10 lux horizontal
20 lux max vertical



9.5 → Installation commissioning

Inspection and equipment

Measuring the actual illumination prior to play is required to ensure system performance. The following specifications are suggested standard guidelines:

Specifications	Symbol
Average horizontal illumination	Eh ave
Average fixed camera illumination	Ev ave (fixed camera)
Average field camera illumination	Ev ave (field camera)
Uniformity (min./max. illumination)	U1
Uniformity (min./average illumination)	U2

Both digital and analogue light meters are acceptable. Calibration of the instrument should be carried out yearly. The calibration date and the meter serial number must be noted on the worksheets submitted. Care should be taken while recording readings to limit the shadow created by the testing personnel. The light meter shall be attached to a tripod, level with the pitch and one metre above the pitch.

Televised measurements shall include three categories of readings: horizontal, fixed camera and field camera.

Horizontal:

positioning the measuring cell one metre above the pitch at 90°, perpendicular to the pitch (worksheet 1, page 184).

Fixed camera:

positioning the measuring cell one metre above the pitch, 30° above the horizon (worksheet 2, page 185).

Field camera:

positioning the measuring cell one metre above the pitch and parallel to the pitch (worksheet 3, page 186).

Non-televised measurements shall include one category of readings: horizontal.

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Measurement worksheet and summary calculations

This worksheet shall be utilised for all classes of play. Horizontal, fixed camera and field camera calculations should be made for broadcast quality while only horizontal calculation is required for non-broadcast quality.

Project name
Reading taken by
Measuring equipment
Type
Calibration date

Measurement type: Broadcast

Design	Achieved
Horizontal	
Fixed camera vertical	
Field camera vertical	

Measurement type: Non-broadcast

Design	Achieved
Horizontal value	

Summary of calculations

Illuminance	Design	Horizontal achieved	Design	Achieved	Uniformity
E min.			U1		Min./max.
E max.			U2		Min./ave.
E ave.			U2		Gradient
Illuminance		Fixed camera vertical			Uniformity
E min.			U1		Min./max.
E max.			U2		Min./ave.
E ave.			U2		Gradient
Illuminance		Field camera vertical			Uniformity
E min.			U1		Min./max.
E max.			U2		Min./ave.
E ave.			U2		Gradient

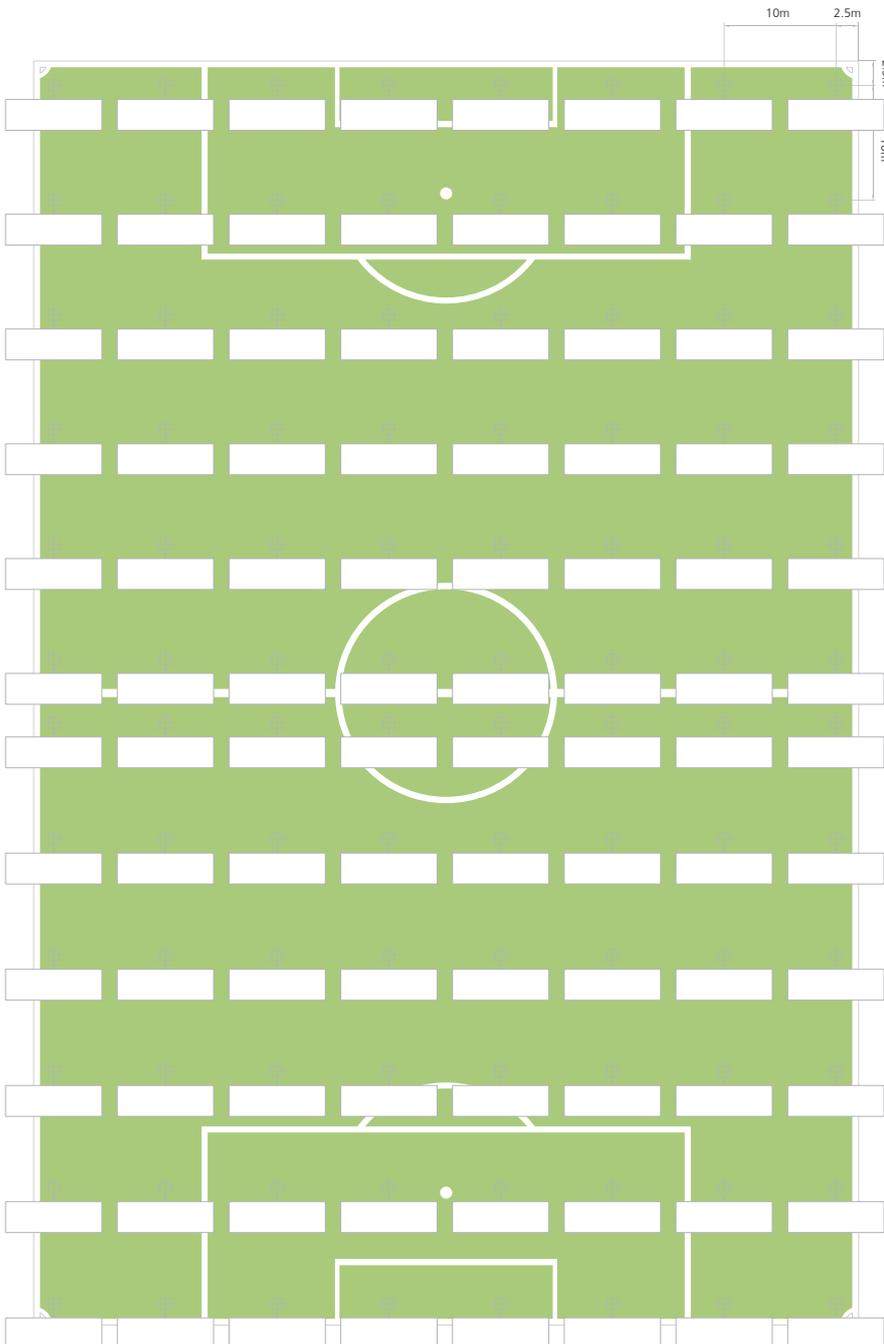
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Worksheet 1: Horizontal measurements and calculations



Prepared by:

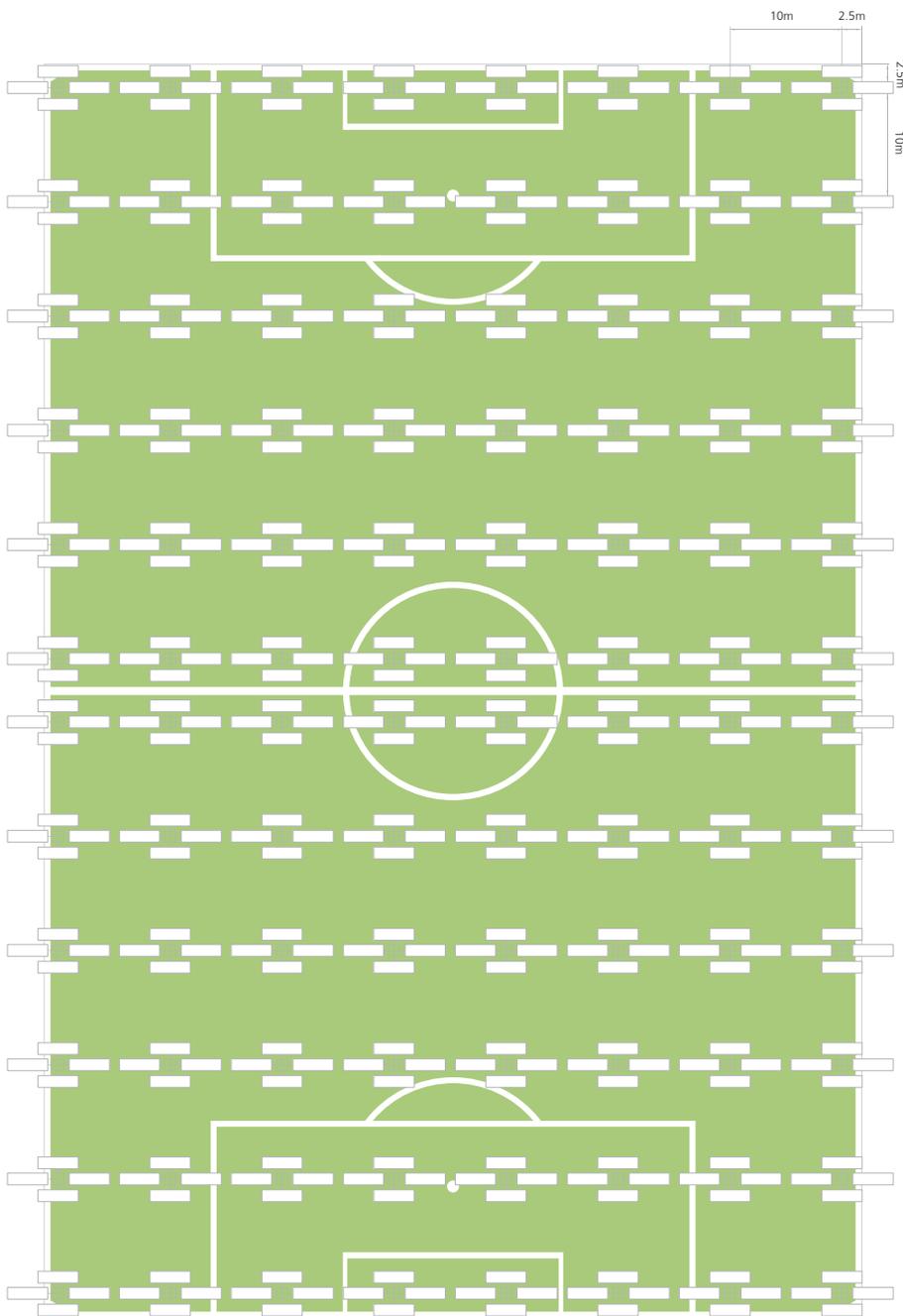
Conditions:

Date:

Venue:



Worksheet 2: Fixed vertical measurements and calculations



Prepared by:

Conditions:

Date:

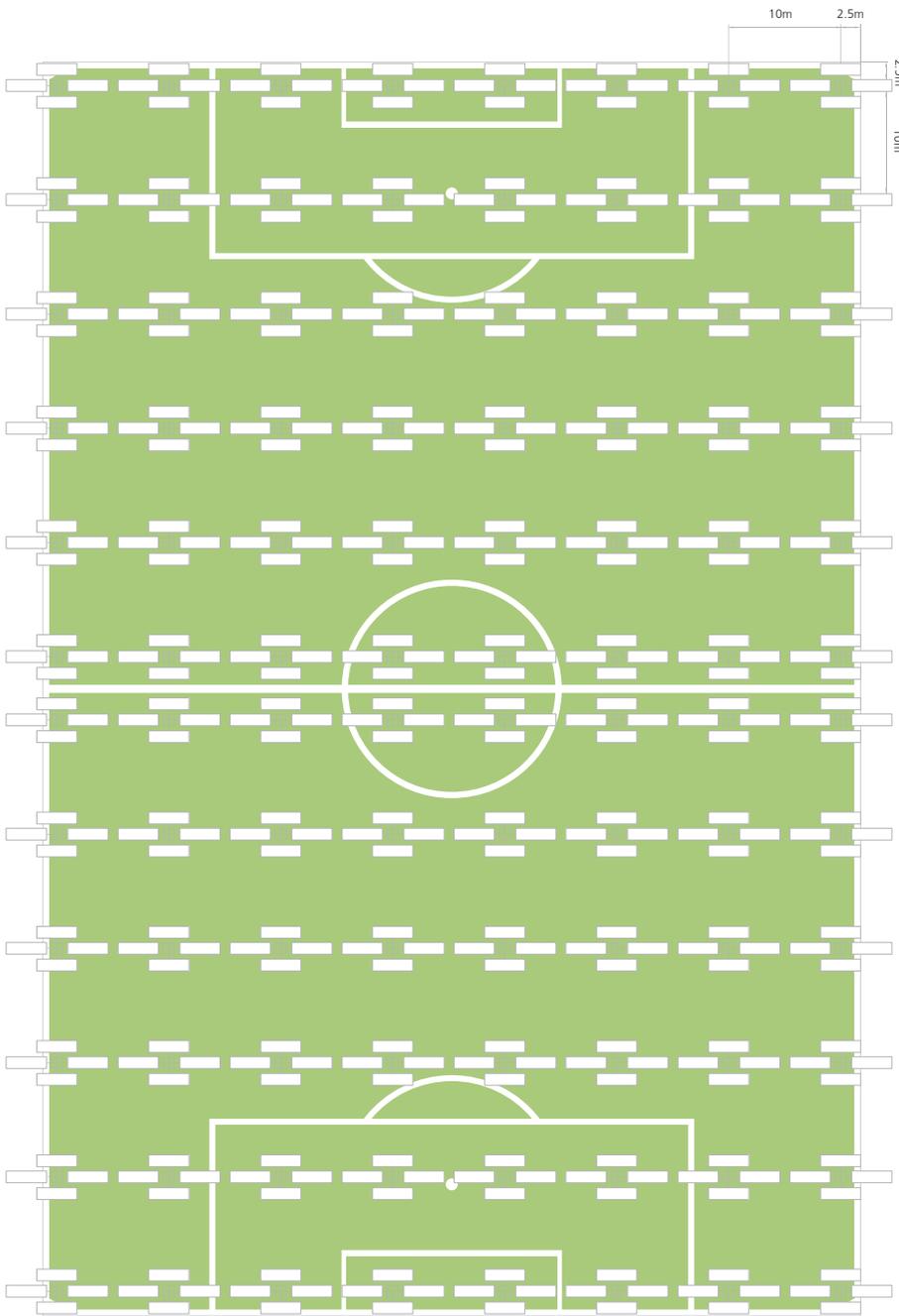
Venue:

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Worksheet 3: Field vertical measurements and calculations

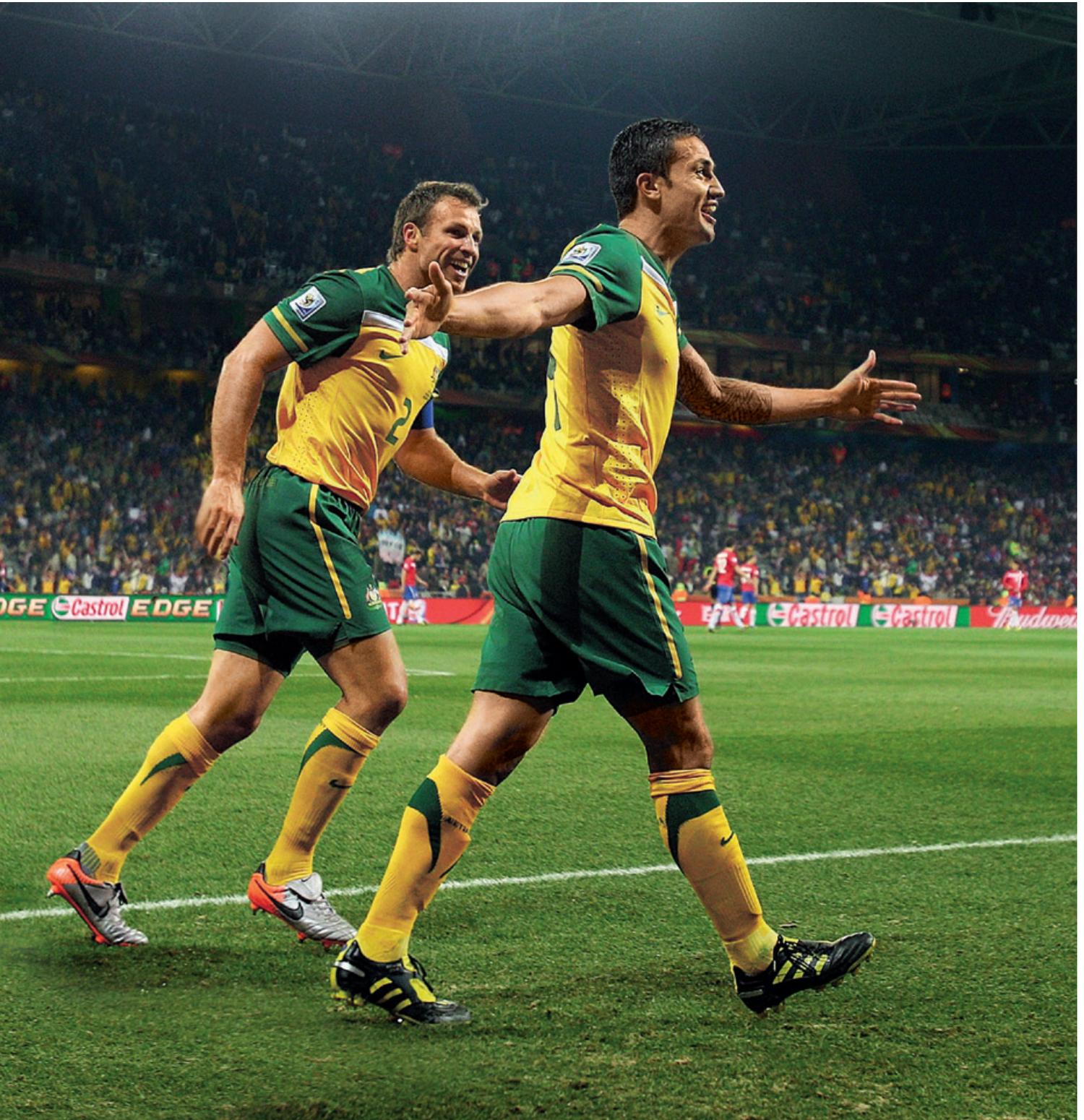


Prepared by:

Conditions:

Date:

Venue:



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9.6 → Glossary of lighting terms

Coefficient of variance: CV → Coefficient of variance is a metric used to measure uniformity of lighting. CV is defined as the ratio of the standard deviation of all values to the mean (average) value.

$$CV = \frac{\sigma}{\bar{X}} \quad \sigma = \sqrt{\frac{\sum (X_L - \bar{X})^2}{n}}$$

σ = Standard deviation

\bar{X} = Mean (average) of all points

X_L = Horizontal value at each point

n = Total number of points

Colour rendering index: Ra → The degree to which a specific light source reproduces a set of reference colours compared with the same colours under daylight conditions. This index is measured on a scale of Ra0 to Ra100.

Colour temperature: Tk → The colour appearance of the light emitted by a light source, in kelvins.

Eye sensitivity curve: V(α) → The human eye is more sensitive to some colours than to others, e.g. it is 20 times more sensitive to green and yellow light than to either red or blue light.

Field camera vertical: Efieldv → Illuminance on a plane 1m above the pitch and parallel with the pitch aimed towards the sideline.

Fixed camera vertical: Efv → Illuminance on a plane 1m above the pitch and 20° above the horizon aimed towards the camera positions.

Glare rating → The degree to which a lighting installation is disturbing to a person on or near the pitch. GR is defined by the Commission Internationale de l'Éclairage in publication 112, 1994, *Glare Evaluation System for use within Outdoor Sports and Area Lighting*.

Horizontal illuminance: Eh/Eh ave → Light incident (falling) on a horizontal plane 1m above the pitch.



Illuminance: E → The quantity of light falling (incident) on a surface at a specific point, expressed in lux.

Illumination: E ave → Average horizontal illuminance as a result of either calculation or measurement.

Illuminance gradient % → The difference in illuminance between two adjacent points on the pitch.

Illuminance towards camera: E cam → Illuminance on a plane 1m above the pitch and perpendicular to the camera position.

Illuminance uniformity → Describes how evenly light is distributed over the pitch surface and is expressed by the ratios of U1 and U2.

Initial illuminance: E init → The illuminance after the first 100 hours of use.
Initial lumens p The output of a light source (lamp) after the first 100 hours of use.

Intake mains → The incoming utility service, which would be the metered feeders.

Light trespass → The amount of light spill and glare leaving the premises.

Lumens: Lm → The spectral power distribution of a lamp weighted by the eye sensitivity curve.

Lux → The unit of illuminance in lumen/m², incident on a pitch surface.
1 lux = 1 lumen/m².

Maintained illuminance: E maint/E ave maint → The (average) illuminance below which the installation should not fall; below which the lamps should be replaced and or the installation cleaned.

Maintenance factor → A factor less than 1. Initial illuminance x maintenance factor = the maintained illuminance. This compensates for the depreciation in lamp output and light fitting surfaces.

Maximum vertical → Illuminance recorded on a light meter aimed at the brightest light source.

Mounting heights: Hm → The mounting height of the light fittings with respect to a point on the pitch. $H_m = \text{distance "d"} \times \tan \delta$.

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Primary player view angle: PPVA → Normal players' view angle in relationship to the playing field and the spill light fittings.

Ride-through → The ability of a power system to maintain continuous uninterrupted stable power during an outage, or during bumps/spikes, while waiting for a generator to start.

Temporary lighting → Light fitting poles and structures support event head frames that are removable after an event.

Uniformity gradient → Uniformity gradient (UG) is typically used to measure uniformity in lighting applications. However, it can be used to measure the rate of change for any calculated metric. It measures how fast the values fall off between measuring points. Specifically, the UG measures the rate of change of values between adjacent measuring points, side to side, up, down or diagonally. The rate of change is weighed by the distance between the points (the greater the distance, the less rate of change). The UG value is expressed as a ratio of values. The reported UG value indicates the highest ratio or greatest rate of change.

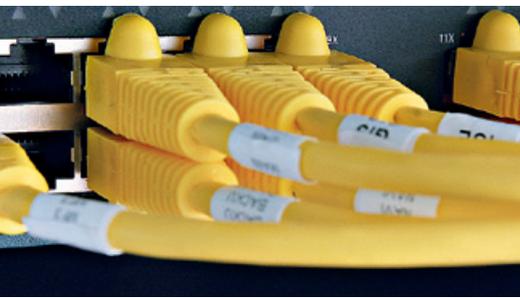
Vertical illuminance: Ev → Light incident on a vertical plane 1m above the pitch. Orientation to be specified.

Lighting and power supply

Due to the technical demands of a modern stadium, most stadiums would be capable of adapting to the increased demands of the FIFA World Cup™. However, in order to correctly provide for this event, designers and engineers should consult the Technical Annex of a particular event in order to adequately provide for its operation. Specific requirements for broadcast technical power, as determined by FIFA, must be taken into account.

10 → Communications and additional areas





Stadium developers must take account of the rapid development of technology to ensure that their facility can meet all of its communications requirements for many years to come.



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Communications and additional areas

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10.1 → Communications requirements

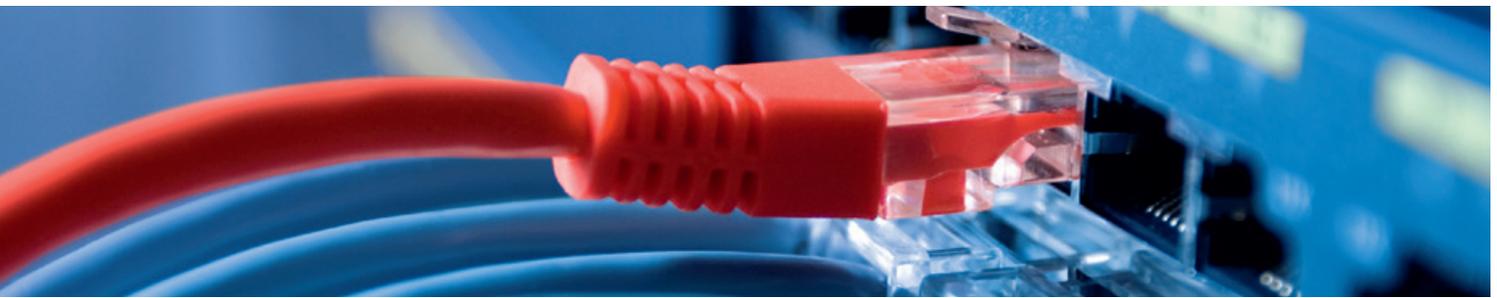
The escalating demand for a wide and reliable implementation of open-architecture electronic communications systems requires the immediate planning of core infrastructure. This should take place at the same time as the development of the architectural building programme.

Most electronic building systems are converging to a common and open data protocol, known as “internet protocol” (IP), which typically uses Ethernet-based connectivity to link systems and networks. This is already mainstream technology for many building systems, including telephone, administrative data, wireless data (Wi-Fi), building management systems, electronic access control and intrusion detection, video surveillance, television and other low-voltage electrical systems.

Many electronic building systems now use internet protocol (IP) to link networks.

Electronic building systems will continue to evolve using internet protocol (IP), making the planning of these systems increasingly important. Given the increase in system convergence and integration, planning for both the present and the future is vital to ensure the longevity of systems. These criteria must be developed by following existing communication industry standards that help to anticipate future technologies. These standards include: ISO/IEC, ANSI/TIA/EIA, IEEE and BICSI.

For most major events, including the FIFA World Cup™, there is a requirement for each stadium to have existing internal cabling infrastructure that can be leveraged for the event. This includes cabling from one floor to the next (tertiary/vertical) and to all required rooms of a single floor (secondary/horizontal). In each stadium, all cabling must be verified to ensure that the current status meets industry standards for cabling and that it has the capacity to support the amount of hardware and bandwidth that will be deployed in the stadium. Cabling should be clearly labelled and identifiable, using a structured cabling system to understand the area it services. A good guideline is that the basic stadium infrastructure is provided to all communications rooms within the stadium which will require IT equipment to be deployed for the major events, including office space.



10.2 → Programme development

The development of a technology programme can help identify all systems, users and applications necessary for the facility. The technology programme should be expanded to determine interoperability, convergence and network allocation and used to establish responsibilities for the scope of work and system implementation. It is common for the facility owner or operator to provide, allocate and maintain a unified cabling system for the entire stadium.

The development of the programme should depend on the following:

- systems and applications implemented;
- level of system convergence to IP;
- support of systems, users and application;
- allocation of services;
- system reliability and redundancy;
- loss prevention;
- uninterruptible service and connectivity;
- future expansion and growth potential.

Communications systems have six fundamental elements which need to be reviewed and evaluated. These are:

- **Core infrastructure:** dedicated communications rooms, raceways and containment
- **Support systems:** dedicated grounding (earthing), heating, ventilation and air conditioning, electrical power and lighting
- **Cable infrastructure:** facility fibre-optic backbone as well as horizontal and vertical cabling
- **System electronics:** telephone systems, data switches, servers and computers
- **Implementation:** support, applications, network allocation and services
- **Administration:** management, maintenance and upgrades

A technology programme is needed to identify all the communications requirements of a stadium.

For other planning decisions, see Chapter 1.

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10.3 → Communications systems, applications and users

The following are communications systems, applications and users that need to be considered and coordinated during the programme development and design of a venue:

- administrative data system
- broadcast television
- building management systems
- cashpoint/ATM machines
- clock system
- distributed television systems
- distributed antennae systems
 - cellular telephones/wireless carriers
 - public safety organisation radios
 - building operations radios
 - security operations radios
- fire alarm systems
- food service point of sale
- lighting control
- mobile telephone service
- police and fire radio
- media
- public telephones
- retail point of sale
- roof controls
- scoreboard
- secured telephone system
- security electronic access control
- security electronic intrusion detection
- security video surveillance
- signage
- sound systems
- telecommunications utility service
- telephone system
- ticketing
- video boards
- wireless internet and data



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Communications and additional areas

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10.4 → Communications rooms

Communications rooms should include: telecommunications utility demarcation rooms, a main cross-connect room (main communications room), computer equipment rooms (data centre or server rooms) and intermediate cross-connect rooms (communications distribution rooms).

The location of the communication distribution room is critical to ensure that the length limitations of horizontal cables are maintained. Communications rooms shall be located to ensure total cable length to any outlet device does not exceed 90m. Strict adherence to this is required. Segments exceeding this length will not function and certainly will not support future technologies.

Communications rooms should be dedicated and separate from electrical rooms. Rooms should align vertically to form risers to ease the installation of cable throughout facility. Co-locating or sharing rooms with communications and other low-voltage systems is recommended. The sizes of all communications rooms will depend on the type of room, the equipment supported and distribution densities.

Telecommunication technical rooms should be fitted out as follows:

The communications cable infrastructure system should be planned to support voice and data applications/systems operated over a multi-media cabling plant including fibre optics and twisted pair copper.

10.5 → Project development

The design team will need to evaluate and program the technology systems outlined in this book in conjunction with the space requirements data. Detailed discussions with the entire project team are necessary to define the scope of the work including specification, implementation, procurement and associated responsibilities.



10.6 → Telephones

The stadium must have a central telephone switchboard with a taping facility for incoming calls.

Telephones must be provided at the following points:

- dressing rooms for teams
- dressing room for referees
- FIFA offices
- doping control
- players' medical room
- stadium operations room
- stewards' control room
- public address announcer's room
- scoreboard control room
- spectators' medical centre
- VIP areas
- administrative offices
- ticket sales offices
- match control area between the substitutes' benches
- media working areas

These telephones must be interconnected and a list of extension numbers must be available at each point. The stadium should be equipped with an adequate number of telephones for use by the public.

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10.7 → Additional areas

Given the most recent developments in the organisation of major football events, a modern stadium should provide additional areas which may be used for the following purposes:

A modern stadium should provide rooms for stadium and competition management.

IT patch rooms

A minimum of one room of 12m² should be provided.

Dressing room for musicians and for storage of their instruments

If the facility is used for shows and concerts, the space for artists and performers should be in the players' area.

Storerooms

The number of rooms, and the area of space required, should be determined by the stadium management.

It may be helpful to construct a number of rooms with partitioned walls so that their size may be varied according to their use.

10.8 → Flagpoles

A stadium should be equipped with flagpoles within the bowl and within the precinct. It should be possible to hang these flags on the roof structure.

Communications and additional areas

For the FIFA World Cup™, there is a requirement for a dual wide area network (WAN) path (primary and redundant). This requirement stipulates that the external wide area network must enter the stadiums with two physically unique paths to ensure proper fail-over functionality if the primary circuit fails.

For the FIFA World Cup™, there will be a number of areas that may be unique to the event IT requirements. One will be the inclusion of a series of technical areas that will support the distribution of the event infrastructure. This includes primary technical areas (PTA) that house the initial termination of the event WAN, as well as a series of technical areas (secondary and local) that will act as the distribution point for the stadium's IT and T infrastructure.

Moreover, a number of space requirements can be co-located in a compound (technology compound) that will allow the centralisation of IT and T services and staff in one location. This facility should be located close to the broadcast compound to minimise the cost of cable to this location. This, as well as all technical areas, will need to be accessed early in the process, and much in advance of the exclusive-use period for the stadium (i.e. six months), in order to enable the installation of IT and T services.

Space for storage also is a key element for the IT department during the FIFA World Cup™, as location (proximity to IT areas), security, environmental aspects and availability (needed very early in the overall project timeline) are all of primary importance during the use period.

In terms of flagpoles for the FIFA World Cup™, refer to the FIFA Flag Guidelines for placement and number.

Stadium technology installations may require access six months prior to the first match.

11 → Futsal and beach soccer





Futsal and beach soccer are two forms of football which are growing rapidly across the world. Futsal can be played in existing multi-purpose sports halls and arenas. Beach soccer can be played directly on a beach or on a temporary pitch which has the characteristics of a beach surface.



11



Futsal and beach soccer

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11.1 → Futsal strategic pre-construction decisions

The size and level of comfort of a new hall will always be governed by the financial resources available. Nevertheless, when planning a hall, developers should always ask certain basic questions at the outset. Double-headers are a standard with regards to the futsal event.

Capacity

Should the hall be built to accommodate only the domestic needs of the club(s) who will use it? Or should it attempt to attract matches at a higher level? A club which normally attracts an attendance of around 3,000 and is thinking of building a new hall with a capacity of 6,000 might find it preferable to think in terms of nearer 8,000.

The capacity of each hall will depend on whatever is required locally but if developers hope that the hall will be used occasionally for major international futsal events, minimum capacities of 8,000 will need to be provided. To stage major international matches like the FIFA Futsal World Cup, for example, 12,000 would be required for the opening, semi-final and final matches.

Obviously, those places that can sustain a hall with a capacity of 12,000 find themselves in an advantageous position when it comes to the allocation of big futsal events, as well as other indoor events.

Hall location

The ultimate location would probably be a large city-centre site with good access to public transport, major roads and motorways and parking that can be used by others when games are not being played. A hall with ambitions to host international events is more attractive to event holders if it is within comfortable reach of hotels and active commercial environments and at least one international airport.

Multi-purpose halls

Designing halls so that they can host other sporting and entertainment events will increase their utilisation and improve their financial viability. The use of resistant surfaces like wood or synthetic coating makes this easier, as it allows the pitch to be used for an unlimited number of days.

The halls are also used to host other sports, such as handball, basketball and volleyball. Futsal halls can also host entertainment events including concerts, festivals, theatrical extravaganzas and trade/consumer shows.



Hall control room

Each hall must have a control room which has an overall view of the inside of the hall and which must be equipped with public address facilities, the infotainment controls, the video screen control and television surveillance monitor screens. The size, configuration and furnishing of the control room should be agreed upon in consultation with the local police.

Television surveillance system

A modern hall should be equipped inside and outside with public-surveillance colour television cameras, mounted in fixed positions with pan and tilt facilities. The television surveillance system should have its own independent power supply and private circuit. It should be operated and controlled from the hall control room where the monitor screens should be situated.

First aid rooms for the public

Every hall should be equipped with a first aid room, or rooms, to care for spectators.

Playing area

Dimensions

Pitch: length 40m; width 20m

For all matches at the top professional level and where major international and domestic games are played, the pitch should be 40m in length and 20m in width. These dimensions are obligatory for the FIFA Futsal World Cup. The pitch should have the precise markings illustrated.

Substitution zones

The substitution zones are the areas on the touch line in front of the team benches, the purpose of which is described in Law 3 of the Futsal Laws of the Game. They are situated in front of the technical area and are 5m in length. They are marked at each end with a line that is 80cm in length, 40cm of which is drawn on the pitch and 40cm off the pitch, and 8cm wide. The area in front of the timekeeper's table 5m to either side of the halfway line is kept clear.

Auxiliary area

Additional flat areas are required beside the pitch. This area should also allow for the circulation of ball kids, medical staff and security staff. It is recommended that this be a minimum of 10m on the tunnel side, 5m on the side opposite the tunnel and 5m on each goal side. This results in an overall pitch and auxiliary area of 50m in length and 35m in width.

Warm-up areas

Behind each substitutes' bench, an area of 10m x 5m should be kept free (and marked) to allow the substitutes of each team to warm up during the match. These areas should be slightly displaced to the sides, so as not to disturb the operations at the centre of the pitch.

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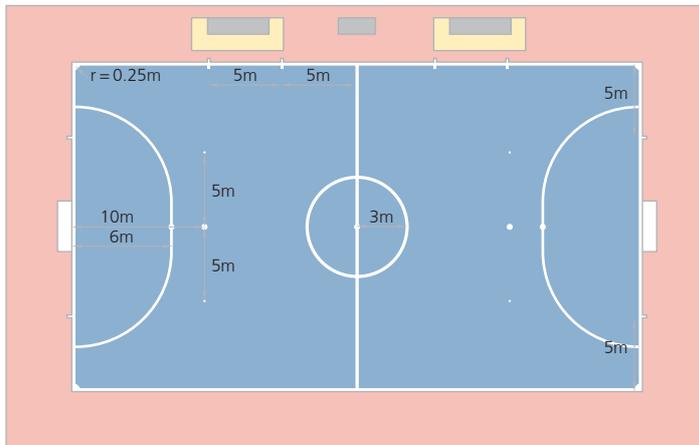


Diagram 11a:
Futsal pitch dimensions

-  Substitutes' bench
-  Referees' table

Pitch quality

The pitch must be flat, absolutely smooth and its surface should not be abrasive. It should be of wood or artificial material and in perfect condition. For a FIFA Futsal World Cup, the quality of the playing surface has to be approved by FIFA.

Advertising boards around playing area

When constructing a new hall, account must be taken of the fact that the spectators' lines of sight must not be obstructed by the advertising boards which may be erected around the pitch. The main camera platform must be able to view the advertising boards constantly. The advertising boards should be connected to both the normal and the emergency power supply.

Advertising boards normally have a height of 70cm. The minimum distances between the boundary lines of the pitch and the advertising boards should be 3m on the touch lines and 3m behind the goal lines.



Team benches

There should be 2 substitutes' benches. They should be situated off the pitch, either side of the halfway line, parallel to the touch line and at a distance of 4m from the pitch. The nearest point of each bench to the halfway line should be at least 5m from the point where the halfway line meets the touch line. The benches should be equidistant from the touch line and the halfway line.

Each bench should be capable of accommodating up to 15 people for international games and the FIFA Futsal World Cup. Seats should have backrests. Benches should be placed at ground level and they should not obstruct spectators' views. The technical area in front of each team bench is described in the Futsal Laws of the Game.

Timekeeper's table

There should be 1 timekeeper's table. It should be positioned off the pitch, level with the halfway line and on the same side as the substitution zones, at a distance of 2.5m from the pitch. It should be equipped with a suitable chronometer, the necessary equipment to keep a record of the accumulated fouls and to make acoustic signals, as well as a connection to the central scoreboard. The table must be big enough to accommodate 5 chairs.

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11.2 → Futsal players and match officials

Dressing rooms

Player areas

Position: main stand

They should provide direct, protected access to the playing area and be inaccessible to the public and the media.

Number: 4 separate dressing rooms

Minimum size: 64m²

Player areas should be well ventilated with fresh air; be air-conditioned and centrally heated; have easily cleanable floors and walls of hygienic material; and have non-slip floors and be brightly lit.

Dressing rooms should have bench seating for at least 18 people; clothes-hanging facilities or lockers for at least 18 people; a refrigerator; a tactical demonstration board; 1 desk; 4 chairs; 2 massage tables; and an ice machine. The massage or treatment area should be separated from, and immediately adjacent to, the player area.

Toilets and sanitary facilities should be immediately adjacent to, and with direct private access from, the dressing room. Each room should have a minimum of 6 showers, 4 washbasins with mirrors, 1 foot basin, 3 urinals, 3 WCs (seats), 2 electric shaving points and 2 hairdryers.

Coaches' offices

Position: adjacent to the teams' dressing rooms

Number: 2 separate offices

Minimum size: 16m²

Coaches' offices should be well ventilated with fresh air; be air-conditioned and centrally heated; have easily cleanable walls of hygienic material; have non-slip floors and be brightly lit. Coaches' offices should have: 1 shower, 1 toilet, 3 lockers, 1 desk, 4 chairs and a whiteboard.

Referees' dressing rooms

Referees' area

Position: main stand

They should provide direct, protected access to the playing area and be inaccessible to the public and the media. They should be separate from, but close to, the teams' dressing rooms.

Number: 2 separate dressing rooms

Minimum size: 30m²



Referees' areas should be well ventilated with fresh air; be air-conditioned and centrally heated; have easily cleanable floors and walls of hygienic material; have non-slip floors and be brightly lit.

Referees' areas should have clothes-hanging facilities or lockers for 5 people; 5 chairs or bench seating for 5 people; a table with 2 chairs; a massage table and a refrigerator.

Toilets and sanitary facilities should be immediately adjacent to, and with direct private access from, the dressing room. They should have a minimum of: 2 showers, 1 washbasin with mirror, 1 urinal, 1 toilet, 1 electric shaving point and 1 hairdryer.

First aid and treatment room

This room should be used by players, match officials, VIPs and security personnel.

Position: in the dressing room area and as close to the teams' dressing rooms and the pitch as possible, with easy access to the outside entrance directly to emergency vehicles. The doors and corridors leading to this room should be wide enough to allow access for stretchers and wheelchairs.

Minimum size: 20m².

The room should have an examination table; 2 portable stretchers (in addition to those at the pitch-side); a washbasin (hot water); a low foot basin (hot water); a glass cabinet for medicines; a lockable non-glass cabinet; a treatment table and a telephone (external/internal). The room should have walls or partitions which enable it to be divided into two when necessary. In addition, the room needs to be equipped with:

- defibrillator with rhythm and patient data recording
- cardiac monitor
- external cardiac pacing
- infusion mounting and system with all equipment for injections and infusions set, including venous indwelling cannulae
- infusion system which is designed to allow administration of fluid warmed to 37°C +/- 2°C
- pressure infusion device, volumetric infusing device
- central vein catheters
- pericardial puncture set
- drug administration equipment
- intubation equipment
- automatic ventilator, stationary oxygen min. 2,000 litres or portable oxygen min. 400 litres, stationary non-manual suction device with minimum negative pressure of 500mm of mercury with a minimum capacity of 1 litre, capnometer, PEEP-valve, thorax drainage kit
- immobilisation equipment like vacuum mattress, spinal board, cervical collar-set

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Doping control rooms

Every hall must provide a room for doping control purposes, comprising a waiting room, a working room and a washing facility, all adjoining.

Position: near the teams' and referees' dressing rooms and inaccessible to the public and the media

Minimum size: 36m² (including WC, working room and waiting room)

The doping control area should be well ventilated with fresh air; be air-conditioned and centrally heated; have easily cleanable floors, walls of hygienic material and non-slip floors; and be brightly lit.

The working room should have a desk, 4 chairs, a washbasin and mirror, a telephone (external/internal) and a cabinet with a lock for sample bottles.

Toilet area

Position: immediately next to, with direct private access to, the working room, capable of accommodating 2 people. Toilets and sanitary facilities should include 1 WC, 1 washbasin and mirror, and 1 shower.

Waiting room

Position: immediately adjacent to the working room

The waiting room should have sufficient seating for 8 people, a refrigerator and a television set.

Warm-up areas

Every hall must provide warm-up areas for the teams, so the teams can warm up in any eventuality, like double-headers.

Position: close to the dressing rooms

Minimum size: 50m² (each)

Number: 2

The warm-up areas should be surrounded by plain walls with no protrusions. The wall surface should have shock-absorbent material to prevent collision injuries and a loose net below the ceiling. Areas should be ventilated with fresh air, be air-conditioned and should be brightly illuminated with lights which are protected against damage.

Match delegates' area

Every hall must provide offices for the match delegates.

Position: near the teams' and referees' dressing rooms, preferably with direct, connecting access to the latter.

Minimum size: 24m²

Number: 2



The areas should have 2 desks or tables, 4 chairs, a clothes locker, an internet connection, a telephone (external/internal), a fax, a photocopier and a television set. Toilet and sanitary facilities should include 1 toilet and 1 washbasin with mirror.

Dressing rooms for ball kids

Every hall must provide dressing rooms for the ball kids.

Minimum size: 50m²

Number: 2

Each room should have 4 WCs, 2 washbasins and 2 showers.

Access from team areas to pitch

The team areas should be located on either side of the players' tunnel. The tunnel should be a minimum of 3.5m wide and a minimum of 2.5m high.

Flag display

The hall should have the facility to display at least 5 flags by suitable means, preferably in a square or circle over the pitch.

Scoreboards and video screens

All modern halls should have some kind of electronic communication with spectators. This could be a relatively basic scoreboard, or it could be a much more sophisticated and expensive giant video screen/boards, which can provide instant action replays or other televised/video entertainment. These screens are often an additional source of income when used for advertising.

The location of these screens within the hall is an important issue which must be addressed at an early stage of the design process. Generally, in a hall 4 screens are used to provide spectators in all areas with an acceptable, direct view. The favoured positions for them are centrally suspended from the ceiling, in order to avoid visibility problems for spectators.

The scoreboards are to be connected with the timekeeper (4th referee) table on the pitch and incorporate all the necessary functions for futsal matches, like precise timekeeping for reverse and normal count (it is strongly recommended that the clock displays 6 digits as follows: 19:45:66 [minutes: seconds: deciseconds]), a device to time the two-minute expulsion of up to 4 players simultaneously (2 from each team) and monitor the accumulation of fouls by each team during each period of play.

Portions of the scoreboards and video screens can be used for displaying messages during emergencies and should be connected to electrical systems with a three-hour standby power supply in the event of a normal power outage.



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Public address system

It is essential that event holders and hall safety/security authorities are capable of communicating clearly with spectators inside and outside the hall by means of a sufficiently powerful and reliable public address system. Such a system should:

- have its control centre located in, or immediately adjacent to, the hall control room, in a position where the operator has a clear, unobstructed view of the whole hall
- be capable of addressing messages exclusively to individual sectors of the hall, including banks of turnstiles, internal rooms, hospitality suites and blocks of seating
- be capable of having its volume automatically increased to guarantee that messages will always be audible to spectators even when sudden increases in the crowd noise level occur, e.g. the scoring of a goal during the delivery of a safety message would cause the volume level of the system to instantly and automatically rise above the surge in crowd noise levels
- have an override which would permit the hall controller to cut in to any separate sound in the event of an emergency
- have an emergency, alternative power supply which would ensure that the system remained operative without interruption in the event of a power failure for a minimum period of 6 hours

Where there is an adequate level of funding, hall owners may wish to consider installing a hall sound system as opposed to the more basic, and less expensive, public address system. A sound system is much more effective for relaying music and speech, and with proper overrides it has recently been able to replace the public address system, resulting in clearer and more intelligible announcements.

A sound system may also help attract concerts by lesser-known artists but most major international acts prefer to provide their own state-of-the-art equipment. A public address system is generally less sophisticated than a sound system and is only effective for relatively short and straightforward messages.



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11.3 → Futsal media areas

The venue should be designed to allow for state-of-the-art facilities to bring the highest-quality media coverage of futsal into the homes of millions of people around the world. The general requirements for the media can be reviewed in Chapter 8, bearing in mind the difference in size for a stadium with a capacity of 60,000 spectators and a hall with a capacity of 12,000 spectators.

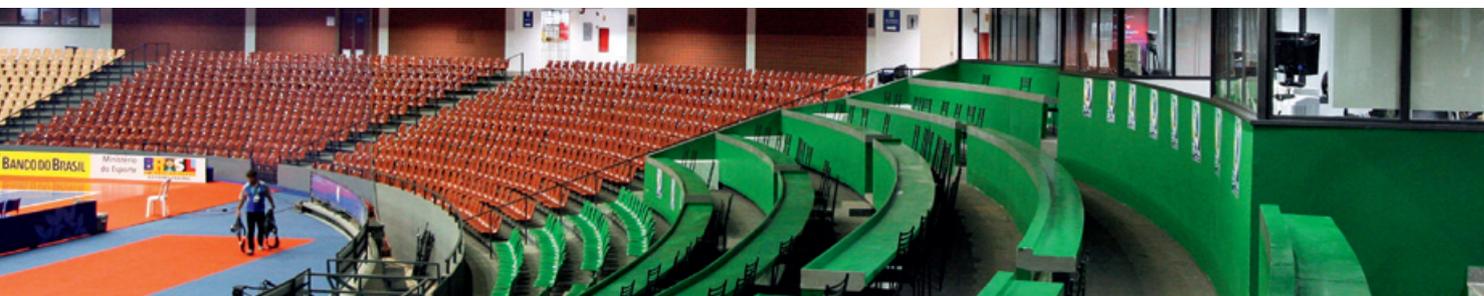
For more on media, see Chapter 8.

Media tribune and commentary positions

There should be easy access to and from other media areas such as the media centre, the mixed zone and the press conference room. The media tribune should be designed in a modular way so that its capacity can be significantly increased when required to stage a major event. If the demand is great, normal spectator seats should be able to be changed into seats for the press and television reporters. Commentary positions should be separated by Plexiglas or other suitable means for the purpose of acoustic separation. While the number of press seats can be defined according to the national market, the following numbers can serve as reference:

National matches / International matches

	National matches	International matches
Press seats with desks	40	100
Press seats without desks	40	50
Internet connections 30% cabled rest wireless	40	100
Telephone sockets	15	40
TV/radio positions with desks and monitors *	2-3	4-5
TV/radio observer seats (no infrastructure only seats)	15	25
Tribune photographers **	10	30
* 1 position = 3 working people or up to 9 normal seats – necessary technical infrastructure to allow broadcast cabling		
** 1 seat each		



Hall media centre

The capacity of the hall media centre (HMC) should be based on the capacity of the media tribune. For example, for a match with 200 tribune press places, there should be space for around 60 working spaces in the hall media centre. Of the 200, around 50 would typically stay and work in the tribune, around 50 would go to the mixed zone and around 50 would leave to go home or to their own editing office. This would leave 50 to work in the hall media centre. Toilet facilities should be provided for both sexes. As a guide, 25 per cent of the total number of positions in the media tribune should be provided as working spaces in the HMC. This number does not include all visiting media and support staff in the HMC.

Press conference room

The press conference room should have a minimum area of about 100m², subject to the number of journalists and broadcasters attending the match. As a reference, a 100-125m² area should provide space for approximately 40 theatre-style seats for written press and 6-8 camera positions.

The press conference room should be easily accessible from the dressing room area and should be constructed like a small theatre, with each row of seats slightly elevated above the one in front.

At one end of the room, preferably at the end nearer to the access door from the dressing rooms, a platform with a head table should be erected to accommodate coaches, players, press officers and interpreters as required. A backdrop which can be easily adapted with various designs should be installed.

At the other end of the room, facing the platform, a podium should be erected, allowing at least 6 electronic news-gathering (ENG) television crews to set up their cameras and tripods. The room must be equipped with an appropriate sound system with fixed microphones for head table, roving microphones for Q&A sessions and a centralised sound splitter box to avoid having a huge number of microphones in front of coaches and players.

For major matches, space for interpreting booths should be considered to be able to provide simultaneous interpreting.

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Mixed zone and flash interview positions

Mixed zone

A mixed zone is a large, clear space between the players' dressing rooms and the private exit door through which the players must pass when leaving the hall to their team buses. The purpose of the mixed zone is to permit representatives of the media to talk to and interview the players as they pass through. It is essential to have separate access for the media and the players. The area must be inaccessible to the public.

The space required will vary according to the importance of the match and thus participating number of media. As a reference for good working conditions, about 2.5m² of space should be calculated per journalist. On average, 300m² would comfortably accommodate about 40-60 media representatives.

Flash interview positions

The flash interview positions are used to transmit live interviews immediately after the match or interviews with coaches at the beginning or the end of the half-time interval. Such positions must be located between the dressing room area and the pitch. The most appropriate location would be 1, preferably 2, areas incorporated into the access tunnel leading to the pitch – if space allows and the tunnel is not too narrow.

Pitch-level photographer positions

Goal side and opposite touch line – four designated areas, including behind the goal line at the corner and extending along the touch line to the halfway line on the opposite side from the main stand should be allocated to photographers at pitch level. For an average match, there should be about 30 positions with chairs and, if possible, wireless or cabled internet connections as well as electricity plugs. The access must be limited to selected photographers with a special access device, such as a photographer bib. A dedicated entrance to pitch level must be identified and should be easy accessible with heavy equipment.

Media park

On average, media parking spaces should be allocated for 30 per cent of the accredited/registered media for the respective match or tournament. For photographers, it is advised to look at venues as close as possible to the stadium as they usually carry heavy equipment.



TV

Camera views to be considered

There are many possible camera positions which can be used to create the televised experience. The camera positions illustrated are used for the FIFA Futsal World Cup. A lighting specification should take account of the actual camera positions to be used in order to ensure that each camera receives sufficient light, from which good-quality video can be created. Where required, the additional advice of an appropriate television broadcaster or a regional television consortium can be sought.

Camera positions

Venue/space requirements

The arena must have suitable access for television coverage and allow for camera positions around the playing surface. All camera placements must allow an uninterrupted view of the whole playing area and surroundings, including team benches. No roof supports, pillars or stanchions should obstruct the movement, or be in the direct line of sight of any camera and the playing surface.

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Diagram 11b:
Camera plan

-  Steady camera
-  Handheld camera



Diagram 11c:
On-pitch equipment plan

-  Uni pitch EFP/ENG positions
-  Uni pitch reporter positions
-  Uni MCP EFP/ENG positions
-  Multi flash interview positions
-  Uni flash interview position
-  Uni pitch presentation position
-  Multi pre-/post-match announcer positions



Platforms

Main cameras (MC1, MC2): in the central stand situated at the halfway line at the point of intersection between the line to the nearest touch line forming an angle of 20° to 30° with the horizontal, and that to the centre of the field forming an angle of 12° to 16° to the horizontal. If it is not practically possible to install the cameras at this exact position, then they will be placed at the nearest point within the sector formed by these two lines. The overall dimensions of the space allocated for the main cameras should be a minimum of 3m x 8m.

Goal cameras (GHIL, GHIR): behind each goal, situated on the longitudinal axis of the playing field, at a height which permits the penalty spot to be seen above the crossbar of the goal. The angle of the line of sight to the horizontal should be between 12° and 15°, to the extent that the stadium structure reasonably permits. Space of 2.5m x 2.5m for platforms should be available at both ends.

Ground level

Atmosphere cameras of a fixed (GL) or portable (HH) type: 1 fixed camera, slightly elevated, situated at the halfway line on the same side as the main cameras (exact position to be decided on site between TV station and general coordinator), and up to 2 hand-held cameras along the touch line on the same side as the main cameras; the procedures for the use of such cameras is to be agreed between FIFA and the host broadcaster. FIFA and the LOC shall ensure that there is no opposition by any third party to the use of portable cameras for that purpose.

Pitch level close-up cameras

1 fixed camera located to the left of the left-hand team bench. 1 fixed camera located to the right-hand side of the right-hand team bench.

Other camera positions

Reverse position: 1 camera position (MCR) on the reverse side of the stadium for substitutions, video replays and slow-motion coverage.

Beauty camera: either a remote-controlled mini camera fixed to the roof of the arena or manned high up in a corner at a suitable place, offering a view over the entire arena. If manned, a platform of 2.5m x 2.5m would be required.

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
1 Field of play						
	1.01	Pitch	1	12	800	40 x 20
	1.02	Pitch quality	1	12	800	40 x 20
	1.03	Players' tunnel	1	40	35	3.5 x 10
	1.04	Pitch to spectator seats at tunnel				10
	1.05	Substitutes' bench/seats	2	15	7.5	15 seats x 0.5m
	1.06	3 rd referee/timekeeper's table	1	5	4	5 seats x 0.8m
	1.07	Infotainment desk	1	4	4	4 x 1
	1.08	Photographers' positions	4	30-50		
	1.09	Players' warm-up area	2	9	50	10 x 5
	1.10	Pitch to spectator seat – goal side	2			5
	1.11	Pitch to spectator seat – opposite tunnel	1			5
	1.12	Advertising board pitch perimeter	3			
	1.13	Blind side advertising board (pitch side)				
	1.14	Service tunnel	2	4		
	1.15	Video screens	4	1		
	1.16	Scoreboards	4	2		
	1.17	Interior hall bowl flags	1			
	1.18	Floodlights	1			

1 Area
 2 FIFA location designation
 3 Quantity of spaces required
 4 Anticipated occupants
 5 Placement within hall

TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
	Overall pitch and auxiliary area: length: 50m, width: 35m
	The pitch must be flat, absolutely smooth and its surface should not be abrasive. It should be of wood and in perfect condition.
Main stand	It can be extended with an extendable tunnel protector, wide enough to take 4 persons – optional.
Main stand	Incorporate barrier or seat kills – depending on distance and height of sepctator seats in relation to the pitch. Min. 10m.
Main stand	15 seats for 9 substitutes and 6 officials in designated positions next to the pitch on the main stand side. Low back cover. Distance between bench and touchline is at least 4m depending on hall layout (avoiding seat kills). Seats should have backrests.
Main stand	Positioned off the pitch, level with the halfway line and on the same side as the substitution zones and at a distance of 3 metres from the pitch. It should be equipped with a suitable chronometer, the necessary equipment to keep a record of the accumulated fouls and to make acoustic signals, as well as a connection to the central scoreboard.
Main stand	This is the location from which hall audio operations are controlled and requires power and data points. Incorporate noise reduction elements into the design.
Goal side and opposite touchline	Four designated positions to include behind the goal line at the corner and extending up to halfway line on touchline on opposite side to main stand.
Behind each substitutes' bench	The are where the substitutes warm up during the match. Behind each substitutes' bench, an area of 10 x 5m should be kept free (and marked). These areas should be slightly displaced to the sides, so as not to disturb the operations at the centre of the pitch.
Goal side	Incorporate barrier or seat kills – depending on distance and height of sepctator seats in relation to the pitch. Min. 5m.
Opposite main stand	Incorporate barrier or seat kills – depending on distance and height of sepctator seats in relation to the pitch. Min. 5m.
Pitch	The advertising boards should be connected to both normal and emergency power supply to operate mechanical or electronic system. Advertising boards normally have a height of 70-90cm. The minimum distances between the boundary lines of the pitch and the advertising boards should be: – On the touchline opposite to the tunnel: 3m – Behind the goal lines: 3m
Pitch	Blindside boards are static. Can be attached to the fencing/walls in front of spectator stands.
Pitch level	Four tunnels, one at every corner of the pitch – one of them with height to accommodate service vehicles (min. 5m).
Centrally suspended from the ceiling, over the pitch	Four-sided.
Centrally suspended from the ceiling, over the pitch	The scoreboards are to be connected with the timekeeper (4th referee) table on the pitch and incorporate all the necessary functions for futsal matches: precise timekeeping for reverse and normal count (clock display of six digits as follows: 19:45:66 [minutes: seconds: deciseconds]), a device to show the periods, the two-minute expulsion of up to four players simultaneously (2 from each team) and the accumulation of fouls by each team during each period of play. The information is to be shown on every side of the video screen/scoreboard.
	Sufficient space to accomodate a minimum of seven flags opposite the main stand, five flags behind each goal and one flag above the main stand.
	The floodlights are for the illumination of the field of play, yielding a shadowless environment and in accordance with FIFA TV requirements. Please refer to the Technical Annex.

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11.7	Beach soccer media	258
11.8	Beach soccer space requirements	260

Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
2 Dressing rooms (changing rooms)						
	2.01	Team A dressing room	1	18	64	8 x 8
	2.02	Showers	6	6	9	6 x 1.5m
	2.03	Coach team A	1	1	16	4 x 4
	2.04	Kit manager team A	1	1	12	4 x 3
	2.05	Team B dressing room	1	18	64	8 x 8
	2.06	Showers	6	6	9	6 x 1.5m
	2.07	Coach team B	1	1	16	4 x 4
	2.08	Kit manager team B	1	1	12	4 x 3
	2.09	Team C dressing room	1	18	64	8 x 8
	2.10	Showers	6	6	9	6 x 1.5m
	2.11	Coach team C	1	1	16	4 x 4
	2.12	Kit manager team C	1	1	12	4 x 3
	2.13	Team D dressing room	1	18	64	8 x 8
	2.14	Showers	6	6	9	6 x 1.5m
	2.15	Coach team D	1	1	16	4 x 4
	2.16	Kit manager team D	1	1	12	4 x 3
	2.17	Referees 1	1	5	30	6 x 5
	2.18	Referees 2	1	5	30	6 x 5
	2.19	Referees' showers	2	2	3	2 x 1.5m
	2.20	Referees' showers	2	2	3	2 x 1.5m
	2.21	Entertainers/ceremonies changing room	TBD	TBD	60	10 x 6
	2.22	Players' indoor warm-up area	2	15	60	10 x 5

1 Area
 2 FIFA location designation
 3 Quantity of spaces required
 4 Anticipated occupants
 5 Placement within hall

TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Main stand	Bench seating for at least 18 people, clothes-hanging facilities or lockers for at least 18 people, a refrigerator, a tactical demonstration board, 1 desk, 4 chairs, 2 massage tables and an ice machine. The massage or treatment area should be separated from, and immediately adjacent to, the dressing space.
Main stand	Also, 4 washbasins with mirrors, 1 foot basin, 3 urinals, 3 toilets, 2 electric shaving points and 2 hair dryers.
Main stand	1 shower, 1 toilet, 3 lockers, 1 desk, 4 chairs and a whiteboard
Main stand	Optional.
Main stand	Bench seating for at least 18 people, clothes-hanging facilities or lockers for at least 18 people, a refrigerator, a tactical demonstration board, 1 desk, 4 chairs, 2 massage tables and an ice machine. The massage or treatment area should be separated from, and immediately adjacent to, the dressing space.
Main stand	Also, 4 washbasins with mirrors, 1 foot basin, 3 urinals, 3 toilets, 2 electric shaving points and 2 hair dryers.
Main stand	1 shower, 1 toilet, 3 lockers, 1 desk, 4 chairs and a whiteboard
Main stand	Optional.
Main stand	Bench seating for at least 18 people, clothes-hanging facilities or lockers for at least 18 people, a refrigerator, a tactical demonstration board, 1 desk, 4 chairs, 2 massage tables and an ice machine. The massage or treatment area should be separated from, and immediately adjacent to, the dressing space.
Main stand	Also, 4 washbasins with mirrors, 1 foot basin, 3 urinals, 3 toilets, 2 electric shaving points and 2 hair dryers.
Main stand	1 shower, 1 toilet, 3 lockers, 1 desk, 4 chairs and a whiteboard
Main stand	Optional.
Main stand	Bench seating for at least 18 people, clothes-hanging facilities or lockers for at least 18 people, a refrigerator, a tactical demonstration board, 1 desk, 4 chairs, 2 massage tables and an ice machine. The massage or treatment area should be separated from, and immediately adjacent to, the dressing space.
Main stand	Also, 4 washbasins with mirrors, 1 foot basin, 3 urinals, 3 toilets, 2 electric shaving points and 2 hair dryers.
Main stand	1 shower, 1 toilet, 3 lockers, 1 desk, 4 chairs and a whiteboard
Main stand	Optional.
Main stand	Clothes-hanging facilities or lockers for 5 people, 5 chairs or bench seating for 5 people, a table with 2 chairs, a massage table and a refrigerator.
Main stand	Clothes-hanging facilities or lockers for 5 people, 5 chairs or bench seating for 5 people, a table with 2 chairs, a massage table and a refrigerator.
Main stand	2 showers, 1 washbasin with mirror, 1 urinal, 1 toilet, 1 electric shaving point and 1 hair dryer.
Main stand	2 showers, 1 washbasin with mirror, 1 urinal, 1 toilet, 1 electric shaving point and 1 hair dryer.
Main stand	Required for opening and final matches
Main stand	Located next to the players' dressing room. Covered walls and non-slippery floor to allow the teams to warm up in case of double-headers.

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→ Futsal and beach soccer

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11.4	Futsal space requirements	220
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11.6	Beach soccer players and match officials	249
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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
3 Medical facilities						
	3.01	Stretcher-bearers' and medical team area	1	6	6	12
	3.02	First aid and treatment room	1	4	20	20
	3.03	Medical officer's room	1	2	incl. 3.02	
4 Doping control						
	4.01	Waiting room	1	8	16	16
	4.02	Medical office	1	4	12	12
	4.03	Toilet	1	2	4	4
5 FIFA offices and meeting rooms						
	5.01	General coordinator's office	1	2-3	16	4 x 4
	5.02	Players' escorts' room/youth programme	2	40	50	10 x 5
	5.03	FIFA media officer	1	3	30	6 x 5
	5.04	FIFA IT room	1	4	30	6 x 5
	5.05	FIFA hospitality office	1	2-4	16	4 x 4
	5.06	Match day operations ticketing office	1	3		
	5.07	Match commissioner	1	1-3	24	6 x 4
	5.08	Head of delegation	1	1	incl. 5.07	
	5.09	Technical Study Group	1	2-3	incl. 5.07	
	5.10	Referees commission member		1	incl. 5.07	
	5.11	Referees assessor		1	incl. 5.07	
	5.12	Referees video specialist (tbc)		1	30	6 x 5
	5.13	Meeting room (crisis management)		10	incl. 5.07	
	5.14	FIFA marketing event management office	1	4-6	40	4 x 10
	5.15	Marketing and TV rights protection programme	1	2	40	4 x 10
	5.16	Coca-Cola logistics office	1	2	25	5 x 5
	5.17	Protocol office	1	4	25	5 x 5
	5.18	Mascot dressing room	1	4	16	4 x 4

1 Area
2 FIFA location designation
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5 Placement within hall

TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Pitch	Close to one players' bench – the position for the medical personnel on the pitch.
Main stand	With easy access to the outside entrance directly to emergency vehicles. The doors and corridors leading to this room should be wide enough to allow access for stretchers and wheelchairs. Used for players, match officials, media and security personnel working close to the pitch.
Main stand	The area where players wait to be tested. Connected to the waiting room and the medical office. Air-conditioned and well ventilated.
Main stand	Close to the teams' and referees' dressing rooms and inaccessible to the public and the media.
Main stand	Toilets must be linked to the medical office and large enough for two people.
Main stand	1 desk or table, 3 chairs, a clothes locker, an internet connection, a telephone (external/internal), a fax, a photocopier and a television set. Toilet and sanitary facilities should include 1 WC and 1 washbasin with mirror.
Main stand	Provide boys' and girls' changing rooms with toilets. The entire youth programme should be housed in one room (player escorts, flag bearers, ball kids). TV with clean broadcast signal required, DVD, tables and chairs, refrigerator.
Main stand	Close to the general coordinator's office. Could be shared with another FIFA person.
Main stand	Could be shared with space within broadcast compound secure location, easily accessible during match day.
Main stand	Adjacent to hospitality areas.
Main stand	
Main stand	As close as possible to GC office. Toilet and sanitary facilities should include 1 WC and 1 washbasin with mirror.
Main stand	
Main stand/control room	Requires a clean TV/broadcast feed
Main stand	
Main stand	Used on match days, ideally next to the FIFA M&TV rights protection programme office, but not in the restricted competitions area (zone 2).
Main stand	Within close proximity to the general coordinator's office.
Main stand	For Coca-Cola staff to manage deliveries and quantities of VIK and product concessions. Located within the secure perimeter of the hall. Good access to public concession areas.
Main stand	VIP lounge match day operations office should be located close to the VIP reception desk.
Main stand	On pitch level, easy access from parking, can have access via service tunnel.

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
5 FIFA offices and meeting rooms						
	5.20	Match coordination/meeting room	1	40	60	6 x 10
	5.21	General coordinator storage room	1	20	20	4 x 5
	5.22	Advertising board storage	1		100	10 x 10
	5.23	FIFA security officer		1	incl. 5.07	
	5.24	FIFA IT storage	1		60	10 x 6
6 LOC offices and meeting rooms						
	6.01	LOC venue manager	1	2	30	6 x 5
	6.02	LOC venue manager assistant		1	incl. 6.01	
	6.03	LOC hall manager	1		20	4 x 5
	6.04	LOC technical director	1		50	10 x 5
	6.05	LOC IT coordinator	1		20	4 x 5
	6.06	LOC signage office	1		20	4 x 5
	6.07	LOC infotainment manager			incl. 6.04	
	6.08	LOC logistic manager			incl. 6.04	
	6.09	LOC transportation manager			incl. 6.04	
	6.10	LOC marketing manager			incl. 6.04	
	6.11	LOC spare office			incl. 6.04	
	6.12	LOC accreditation manager			incl. 6.04	
	6.13	LOC medical officer			incl. 6.04	
	6.14	Drivers' room	1	TBD	40	4 x 10
	6.15	LOC security officer	1		16	4 x 4
	6.16	LOC hospitality	1		16	4 x 4
	6.17	LOC protocol			incl. 5.17	
	6.18	LOC catering manager	1		16	4 x 4
	6.19	LOC coordination office	1		16	4 x 4
	6.20	LOC volunteer manager	1		16	4 x 4
	6.21	LOC general offices	9		16	4 x 4
	6.22	LOC media officer	1		16	4 x 4
	6.23	Ceremony management	1		40	8 x 10
7 Access control points						
	7.01	Turnstiles				
	7.02	Mag and bag area				

1 Area
 2 FIFA location designation
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Main stand	Only used the day previous to the match – nice ambience to welcome the team delegation. Within the hall secure perimeter.
Main stand	Can be located within or adjacent to the general coordinator's office – needs to be 100% secured.
Close proximity to the service tunnels	Close proximity to service tunnels.
Within hall perimeter	Used for storage of IT-related assets prior to the deployment phase and during the deinstallation.
Main stand	
	Separates the security zones

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
7 Access control points						
	7.03	Vehicle search areas				
	7.04	Ticket clearing points	4	2	4	
8 Retail shops – food						
	8.01	Merchandise outlets				
	8.02	Merchandise storage		TBD		
9 Hospitality areas – hall						
	9.01	Skyboxes/hospitality suites	12-20	6-10	TBD	
	9.02	Commercial hospitality kitchen	1		according to capacity	TBD
	9.03	VIP lounge	1	200-400	150	10 x 15
	9.04	VVIP lounge	1	50-100	100	10 x 10
	9.05	FIFA President's lounge	1	6	18	6 x 3
	9.06	LOC President's lounge	1	6	18	6 x 3
	9.07	Security personnel/drivers Opening + final – 50 drivers	1	50	50	50 x 1
	9.08	VIP flash interview	2	4	16	4 x 4
	9.09	VIP medical room	1		according to capacity	
	9.10	VIP kitchen	1		according to capacity	TBD
	9.11	VIP reception desk	1	10		2 x 3
	9.12	VIP tribune	1	200-500		
	9.13	VVIP tribune	1	50-100		
10 Hospitality areas – within hall perimeter						
	10.01	Commercial affiliate hospitality village	1	TBD	5 to 5.6m ² per occupancy	based on order and capacity
	10.02	Commercial hospitality	1	TBD	4.6m ² per occupancy	based on order and capacity
11 Media interview areas						
	11.01	Multilateral flash interview	2	4	6	3 x 3
	11.02	Unilateral flash interview	2	4	6	3 x 3
	11.03	Presentation studio				8 x 5
	11.04	TV studio – FIFA interview studio				8 x 5
	11.05	Mixed zone	1	60-80	300	based on order and capacity

1 Area
2 FIFA location designation
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Main entrances	Number of clearing points subject to the number of access points to the turnstiles.
All public zones	Build temporary facilities if necessary, based on hall capacity
	Close proximity to the merchandise outlets
Adjacent to hospitality lounges	
Main stand	
Main stand	
Main stand	High-quality sofas and armchairs
Main stand	
Main stand	
	Used by FIFA and LOC protocol
	Divided 50/50 between LOC and FIFA. Capacity according to the match. Seating of superior grade, separated from the general seating. Direct access to the VIP lounge.
	Divided 50/50 between LOC and FIFA. Capacity according to the match. Seating of superior grade, separated from the general seating. Direct access to the VIP lounge. Private entrance.
300m from centre of hall	
300m from centre of hall	
Players' tunnel	Near tunnel entrance. Cable pathways to be identified. Technical and domestic power.
Players' tunnel	Near tunnel entrance. Cable pathways to be identified. Technical and domestic power.
Main stand	TBD
Close to dressing room area	TBD
Players' exit	Between dressing room and players' buses. Size and layout to be finalised.

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
12 Press conference room						
	12.01	Press conference room	1	40-100	125-150	10 x 10
	12.02	Head table	1	6	incl. 12.01	
	12.03	Interpreting booths	2	2-4	incl. 12.01	
	12.04	Camera platform	1	1	incl. 12.01	2 x 10
13 Media areas – tribune						
	13.01	Desk positions	1	50-150	150	150
	13.02	Observer seats	1	25		
	13.03	Tribune photographers	1	10-30		
	13.04	Commentary positions	5	15		
	13.05	Cableways				
14 Main media centre – hall media centre						
	14.01	IT helpdesk for media centre and media tribunes (with lockable storage for telecom partner and servicing material)	1			
	14.02	Welcome and information desk	1			
	14.03	Media catering area – subject to final expected media attendance	1			
	14.04	Pigeon holes	1			
	14.05	Ticket issue desk	1	2		
	14.06	Host city information desk (not compulsory subject to interest by the host country/host city to operate)				
	14.07	SMC media work desks – after group stage		100		
	14.08	SMC media work desks – group stage only		80		
	14.09	SMC photographer work desks – after group stage		50		
	14.10	SMC photographer work desks – group stage only		30		
	14.11	SMC lockers – after group stage		50		
	14.12	SMC lockers – group stage only		30		
	14.13	Vending machine				
	14.14	FIFA media office incl. Media Channel and FIFA.com editors	1	6	200	
	14.15	Media storage room				

1 Area
 2 FIFA location designation
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Main stand	For group matches min. 125m ² with 40 seats and 8 TV platform positions – detailed requirements to be adjusted to local standards.
Main stand	Fixed microphones plus 3 roving microphones for questions by media – professional sound system.
Main stand	FIFA official languages are: Spanish, French, English, German – for post-match press conference only languages of the teams into English.
Main stand	
Main stand	For final: 6 commentary positions.
Main stand	
Media centre	
SMC	Size of lockers (trolleys for photographers)
SMC	Size of lockers (trolleys for photographers)
SMC	
SMC	Office area
SMC	Office area

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
14 Main media centre – hall media centre						
	14.16	Offices SMC LOC	1	6	100	
	14.17	Volunteer rest area	1	8	100	
	14.18	Copy area				
	14.19	SMC meeting room	1	20	80	
	14.20	Information services	1	2	40	
15 Broadcast compounds						
	15.01	Broadcast compound	1		5,000	
	15.02	FIFA, FBST, HBS office space	1		25	5 x 5
16 Broadcast areas						
	16.01	Commentary control room	1	20	80	
	16.02	Announcer platform	4	4	8	
	16.03	Rate card technical areas	1	2	10	
17 Camera positions						
	17.01	Main camera platform (Camera 1 & 2 plus unilateral cameras)	1	1	24	3 x 8
	17.02	Camera 3	2	1	4	2.5 x 2.5m
	17.03	Camera 4 & 5	2	1	4	2.5 x 2.5m
	17.04	Camera 6 & 7	1	1	4	2.5 x 2.5m
	17.05	Camera 8 & 9	2	1	4	2.5 x 2.5m
	17.06	Camera 10	1	1	4	2.5 x 2.5m
	17.07	Camera 11	1	1	4	2.5 x 2.5m
	17.08	Camera 12	1	1	4	2.5 x 2.5m

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FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
SMC	Office area
SMC	Office area
SMC	Office area
Behind main stand	Incl. portacabin, water-borne sewage, cable bridge, cables and broadcasters, on flat ground, truck access, portacabin by LOC – 300m ² to HBS.
Either in or adjacent to broadcast compound	
Main stand	Reduce cabling, non-rights holders
Main stand	
Halfway line – main stand	In the main stand, situated at the halfway line at the point of intersection between the line to the nearest touchline forming an angle of 20° to 30° with the horizontal, and that to the centre of the field forming an angle of 12° to 16° to the horizontal. If it is not practically possible to install the cameras at this exact position, then they will be placed at the nearest point within the sector formed by these two lines. The overall dimensions of the space allocated for the main cameras should be a minimum of 3 metres x 8 metres.
Halfway line – pitch	
Field level close-up cameras	1 fixed camera located to the left of the left-hand team bench. 1 fixed camera located to the right-hand side of the right-hand team bench.
Goal line	Behind each goal line on level of field
Pitch level	Hand-held cameras along the touchline on the same side as the main cameras
Behind goal camera	Behind the right goal, situated on the longitudinal axis of the playing field, at a height which permits the penalty spot to be seen above the crossbar of the goal. The angle of the line of sight to be horizontal should be between 12° and 15°, to the extent that the stadium structure reasonably permits. Space of 2.5 metres x 2.5 metres for platform should be available.
Raised reverse position	One (1) camera position on the reverse side of the stadium for substitutions, video replays and slow motion coverage.
Roof	Beauty camera: either a remote-controlled mini-camera fixed to the roof of the arena or manned high up in a corner at a suitable place, offering a view over the entire arena. If manned, a platform of 2.5 metres x 2.5 metres would be required.

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
18 Spectator areas						
	18.01	Food and beverage concessions	TBD	TBD	TBD	TBD
	18.02	Commercial display – partner	6		200	1200
	18.03	Commercial display – supporter	8		100	800
	18.04	Commercial display – supplier	6		50	300
	18.05	Commercial display – host city	1		100	100
	18.06	Commercial display – LOC	1		100	100
	18.07	Merchandise stands				
	18.08	ATM	min. 3 (tbc)	TBD	TBD	TBD
	18.09	Official licensed product concessions A	6-10	TBD	6 x 3	18
	18.10	Official licensed product concessions B	6-10	TBD	10 x 5	50
	18.11	Official licensed product concessions C	6-10	TBD	10 x 15	150
19 Ceremonies						
	19.01	Entertainers' changing rooms				
	19.02	Participants' holding Area				
	19.03	Participants' changing rooms				
	19.04	Prop store				
20 Accreditation centre						
	20.01	Security desk	1	2		
	20.02	Queuing area	1	20		
	20.03	Welcome desk	1	4		
	20.04	Photograph desks	4	4		
	20.05	Print station	1	4		
	20.06	Offices	3	2		
	20.07	Lounge and refreshments	1	6		
	20.08	IT office	1	3	15	3 x 5
21 Public address systems						
	21.01	Sound control room	1	3	20	4 x 5
	21.02	Security room	1	30	20	4 x 5

1 Area
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FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Hall perimeter	
Hall perimeter	Each partner: 100m ² plus space in between each booth (x15), 30m ² per supplier (x6) and charity campaigns. Power supply, access to water supply and waste facilities, temporary toilets, merchandising stands and food & beverage concessions, surface needs to be level, drainable, not chance for lot of dust
Hall perimeter	
Internal hall perimeter	Depends on contract with service provider, ISDN line and normal power supply
Internal hall perimeter	Size and quantity is dependent on the event hosted (opening and final matches)
Internal hall perimeter	Size and quantity is dependent on the event hosted (opening and final matches)
Internal hall perimeter	Size and quantity is dependent on the event hosted (opening and final matches)
Main stand and tunnels	Ceremony requirements will be decided when the ceremony concept is available, additional camera positions may be used for opening and closing ceremonies
Main stand and tunnels	
Main stand and tunnels	
Main stand and tunnels	
Outside turnstiles	All areas are increased for the opening match.
Outside turnstiles	
VOC	
VOC	

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
22 Service compounds						
	22.01	Merchandise storage	1	20	500	500
	22.02	Volunteer rest area	1	200	400	400
	22.03	Security assembly area	1			
	22.04	Waste removal	1			
	22.05	Partner/sponsor/supplier	tbc			
	22.06	Official licence concession store	1:250	TBD	TBD	TBD
	22.07	Food & beverage cold storage – sponsors' products				
	23.08	Back-up generator				
23 LOC Signage						
	23.01	LOC office				
	23.02	Storage				
	23.03	Work area				
24 Parking facilities						
	24.01	Team coach drop-off	2			
	24.02	Team car parking	2			
	24.03	VIP drop-off	2			
	24.04	VVIP drop-off	1			
	24.05	VIP cars – group games			50	
	24.06	VIP cars – opening & finals			80	
	24.07	VIP buses – group games			50	
	24.08	VIP buses – opening & finals			50	
	24.09	Commercial affiliate – quarter-final			50 🚗 10 🚌	
	24.10	Commercial affiliate – home			50 🚗 10 🚌	
	24.11	Commercial affiliate – semi-final			50 🚗 10 🚌	
	24.12	Commercial affiliate – opening and final			50 🚗 10 🚌	
	24.13	Commercial hospitality – quarter-final			50 🚗 10 🚌	

🚗 cars 🚌 buses

1 Area
2 FIFA location designation
3 Quantity of spaces required
4 Anticipated occupants
5 Placement within hall

TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Back of house	4m min. height
Back of house	
Back of house	Add. space req. for insufficient store at concessions and merchandise stores. Stores at concession stands between 200-250 and 400-500 coolers, 50% of cold storage available as cool houses in the concession stands, no less than 50%, better to have 70% of stock to sell in coolers and the back up in the cool houses. There must be 1:250 concession stands per fan
Back of House	Used by Coca-Cola and Bud and other food and beverage storage. Ratio for the amount of product: 150% of the capacity of the venue, e.g. 60,000 seats = 90,000 units. Buffer product to avoid running out of stock: 30% of stock e.g. 10,000 seats = 15,000 units + 5,000 (buffer units) = 20,000 units, for venues which are 2 match venues the excess stock to be warehoused in cool containers on site.
Main stand	3.8m min. height
Main stand	Saloon car parking for 8
Main stand	
Main stand on grade	Dedicated drop-off with direct access route to VIP lounge by dedicated lift/stairs
Main stand on grade	
Close to main stand entrance	

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
24 Parking facilities						
	24.14	Commercial hospitality – home			50 🚗 10 🚌	
	24.15	Commercial hospitality – semi-final			50 🚗 10 🚌	
	24.16	Commercial hospitality – opening and final			50 🚗 10 🚌	
	24.17	Commercial display				
	24.18	Partner operations – group				
	24.19	Partner operations – quarter-final				
	24.20	Partner operations – home				
	24.21	Partner operations – semi-final				
	24.22	Partner operations – opening and final				
	24.23	FIFA parking				
	24.24	LOC parking				
	24.25	TV broadcaster parking – opening, final and semi-final	30			
	24.26	TV broadcaster parking – others				
	24.27	Media parking – after group stage				
	24.28	Media parking – after group stage				
	24.29	Media drop-off	1		Shuttle bus	
25 Transportation areas						
	25.01	Airports				
	25.02	Railway stations				
	25.03	Coach drop-off				
	25.04	Park and ride				
	25.05	Spectator parking				
26 Main media centre						
	26.01	Included in hall media centre				
	26.02	International broadcast centre		TBD		

🚗 cars 🚌 buses

1 Area
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Location's	Comments
Close to main stand entrance	
Close to main stand entrance	
Close to main stand entrance	
Close to main stand entrance	
Within hall	
Within hall	
	Outside broadcast area, parking spots for HB and MRLs
	Outside broadcast area
	Photographers drop-off in front of SMC – parking spaces to be provided for about 30% of total media capacity.
	Photographers drop-off in front of SMC – parking spaces to be provided for about 30% of total media capacity.
Off site	

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
27 Official hotels						
	27.01	FIFA hotel				
	27.02	Teams		TBD		
28 Training venues						
	28.01	Pitch	8-12		40 x 20	
	28.02	Dressing rooms	8-12	23	100	10 x 10
	28.03	Showers	1	6		
	28.04	Spectator stands		tbc		
	28.05	Press conference		tbc		
	28.06	Floodlights	1			
	28.07	Security fences				
	28.08	Parking facilities				
29 Referees' hotel						
	29.01	Referees' hotel				
30 LOC fan parks						
	30.01	VIP area				
31 LOC public viewing areas						
	31.01	VIP area				
32 Power and lighting						
	32.01					
33 Flag poles						
	33.01	National flags				
	33.02	FIFA flags				
	33.03	FIFA Fair Play flags				
	33.04	UN flags				
	33.05	Confederation flags				
	33.06	IOC flags				

1 Area
 2 FIFA location designation
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Off site	1 official FIFA hotel per venue, with possibility of FIFA VIP hotel as well (required in HQ venue). FIFA will establish offices in each venue hotel.
Off site	
Off site	
Main public gathering	
Existing halls	
	TBD
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	
Square or circle over the pitch	

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
34 Ticketing centre						
	34.01	Welcome desk				
	34.02	Front office – group matches, round of 16	1	20	50	5 x 5
	34.03	Front office – quarter-final and semi-final	1	30	50	5 x 5
	34.04	Front office – opening match and finals	1	40	50	5 x 5
	34.05	Queuing area – group matches, round of 16	1	75	50	5 x 5
	34.06	Queuing area – quarter-final	1	100	50	5 x 5
	34.07	Queuing area – opening match and finals	1	150	50	5 x 5
	34.08	Troubleshooting area	1	10		
	34.09	Back office – group matches, round of 16	1	5		
	34.10	Back office – quarter-final, semi-final	1	10		
	34.11	Back office – opening match and finals	1	10		
	34.12	Venue manager office	1	2	30	6 x 5
	34.13	Meeting rooms	2	10	30	6 x 5
	34.15	Rest area	1	10	30	6 x 5
35 Volunteer centre						
	35.01	Reception desk	1	25		
	35.02	Offices	4	2		
	35.03	Volunteer areas	1	250	100	100
36 IT technical areas						
	36.01	Primary technical area 1	1		30	30
	36.02	Primary technical area 2	1		30	30
37 Others						
	37.01	Central logistics warehouse				

1 Area
 2 FIFA location designation
 3 Quantity of spaces required
 4 Anticipated occupants
 5 Placement within hall

TBD To be determined, negotiated between FIFA and the local organiser

FIFA FUTSAL WORLD CUP SPACE REQUIREMENTS

Locations	Comments
	Located at the the FIFA hotel, if needed
	2 people at desk positions
	Water supply and temporary toilets a necessity. Depends on adjacent facilities
	IT installation and temperature control
At the entrance of the security perimeter	IT installation and temperature control in all spaces

11 → Futsal and beach soccer





Futsal and beach soccer are two forms of football which are growing rapidly across the world. Futsal can be played in existing multi-purpose sports halls and arenas. Beach soccer can be played directly on a beach or on a temporary pitch which has the characteristics of a beach surface.



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Futsal and beach soccer

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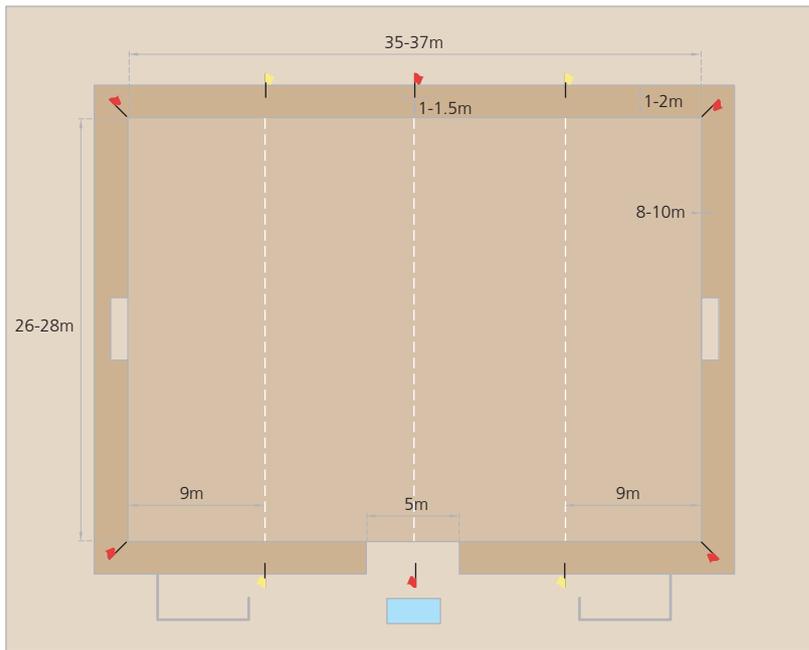


Diagram 11d:
Beach soccer
pitch dimensions

11.5 → Beach soccer stadium construction

Capacity

The capacity of each venue will depend on whatever is required locally but if developers hope that the stadium will be used for major international events – like the FIFA Beach Soccer World Cup – the stadium should have a seating capacity of around 4,000 seats (at least 4,500 for the FIFA Beach Soccer World Cup), divided into:

- a grandstand for the general public with around 3,500 seats
- reserved seating for VVIP, VIP and hospitality guests with around 500 seats for VIPs and 80 seats for VVIPs
- a media tribune for press with around 150 seats

Area for spectators with disabilities

An area dedicated to people with disabilities, with the following specifications:

- minimum size of 4m x 4m, with direct view to the pitch and easy access for wheelchairs
- flooring modules
- sufficient ventilation and lighting



Playing area

Field dimensions

The field of play is 28m wide x 37m long. The perimeter zone is a 2m area that surrounds the field of play and is measured from the touch lines/goal lines to the beginning of the signage boards. These signage boards are to be perpendicular to the sand surface (i.e. not on a slant) to prevent sun glare.

There should be another perimeter zone of 2m between the signage boards and the beginning of the stands. Therefore, the distance between the goal lines and the stand structure shall be 4m.

Technical area

Players' and referees' benches

Players' bench area (2 sets)

Minimum size of 6m and sufficient space for 12 players and delegates. It has to be consistent, with enough space to place fridges or coolers for beverages for each team.

Referees' table

Minimum size of 2m and space enough for 4 people, 2 tables and 4 chairs or seats; flooring platform; referees' tools: 2 horns to indicate the end of each period; connection to the scoreboard and the clock.

Advertising boards / rotating panels

The advertising boards shall be erected around the pitch. The main camera platform shall be able to view the advertising boards constantly. The advertising boards should be connected to both normal and emergency power supply. They will need a platform underneath the panels for stability. FIFA does not recommend the use of LED boards for beach soccer, especially for matches played during daylight hours.

Advertising boards normally have a height of 0.90m-1m. The minimum distances between the boundary lines of the pitch and the advertising boards should be:
on the touch lines: 4m
behind the goal lines: 3m

Scoreboard and clocks

The stadium should have 2 scoreboards with a clock included: 1 to be placed in 1 corner of the pitch, facing the main camera (the big screen can be used as a scoreboard/clock in that case); and one to be placed under the main tribune, facing the grandstands.

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Futsal and beach soccer

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Grandstands

General characteristics

The best set-up for the grandstands is U-shaped, surrounding one of the touch lines and both goal lines. Ideally, the U shall have a seating capacity of approximately 3,500-4,000 seats. The distribution of seats shall be defined according to the free space available. As a general guideline, the organiser can follow the following details:

Structure: 1 module of demountable seating in a metallic tubular structure, with the following characteristics:

- first floor 2m above the ground;
- the steps could be divided in 2 portions separated by a height of 1.5m from step 9 to 10:
 - lower portion with 9 steps
 - upper portion with 12 steps (separated by a height of 1.5m from step 9 to 10)
 - safety railings around the complete perimeter
 - gates in the stair access ways
 - 2 arched corners

Starting elevation

The grandstands should have a starting elevation of approximately 2m above the sand surface.

Railings

The grandstands shall have front, back and side safety railings that should be about 1m high, depending on local regulations.

Free space

All grandstand structures shall leave a recommended internal free space of 47m x 40m for the playing pitch and its surrounding safety zone and working areas for TV cameras and photographers.

Safety net

In order to protect spectators in the grandstands, it is required that a safety net at least 6m high is installed behind each goal. The net should be supported by 4 poles and be constructed of black netting material with 10cm square mesh.



Main tribune

General characteristics

- first floor 3m above the ground
- 2 ramps for access
- seating chairs (total 650 units) and 80 units seats for VVIP
- to be protected from the elements, measuring 50m x 25m supported on truss and lateral towers to the VIP area
- 4 access stairs in the posterior part, one of them being for TV cabin/transmission with perfect visibility
- VIP and VVIP tribune shall be centrally located, separated from other seating sections and with an excellent view of the pitch. It shall seat approximately 80 people. They shall be accommodated in comfortable chairs with easy access to catering and sanitary facilities.
- passenger/service elevator should be provided

Competition area

The competition area is preferably built under the main tribune.

11.6 → Beach soccer players and match officials

Dressing rooms

A total of 4 team dressing rooms shall be available near the players' lounge, the warm-up areas and the playing pitch, as follows:

- minimum size of 5m x 3.5m
- enough place to include 1 massage table
- flooring modules
- sufficient ventilation and lighting (air conditioning may be required)
- fridge for beverages
- bench seating for at least 15 people and clothes-hanging facilities or lockers for at least 15 people

Competition room

A room shall be available in front of the halfway line of the pitch and near to the referees' table and the control room. It shall have the following specifications:

- minimum size of 5m x 3.5m, with direct view of the pitch
- flooring modules
- sufficient ventilation and lighting (air conditioning may be required)
- 3 working positions with table, desk and chair
- fridge for beverages
- security locks



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Referees' dressing rooms

A total of 2 referees' dressing rooms shall be available next to the competition area where the referees will rest between periods. They shall have the following specifications:

- minimum size of 3m x 3m
- flooring modules
- sufficient ventilation and lighting (air conditioning may be required)
- massage table
- fridge for beverages
- security locks

Players' tunnel

The players' tunnel is the place used by players to enter and exit the pitch. It shall have the following specifications:

- 2m wide, located in front of the halfway line of the pitch, beneath the main tribune and connecting the players' dressing rooms with access from both sides of the tribune
- flooring modules

Teams' shower area

1 shower area (with approximately 10-12 showers) shall be built for the exclusive use of the teams and the referees. This area shall be located inside the perimeter of the stadium and close to the dressing rooms and pitch. The privacy of players and referees shall be guaranteed.

Control room

Room located close to the centre of the pitch and next to the competitions room. It shall have the following specifications:

- minimum size of 2m x 3.5m, with direct view to the pitch
- flooring modules
- sufficient ventilation and lighting

Ceremony awards and disc jockey stage

Covered space shall be provided for the event disc jockey and the ceremony awards. Preferably placed under the main tribune. The control room could be used as storage for the disc jockey and for the award ceremony material.

Youth programme room

- minimum size of 5m x 5m and located as close as possible to the pitch area, with quick and direct access to the pitch (a preferred location would be the corner of the pitch)
- flooring modules
- sufficient ventilation and lighting





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Storage for advertising boards

Room for storage of the advertising boards with the following specifications:

- minimum size 2m x 2m and close to the pitch
- flooring modules
- sufficient lighting

VIP and VVIP lounge

Placed at the terrace located in the upper part of the main tribune, the VIP section shall have an ample area to accommodate all VIPs and VVIPs and sufficient space to place tables, chairs and bars for catering.

The VIP lounge should be situated on an upper platform adjacent to the last floor, with a length of approximately 46m and depth of 10m.

Referees' area

A separate seating area with approximately 50 chairs is recommended, avoiding proximity to the teams' tribune.

Facilities/operational areas

Ample space shall be available to accommodate all of the tents/booths listed below. All tents and booths should comply with all applicable building, fire and safety regulations, and be supplied with proper ventilation (air conditioning) and lighting.

Players' lounge

1 area for the athletes' lounge in metallic tubular structure. The players' lounge shall be located away from general public areas and as close to the dressing rooms and warm-up areas as possible, while also meeting the following specifications:

- minimum size of 10m x 10m
- flooring modules
- covering to building with adequate rainwater disposal, measuring 10m x 21m
- fully enclosed for privacy
- enough chairs and couches
- internet connection
- drinks and light food such as fruit
- air conditioning



Volunteers' lounge

A room should be available for the volunteers to relax during the day and should meet the following specifications:

- minimum size of 10m x 10m
- fully enclosed for privacy
- chairs and couches
- air conditioning

Massage room

A massage room/tent shall be located next to the players' lounge and meet the following specifications:

- minimum size of 6m x 3m
- flooring modules
- fully enclosed for privacy
- equipped with massage tables (min. 2)
- air conditioning

Medical facilities and services

This room should be used by players, match officials, the media, VIPs and security personnel.

Position: in the dressing room area and as close to the teams' dressing rooms and the pitch as possible, with easy access to the outside entrance and direct access to emergency vehicles. The doors and corridors leading to this room should be wide enough to allow access for stretchers and wheelchairs.

Minimum size: 20m²

The room should have an examination table; 2 portable stretchers (in addition to those at the pitch-side); a washbasin (hot water); a low foot basin (hot water); a glass cabinet for medicines; a lockable non-glass cabinet; a treatment table and a telephone (external/internal).



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The room should have walls or partitions which enable it to be divided into two when necessary. In addition, the room needs to be equipped with:

- defibrillator with rhythm and patient data recording
- cardiac monitor
- external cardiac pacing
- infusion mounting and system with all equipment for injections and infusions set, including venous indwelling cannulae
- infusion system which is designed to allow administration of fluid warmed to 37°C +/- 2°C
- pressure infusion device, volumetric infusing device
- central vein catheters
- pericardial puncture set
- drug administration equipment
- intubation equipment
- automatic ventilator, stationary oxygen min. 2,000 litres or portable oxygen min. 400 litres, stationary non-manual suction device with minimum negative pressure of 500mm of mercury with a minimum capacity of 1 litre, capnometer, PEEP valve, thorax drainage kit
- immobilisation equipment like vacuum mattress, spinal board, cervical collar-set

Doping control

Every stadium must provide a room for doping control purposes, comprising a waiting room, a working room and a washing facility, all adjoining.

Position: near the teams' and referees' dressing rooms and inaccessible to the public and the media.

Minimum size: 36m² (including toilet, working room and waiting room)

The doping control area should be well ventilated with fresh air; be air-conditioned and centrally heated; have easily cleanable floors, walls of hygienic material, non-slip floors; and be brightly lit.

The working room should have a desk, 4 chairs, a washbasin and mirror, a telephone (external/internal) and a cabinet with a lock for sample bottles.

Toilet area

Position: immediately next to, with direct private access to, the working room, capable of accommodating 2 people. Toilet and sanitary facilities should include 1 WC, 1 washbasin and mirror, and 1 shower.

Waiting room

Position: immediately adjacent to the working room.

The waiting room should have sufficient seating for 8 people, a refrigerator and a television set.



Storage room

The operations/storage room should be located near the stadium and meet the following specifications:

- minimum size of 6m x 6m
- flooring modules
- fully enclosed and preferably lockable to ensure security
- minimum of 4 independent storage rooms

Operations and logistics offices

Operation and logistics offices should be located near to the VIP area. The following facilities are to be provided:

- a secure, lockable room of an area not less than 60m²
- furnished with at least ten (10) working positions consisting of table/desk and chair
- adequate number of internet and telephone lines

Concession tents/booths (food and beverage)

The concession booths should be located near the spectator seating entrances and exits to attract spectator traffic. Typically in a beach soccer event, the food and beverage concession operators are done primarily by “hawkers” selling in the tribunes. Due to the significant infrastructure required to support the demountable seating, it is challenging to erect sufficient amounts of food and beverage concessions to meet the needs of all stadium sectors unless they are erected immediately outside of the stadium.

Accreditation tents/booths

Accreditation tent(s)/booth(s) shall be located near the VIP entrance.

Ticket sales tents/booths

If ticket sales are foreseen, ticket sales tent(s)/booth(s) should be located in the area of the site expected to attract the heaviest flow of traffic. An ample number of on-site ticket sales tents shall be used to ensure that fans can purchase tickets prior to the matches in a timely, efficient manner.

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Toilet and sanitary facilities

Spectator toilets and sanitary facilities

Spectator toilets and sanitary facilities shall be easily accessible at the site. If permanent facilities are not available, portable facilities including disabled accessible facilities shall be utilised. These facilities should be located away from the centre of crowd activity and be in accordance with all local laws and ordinances. There should be ample toilet facilities to accommodate the expected number of spectators. Toilet facilities shall not be within the view of television cameras.

VIP toilets and sanitary facilities

Executive toilets and sanitary facilities for the exclusive use of VIPs should be provided.

Team toilets and sanitary facilities

Toilets and sanitary facilities for the exclusive use of the players should be provided, with easy and direct access from the player dressing rooms and benches.

Training pitch

The training pitch should be located as close as possible to the stadium.

Site access

All entrances and exits shall comply with all building and safety codes.

Public entrance

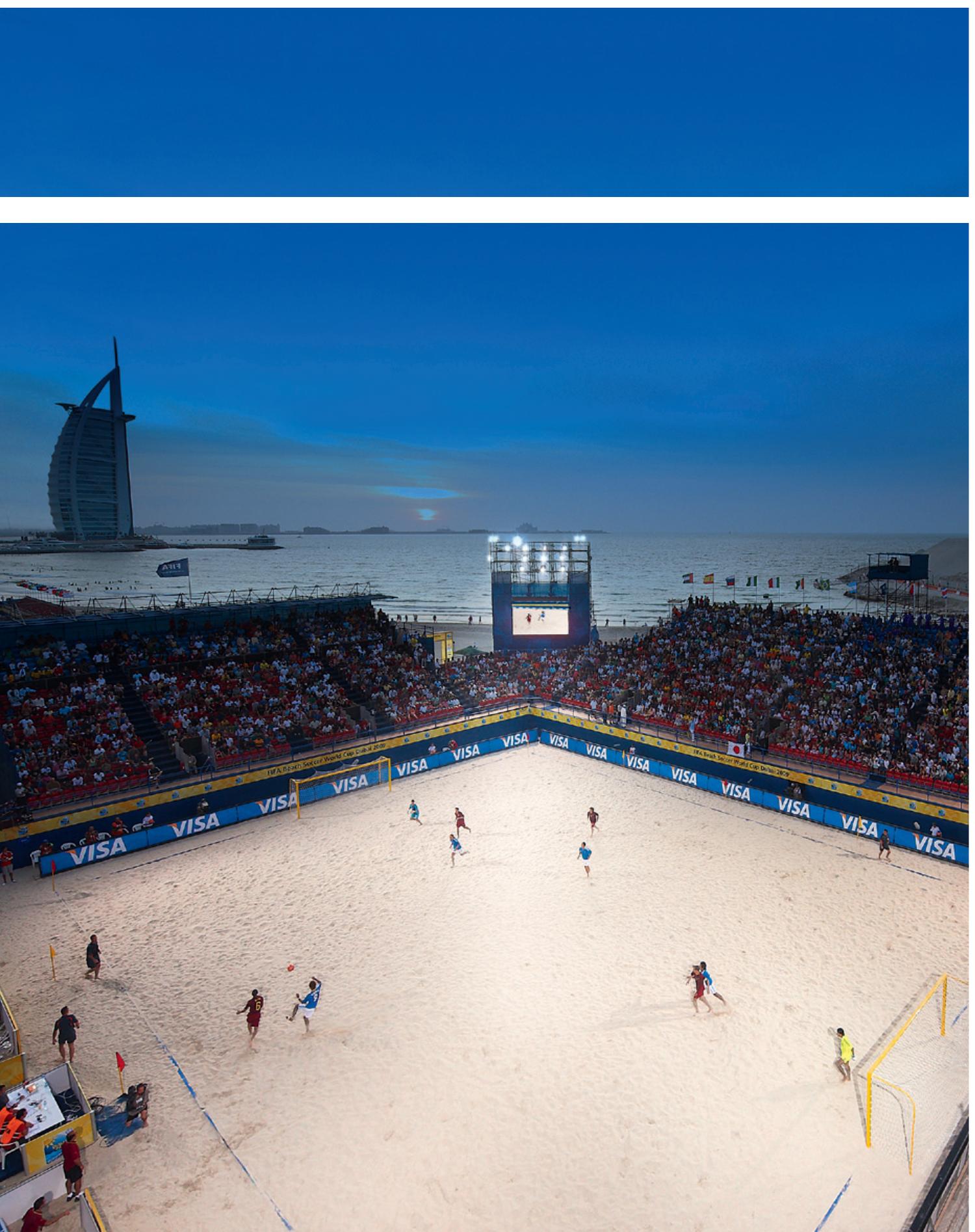
The stadium shall be designed with at least 2 general spectators' entrances/exits to the site and at least 6 entrances/exits for general spectators to access the demountable seating.

VIP

The stadium shall have at least 1 exclusive entrance/exit available for VIPs to access the VIP platform and seating area.

Players

The stadium shall be designed to have 1 exclusive entrance/exit for players to access the players' lounge and seating areas. Due to potential spectator overcrowding, such entrances/exits should be subject to reinforced security measures.



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Futsal and beach soccer

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11.7 → Beach soccer media

Exclusive controlled entrance/exit shall be provided for the accredited media professionals.

International broadcast coordination centre (IBCC room)

The IBCC should be located in the TV compound or in another suitable location in the immediate vicinity of the stadium. The following facilities in the IBCC shall be provided: a secure, lockable room of an area of not less than 30m², furnished with at least 3 working positions consisting of a table/desk and chair.

Working offices

A working space should be set up. The working space should have a sufficient number of electric plugs and should have internet connection (details depending on the size of the event).

Media centre

As a guide, 25 per cent of the total number of positions in the media tribune should be provided as working spaces in the media centre (MC). This number does not include all visiting media and support staff in the MC.

Adjacent to the media tribune, the following temporary structures should be provided:

TV platform

Platform for TV, with length of 10.5m and depth of 3.6m; it shall be independent in order to avoid movements produced by spectators.

TV commentary positions

A minimum of 5 positions are recommended to meet the needs of live broadcasters. These boxes shall have an unobstructed view of the pitch and be equipped accordingly. Please refer to Technical Annex for the FIFA World Cup™.

Photographers

The photographers should be situated as follows: left side of the left-hand bench and right side of the right-hand bench from the perspective of the main stand; and on the left- and right-hand side of the goal posts. They need to stand on a platform to facilitate their work.



TV camera structures

TV camera towers position

The towers shall be designed as follows:

Main camera tower (cameras 1 & 2)

Cameras in the central stand (reserved seating sections) should be situated centrally, at the halfway line. The height and distance from the pitch will be determined by the TV company. The overall dimensions of the space allocated for the main cameras should be a minimum of 3m x 8m. The structure shall be totally independent of the rest of the structure in order to segregate it from the VIP spectators.

Crane camera tower (outside the stadium)

Raised camera platform large enough to place a crane camera on the far exterior right-hand corner of the stadium. The size, exact location and layout of the platform shall be decided by the event organiser and the TV company.

Tower for giant screen

2 towers for the giant screen in metallic tubular structure. The giant screen will have at least the following characteristics: width: 4.2m; depth: 3.15m; access by external stair secured with safety rings.

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
1 Field of play						
	1.01	Pitch	1	45	1,036	37 x 28
	1.02	Pitch quality	1	45	1,036	37 x 28
	1.03	Players' tunnel	1	90	90	2 x 45
	1.04	Substitutes' bench	2	10	5	10 seats x 0.5m
	1.05	3 rd referee/timekeeper's table	1	4	4	4 seats x 1m
	1.06	Photographers' positions	4	15-30		
	1.07	Players' warm-up area	2	7	10	2 x 5
	1.08	Advertising board pitch perimeter	3	99	99	
	1.09	Scoreboards	2			
	1.10	Video screens	1		15	5 x 3
	1.11	Interior stadium bowl flags				
	1.12	Floodlights	TBD			
2 Technical area beneath main stand						
	2.01	Teams' dressing rooms	4	16	17.5	5 x 3.5
	2.02	Showers	1	10	20	10 x 2
	2.03	Referees	2	5	9	3 x 3
	2.04	Entertainers/ceremonies changing room	1	8	20	4 x 5
	2.05	Technical control room	1	2	9	3 x 3
	2.06	Youth programme changing room	1	20	25	5 x 5

1 Area
 2 FIFA location designation
 3 Quantity of spaces required
 4 Anticipated occupants
 5 Placement within stadium

TBD To be determined, negotiated between FIFA and the local organiser

FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Locations	Comments
	Overall pitch and auxiliary area: length: 45m, width: 38m
	The surface is composed of sand, is level and free of pebbles, shells and any other objects which could injure the players. The sand must be fine and at least 40cm deep. It must be sifted until suitable for play, must not be rough or contain pebbles or any other dangerous elements. However, it must not be so fine as to cause dust that sticks to the skin.
Under main stand	2m wide, located in front of the halfway line of the pitch, beneath the main tribune and connecting the players' dressing rooms with access from both sides of the tribune.
Main stand side. Right and left of halfway line	15 seats (7 substitutes and 3 officials). Distance between bench and touchline is 1.5 to 2m depending on stadium layout.
Main stand side	Positioned off the pitch, level with the halfway line and on the same side as the substitution zones and at a distance of 1m-3m from the pitch. It should be equipped with a suitable chronometer, the necessary equipment to make acoustic signals, as well as a connection to the central clock/scoreboard.
Goal side and touchline on main stand side	No chairs are necessary
Goal side	The area where the substitutes warm up during the match. Behind each substitutes' bench, an area of 5 x 2m should be kept free. These areas should be slightly displaced to the sides, so as not to disturb the operations at the centre of the pitch.
Service tunnel	The advertising boards should be connected to both normal and emergency power supply to operate mechanical or electronic system. Advertising boards normally have a height of 70-90cm. The minimum distances between the boundary lines of the pitch and the advertising boards should be: <ul style="list-style-type: none"> - On the touchline opposite the tunnel: 2.5-3m - Behind the goal lines: 2.5-3m
Pitch	The stadium should have 2 scoreboards with clock included: <ul style="list-style-type: none"> - one to be placed in one corner of the pitch, facing the main camera (the big screen can be used as scoreboard/clock in that case) - one to be placed under the main tribune, facing the grandstands
	A second screen can be installed towards the outside for extra spectators
	Sufficient space to accommodate a minimum of seven flags opposite the main stand, five flags behind each goal and one flag above the main stand.
	The floodlights are for the illumination of the field of play, yielding a shadowless environment and in accordance with FIFA TV requirements. Please refer to the Technical Annex. To be decided as per the match schedule.
Beneath main stand	17 chairs, clothes-hanging facilities or lockers for at least 17 people, a refrigerator, 1 massage table.
Near main stand	
Beneath main stand	Clothes-hanging facilities or lockers for 5 people, 5 chairs or bench seating for 5 people, a refrigerator.
Main stand	
Beneath main stand	This is the location from which hall audio operations are controlled and requires power and data points. Incorporate noise reduction elements into the design. Pitch sight needed to communicate with the commentator.
Main stand	

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
3 Medical facilities						
	3.01	Stretcher-bearers' and medical team	1	6	6	12
	3.02	First aid and treatment room	1	8	29	4 x 5
	3.03	Medical officer	1	2	incl. 3.02	
4 Doping control						
	4.01	Waiting room	1	8	16	16
	4.02	Medical office	1	4	12	12
	4.03	WC	1	2	4	4
5 FIFA offices and meeting rooms						
	5.01	General coordinator/match commissioner's office	1	2-3	20	4 x 5
	5.02	Player escort room/youth programme	1	60		100
	5.03	FIFA media officer	1	8	30	3 x 10
	5.04	FIFA TV	1	6	3	3 x 10
	5.05	FIFA IT room/disciplinary room	1	3	16	4 x 4
	5.06	FIFA hospitality office	1	1-2	25	25
	5.07	FIFA Competitions	1	3	16	4 x 4
	5.08	FIFA general coordinator	1	3	16	4 x 4
	5.09	Technical Study Group	1	4	16	4 x 4
	5.10	Referees committee member/assessor/video specialist	1	4	16	4 x 4
	5.11	FIFA Marketing	1	5	20	5 x 4
	5.12	FBSSL Competitions	1	6	24	6 x 4
	5.13	FIFA Directors	1	4	16	4 x 4
	5.14	FIFA IT server room	1		8	2 x 4
	5.15	FIFA Logistics	1	2	40	10 x 4
	5.16	FIFA offices – office services (printer, fax, photocopier)	1		6	3 x 2
	5.17	Meeting room (crisis management)	1	5	25	5 x 5
6 LOC offices and meeting rooms						
	6.01	LOC event manager/assistant	1	2	16	4 x 4
	6.02	LOC stadium manager/construction manager/technical director	1	4	16	4 x 4

1 Area
 2 FIFA location designation
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 5 Placement within stadium

TBD To be determined, negotiated between FIFA and the local organiser

FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

<i>Locations</i>	<i>Comments</i>
Pitch	Close to one players' bench – the position for the medical personnel on the pitch.
Dedicated tent	With easy access to the outside entrance directly to emergency vehicles. The doors and corridors leading to this room should be wide enough to allow access for stretchers and wheelchairs. Used for players, match officials, media and security personnel working close to the pitch.
Dedicated tent	The area where players wait to be tested. Connected to the waiting room and the medical office. Air-conditioned and well ventilated.
Dedicated tent	Close to the teams' and referees' dressing rooms and inaccessible to the public and the media.
Dedicated tent	Toilets must be linked to the medical office and large enough for two people.
Under main stand	
Media centre	8 working positions (8 tables and 8 chairs)
Media centre	6 working positions (6 tables and 6 chairs)
FIFA offices	3 working positions (3 tables and 3 chairs)
West stand	
FIFA offices	3 working positions (3 tables and 3 chairs)
FIFA offices	3 working positions (3 tables and 3 chairs)
FIFA offices	4 working positions (4 tables and 4 chairs)
FIFA offices	4 working positions (4 tables and 4 chairs)
FIFA offices	5 working position (5 tables and 5 chairs)
FIFA offices	6 working positions (6 tables and 6 chairs)
FIFA offices	4 working positions (4 tables and 4 chairs)
FIFA offices	
FIFA offices	2 working positions (2 tables and 2 chairs)
FIFA offices	Colour printer, 1 BW printer, fax, 1 photocopier
Main stand building	1 big table and 10 chairs
LOC offices	2 tables and 4 chairs, 1 TV
LOC offices	4 working positions (4 tables and 4 chairs)

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
6 LOC offices and meeting rooms						
	6.03	LOC IT coordinator/logistic/security	1	4	16	4 x 4
	6.04	LOC marketing manager/signage/hospitality/catering	1	4	16	4 x 4
	6.05	LOC infotainment manager/entertainment/ceremonies	1	4	16	4 x 4
	6.06	LOC transportation manager/accommodation	1	2	12	3 x 4
	6.07	LOC media officer	1	1		
	6.08	LOC accreditation manager	1	6	24	6 x 4
	6.09	LOC medical officer	1	4	24	6 x 4
	6.10	LOC spare office	1	6	24	6 x 4
	6.11	LOC volunteer centre	1	20	24	6 x 4
7 Access control points						
	7.01	Match day ticketing office	2	2	4	2 x 2
8 Retail shops – food						
	8.01	Merchandise				
9 Hospitality areas – stadium						
	9.01	Skyboxes/hospitality suites	12-20	6-10		optional
	9.02	Business seats	according to programme and sales	TBD		optional
	9.03	Commercial hospitality seats lounges – semi-final	1	TBC		optional
	9.04	VIP lounge – opening and final	1	700		TBD
	9.05	VVIP lounge – opening and final	1	80		TBD
	9.06	VIP kitchen	1		TBD	according to capacity
	9.07	Commercial hospitality kitchen	1		TBD	according to capacity
	9.08	VIP flash interview	1			TBD
	9.09	VIP reception desk	1	4		
	9.10	VVIP reception desk	1	4		TBD

1 Area
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FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Location's	Comments
LOC offices	4 working positions (4 tables and 4 chairs)
LOC offices	4 working positions (4 tables and 4 chairs)
LOC offices	4 working positions (4 tables and 4 chairs)
LOC offices	3 working positions (3 tables and 3 chairs)
Media centre	
tbc	6 working positions (6 tables and 6 chairs)
Medical tent	
LOC offices	
LOC offices	Sofas, TV, internet corner and coffee machine
Next to accreditation	
All public zones	
	20 skyboxes minimum for opening, semi-finals and final; other matches: 12 skyboxes. Appropriate dedicated toilets, stairs and lifts are essential for commercial hospitality (for ease of access). One TV per skybox.
West stand and/ or east stand	
West stand and/ or east stand	
VIP tribune	
VVIP tribune	Segregated area for VVIPs, special seats – 1.8m, 1 TV monitor, decoration – plants and flowers.
Next to lounges	
VIP tribune	
VIP tribune	Used by protocol
VIP tribune	Used by protocol

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
10 Hospitality areas – within stadium perimeter						
	10.01	Commercial affiliate hospitality village	1	TBD	5 to 5.6m ² per occupancy	based on order and capacity
	10.02	Commercial hospitality	1	TBD	4.6m ² per occupancy	based on order and capacity
11 Media interview areas						
	11.01	Multilateral flash interview	2	4	6	3 x 3
	11.02	Unilateral flash interview	2	4	6	3 x 3
	11.03	Presentation studio				8 x 5
	11.04	TV studio – FIFA interview studio				8 x 5
	11.05	Mixed zone	1	60	60	10 x 6
12 Press conference room						
	12.01	Press conference room	1	60-100	60	10 x 6
	12.02	Head table	1	6	incl. 12.01	
	12.03	Interpreting booths	2	2-4	incl. 12.02	
	12.04	Camera platform	1	1	incl. 12.03	2 x 10
13 Media areas – tribune						
	13.01	Desk positions	1	80	TBD	TBD
	13.02	FIFA.com and observer seats	8	8	8	8 x 1
	13.03	Commentary positions	8	8	32	16 x 2
14 Main media centre – stadium media centre						
	14.01	Welcome desk	1	1	2	2 x 1
	14.02	Refreshment area	1	80	TBD	TBD
	14.03	Pigeon holes	25	25	TBD	TBD
	14.04	Media work desks	30	30	60	30 x 2
	14.05	Lockers	10			
	14.06	Offices – editors/Media Channel/FIFA.com	1	8	16	8 x 2
15 Broadcast compounds						
	15.01	Broadcast compound	1		350	350
	15.02	FIFA, FBST, HBS office space	1	2	30	6 x 5
16 Broadcast areas						
	16.01	Commentary control room				
	16.02	Announcer platform				
	16.03	Rate card technical areas				

1 Area
 2 FIFA location designation
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 5 Placement within stadium

TBD To be determined, negotiated between FIFA and the local organiser

FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Locations	Comments
300m from centre of stadium	
300m from centre of stadium	
Players' tunnel	Near tunnel entrance. Cable pathways to be identified. Technical and domestic power.
Players' tunnel	Near tunnel entrance. Cable pathways to be identified. Technical and domestic power.
Main stand	TBD
Close to dressing room area	TBD
Players' exit	Between dressing room and players' buses. Size and layout to be finalised.
Main stand	
Main stand	
Main stand	FIFA official languages are: Spanish, French, English, German
Main stand	
VIP tribune	Independent access from VIP
VIP tribune	Independent access from VIP
VIP tribune	Each box 2.2m
Media centre	
Media centre	
Media centre	
Media centre	4 to 6 of them with computer. The rest with internet access
Media centre	Size of lockers (trolleys for photographers)
Media centre	8 working positions
TBD	incl. portacabins, water-borne sewage, cable bridge – cables and broadcasters, on flat ground, truck access, portacabins by LOC – 300m ² to HBS
In broadcast compound	
	quite likely not needed, TBD
	quite likely not needed, TBD
	quite likely not needed, TBD

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Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
17 Camera positions						
	17.01	Camera 1 & 2	2	2	20	2 x 10
	17.02	Camera 3	1	1	6	2 x 3
	17.03	Camera 4 & 5	2	2	6.25	2.5 x 2.5
	17.04	Camera 6	1	1	22.5	2.5 x 9
	17.05	Camera 7	1	1	24	3 x 8
	17.06	Camera 8	1	1	6.25	2.5 x 2.5
	17.07	Camera 9	1	1	6.25	2.5 x 2.5
	17.08	Camera 10	1	1	–	–
	17.09	Camera 11	1	1	6.25	2.5 x 2.5
	17.10	Camera 12	1	1	6.25	2.5 x 2.5
	17.11	Camera 13	1	1	6.25	2.5 x 2.5
	17.12	Camera 14	1	1	6.25	2.5 x 2.5
	17.13	Camera 15	1	1	6.25	2.5 x 2.5
	17.14	Unilateral camera position	3	3	15	2.5 x 6
	17.15	Unilateral camera position	3	3	15	2.5 x 6
	17.16	Unilateral camera position	3	3	15	2.5 x 6
	17.17	Unilateral camera position	3	3	15	2.5 x 6
18 Spectator areas						
	18.01	Food and beverage concessions	TBD	TBD	TBD	TBD
	18.02	Commercial display – partner	6		600	100
	18.03	Commercial display – supporter	6		300	50
	18.04	Commercial display – host city	1		100	100
	18.05	Commercial display – LOC	1		100	100
	18.06	Official licensed product concessions A	6-10	TBD	18	6 x 3
19 Ceremonies						
	19.01	Changing rooms	1	10	12	4 x 3

1 Area
 2 FIFA location designation
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 5 Placement within stadium

TBD To be determined, negotiated between FIFA and the local organiser

FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Centre line – west stand	Optimal viewing of 23 degrees to the horizontal from main camera platform to near touchline. Construction should be solid and free from vibration (including the reaction of fans). No obstructions to a clear line of sight up to and beyond all four corners of the pitch and the back of the goals.
Between benches	No platform needed
Steadycam next to benches	Platform 2.5 x 2.5
Crane camera behind left goal	Crane cam approx. 9m long
Far exterior right-hand corner	Raised camera platform large enough to place a crane camera on the far exterior right hand corner
Behind goals	Super slomo camera on platform
Raised on south stand	
Moving	Handheld camera incl. flash interviews
Reverse angle for bench	Platform 2.5 x 2.5
Beauty, up in the corner	Beauty shots camera only, location TBC
Raised on north stand	
Raised reverse angle	High in tribune. Platform 2.5 x 2.5 needed
Behind goals	Super slomo camera on platform
Behind right goal – left	
Behind right goal – right	
Behind left goal – left	
Behind left goal – right	
Stadium perimeter	
Stadium perimeter	Each partner has 100m ² (x 6), each national supporter has 50m ² (x 6) and charity campaigns – discussions needed to be had. Power supply, access to water supply and waste facilities, food & beverages concessions, surface needs to be level, drainable and rigid.
Stadium perimeter	
Stadium perimeter	
Stadium perimeter	
Internal stadium perimeter	Size and quantity is dependent on the event hosted (opening and final matches)
Main stand	Ceremony requirements will be decided when the ceremony concept is available, 5 additional camera positions may be used for opening and closing ceremonies

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→ Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
20 Accreditation centre						
	20.01	Queuing area	1	20		
	20.02	Welcome desk	1	1		
	20.03	Print station	1	4		
	20.04	Head accreditation office	1	2	8	2 x 4
	20.05	IT position	1	1	TBD	TBD
21 Public address systems						
	21.01	Sound control room	1		8	2 x 4
22 Service compounds						
	22.01	Volunteer rest area	1	200	200	200
	22.02	Security assembly area	1			
	22.03	Waste removal	1			
	22.04	Partner/sponsor/supplier	tbc			
	22.05	Food & beverage storage				
	22.06	Back-up generator	4			
23 LOC signage						
	23.01	LOC office				
	23.02	Storage				
	23.03	Work area				
24 Parking facilities						
	24.01	Team coach drop-off	1			
	24.02	Team car parking	1			TBC
	24.03	VIP drop-off	1			TBC
	24.04	VVIP drop-off	1			
	24.05	FIFA staff drop-off	1			TBD
	24.06	VVIP cars	20		TBD	TBD
	24.07	FIFA partner	18		TBD	TBD
	24.08	FIFA staff	20		TBD	TBD
	24.09	LOC parking	TBD		TBD	TBD
	24.10	TV broadcaster parking – other	4		TBD	TBD

1 Area
 2 FIFA location designation
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 5 Placement within stadium

TBD To be determined, negotiated between FIFA and the local organiser

FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Locations	Comments
Outside turnstiles	
Back of house	Used by Coca-Cola and other food & beverage storage. Buffer product to avoid running out of stock: 30% of stock e.g. 6,000 seat = 9,000 units + 3,000 (buffer units) = 12,000 units.
Back of house	
Back of house	
Back of house	
Back of house	
Players' entrance	
Out of stadium	
VIP entrance	
VVIP entrance	Dedicated drop-off with direct access route to VIP lounge by dedicated lift/stairs
FIFA/LOC entrance	
Close to VVIP entrance	
Close to VVIP entrance	
FIFA/LOC entrance	
FIFA/LOC entrance	
	Outside broadcasting area

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Futsal and beach soccer

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
25 Transportation areas						
	25.01	Airports				
	25.02	Rail stations				
	25.03	Coach drop-off				
	25.04	Park and ride				
	25.05	Spectator parking				
26 Official hotels						
	26.01	FIFA staff hotel	TBD			
	26.02	LOC hotel	TBD			
	26.03	Teams' hotel	TBD			
	26.04	Referees' hotel	TBD			
	26.05	FIFA VVIP guests hotel	TBD			
27 Training venues						
	27.01	Pitch	1			27 x 38
	27.02	Security fences				
	27.03	Warm-up area	2			27 x 38
28 LOC fan parks						
	28.01	VIP area				
29 Scoreboards/video screens						
	29.01	Video screen 1	1			
	29.02	Video screen 2 (optional)	1			
	29.03	Scoreboard 1	1			
	29.04	Scoreboard 2	1			
30 Flag poles						
	30.01	National flags	16			
	30.02	FIFA flags	1			
	30.03	FIFA Fair Play flags				
	30.04	UN flags				
	30.05	Confederation flags				
	30.06	IOC flags				

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Category ¹	Category number	Space name ²	Number ³	Occupancy ⁴	Requested area (m ²)	Size
31 Ticketing centre (TBC)						
	31.01	Welcome desk	TBD			
	31.02	Front office	1	2	10	5 x 2
	31.03	Queuing area	1			
	31.04	Troubleshooting area	1			
	31.05	Venue manager office	1	2		
	31.06	Secure storage				
32 Volunteer centre						
	32.01	Rest area	1		40	incl. in (LOC areas)
33 IT technical areas						
	33.01	Primary technical area 1	1		30	incl. in (FIFA offices)
34 Others						
	34.01	Central logistics warehouse			20	10 x 2
35 Ticketing kiosk						
	35.01	Ticketing kiosk in the city	TBD			TBD

1 Area
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FIFA BEACH SOCCER WORLD CUP SPACE REQUIREMENTS

Locations	Comments
	2 people at desk positions
	Depends on whether it is decided to do over-counter sales but to be included in back room which should be secured (ticket stock/safe)
Outside perimeter	IT installation and temperature control
	Installation of ticketing kiosks at selected places

12 → Temporary facilities





Infrastructure required for the FIFA World Cup™ can comprise both permanent and temporary installations and a combination of both.



12



Temporary facilities

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12.1 → Event facilities

Infrastructure required for the FIFA World Cup™ can comprise both permanent and temporary installations and a combination of both. For example, a stadium media centre or stadium accreditation centre could be a tent structure or integrated into an existing building adjacent to the stadium. However, these buildings may require refurbishment in order to meet the operational, safety and aesthetic requirements of the event and it is advisable for stadium owners to budget adequately for this undertaking. When handled in a considered manner, temporary architecture has the advantage of being mobile, adaptable, lightweight and cost-effective.

Event facilities include temporary products such as demountable seating, tents, platforms, ramps, cable and pedestrian bridges and signage; and services, such as electrical and mechanical services, waste water, ventilation and air conditioning.

12.2 → Event experience

General

All stadium venues should be separated into front-of-house and back-of-house areas, around a seating bowl and associated field of play.

Front of house (FOH)

The venue's front-of-house area is the domain of the spectators and accommodates all of their needs at the venue entrance. The entrance to the stadium includes the security and ticket inspections, holding areas, circulation concourses, merchandise kiosks, concessions and toilets and sanitary facilities.

The FOH component of the venue is the area the spectator has reached after proceeding through the spectator entry point and/or security screening and ticket rip. The FOH is comprised of three main sections: the area outside the venue and leading to the venue; the concourse that contains spectator services; and the spectator seating area.

The concourse areas consist of open space where spectators are free to move around at their leisure throughout the period of the event. These areas allow reasonable circulation for a large number of people. A concourse area may be required both outside and inside the secure perimeter, depending upon the size of the stadium venue.

Shade/shelter and rest seating for spectators accessing both indoor and outdoor venues may be required, depending upon site context.



Back of house (BOH)

The venue's back-of-house areas accommodate the multiple accredited user groups such as the players, competition management, FIFA officials, VVIPs and VIPs, media, broadcast, workforce and security.

The back-of-house component of the venue is defined as those areas of the venue designed to support the operation. Typically located out of the view of the public, access to the BOH areas is restricted to those individuals with the appropriate accreditation.

General accredited zones are designated areas within a venue that limit participants' access to areas they need to go to perform their support functions and keep unauthorised persons out of reserved areas (see FIFA World Cup™ space requirements document for details).

The broadcast compound area support the broadcast operations at the stadium. They are located in close proximity and with easy access to the media and broadcast facilities in the main tribune.

Seating bowl

Seating capacities for FIFA World Cup™ events may be higher than for the legacy use of the stadium. Safe, lightweight and fully integrated demountable seating systems can be deployed to increase capacity for the event. This seating can then be removed after the event.

12

→ Temporary facilities

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Diagram 12a:
Temporary infrastructure

- Outer perimeter
- Inner perimeter
- AP Access point



12.3→ Demountable structures

Kit of parts

The kit of parts approach to temporary infrastructure seeks to capture all the requirements of the FIFA World Cup™, ranging from the stadium structures, back-of-house areas and spectator facilities through to entertainment zones. The kit of parts should be consistent in terms of the aesthetic and operational approach across all FIFA World Cup™ stadiums.

The kit of parts should include the following elements:

Stadium seating

Commentary position: temporary build-out within the seating bowl for broadcast commentators

Camera platform: temporary platform built to accommodate TV cameras

Media position: temporary build-out within the stadium bowl for media

Video screens: video replay and sports presentation device within the seating bowl

Demountable seats: safe, lightweight, fully integrated seating system to increase stadium capacities with seats that tip up to allow spectator circulation

Vomitory: means of access into seating bowls from the concourse area

Scaffold, decking and grid structures

Decking: decking platform applied to the exterior of portable cabin units to minimise the amount of ramps and steps required in clusters of cabin units

Lift: platform or hydraulic multi-storey temporary lift for wheelchair circulation and event operations

Pedestrian/cable bridge: used to allow circulation over areas of heavy pedestrian/vehicular traffic

Ramps: access to seating tiers, concession cabins, toilets and sanitary facilities for wheelchair users and maintenance operations. To include vehicle ramps that bridge grade separation

Stairs: temporary solutions for multi-storey vertical circulation

Steps: temporary steps for access to cabins, platforms, etc.

Hard-wall structures (cabin/container)

Concession stand: food and beverage cabin

Merchandise stand: merchandise retail cabin unit

Generic: cabin that may be utilised for office space, ticketing, changing areas, etc.

Storage: cabin or container for general venue storage requirements

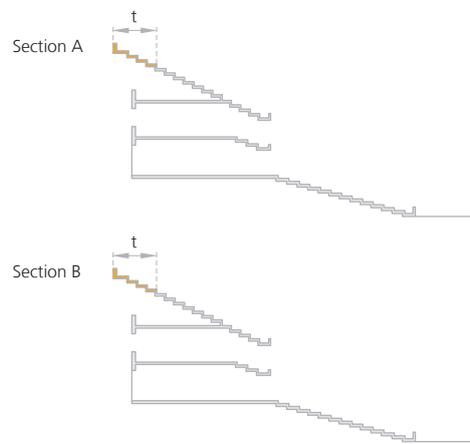
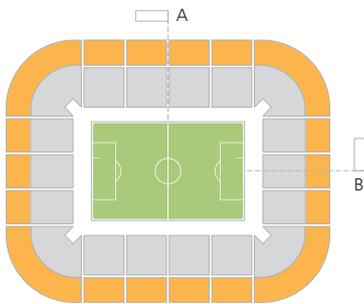
Toilets and sanitary facilities: toilet cabin units inclusive of units for disabled people

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Option A



Option B

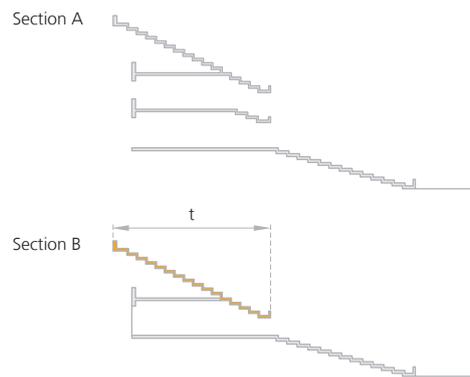
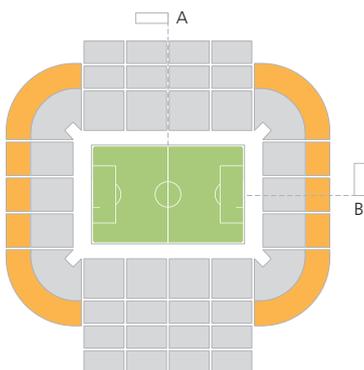


Diagram 12b:
Temporary seating

- t Demountable seating
- Demountable seating
- Permanent seating



Tent and fabric structures

The architectural strategy for all tents shall use standard modules of small span portal tents, carefully arranged to provide visual consistency and coherence:

Larger tents: the module is simply repeated to create the desired size rather than the tent span being increased, unless (rarely) there is a very particular reason for a column-free space

Layout: the modules are arranged with gables arrayed in one direction to create visual impact. The other sides of the tent may have vertical elements to provide solar shading and for further visual effect

Height: where combined together, modules are of identical height, unless there are strong reasons for one element to be taller, e.g. to introduce light or air flow at the centre of an array or to mark an entrance

Cabins: complex elements such as kitchens, plant and equipment are delivered in separate cabins or modular enclosures decoupled from tent structures covering them; such modules may form the perimeter walls of the tent

Canopies

These are lightweight structures to provide shade and shelter over security screening facilities and rest areas along a pedestrian route.

Utilities integration

HVAC: air conditioning units need to be provided where naturally ventilated comfort cooling or air movement cannot be achieved.

Air conditioning or heating will be required in all hospitality areas. Acceptable temperatures range from 20.0 to 25.5 degrees Celsius (68 to 78 degrees Fahrenheit) at all times. A controllable thermostat should be provided within each structure.

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Electrical power

Electrical power shall be provided as needed to support the activity within each temporary structure. Final electrical loads shall be determined by actual code requirements based on final design.

Water/waste containment: effluent tank associated with toilet units

Water storage: grey water and potable water storage

Fuel storage: fuel store associated with power

Generators: mobile unit that will provide event temporary or back-up power generation

Masts: telecoms mast in back-of-house areas

Cable bridge: scaffold bridge solution to enable multiple cables to cross areas of heavy traffic

Cable containment: containment/covering device to manage cable, utility drainage, water supply, etc.

Fencing and barriers

Secure perimeter: found at all entry points to the venue, defines the site perimeter of the venue

Internal: spatial subdividing fence for internal use

Concrete barricade: concrete barricade located towards venue entry points to enhance security

Water-filled barricade: vehicle management barricade

Metal barricade: pedestrian circulation and crowd management control device

Tenser/rope and stanchion: pedestrian circulation and queuing management

Circulation balustrades: found on stairs, ramp and other horizontal and vertical circulation devices

Seating balustrades: special handrails found within the seating bowl itself

Furniture, fittings and equipment

Wayfinding

Beacon/tower: oversized wayfinding object to guide people in large crowds during the day and night

Info board: human scale board with map and directional information

Signage: statutory and wayfinding signage

ATM: cash machine provided by others



Street furniture

Bike racks: situated front of house, outside of the venue and on the perimeter; for storing bicycles, which are not allowed into the venue

Bins: recycling, general waste, dumpsters, etc.

Flag poles: pole for raising the flags

Lifeguard chairs: traditional devices to elevate volunteers for the purpose of crowd management

Loose furniture, fittings and equipment: benches, seats, tables, chairs, storage devices, etc.

Look application: application of “look” items such as banners, scrim, logos, and sport pictograms within the stadium and precinct

Awards podium: for presentations to teams and individuals

Retractable tunnel: pitch entry tunnel for athletes, competition management, etc.

Flags: ceremony, host city and FIFA flags within the seating bowl for ceremony purposes

12



Temporary facilities

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Lighting

Architectural: entrances, venue approach, illumination of venue architecture

General lighting: general safety and task lighting, both internal and external in the back-of-house areas

Field of play/pitch: sport- and broadcast-specific lighting to illuminate the field of play

Seating: lighting to illuminate the seating within the venue competition bowl, in cases where there is demountable seating used for the event

Surface treatments

Carpet: recyclable/reusable carpet in high quality areas such as media centres, lounge areas, and sponsor pavilions

Non-slip vinyl: durable surface used in wet areas such as concessions and players' dressing rooms

Non-slip plywood: surface associated with the demountable seating

Artificial turf: for warm-up areas and other locations as required

Gabions: wire cages filled with a variety of materials, from rocks to crushed cans, for earth retention, seating and stanchion stability

Potted plants small: likely internal use of small potted plants

Potted plants large: external use for trees in pots or surrounded by gabions to provide seating

Vegetation: used to cover unsightly fences in high-profile areas such as spectator front-of-house areas as well as VVIP/VIP and players' routes in back-of-house areas

Feature: water and light features such as fountains and sculptures

Bark chip: used to fill gaps between temporary roads and paths and the existing ground condition

Reinforced grass: standard product applied to grass to protect areas that will likely see heavy crowd flow or vehicular traffic

Tarmac: road surface for external transportation areas

Temporary path: internal venue use to protect existing ground surfaces i.e. gravel or interlocking plastic ground cover

Temporary road: internal venue use for high traffic flow areas, to protect existing ground surfaces



12.4→ Event facilities – sustainability

Selection of the materials and components used to create temporary facilities is crucial with respect to sustainability.

Selection of materials

Materials should be selected with the following sequence of objectives in mind:

- zero waste to landfill
- protection of human health and the environment
- minimisation of embodied energy

Material quantity

At the heart of any materials management programme is the need to reduce the quantity of materials required to satisfy the project. This must be the first consideration.

Recycling

Recycling is also an important consideration. Recycling involves the processing of a material to put it back into productive use. This can involve:

For more on Green Goal, see Chapter 1.

- 1. Upcycling:** the process of converting unwanted items into new materials or products of better quality or a higher environmental value.
- 2. Downcycling:** the process of converting unwanted items into new materials or products of lesser quality and reduced functionality.
- 3. Composting:** the process by which unwanted items that meet a certain specification degrade under aerobic or anaerobic conditions to create a product which can be put to beneficial use.

Reuse

Where possible, select materials that can be readily re-used. Some of the strategies for improving the reuse of materials include:

- returning materials to suppliers for cleaning, testing and resale
- designing systems for dismantling with plug and socket connections and mechanical fixings
- using popular materials which will have a greater reuse

Passive energy design

Wherever possible, attempt to use the principles of passive energy design for temporary structures. Passive building technologies must be employed to avoid a plethora of cooling systems with consequential cost, energy and materials implications.

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→ Temporary facilities

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Passive technologies include:

- flying roof
- thermal mass
- shading
- open spaces with good air flow

Design of temporary structures

Design of temporary structures should recognise that significant material reductions are possible through selecting materials and systems that reflect the temporary nature of the event. Examples include:

- settlement criteria for temporary structures can be relaxed
- road surface durability factors can be reduced
- requirements for heating will be minimal
- solar control to avoid overheating must be considered
- building regulations dispensations are possible
- most systems will operate 24/7 for the duration of the event and so variable volume and complex seasonal control systems are irrelevant

Use of materials

The event period allows the use of materials in their basic form, ensuring the potential for maximum disassembly, reusability and recyclability.

Examples of this strategy include:

- avoidance of paint, foil or laminate finishes to timber, steel, etc.; use of materials in raw form
- avoidance of plastering partitions and walls; use of self-finished materials
- use of raw concrete or timber floor surfaces and avoidance of carpets, vinyl, etc.
- avoidance of laminate paper or card signs, leaflets, etc.; use of recyclable card
- avoidance of self-adhesive vinyl graphics; use of simple mechanical fixings

Event operation

The operation of the event can reduce energy consumption. For example, it is possible to consider the use of additional staff to support operational requirements. Supervision by event staff can be used to eliminate some typically automated systems that we would find in a normal building environment.

Legacy

Where temporary facilities create long-term value, the item may remain in place as part of the legacy of the event. Items where this is possible must be carefully considered because their design criteria will change to those of a permanent nature. Items may include street furniture, underground services, drainage and utilities, and kiosks.

Temporary facilities

In delivering a FIFA World Cup™ competition, it is common to utilise permanent and temporary structures. However, all proposals for temporary structures must be reviewed and approved by the relevant FIFA authority to ensure that these structures are compliant.



Football Stadiums

Space requirements →

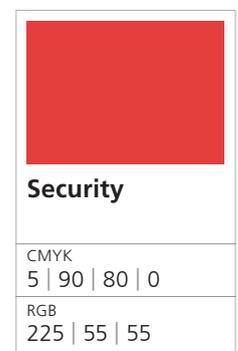
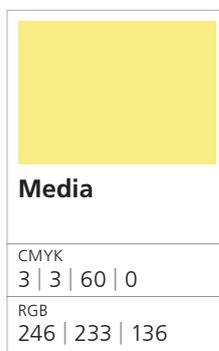
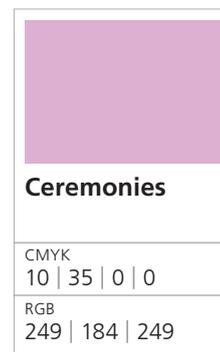
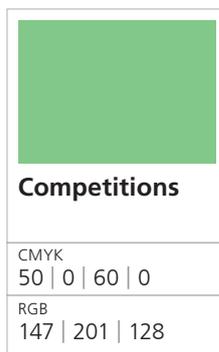
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Sorted by department page 350

Please note that the data contained herein and in the *Football Stadiums Technical Recommendations and Requirements* remain subject to specifically agreed terms and conditions as set forth in the relevant hosting agreement, the stadium agreement and further annexes hereto and as modified and/or enhanced by FIFA from time to time so as to reflect any technological, commercial, operational or infrastructural developments necessary to produce and deliver a FIFA World Cup™ to the highest international standard.

FIFA colour codes

The following colour codes are to be incorporated in all stadium architectural and computer-aided design (CAD) drawings for the FIFA World Cup™. The allocation of spaces noted within stadium drawings must highlight the area using the appropriate departmental colour codes listed below. Proposed variations to the established colour codes require FIFA's approval, in writing.



FIFA WORLD CUP™ SPACE REQUIREMENTS

FIFA colour code



V/VIP Protocol

CMYK	60 30 0 0
RGB	106 160 213



Ticketing

CMYK	50 0 35 0
RGB	143 210 184



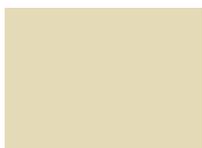
Commercial Display

CMYK	0 35 60 0
RGB	250 185 117



Concessions

CMYK	5 35 50 0
RGB	238 185 140



Spectators

CMYK	10 10 30 0
RGB	232 221 185



Medical

CMYK	20 75 55 5
RGB	194 90 90



Volunteers

CMYK	15 15 3 0
RGB	217 211 227



Logistics

CMYK	30 25 20 0
RGB	186 186 186

FIFA accreditation zones

The following is a list of FIFA accreditation zones which identifies the access privileges required on the accreditation badge to enter departmental spaces. During the stadium planning, construction and operational phases, the accreditation zones and enforcement process should be indicated in the stadium drawings. The accreditation operational plan, developed by the local organiser and approved by FIFA, must detail the stakeholders' access privileges, devices, enforcement procedures, policies and procedures.

Zone	Area	Details
Zone 1*	Field	<ul style="list-style-type: none">– Pitch area– Substitutes' benches– Fourth official's bench– Photographers' area– Pitch access and tunnel
Zone 2*	Competition area	<ul style="list-style-type: none">– Dressing rooms, players– Dressing rooms, referees– Players medical room– FIFA delegation offices– LOC venue manager's office– Doping control– Corridors (with access to dressing rooms) and offices
Zone 3	Public area	<ul style="list-style-type: none">– General public entrance and areas– Public toilet facilities– Public points of sale– Spectator medical centre– Commercial and host cities' display

FIFA[™] WORLD CUP[™] SPACE REQUIREMENTS

FIFA accreditation zones

Zone	Area	Details
Zone 4	Operations-related areas (offices)	<ul style="list-style-type: none"> – FIFA offices (IT room, announcer's room, police/firemen, radio control room, screen sound room, electricity generator, emergency medical facilities) – LOC offices – FIFA storage rooms – LOC storage rooms
Zone 5*	VIP area	<ul style="list-style-type: none"> – VIP reception room – FIFA banquet area
Zone 6*	Media stands	<ul style="list-style-type: none"> – Written press seats – Radio and TV commentators' and observers' seats – Photographer seats under observer seats – Mixed zone – Press conference room
Zone 7	Media centre	<ul style="list-style-type: none"> – Media working area – Media catering area – Photographers' room – Facilities and services for media
Zone 8	Broadcast area	<ul style="list-style-type: none"> – TV compound – TV and radio studios – Camera platform
Zone 9*	Hospitality area	<ul style="list-style-type: none"> – Official sponsor and supplier village – Hospitality village – Hospitality lounges – Skyboxes

* Some areas (indicated with *) will require additional credentials. Supplementary Access Devices (SAD) will give access to certain defined areas on site; e.g. the pitch, stands and studios during this period.



Sorted by category

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Sorted by department

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	FIFA department or LOC ⁹	Location ¹⁰	Reference document*
1 Access control points										
	1.01	Vehicle search areas	TBD	TBD	TBD	TBD	3	LOC		
	1.02	Mag and bag area	TBD	TBD	TBD	TBD	3	LOC		
	1.03	Turnstiles	TBD	TBD	TBD	TBD	3	LOC		
	1.04	Ticket clearing points	2	2	4		3	Ticketing	Adjacent to main stadium entrance	
	1.05	Staff entry points	TBD	TBD	TBD	TBD	3	ALL	Adjacent to spectator turnstiles and mag & bags	
2 Spectator areas										
	2.01	Commercial display – commercial affiliates, FIFA and host city	15-20	n/a	4,000-5,500	4,000-5,500	3	Marketing	Stadium perimeter	OAA LOR
	2.02	ATM	min. 1	TBD	TBD	TBD	3	Marketing	Internal stadium perimeter	
	2.03	Food and beverage concession stands	TBD	TBD	TBD	TBD	3	Marketing	Internal stadium perimeter and stadium concourses	OAA LOR FLCA
	2.04	Spectator seating	TBD	TBD	TBD	TBD	3	Ticketing	Stadium bowl	OAA LOR
	2.05	Spectator medical centre	TBD	TBD	TBD	TBD	3	LOC	Stadium bowl/perimeter	

1 Area
2 Drawing reference number
3 FIFA location designation
4 Quantity of spaces required
5 Anticipated occupants
6 Area dimensions
7 Sum of area dimensions
8 FIFA accreditation zone (see key on page 6)
9 Space owner/planner

10 Placement within stadium
11 Affinity to other rooms/activities
12 Typical structure required
13 The space is dedicated to one function or shared with another
14 Requires heating, ventilation and air conditioning
15 Requires telecom connectivity
16 Requires internet connectivity
17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Stadium perimeter	Must allow for efficient security clearance during arrival times.	●	●	●	●	●	●			
Stadium perimeter		●		●	●	●	●			
Between stadium perimeter and stadium bowl.		●	●	●		●	●			
Must be accessible from both inside and outside the inner perimeter or turnstile line.	Important to note that these are ticketing clearing points (help desks) as opposed to a ticketing office. Number of clearing points are subject to the number of access points to the turnstiles (recommend that the stadiums consider an average of four clearing points). Not possible at this point to confirm exactly how many points are required per stadium.	●	●	●	●	●	●		●	
	Dedicated mag & bag chutes and turnstiles for staff access into the stadium. Location of these points is dependent on staff parking, drop-off areas and operation pathways, e.g. staff operating in the stadium should not queue with general spectators when accessing designated area and security screened as required.	●	●	●						
Between search area and turnstiles. Located between outer perimeter (mag & bag) and inner perimeter (turnstile), or inside the inner perimeter.	Area for sponsors to actively demonstrate their products/entertain spectators. Area must be in main spectators' flow to stadium. Level, compacted surface required with access to bulk services i.e. power, water and services provided by stadium. Area must be usable space, free of foliage or other obstacles, i.e. benches, water features etc. Area must be well lit for evening matches and accessible for larger vehicles and forklifts. Spectator access pathways to be a natural pathway to the stadium, level, drained surface from point of transport drop-off, pick-up and parking.		●	●		●	●			
ATM(s) may be supplied in public areas by official event bank. Existing ATM(s) must be disabled or removed.	Depends on contract with service provider, ISDN line and normal power supply. VISA/bank sponsor to inform about the quantity of ATMs to be supplied.	●	●	●		●	●			
Concession stands in public areas.	One point of sale per 250 spectators, with 1-1.5m of counter space. It is important to know as much as possible about the concession stands as soon as possible for proper planning by the food and concession partners as well as the LOC appointed concessionaire. Exclusive use of existing catering stands and equipment augmented by temporary catering facilities. Access to water, power and drainage.	●	●	●	●	●	●			
	Modular seating to be installed six (6) months prior to the start of the FWC. Mobility-impaired seating numbers to be reflective of the international standard in relation to stadium capacity. Careful consideration must be given to Mobility-impaired pathways, ramps, lifts, toilets and sanitary and other services from their point of arrival to their seating positions and back. The above-mentioned services are inclusive of VVIP/VIP areas. Audio description services to be considered for spectators.	●	●	●						
		●	●	●	●	●				

* The abbreviations refer to the following documents:

BMR Broadcast Media Rights
 FFG FIFA Flag Guidelines
 FHTR FIFA Hospitality Technical Requirements
 FLCA FIFA/LOC Concessions Agreement
 FR FIFA regulations
 FSR FIFA Safety Regulations

FSTRR Football Stadiums Technical Recommendations and Requirements
 FMR FWC Media Requirements
 HA Hosting Agreement
 FITR FWC Information Technology Requirements
 LOR List of Requirements

LOTG Laws of the Game
 OAA Organising Association Agreement
 TMD LOC Turf Management Document (as approved by FIFA)
 TA Technical Annex

Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	FIFA department or LOC ⁹	Location ¹⁰	Reference document*
3 Playing area										
	3.01	Pitch	1	25	105x68	125x85	1	Competitions		LOTG TMD
	3.02	Players' tunnel	1	90	4-6m width min 15m length	60-90	1	Competitions	Main stand	LOTG
	3.03	Substitutes' bench	2	23	23 seats x 1m	46	1	Competitions	Main stand	LOTG
	3.04	Fourth official's bench	1	4	4 seats x 1m	4	1	Competitions	Main stand	LOTG
	3.05	Players' outdoor warm-up area	2	14	3 x 30	90	1	Competitions	Goal side	FSTRR
	3.06	Infotainment desk	1	4	8 x 1	8	1	LOC	Main stand	
	3.07	Photographers' positions	4	150-250	TBD	TBD	1	Media	Goal side and opposite touchline	FMR
	3.08	Pitch to spectator seat – goal side	TBD	TBD	TBD	TBD	1	Competitions	Goal side	FSTRR
	3.09	Pitch to spectator seat – touchlines	TBD	TBD	TBD	TBD	1	Competitions	Touchlines	FSTRR
	3.10	Pitch protection	TBD	TBD	TBD	TBD	1	Competitions/ Security	Pitch perimeter	FSR
	3.11	Advertising boards – pitch perimeter	TBD	TBD	TBD	TBD	1	Marketing	Pitch	FSTRR

- 1 Area
- 2 Drawing reference number
- 3 FIFA location designation
- 4 Quantity of spaces required
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(see key on page 6)
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- 16 Requires internet connectivity
- 17 Requires uninterrupted power supply

TBD To be determined,
negotiated between FIFA
and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Service tunnel, players' tunnel	This is the area where the match is played, includes area behind the goals and touchlines. Space must be large enough for warm-up area behind goal lines. A minimum of 5m beyond the touchlines and 5m beyond the goal lines must be of the same surface material as the playing field. Pitch must have a minimum 6 weeks rest period prior to first match at the stadium.	●		●					●	
Dressing rooms and entry point from main stand to pitch	An extendable tunnel protector is required from the mouth of the players' tunnel beyond the first row of spectator seats – width to accommodate six people abreast.	●		●					●	
Main stand, Players' tunnel	These are seats for the substitutes in designated positions next to the pitch adjacent to the main stand. The bench includes transparent heat reflecting/minimising Plexiglas™ cover.	●	●	●						
Between substitutes' benches	Same design as substitute benches. Provides seating for one match official and three event coordinators. The reserve assistant referee will be seated elsewhere along the touchlines, either on their own bench with Plexiglas™ cover or with the stretcher-bearers, preferably on the side of Team A's substitutes' bench.	●	●	●		●	●		●	
Behind both goals and photographer positions	This is the area where the substitute players warm-up during the match. The warm-up area surface should be the same as the playing surface i.e. grass or artificial turf with proper cushioning. Each area to cater for 6 players and 2 officials. Should sufficient space not be available behind the goals, a shared warm-up area behind assistant referee 1 must be provided. This area must cater for 3 players and one official per team.		●	●						
Either behind the substitutes' bench of Team A or Team B	This is the location from which stadium infotainment operations are controlled and requires power and data points. Incorporate noise reduction elements in the design. Alternative location could be in the main stand within the CCR located adjacent to the Stadium Operations Centre.		●	●		●	●		●	
There are four (4) designated positions, namely, behind the goal line at the corner flags and extending up to the halfway line on the touchline on the opposite side to the main stand.	Include media chairs behind goals. Domestic power to be supplied according to FIFA requirements. Internet access required.		●	●		●	●		●	
Pitch	Min. 10m. In addition refer to 3.10									
Pitch	Min 8.5m. In addition refer to 3.10									
Between pitch access and the first row of spectator seats.	Can be in the form of pitch protection barriers and/or security personnel. There are various products available in the market which assist in the deterrent of pitch invasions and provides a safe and efficient movement of spectators from their seats to the pitch in the event of an emergency evacuation.	●	●	●						
	Requires access to dedicated power supply with synchronised back-up supply for LED advertising boards. LED advertising boards measure between 0.90m-1.00m in height.		●	●					●	

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3 Playing area										
	3.12	Advertising boards – blind side	TBD	TBD	4m x 0.7m per board	Min. 60m total around benches	1	Marketing	Pitch	FSTRR
	3.13	Service tunnel	2	TBD	TBD	TBD	1	LOC	Stadium bowl	FSTRR
	3.14	Video screens/boards	2		TBD	TBD	3/4	LOC	Stadium bowl	TA
	3.15	Interior stadium bowl flags	TBD		TBD	TBD	3	Competitions	Stadium bowl	FFG
	3.16	Floodlights	TBD		TBD	TBD	3	LOC	Stadium bowl	TA
	3.17	Contingency pitch	TBD		Min. 105m x 68m	Min. 125m x 85m	n/a	Competitions/ LOC	Off site	FSTRR TMD HA
4 Dressing rooms (changing rooms)										
	4.01	Team A, dressing room	1	23	80	250	2	Competitions	Main stand	FSTRR
	4.02	Showers & toilet facilities, Team A	1	11	50	included in 4.01	2	Competitions	Main stand	FSTRR
	4.03	Massage room, Team A	1	8	40	included in 4.01	2	Competitions	Main stand	FSTRR
	4.04	Kit manager's room, Team A	1	3	25	included in 4.01	2	Competitions	Main stand	FSTRR
	4.05	Coaches and technical room, Team A	1	4	30	included in 4.01	2	Competitions	Main stand	FSTRR
	4.06	Refreshment/utility area, Team A	1	TBD	25	included in 4.01	2	Competitions	Main stand	FSTRR
	4.07	Players' indoor warm-up area, Team A	1	23	100	100	2	Competitions	Main stand	FSTRR
	4.08	Team B, dressing room	1	23	80	250	2	Competitions	Main stand	FSTRR

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- 10 Placement within stadium
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- 12 Typical structure required
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- 15 Requires telecom connectivity
- 16 Requires internet connectivity
- 17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
Position to the left and right of the substitutes' benches.	Can be attached to fencing or stadium bowl pitch perimeter. Blind side boards on main touchline measure 14 units of 4m wide by 0.70m in height.		●		●					
Access directly onto field level from stadium perimeter.	Four tunnels in the stadium corners are ideal to support pitch ventilation. Tunnel height to accommodate service vehicles (min 5m).	●		●						●
Ideally seen from every seat in the stadium.	FIFA Competitions provides guidelines with respect to what content is captured on video boards. Video boards to incorporate both a scoreboard and clock. FIFA TV & Competitions provide content and guidelines with respect to what is shown on the screens.	●	●		●		●	●		●
Sufficient space and erecting options to accommodate the flags.	May include FIFA, fair play, confederations, national, United Nations and IOC flags. Flag dimensions must be proportional with the stadium bowl. Positioning of the flags must take into consideration the stadium floodlights in order for the flags to be visible from all areas (pitch/VVIP/VIP).	●	●		●					
The floodlights are for the illumination of the field of play, with yielding of shadowless environment and in accordance with requirements by FIFA TV. Uninterrupted power supporting continual lighting lux to be supplied.	The floodlights are for the illumination of the field of play, with yielding of shadowless environment and in accordance with requirements by FIFA TV. Uninterrupted power supporting continual lighting lux to be supplied.	●	●		●					●
Within close proximity to the stadium/ host city.	Contingency pitch for the stadium if required. To include necessary equipment and manpower to install pitch when required.	●	●	●	●					
Coach drop-off, doping control, flash-interview areas	This is the main dressing room for Team A and includes twenty three (23) lockers, flipcharts, white board and clocks.	●			●	●	●	●	●	●
Within players' dressing room area	Minimum eleven shower heads. Towel hooks to be placed in an area next to showers for players to dry off. To include toilets, urinals and sinks with mirrors.	●			●					
Adjacent to players' dressing room area.	The space would include 3 massage tables, utility table and ice machine.	●	●		●	●				
Players' dressing rooms and, if provided, indoor warm-up area	This is a small office for the kit manager to store and distribute kit for players. A table, two chairs and a lockable cupboard are required. Access/egress to this area must be accessible for large equipment.	●			●	●				
Adjacent to players' dressing-room area.	Provide four lockers, chairs, table, one toilet and one shower.	●			●	●	●	●	●	●
Dressing room	Space should be made available for a refrigerator and tables so that beverages, food or other items can be laid out for easy access by players and staff. The space could be in the open hallway area within team area or in dressing room itself.	●	●		●	●				●
Next to players' dressing rooms.	Indoor warm-up areas are a benefit for stadiums hosting double-header matches as part of their legacy operations and provide an alternative warm-up area during inclement weather.	●	●		●	●				
Coach drop-off, doping control, flash-interview areas.	This is the main dressing room for Team B and includes twenty three (23) lockers, flipcharts, white board and clocks.	●			●	●	●	●	●	●

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4 Dressing rooms (changing rooms)										
	4.09	Showers & toilet facilities, Team B	1	11	50	included in 4.08	2	Competitions	Main stand	FSTRR
	4.10	Massage room, Team B	1	8	40	included in 4.08	2	Competitions	Main stand	FSTRR
	4.11	Kit manager's room, Team B	1	3	25	included in 4.08	2	Competitions	Main stand	FSTRR
	4.12	Coaches and technical room, Team B	1	4	30	included in 4.08	2	Competitions	Main stand	FSTRR
	4.13	Refreshment/utility area, Team B	1	TBD	25	included in 4.08	2	Competitions	Main stand	FSTRR
	4.14	Players' indoor warm-up area, Team B	1	23	100	100	2	Competitions	Main stand	FSTRR
	4.15	Referees 1 - dressing room	1	5-7	24-35	24-35	2	Competitions	Main stand	FSTRR
	4.16	Referees 2 - dressing room	1	2	16	16	2	Competitions	Main stand	FSTRR
	4.17	Referees' showers 1	1	3	3 x 1.5m	5	2	Competitions	Main stand	FSTRR
	4.18	Referees' showers 2	1	2	2 x 1.5m	3	2	Competitions	Main stand	FSTRR
5 Medical facilities										
	5.01	Stretcher-bearers' and medical team area	2	3 / 4	8	16	1	Medical	Main stand	LOTG
	5.02	Players' medical room	1	4	50	50	2	Medical	Main stand	FSTRR
	5.03	Medical officer's room	1	2	incl. 5.02	incl. 5.02	2	Medical	Main stand	FSTRR
6 Doping control										
	6.01	Waiting room	1	8	16	16	2	Medical	Main stand	FSTRR
	6.02	Medical office	1	4	16	16	2	Medical	Main stand	FSTRR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷
Within players' dressing-room area.	Minimum eleven (11) shower heads. Towel hooks to be placed in an area next to showers for players to dry off. To include toilets, urinals and sinks with mirrors.	●	●	●					
Adjacent to players' dressing-room area.	The space would include 3 massage tables, utility table and ice machine.	●		●	●				
Players' dressing room	This is a small office for the kit manager to store and distribute kit for players. A table, two chairs and a lockable cupboard are required. Access/egress to this area must be accessible for large equipment.	●		●	●				
Adjacent to players' dressing-room area.	Provide four lockers, chairs, table, one toilet and one shower.	●		●	●	●	●	●	●
Dressing room	Space should be made available for a refrigerator and tables so that beverages, food or other items can be laid out for easy access by players and staff. The space could be in the open hallway area within team area or in dressing room itself.	●	●	●	●				●
Next to players' dressing rooms.	Indoor warm-up areas are a benefit for stadiums hosting double-header matches as part of their legacy operations and provide an alternative warm-up area during inclement weather.	●	●	●	●				
Players' dressing room	Provide seven lockers, massage table, desk and chairs.	●		●	●	●	●	●	●
Players' dressing room	Provide two lockers, massage table, desk and chairs.	●		●	●	●	●	●	●
Within the referees' dressing room.	Provide three showers (with towel hooks) and one toilet. Could also be used to accommodate female referees.	●		●	●				
Within the referees' dressing room.	Provide one shower (with towel hooks) and one toilet. Could also be used to accommodate female referees.	●		●	●				
Close to players' tunnel, emergency services and adjacent to substitutes' benches.	This is the position for medical personnel on the field, 5-8m from the touchline. Incorporates heat reflecting/minimising Plexiglas™ cover. The reserve assistant referee may be seated on the stretcher-bearers' bench to the left of the substitutes' bench of Team A.		●	●					
Close to players' tunnel and emergency services.	Used for players and team officials working close to the pitch. Stretcher access from the medical room to parking area for ambulances required. Refer to section 30, "Parking facilities".	●		●	●	●	●	●	●
Close to players' tunnel and emergency services.		●		●	●	●	●	●	●
Close to players' dressing rooms and 6.02.	This is the area where players wait to be tested. The doping control room is connected to the waiting room and medical office. Must contain refrigerator with unopened drinks in plastic bottles, TV and waste bin.	●		●	●			●	●
Close to players' dressing rooms/ tunnel and emergency services.	Must be well ventilated, brightly lit with easily washable and non-slippery floors. Must contain two desks with four chairs, one lockable cabinet, two waste bins, wash basin and a mirror.	●		●	●	●	●	●	●

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6 Doping control										
	6.03	Toilet	1	2	4	4	2	Medical	Main stand	FSTRR
7 FIFA offices										
	7.01	General coordinator's (GC) office	1	2-3	40	40	2	Competitions	Main stand	FSTRR
	7.02	GC meeting room (crisis management)	1	10	50	50	2/4	Competitions	Main stand	FSTRR
	7.03	GC storage room	1	n/a	20	20	2	Competitions	Main stand	FSTRR
	7.04	Match coordination meeting room	1	40	100	100	2/4	Competitions	Main stand	FSTRR
	7.05	Match commissioner office	1	1	60	60	2/4	Competitions	Main stand	FSTRR
	7.06	Head of delegation's office	1	1	incl. 7.05	incl. 7.05	2/4	Competitions	Main stand	FSTRR
	7.07	Technical Study Group office	1	2-3	incl. 7.05	incl. 7.05	2/4	Competitions	Main stand	FSTRR
	7.08	Referees Committee member's office	1	1	incl. 7.05	incl. 7.05	2/4	Competitions	Main stand	FSTRR
	7.09	Referees' assessor	1	1	incl. 7.05	incl. 7.05	2/4	Competitions	Main stand	FSTRR
	7.10	Referees' video specialist office	1	2	incl. 7.05	incl. 7.05	2/4	Competitions	Main stand	FSTRR
	7.11	Security office	1	2	20	20	2	Competitions	Main stand	FSTRR
	7.12	Youth programme	1	100	300	300	2/4	Marketing	Main stand (lower level)	OAA LOR
	7.13	Ball kids holding room and toilets	1	TBD	30-40	30-40	2/4	Marketing	Main stand	
	7.14	Mascot dressing room	1	3-4	10	10	2/4	Marketing	Main stand	
	7.15	Marketing office	1	4-5	50	50	2/4	Marketing	Main stand	OAA LOR
	7.16	Rights protection programme (RPP) office	1	1-2	20	20	4	Marketing	Main stand	OAA LOR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Close to players' dressing rooms and 6.02.	Toilets must be linked to the medical office and large enough for two people. Must be well ventilated, brightly lit with easily washable and non-slippery floors. Must contain a toilet, wash basin, mirror, shower and a waste bin.	●			●	●				●
Players' dressing rooms and tunnel	This is the office for the FIFA representatives managing match day operations.	●	●		●	●	●	●	●	●
Adjacent to or within general coordinator's or match commissioner's office		●	●	●		●	●	●		●
Can be located within the general coordinator's office	Lockable and secure location required	●	●		●					
Within stadium secure perimeter, ideally with view of the pitch	Match coordination room required for match day minus one meetings. Ideally, the room should have a pleasant ambience for meeting team representatives.	●	●	●		●	●	●		●
As close as possible to general coordinator's office	May include areas listed in 7.6-7.10.	●	●	●		●	●	●	●	●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
Close proximity to general coordinator's office	Ideally located near or with LOC security office	●	●	●	●	●	●	●		●
Within minimum walking distance from stadium, max. 300-400m from pitch. Ideally situated adjacent to an outdoor playing area.	Room ideally adjacent to the stadium bowl but within the perimeter of the stadium for players' escorts, flag-bearers and ball kids. Should be an open area for meals and recreation and ideally have an outdoor playing area. Changing rooms and toilets for both boys and girls are essential.	●	●	●		●	●	●	●	
	Required area with toilet for ball kids during the half-time break only. Does not need to be in the stadium technical zone but must have easy access to and from the pitch.	●	●		●					
Close proximity to players' tunnel/pitch	Access to toilets	●	●		●	●	●	●		●
Within close proximity to general coordinator's office	Typically used on match days and/or when the general coordinator will be working from the stadium. Lockable cabinet required.	●	●	●		●	●	●	●	●
Ideally next to or integrated within FIFA Marketing office, however, accreditation zones should be respected (Zone 4) and not in the restricted competitions area (Zone 2).	The RPP office in the stadium is generally used on match days.	●	●		●	●	●	●		●

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7 FIFA offices										
	7.17	RPP meeting room	1	8-10	50	50	4	Marketing	Main stand	OAA LOR
	7.18	RPP storage room	1	n/a	50	50	3/4	Marketing	Main stand	
	7.19	Coca-Cola logistics office	1	2	25	25	3/4/9	Marketing	Main stand	
	7.20	Cash-handling office	1	2	30	30	4	Marketing	Stadium bowl	
	7.21	Storage for credit card payment devices	1	2	3	3	3/4	Marketing	Stadium bowl	
	7.22	LED advertising boards operator position	1	2	15	15	4	Marketing	Pitch/main stand	
	7.23	Merchandise concessionaire office	1	2	20	20	3/4	Marketing	Back of house	
	7.24	F&B concessionaire office	1	3-4	40	40	3/4	Marketing	Near F&B storage/delivery area	
	7.25	Signage/advertising boards storage	1	n/a	100	100	4	Marketing	Stadium bowl	OAA LOR
	7.26	Media hot desk	1	1	TBD	TBD	2	Media	Main stand	
	7.27	Hospitality office	1	2-4	25	25	4/9	Hospitality	Main stand	
	7.28	Hospitality rights holder office	1	2-4	25	25	9	Hospitality	Main stand	
	7.29	Protocol office	1	4	25	25	5	Protocol	Main stand	
	7.30	IT stadium infrastructure support	1	5	30	30	TBD	MATCH IT	Stadium bowl	FITR
	7.31	Central results system	1	TBD	40	40	2/4	Content Management	Main stand	
	7.32	IT command centre (ITCC)	1	60	650	650	TBD	MATCH IT		FITR
	7.33	IT liaison	1	1	10	10	2/4	MATCH IT	Main stand	FITR

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Must be located in Zone 4 so local authorities may have access to this area.	Can be a shared space and used for other meetings when not required. The RPP manager will use this room to meet with authorities on match days.	●	●	●	●	●	●	●	●	●
Must be lockable and accessible to those without Zone 4 accreditation.	Storage for counterfeit and illegal products seized at the stadium.	●	●	●						
Located within secure perimeter of stadium. Not co-located with FIFA marketing staff. Needs good access to public concessions areas and should not be too far if located outside the stadium.	This office is for the Coca-Cola staff to manage deliveries and quantities of VIK and product for concessions. May be located within the back-of-house compound.	●	●	●	●	●	●	●	●	●
Secure non-public area, access to merchandise and F&B outlets.	Area required for a safe where merchandise and F&B outlets can deposit excess cash.	●	●	●	●					
Accessible to credit card payment solution provider but not in general spectator area.	Used for general storage and repair of credit card payment devices used at F&B and merchandise Concessions.	●	●	●	●					
Located on pitch or in a cabin either with unobstructed views of all three lines of LED advertising boards.	Required for the operation of the advertising boards. Must be air-conditioned due to computer equipment used in this room. Also used for meetings.	●	●	●	●	●	●	●	●	●
Back-of-house area ideally located near to the storage location of the merchandise concessionaire.	Office location for merchandise concessionaire, for general operations	●	●	●	●	●	●	●		
Back-of-house area ideally located near to the storage location of the F&B concessionaire.	Office location for F&B concessionaire, for general operations.	●	●	●	●	●	●	●		
Close proximity to service tunnels.	In the event LED boards or rotational boards are installed at the stadium, a location for two containers is required in proximity to the stadium in addition to a storage location near the pitch. Access to power required.	●	●	●						
As close as possible to general coordinator's office		●	●	●	●	●	●	●	●	●
Adjacent to the hospitality areas		●	●	●	●	●	●	●	●	●
Office should be located close to VIP reception desk.	Ideally located near or with LOC protocol office	●	●	●	●	●	●	●	●	●
Within the stadium inner perimeter. Easily accessible during the non-exclusive and exclusive use period.	Within the stadium bowl but outside the competition areas and VIP/VVIP facilities.	●	●	●	●	●	●	●	●	●
General coordinator's office, FIFA media office		●	●	●	●	●	●	●	●	●
IBC/broadcast areas/HQ	Located within the IBC for the FWC and FIFA HQ or broadcast areas during the FCC.	●	●	●	●	●	●	●	●	●
Located within the FIFA general office space.		●	●	●	●	●	●	●	●	●

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8 LOC offices & meeting rooms										
	8.01	Venue manager	1	1	40	40	2/4	LOC	Main stand	
	8.02	Venue manager assistant	1	1-2	incl. 8.01		2/4	LOC	Main stand	
	8.03	Site manager	1	TBD	TBD	TBD	2/4	LOC	Main stand	
	8.04	Working rooms/hot desk	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.05	IT office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.06	Signage office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.07	Infotainment office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.08	Logistics office	1	TBD	TBD	TBD	3/4	LOC	Main stand	
	8.09	Transport office	1	TBD	TBD	TBD	3/4	LOC	Main stand	
	8.10	Marketing office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.11	Medical office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.12	Drivers' room	1	TBD	TBD	TBD	3/4	LOC	Main stand	
	8.13	Security office	1	TBD	TBD	TBD	2/4	LOC	Main stand	
	8.14	Hospitality office	1	TBD	TBD	TBD	4/9	LOC	Main stand	
	8.15	Protocol office	1	TBD	TBD	TBD	4/5	LOC	Main stand	
	8.16	Catering (F&B) office	1	TBD	TBD	TBD	4/5/9	LOC	Main stand	
	8.17	Volunteer office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.18	General office	TBD	TBD	TBD	TBD	4	LOC	Main stand	
	8.19	Media hot desk	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.20	Ceremonies office	1	TBD	TBD	TBD	4	LOC	Main stand	
	8.21	Stadium management offices	TBD	TBD	TBD	TBD	3/4	LOC	Main stand	
	8.22	Stadium facilities management offices	TBD	TBD	TBD	TBD	3/4	LOC	Main stand	
	8.23	Stadium grounds keeper facilities	TBD	TBD	TBD	TBD	3/4	LOC		
	8.24	Other	TBD	TBD	TBD	TBD	3/4	LOC		

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TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Close to FIFA GC offices		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
Venue manager and/or site compound	This is an area where the site manager coordinates the installation and maintenance of temporary structures along with the service providers. See section 11.	●	●	●	●	●	●		●	
	Assigned to staff not permanently allocated to specific stadium or staff not previously accounted for.	●	●	●	●	●	●		●	
This area should be close to the FIFA IT office location.		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
Logistics compound		●	●	●	●	●	●		●	
Ideally positioned near transport hub		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
Adjacent to the players' medical room		●	●	●	●	●	●		●	
Adjacent to or within close proximity of the VVIP drop-off and parking		●	●	●	●	●	●		●	
Located in close proximity or shared with FIFA security		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
Located in close proximity or shared with FIFA protocol		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
	Office opening match, final and third-place match venues only	●	●	●	●	●	●		●	
Close proximity to the LOC offices	To support the stadium operations during the FWC and in legacy mode.	●	●	●	●	●	●		●	
Close proximity to the LOC offices	To support the stadium operations during the FWC and in legacy mode.	●	●	●	●	●	●		●	
	To support the stadium operations during the FWC and in legacy mode.	●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	

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9 Ceremonies										
	9.01	Opening & closing ceremonies changing rooms (green room)	TBD	TBD	TBD	TBD	3/4	LOC	Main stand and tunnels	
	9.02	Opening/closing ceremonies prop store	TBD	TBD	TBD	TBD	4	LOC	Main stand and tunnels	
	9.03	Opening/closing ceremonies additional facilities	TBD	TBD	TBD	TBD	TBD	LOC	TBD	
	9.04	Award ceremonies hostesses' changing room – final & third-place matches	1	16-20	100	100	2/4	Marketing	Main stand	
	9.05	Awards ceremonies staging area – final & third-place match	TBD	TBD	TBD	TBD	4/5	Competitions	Main stand	
	9.06	Awards ceremonies podium – final & third-place match	TBD	TBD	TBD	TBD	3/5	Competitions	Main stand	
	9.07	Awards ceremonies medal preparation & holding room – final & third-place matches	TBD	TBD	TBD	TBD	2/4	Competitions	Main stand	
10 Merchandise shops										
	10.01	Official merchandise shops/kiosks	8-25	TBD	16-250	TBD	3	Marketing	All public areas	OAA LOR
	10.02	Merchandise storage	TBD	TBD	500	500	3	Marketing	Storage	
11 Service compounds										
	11.01	Back-of-house compound	TBD	TBD	TBD	TBD	4	Marketing/ LOC	Back of house	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Away from public routes and close to player/service tunnels	Ceremonies requirements will be decided when the ceremony concept is confirmed.	●	●	●	●	●	●			
Away from public routes and close to player/service tunnels		●	●	●						
	Area required for opening/closing ceremony rehearsals F&B requirements, holding areas, toilets and sanitary facilities and transport requirements etc. Size of the location dependent on the ceremonies programme.	●	●	●						
Accreditation zones dependent on location of the rooms.	Required for the third-place and final matches only. Changing rooms to include spaces for the award ceremony hostesses. Restricted access to the players' tunnel and dressing rooms.	●	●	●	●			●		
Located in route from the VVIP lounge to the awards podium.	Holding area to cater for VVIPs, hostesses, protocol and security staff, with access to the awards podium and the main stand.	●	●	●						
VVIP tribune and pitch.	Podium to be situated in the main stand for the final and on the field of play for the third-place match. Access to and from the field of play and the VVIP holding areas required.	●	●	●						
	Required for third-place and final matches only.	●	●	●						
Along all public circulation areas.	Temporary kiosks may be required, depending on stadium capacity and existing structures situated at the stadium. Minimum of 8-25 kiosks required of various sizes. Power to be supplied by the stadium to all outlets and surrounding area, must be well lit.	●	●	●		●	●			
Close proximity to the merchandise outlets/kiosks.	Ideally secure space inside the stadium of minimum 500m ² is available. If space or limited space is not available within the stadium, a space for 6-12 sea containers (dependent on stadium capacity) is required.	●	●	●		●	●			
Adjacent to the stadium and spectator concession stands.	The location of the compound is to support various operations and the storage of goods, i.e. F&B, IT&T, merchandise, logistics, site management, waste management, etc. The layout of the compound(s) should include demarcation of areas with security fencing (2 metres high), dry and cold storage containers and dedicated access gates with sufficient area for simultaneous large delivery vehicles and forklifts. Area should be clear of internal spectator traffic and venue dressing applied to fence lines to conceal the operation. The compound must have proper ground preparation, drainage, lighting and services. As this area will be erected prior to/during the non-exclusive use period, a security fence is required pre-, post- and during operations. Power distribution may be required for refrigerated containers.	●	●	●	●	●	●	●	●	●

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11 Service compounds										
	11.02	Food & beverage dry/cold storage	TBD	TBD	TBD	incl. 11.01	4	Marketing	Back of house	
	11.03	Merchandise compound	TBD	TBD	TBD	incl. 11.01	4	Marketing	Back of house	
	11.04	Waste removal/recycling	TBD	TBD	TBD	incl. 11.01	4	LOC	Back of house	
	11.05	Logistics compound/office	TBD	TBD	TBD	incl. 11.01	4	LOC	Back of house	
	11.06	Site management compound	TBD	TBD	TBD	incl. 11.01	4	LOC	Back of house	
	11.07	Back-up generators	TBD	TBD	TBD	TBD	4	LOC	Back of house	
12 Stadium signage and decor										
	12.01	Stadium signage and decor office	2	TBD	20	40	4	LOC	Main stand/lower level	
	12.02	Stadium signage and decor storage/workroom	1	TBD	150	150	4	LOC	Main stand/lower level	
	12.03	Signage storage	1	TBD	100-150	100-150	4	Marketing	Main stand/lower level	
13 Hospitality areas – stadium										
	13.01	Skyboxes/hospitality suites	All	TBD	TBD	TBD	9	Hospitality	Stadium bowl	LOR FSTRR
	13.02	Commercial hospitality kitchen	1	TBD	according to capacity	TBD	9	Hospitality	Adjacent to commercial hospitality lounges	
	13.03	VIP lounge – opening and final	1	1,350	1,350 x 1	1,350	5	Hospitality/Protocol	Main stand	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Adjacent to F&B stands.	Ideally, 150% of stadium capacity inventory to be stored in existing facilities. The remaining inventory will be stored in containers within the stadium perimeter (back of house). It is important that this compound is as close to the stadium as possible. Power to be supplied by stadium.	●	●	●	●					
	This is a space in the stadium precinct for temporary storage, where sufficient storage is not available in the stadium. Can be used for merchandise storage. Minimum height clearance of 4.8m to be considered.	●	●	●	●					
		●	●	●	●					
		●	●	●	●	●	●	●	●	
		●	●	●	●	●	●	●	●	
		●	●	●						
Near to or included within the signage storeroom/storage. See 12.02.		●	●	●	●	●	●	●	●	
Accessible to all stadium areas.	Requires power and must be suitable for working conditions.	●	●	●						
Area separate from advertising boards signage.		●	●	●						
Unless otherwise agreed by FIFA in writing, for the FIFA World Cup™, each stadium should have the following: eight per cent (8%) of total number of seats (i.e. all seats including the seat kills, media tribune and VIP tribune) for opening match, semi-finals and final. Five per cent (5%) of the total number of seats for remaining matches. Skyboxes must represent a minimum of 30% of the hospitality programme.	All skyboxes and associated seats are at the disposal of the Hospitality programme. Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. FIFA will provide the minimal finishes for a skybox. Consideration for skyboxes must include the following: access to toilets in close proximity but separate to public toilets and sanitary facilities; catering area with access to power, water and drainage (but no cooking equipment required); structure must consist of three (3) walls (floor to ceiling) and a floor to ceiling window looking onto the pitch. Access must be provided directly from the skybox interior to the designated exterior seating area without compromising the view of the pitch. Seating, indoor or outdoor, must be separate from the general public with a barrier, i.e. partition. Seating in this area must be a higher standard than general seats. Dedicated guest access routes and lifts separated from VIP and media guests.	●		●	●	●	●	●	●	
		●	●	●	●					
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within Hospitality i.e. FIFA and LOC Presidents' lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	

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13 Hospitality areas – stadium										
	13.04	VIP lounge – semi-final	1	1,100	1,110 x 1	1,110	5	Hospitality/ Protocol	Main stand	
	13.05	VIP lounge – quarter-final	1	650	650 x 1	650	5	Hospitality/ Protocol	Main stand	
	13.06	VIP lounge – group stage & round of 16	1	550	550 x 1	550	5	Hospitality/ Protocol	Main stand	
	13.07	VVIP lounge – opening match and final	1	150	150 x 1.8	270	5	Hospitality/ Protocol	Main stand	
	13.08	VVIP lounge – semi-final	1	100	100 x 1.8	180	5	Hospitality/ Protocol	Main stand	
	13.09	VVIP lounge – quarter-final	1	75	75 x 1.8	135	5	Hospitality/ Protocol	Main stand	
	13.10	VVIP lounge – group stage	1	50	50 x 1.8	90	5	Hospitality/ Protocol	Main stand	
	13.11	FIFA President's lounge	1	6	6 x 2.5	15	5	Hospitality/ Protocol	Main stand	
	13.12	LOC President's (Chairman's) lounge	1	6	6 x 2.5	15	5	Hospitality/ Protocol	Main stand	
	13.13	Bodyguards/security personnel – opening match and final	1	100	100 x 1	100	5	Protocol	Main stand	
	13.14	Bodyguards/security personnel – other matches	1	50	50 x 1	50	5	Protocol	Main stand	
	13.15	VVIP/VIP interview position	2	4	12	24	5	TV/Protocol	Main stand	
	13.16	VVIP/VIP medical room(s)	1-2	4	min. 20m ²	20-40	5	Medical/ Protocol	Main stand	
	13.17	VVIP/VIP kitchen(s)	1	TBD	according to capacity	TBD	5	Hospitality	Main stand	
	13.18	VIP welcome desk – opening match and final	1	10	40	40	5	Protocol	Main stand	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC Presidents' lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC Presidents' lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC Presidents' lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to VVIP lounge.	Provide high-quality sofas and armchairs, clean broadcast feed required by IT and unobstructed view of the pitch preferred.	●	●	●	●	●	●	●	●	
Adjacent to FIFA President's lounge.	Provide high-quality sofas and armchairs, clean broadcast feed required by IT and unobstructed view of the pitch preferred.	●	●	●	●	●	●	●	●	
As close as possible to VIP areas.	Clean broadcast feed required by IT. To be taken in consideration with 8.15.		●	●	●	●	●	●	●	
	As close as possible to VIP areas.									
	Interview area situated within the VIP lounge, separate area/room not required.		●	●						
Adjacent to or within the VVIP/VIP lounge.	Dependent on size, a second VIP medical room may be required. VVIP medical room required if the VVIP tribune is on a separate level to the VIP tribune and to be in close proximity to their seating and lifts. Unrestricted access for stretcher-bearers. Minimum size – 20m ² . Dedicated doctor to be made available.	●	●	●	●	●	●	●	●	
Adjacent to VVIP/VIP lounges.		●	●	●	●					
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	●	●	●	●	●	●			

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13 Hospitality areas – stadium										
	13.19	VIP welcome desk – semi-final	1	10	30	30	5	Protocol	Main stand	
	13.20	VIP welcome desk – group stage and round of 16	1	10	20	20	5	Protocol	Main stand	
	13.21	VVIP welcome desk	1	10	20	20	5	Protocol	Main stand	
	13.22	VIP tribune	1	550-1,350	TBD	TBD	5	Ticketing/Protocol	Main stand	
	13.23	VVIP tribune	1	50-150	TBD	TBD	5	Ticketing/Protocol	Main stand	

14 Hospitality areas – within stadium perimeter										
	14.01	Commercial affiliate village – final	1	5,000-7,000	5-5.6m ² per occupancy	35,000	9	Hospitality	300m from centre of stadium	FHTR
	14.02	Commercial affiliate semi-finals	1	3,500-4,000	5-5.6m ² per occupancy	20,000	9	Hospitality	300m from centre of stadium	FHTR

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	●	●	●	●	●	●			
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	●	●	●	●	●	●			
Adjacent to guests' drop-off/pick-up and VVIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	●	●	●	●	●	●			
Ideally in one location on the main stand but depending on the stadium configuration, this could be split on various levels.	VIP tribune capacities will be according to the match being played. Seating must be a superior grade and separated from the general spectator seating. Tribune may expand/reduce with CAT 1 seats as required. VIP tribune accessibility from CAT 1 seats must be controlled with barriers and/or security personnel. VIPs must have direct access to/from their lounge. See 13.03-13.06.	●		●	●	●	●	●	●	
	VVIP tribune capacities will be according to the match being played. Seating must be a superior grade and separated from the general spectator seating. This is controlled with barriers or access personnel and must have direct access to/from VVIP/VIP lounge, see 13.07-13.10. Half VVIP tribune seating allocated to FIFA, half allocated to the LOC.	●		●	●	●	●	●	●	
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.		●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.		●	●	●	●	●	●	●	●

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	FIFA department or LOC ⁹	Location ¹⁰	Reference document*
14 Hospitality areas – within stadium perimeter										
	14.03	Commercial affiliate village – quarter-final	1	n/a	5-5.6m ² per occupancy	10,000	9	Hospitality	300m from centre of stadium	FHTR
	14.04	Commercial affiliate village – round of 16 and group stage	1	n/a	5-5.6m ² per occupancy	8,000	9	Hospitality	300m from centre of stadium	FHTR
	14.05	Commercial hospitality – final	1	n/a	4.6m ² per occupancy	50,000	9	Hospitality	300m from centre of stadium	FHTR
	14.06	Commercial hospitality – semi-final	1	n/a	4.6m ² per occupancy	20,000	9	Hospitality	300m from centre of stadium	FHTR
	14.07	Commercial hospitality – quarter-final	1	n/a	4.6m ² per occupancy	10,000	9	Hospitality	300m from centre of stadium	FHTR

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- 10 Placement within stadium
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- 12 Typical structure required
- 13 The space is dedicated to one function or shared with another
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TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
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14 Hospitality areas – within stadium perimeter										
	14.08	Commercial hospitality – round of 16	1	1,900	4.6m ² per occupancy	9,000	9	Hospitality	300m from centre of stadium	FHTR
	14.09	Commercial hospitality – group stage	1	1,100	4.6m ² per occupancy	9,000	9	Hospitality	300m from centre of stadium	FHTR
15 Media interview areas										
	15.01	Multilateral flash interview	2	4	6	12	1/2	TV	Players' tunnel	HA
	15.02	Unilateral flash interview	6	4	6	36	1/2	TV	Players' tunnel	HA
	15.03	Presentation studio – opening match and final	8	10	40	320	8	TV	Stadium bowl	TA
	15.04	Presentation studio – round of 16, quarter-final and semi-final	6	10	40	240	8	TV	Stadium bowl	TA
	15.05	Presentation studio – group-match venues only	4	10	40	160	8	TV	Stadium bowl	TA
	15.06	TV studio – FIFA interview studio	4	8	40	160	8	TV	Main stand	TA
	15.07	Pre-mixed zone	1	TBD	TBD	TBD	6/7	TV / FIFA.com	Main stand	TA
	15.08	Mixed zone	1	250-300	600	600	6/7	Media	Main stand	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
In players' tunnel or direct access off tunnel. Ideally located on the pitch.	Location near tunnel entrance to be identified at all venues and cable pathways to be identified. Technical and domestic power provided in this area.	●	●	●	●	●	●	●	●	●
Location near/within tunnel entrance to be identified. Ideally located close to the players' dressing rooms, different location from multilateral flash interview area. Backdrops provided by FIFA Marketing.	Cable pathways to be identified. Technical and domestic power provided in this area.	●	●	●	●	●	●	●	●	●
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●	●	●	●	●	●	●	●
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●	●	●	●	●	●	●	●
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●	●	●	●	●	●	●	●
Close to the players' dressing rooms.	Location includes installation and construction, cable pathways, HVAC and both technical and domestic power to be identified.	●	●	●	●	●	●	●	●	●
Mixed zone		●	●	●	●	●	●	●	●	●
Located in route from the Players' dressing rooms to the team coaches.	Location between dressing rooms and players' coaches to be identified. Size and layout to be jointly determined with Media and TV.	●	●	●	●	●	●	●	●	●

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15 Media interview areas										
	15.09	Coach on Arrival Interview Position	2	TBD	TBD	TBD	2/8	TV	Main stand	TA
16 Press conference room										
	16.01	Press conference room	1	150-200	500	500	6/7	Media	Main stand	HA
	16.02	Head table	1	6	incl. 16.01	incl. 16.01	6/7	Media	Main stand	
	16.03	Interpreting booths	3-4	6-8	incl. 16.01	incl. 16.01	6/7	Media	Main stand	
	16.04	Camera platform	1	TBD	2 x 10-20m	20-40m	6/7	TV	Main stand	TA
17 Media areas – tribune										
	17.01	Press positions, with desks	300 / 400 / 800 / 1,000	300 / 400 / 800 / 1,000	TBD	TBD	6	Media	Main stand	
	17.02	Press positions, without desks	300 / 400 / 800 / 1,000	300 / 400 / 800 / 1,000	TBD	TBD	6	Media	Main stand	
	17.03	Refreshment area	TBD	TBD	TBD	TBD	6	Media	Main stand	
	17.04	Tribune photographers	50-100	50-100	TBD	TBD	6	Media	Main stand	
	17.05	Observer seats	200-375	200-375	TBD	TBD	6	TV	Main stand	TA
	17.06	Commentary positions	110 / 120 / 130 / 160	110 / 120 / 130 / 160	1.80 x 0.60	TBD	6	TV	Main stand	
	17.07	Cableways	TBD		TBD	TBD	6	TV	Main stand	TA

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Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Located in route from the players' drop-off to the dressing rooms.	Position required for an interview with the team coach on arrival at the stadium.	●	●	●	●	●	●	●	●	●
Close proximity to players' dressing rooms and mixed zone.	Seating & standing requirements per venue to be determined (150-200 seats). Opening match and final venues to cater for higher attendance.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
Location within press conference room.	Platform construction may be split levels within same area, audio split of PA.	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and press conference room.	The media tribune must make provision to increase and reduce its capacity (i.e. desk positions replaced for spectator seating and vice versa) for larger and smaller matches. The media tribune consists of positions for written press with and without desks. Desk positions include seats with desks, power, cabled internet access (all seats) and a television monitor (one monitor per three desk seats).	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and Press conference room.	Minimal technical services or power required, if any. For the FWC the following is required: group match 300; quarter-finals 400, semi-finals and third-place match 800, opening match and final 1,000.	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and Press conference room.		●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and Press conference room.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. The larger quantity required for the opening match, semi-finals and final (100).	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and Press conference room.	Observer seats are without desks and in the proximity of the media tribune's seats that are without desks. Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium.	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and Press conference room.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. Construction of desks, seats, cable pathways and technical power to be identified. One commentary position (which houses three people) typically takes up the space of a minimum of six (6) seats, typically seven (7) to nine (9) seats (two sequential rows of three). Typically the design of the commentary positions is venue-specific. Group stage, round of 16 and third-place match require 110. For the remaining matches, 120 for quarter-finals; 130 for semi-finals; 160 for opening match and final. Dimensions are 1.8m wide x 1.6m separated by Perspex. Also required are domestic and technical power, data cables, telecoms cables, two monitors. Twenty per cent (20%) of the broadcast commentary positions at the rear of the tribune may accommodate a commentary camera.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●

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18 Stadium Media Centre										
	18.01	Stadium Media Centre (SMC)	1	800-2,000	4,000-7,000	4,000-7,000	7	Media	SMC	FITR
	18.02	Rate card service desk	1	4-8	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.03	IT office (rate card)	1	3	15	incl. 18.01	7	MATCH IT/LOC	SMC	
	18.04	IT storage (rate card)	1	n/a	15	incl. 18.01	7	MATCH IT/LOC	SMC	
	18.05	Offices – SMC	1	8-12	32-48	incl. 18.01	7	Media	SMC	
	18.06	Copy area	TBD		incl. 18.05	incl. 18.05	7	Media	SMC	
	18.07	Meeting room	1-2	20-30	80-120	incl. 18.01	7	Media	SMC	
	18.08	Camera repair service	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.09	Information desk	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.10	Cafeteria and lounge	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.11	Pigeon holes	1		incl. 18.01	incl. 18.01	7	Media	SMC	
	18.12	Welcome desk	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.13	Ticket distribution desk	2	2	incl. 18.01	incl. 18.01	7	Ticketing	SMC	
	18.14	Host city information desk	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.15	Medical room	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.16	Media work desks	1	500-1,000	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.17	Photographers' work desks	1	100 - 150	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.18	Lockers	1	200-300	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.19	Press agency offices	TBD	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.20	Vending machines	TBD	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.21	Transportation desk	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.22	Media storage room	TBD	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.23	Office for Telecom Partner	1	TBD	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.24	Offices – Editors	1	5	400	incl. 18.01	7	Media	SMC	
	18.25	Office – FIFA media officers	1	2-4	incl. 18.01	incl. 18.01	7	Media	SMC	

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	Access from the media tribune and the pitch.	●	●	●	●	●	●	●	●	●
	Opening match and final to be the larger number. Area to include bulk services, i.e. sufficient lighting, drainage and access to power supply etc. As this area will be erected during the non-exclusive use period, a security fence is required pre-, post and during operations. Pedestrian pathways to include level, drained surface from point of transport drop-off, pick-up and parking.	●	●	●	●	●	●	●	●	●
	Space to be coordinated with LOC rate card planning.	●	●	●	●	●	●	●	●	●
	Similar to the MATCH IT office.	●	●	●	●	●	●	●	●	●
	Storage for rate card-related assets.	●	●	●	●	●	●	●	●	●
	Final venue requires the larger amount (48).	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Catering area for journalists for purchase of hot food. Space to include a buffet, counters, fridges, tables & chairs. Ideally, food preparation area i.e. grills, fryers, would also be available.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	One for press, one for photographers.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Final match requires the larger amount (1,000).	●	●	●	●	●	●	●	●	●
	Final match requires the larger amount (150).	●	●	●	●	●	●	●	●	●
	Size of lockers (trolleys for photographers). Final match requires the larger amount (300).	●	●	●	●	●	●	●	●	●
	Press agency offices is roughly 1,000m ² located within the SMC or IBC.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	400m ² offices for the editors.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●

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18 Stadium Media Centre										
	18.26	Interpreting centre	1	6-8	incl. 18.01	incl. 18.01	7	Media	SMC	
	18.27	ATM	1		TBD	TBD	7	Marketing	SMC	
19 FIFA New Media areas										
	19.01	FIFA.com office – opening match/final	1	120	TBD	TBD	7	New Media	SMC	
	19.02	FIFA.com office – other stadiums	1	5	25	25	7	New Media	SMC	
	19.03	FIFA Media Channel	1	6-7	30	30	7	Media	SMC	
	19.04	Content Management Services	1	5	25	25	7	Media	SMC	
20 Broadcast compounds										
	20.01	Broadcast compound	1	TBD	4,000-6,000	4,000-6,000	8	TV	Behind main stand	HA TA
	20.02	Satellite farm	1	TBD	incl. 20.01	TBD	8	TV	Behind main stand	TA
	20.03	Host broadcaster offices/ graphics house/storage	1	TBD	300-400	TBD	8	TV	Behind main stand	TA
21 Broadcast areas										
	21.01	Commentary control room (CCR)	1	20	80	80	8	TV	Main stand	TA
	21.02	Commentary control room – storage	1	n/a	30	30	8	TV	Main stand	TA
	21.03	Announcer's platform	4	4	8	32	8	TV	Main stand	TA
	21.04	Rate card technical areas	1	2	20	20	8	MATCH IT/ LOC	Main stand	FITR
	21.05	Rate card support	2	2	TBD	TBD	8	MATCH IT/ LOC	Main stand	FITR

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- 10 Placement within stadium
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- 14 Requires heating, ventilation and air conditioning
- 15 Requires telecom connectivity
- 16 Requires internet connectivity
- 17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Ideally located in the SMC of the final venue, however, can be located in the IBC or FIFA HQ.	Space to include eight (8) sound-proof interpreting booths, a control room and a lounge.	●	●	●	●	●	●	●	●	●
	Official event bank may install an ATM in each SMC.	●	●	●	●					
		●	●	●	●	●	●			●
		●	●	●	●	●	●			●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●			●
	Provision of space, fence/gates, cable pathways into stadium, temporary buildings, storage space and technical power. Office/technical/production space within each broadcast compound provided by the LOC. Area for mobile units and fly away units for both the host broadcaster and media rights licensees with technical requirements to broadcast the event from the stadium. For the opening match/semi-final/final venues, 6,000m ² is required. For all remaining stadiums, 4,000m ² is required. Area to include bulk services, i.e. sufficient lighting, drainage and access to power supply etc. As this area will be erected during the non-exclusive use period, a security fence is required pre-, post- and during operations, and 24-hour safety and security to be in place. Pedestrian pathways to include level, drained surface from point of vehicle drop-off, pick-up and parking. Area to be available prior to the exclusive use period.		●	●	●	●	●	●	●	●
Broadcast compound	Ideally located in the broadcast compound but should an exception be required, this may be situated adjacent to the broadcast compound. Unobstructed view of the sky.		●	●		●	●			●
	300 - 400m ² of office and production space within or adjacent to the compound.	●	●	●	●	●	●	●	●	●
In vicinity of commentary positions, e.g. close to the media tribune	Location includes installation and construction, cable pathways, HVAC and both technical and domestic power to be identified.	●	●	●	●	●	●	●	●	●
Next to the CCR.		●	●	●						
	Location requires platform construction, cable pathways and power.		●	●	●					●
	Similar to secondary technical areas (STA) requirements.		●	●	●	●	●			●
	Two seats in the media tribune.		●	●	●	●	●			●

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21 Broadcast areas										
	21.06	Cable pathways	TBD	TBD	TBD	TBD	8	MATCH IT/ LOC/TV	Main stand	
	21.07	Cable bridges and ducts	TBD	TBD	TBD	TBD	8	MATCH IT/ LOC/TV	Main stand	
22 Camera positions										
	22.01	Camera 1	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.02	Camera 2	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.03	Camera 3 & 4	2	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.04	Camera 5 & 6	2	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.05	Camera 7 & 8	2	1	2 x 3m	6	1	TV	Stadium bowl	TA
	22.06	Camera 9	1	1	2 x 3m	6	1	TV	Stadium bowl	TA
	22.07	Camera 10	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.08	Camera 11	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.09	Camera 12 & 13	2	1	2 x 3m	6	1	TV	Stadium bowl	TA
	22.10	Camera 14	1	1	2 x 3m	6	1	TV	Stadium bowl	TA
	22.11	Camera 15	1	1	2 x 3m	6	1	TV	Stadium bowl	TA
	22.12	Camera 16 & 17	2	1	2 x 3m	6	1	TV	Stadium bowl	TA

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function or shared with another
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and air conditioning
15 Requires telecom connectivity
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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
	Consists of easy-to-rig pathways for cabling for all multilateral and unilateral facilities, i.e. camera platforms, TV studios, presentation studios, announcer platforms. Special cable paths in commentary area required. Detailed specifications by host broadcaster.		●		●					
	The cable protection of all routes should have either temporary or permanent cable bridges or ducts installed from the broadcast compound to the various camera positions, the commentary positions, mixed zone, SMC, CCR and field of play.		●		●					
Centre line – main stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●			●					●
Next to camera 1	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●			●					●
16m line	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Main stand on goal line	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●	●		●					●
Behind goals	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Centre line - pitch	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●			●					●
Raised on south stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Raised on north stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
On field next to goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Crane behind goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Crane behind goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●
Pitch level of action	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●		●					●

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22 Camera positions										
	22.13	Camera 18	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.14	Camera 19 & 20	2	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.15	Camera 21	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.16	Camera 22	1	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.17	Camera 23 & 24	2	1	2 x 3m	6	3	TV	Stadium bowl	TA
	22.18	Camera 25	1	1	2 x 3m	6	8	TV	Stadium bowl	TA
	22.19	Unilateral camera position – centre left	1	1	2.5 x 10	25	3	TV	Stadium bowl	TA
	22.20	Unilateral camera position – centre right	1	1	2.5 x 10	25	3	TV	Stadium bowl	TA
	22.21	Unilateral camera position – goal left	1	1	2.5 x 5	12,5	3	TV	Stadium bowl	TA
	22.22	Unilateral camera position – goal right	1	1	2.5 x 5	12,5	3	TV	Stadium bowl	TA
	22.23	Unilateral camera position – field left 1	1	1	2.5 x 12	30	1	TV	Stadium bowl	TA
	22.24	Unilateral camera position – field left 2	1	1	2.5 x 9	22,5	1	TV	Stadium bowl	TA
	22.25	Unilateral camera position – field right 1	1	1	2.5 x 12	30	1	TV	Stadium bowl	TA
	22.26	Unilateral camera position – field right 2	1	1	2.5 x 9	22,5	1	TV	Stadium bowl	TA
	22.27	Unilateral camera position – reverse left	1	1	2.5 x 5	12,5	3	TV	Stadium bowl	TA
	22.28	Unilateral camera position – reverse right	1	1	2.5 x 5	12,5	3	TV	Stadium bowl	TA
	22.29	Spider-cam & control desk	TBD	1	TBD	TBD	1	TV	Stadium bowl	TA
	22.30	3D cameras	TBD	TBD	TBD	TBD	1/3	TV	Stadium bowl	TA

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
Raised reverse angle	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Reverse angle for bench	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Opposite camera 9	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Main stand platform	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Roving player camera	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●					●	
On SE diagonal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●					●	
	Requires platform construction, cable pathways and power.		●	●					●	
	Requires platform construction, cable pathways and power.		●	●					●	
			●	●					●	
			●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
			●	●					●	
			●	●					●	
	Placement of anchors should minimise seat kills.		●	●					●	
	Located alongside the main camera and on the field of play.		●	●					●	

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23 International Broadcast Centre (IBC)										
	23.01	International Broadcast Centre	1	TBD	30,000	30,000	7	TV		BMR TA HA
24 IT technical areas										
	24.01	Technology compound	1	114	1,100	1,100	4	MATCH IT	Adjacent to main stand	FITR
	24.02	Primary technical area (PTA) 1	1		30	incl. 24.01	4	MATCH IT		FITR
	24.03	Primary technical area (PTA) 2	1		30	incl. 24.01	4	MATCH IT		FITR
	24.04	IT management office	1	20	90	incl. 24.01	4	MATCH IT/ LOC		FITR
	24.05	IT meeting room	1	8	30	incl. 24.01	4	MATCH IT/ LOC		FITR
	24.06	IT support office	1	30	140	incl. 24.01	4	MATCH IT/ LOC		FITR
	24.07	IT reception and support desk	1	8	45	incl. 24.01	4	MATCH IT/ LOC		FITR
	24.08	MATCH IT storage	1	8	30	incl. 24.01	4	MATCH IT		FITR
	24.09	LOC IT storage	1	8	30	incl. 24.01	4	LOC		FITR
	24.10	Telecommunications provider storage	1	8	30	incl. 24.01	4	MATCH IT		FITR
	24.11	Technical services storage	1	8	30	incl. 24.01	4	MATCH IT		FITR
	24.12	Break area	1	8	30	incl. 24.01	4	MATCH IT/ LOC		FITR
	24.13	Generators area	1	8	50	incl. 24.01	4	MATCH IT/ LOC		FITR

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
	Centralised location for coordination of broadcast activities. Ideally, in the city hosting the opening match. Includes HVAC, domestic and technical power. If the IBC is located adjacent to a match stadium, planning and coordination between the venues must be accounted for.	●	●	●	●	●	●	●	●	●
Preferred location within the stadium outer perimeter, in a secure location and easily accessible on match day. Close to the broadcast compound to minimise cabling needed between two locations.	The technology compound is the ideal approach for the delivery of the space required for stadium IT. If there is no possibility to deliver these locations in one area, then the locations will need to be distributed throughout the venue. Access to this area will be required in advance of the exclusive use period (6-8 weeks in advance).	●	●	●	●	●	●	●	●	●
Central location in building 30m ² per room.	Central technical areas within the stadium that will house the core technology components. Space for minimum 8 x 19" racks - 24m ² ; Easy access to the equipment; Access to wiring racks from all sides; Space for back-up power supply and sufficient climate control and protection against external elements. Area must be lockable, dust-free with a raised floor.	●	●	●	●	●	●	●	●	●
If required, PTA would be a central location in building 30m ² per room.	Central technical areas within the stadium that will house the core technology components. Space for minimum 6 x 19" racks - 24m ² ; Easy access to the equipment; Access to wiring racks from all sides; Space for back-up power supply and sufficient climate control and protection against external elements. Area must be lockable, dust-free with a raised floor.	●	●	●	●	●	●	●	●	●
	This space will be used by the management team with representatives from MATCH IT, LOC IT, Telecommunications support staff (FIFA IT solution and rate card), local operations teams (LOT).	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	This space will be used by the management team with representatives from MATCH IT, LOC IT, telecommunications support staff (FIFA IT solution and rate card), local operations teams (LOT) and the companies supporting areas of power and event radios.	●	●	●	●	●	●	●	●	●
	LOC IT and radios (including 15m ² for storage).	●	●	●	●	●	●	●	●	●
		●	●	●	●					
		●	●	●	●					
	Inventory for FIFA IT solution and rate card.	●	●	●	●					
	Inventory for event radios and power.	●	●	●	●					
		●	●	●	●					
	Dedicated for the provision of power in the technology compound.	●	●	●	●					

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24 IT technical areas										
	24.14	Secondary technical areas (STA)	TBD	TBD	15	15		MATCH IT		FITR
	24.15	Local technical areas (LTA)	TBD	TBD	5	5		MATCH IT		FITR
25 Accreditation centre										
	25.01	Accreditation centre	1	TBD	TBD	1200	3	LOC	Stadium perimeter	
	25.02	Security desk	1	TBD	TBD	incl. 25.01	3	LOC		
	25.03	Queuing area	1	TBD	TBD	incl. 25.01	3	LOC		
	25.04	Welcome desk	1	TBD	TBD	incl. 25.01	3	LOC		
	25.05	Image capture desks	4-8	TBD	TBD	incl. 25.01	3	LOC		
	25.06	Print station	1	TBD	TBD	incl. 25.01	3	LOC		
	25.07	Accreditation office	1	TBD	TBD	incl. 25.01	3	LOC		
	25.08	General offices	3	TBD	TBD	incl. 25.01	3	LOC		
	25.09	Lounge and refreshments	1	TBD	TBD	incl. 25.01	3	LOC		
	25.10	IT office	1		15	incl. 25.01	3	MATCH IT		FITR
26 Stadium ticketing centre (STC)										
	26.01	Front office	1	20-40	50-100	50-100	3	Ticketing	Stadium perimeter	
	26.02	Queuing area	1	75-150	120-200	120-200	3	Ticketing	Stadium perimeter	
	26.03	Trouble-shooting area	1	10	12	12	3	Ticketing	Stadium perimeter	
	26.04	Back office	1	5-10	25-40	25-40	3	Ticketing	Stadium perimeter	
	26.05	Ticketing manager office	1	2	30	30	3	Ticketing	Stadium perimeter	
	26.06	Meeting rooms	2	10	30	60	3	Ticketing	Stadium perimeter	
	26.07	Secure storage	1	n/a	20	20	3	Ticketing	Stadium perimeter	

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	These are decentralised technical areas within the stadium that will house the distribution components. The quantity of STAs are dependent on the stadium layout and basic infrastructure. The STAs will serve the tertiary user access level 0 of the stadium. Access must be exclusive for FIFA IT solution team,, lockable and dust-proof for the delivery of equipment, i.e. network cabinets. Back-up power and air-conditioning required. Note no sprinklers or water pipes can be in this area.	●	●	●	●	●	●	●	●	●
	Local space at area where IT is deployed to house local cabling and hardware (switches). As per the STAs, the area must be lockable and dust-free.	●	●	●	●	●	●	●	●	●
Includes 25.02-25.10		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Office allocated to accreditation manager/coordinator.	●	●	●	●	●	●	●	●	●
	Offices used for accreditation staff and meeting rooms.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
Located within accreditation centre. Exclusive access required for FIFA IT solution staff.	Office space for support and storage.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Group-stage and round-of-16 matches to cater for 50m ² , Quarter-finals and semi-finals for 70m ² and opening match and final matches cater for 100m ² .	●	●	●	●	●	●	●	●	●
	Group-stage and round-of-16 matches to cater for 120m ² , Quarter-finals and semi-finals for 150m ² and opening match and final matches cater for 200m ² .	●	●	●	●	●	●	●	●	●
	Five people at counter, five solving issues.	●	●	●	●	●	●	●	●	●
	Group-stage and round-of-16 matches to cater for 25m ² , Quarter-finals and semi-finals for 40m ² and opening match and final matches cater for 40m ² .	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
These rooms should only be accessible via the back office of the stadium ticketing centre (STC).	The area of 20m ² is subdivided in two rooms. The first room is for ticket stock (4m ²) the second for hardware (16m ²).	●	●	●	●	●	●	●	●	●

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	FIFA department or LOC ⁹	Location ¹⁰	Reference document*
26 Stadium ticketing centre (STC)										
	26.08	Rest Area	1	10	30	30	3	Ticketing	Stadium perimeter	
27 Volunteer centre										
	27.01	Reception Desk	TBD	TBD	TBD	TBD	3	LOC	Stadium perimeter	
	27.02	Offices	TBD	TBD	TBD	TBD	3	LOC	Stadium perimeter	
	27.03	Volunteers' Rest Area	TBD	TBD	TBD	TBD	3	LOC	Stadium perimeter	
28 Flagpoles										
	28.01	Exterior stadium flags	TBD	TBD	TBD	TBD	3	LOC	Stadium perimeter	FFG
29 Transport areas										
	29.01	Rail stations	TBD	TBD	TBD	TBD		LOC / host city		
	29.02	Park and ride	TBD	TBD	TBD	TBD		LOC / host city		
	29.03	Spectator parking (park and walk)	TBD	TBD	TBD	TBD		LOC / host city		
30 Parking facilities										
	30.01	Team bus drop-off/pick-up/parking	2-4 				2	Competitions	Main stand	
	30.02	Team car parking	12				2	Competitions	Main stand	
	30.03	Team equipment van	2				2	Competitions	Team bus area	
	30.04	Team guests' parking	12  2 				2	Competitions	Close to main stand	
	30.05	Match officials' drop-off/pick-up/parking	1  1 				2	Competitions	Main stand	
	30.06	Ambulance parking	4				2	Medical	Main stand	
	30.07	Doping control collection vehicle	1				2	Medical	Main stand	
	30.08	VIP drop-off	1				5	Protocol	Main stand	

 cars  buses  * mini-bus

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TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
	One vending machine per STC to be located in the rest area.	●	●	●	●					
		●	●	●	●	●	●			
		●	●	●	●	●	●			
		●	●	●	●	●	●	●		
		●	●	●						
	Facilities must cater for mobility-impaired spectators.									
	Facilities must cater for mobility-impaired spectators.									
Under or adjacent to main stand and mixed zone exit.	Drop-off and pick-up ideally underneath the main stand. If exposed to spectator missile, then overhang or canopy covering the buses should be minimum 4.8m height. Canopy should extend from the buses to players' entrance into the stadium, and back to the buses from the mixed zone exit, if different location. Additional parking for police escort vehicles to be considered in the overall parking allocation.	●		●						
Under or adjacent to main stand close to the mixed zone.	Car parking for six cars per team. Additional LOC support and police escort vehicles to be considered in overall allocation.	●		●						
		●		●						
	Six cars and one bus per team, situated with direct access to the relevant seating allocation within the stadium bowl.	●		●						
	Drop-off and pick-up ideally underneath the main stand. If exposed to spectators missile, then overhang or canopy covering vehicles should extend the match officials' entry/exit point of stadium. Parking located near the entrance. Additional parking for police escort vehicles to be considered in the overall allocation.	●		●						
	Vehicle space for four ambulances, each with a defibrillator for care of players, team officials, VVIPs/VIPs and FIFA delegation.	●		●						
Close to players' entrance/exit and doping control room		●		●						
Under or adjacent to main stand close to the mixed zone.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●		●						

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30 Parking facilities										
	30.09	VVIP drop-off	1				5	Protocol	Main stand	
	30.10	VVIP cars – opening match and final	80				5	Protocol	Main stand	
	30.11	VVIP cars – other matches	40				5	Protocol	Main stand	
	30.12	VIP cars – group stage	150				5	Protocol	Main stand	
	30.13	VIP cars – opening match and final	200				5	Protocol	Main stand	
	30.14	VIP buses – group stage	20				5	Protocol	Main stand	
	30.15	VIP buses – opening match and final	45				5	Protocol	Main stand	
	30.16	Commercial affiliate hospitality – quarter-final	100 80					Hospitality	Hospitality village	
	30.17	Commercial affiliate hospitality – host	100 80					Hospitality	Hospitality village	
	30.18	Commercial hospitality – semi-final	100 80					Hospitality	Hospitality village	
	30.19	Commercial hospitality – opening match and final	200 200					Hospitality	Hospitality village	
	30.20	Commercial hospitality – quarter-final	400 4					Hospitality	Hospitality village	
	30.21	Commercial hospitality – host	800 15					Hospitality	Hospitality village	
	30.22	Commercial affiliate hospitality – semi-final	800 15					Hospitality	Hospitality village	
	30.23	Commercial hospitality – opening match and final	1,000 20					Hospitality	Hospitality village	
	30.24	Commercial affiliate non-hospitality	150-200 200-300					Marketing	Stadium precinct	
	30.25	Commercial display	50-100 5-10					Marketing	Stadium precinct	
	30.26	Marketing operations – group stage	50					Marketing	Stadium precinct	
	30.27	Marketing operations – quarter-final	80					Marketing	Stadium precinct	

🚗 cars 🚌 buses

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
At main entrance.	Dedicated drop-off with direct access route to VVIP lounge by dedicated lift/stairs. 80 VVIPs will be dropped off at this point and parking must be available within close proximity. Additional parking for police escort vehicles to be considered in the overall parking allocation.	●		●						
Next to VVIP entrance.	Additional parking for police escort vehicles to be considered in the overall allocation. Graded, level surface required.	●		●						
Next to VVIP entrance.	Additional parking for police escort vehicles to be considered in the overall allocation. Graded, level surface required.	●		●						
Within 100m of VIP entrance.	Graded, level surface required.	●	●	●						
Within 100m of VIP entrance.	Graded, level surface required.	●	●	●						
Within 100m of VIP entrance.	30-40 seater buses preferred.	●	●	●						
Within 100m of VIP entrance.	30-40 seater buses preferred.	●	●	●						
		●	●	●						
	Marketing will work on a ratio of tickets to parking passes based on the total availability of parking spaces at the various venues.	●	●	●						
		●	●	●						
		●	●	●						
		●	●	●						
		●	●	●						
		●	●	●						
		●	●	●						
	Larger amount for the opening match, quarter-finals, semi-finals and final.	●	●	●						
	Quantity of passes requested depends on activation of commercial display by the commercial affiliates.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						

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30 Parking facilities										
	30.28	Marketing operations – host nation, group	50					Marketing	Stadium precinct	
	30.29	Marketing operations – semi-final	80					Marketing	Stadium precinct	
	30.30	Marketing operations – opening match and final	100					Marketing	Stadium precinct	
	30.31	FIFA/LOC staff parking	100					LOC	Stadium precinct	
	30.32	FIFA/LOC staff shuttle drop-off	1					LOC	Stadium precinct	
	30.33	TV broadcast parking – opening match, semi-final and final	250					TV	Stadium precinct	TA
	30.34	TV broadcast parking – other	170					TV	Stadium precinct	TA
	30.35	Media parking	150-250					Media	Stadium precinct	
	30.36	Media drop-off	1					Media	Stadium precinct	
	30.37	Volunteer centre	15					LOC	Volunteer centre	
	30.38	Accreditation centre parking	15					LOC	Accreditation centre	
	30.39	Stadium ticketing centre (STC)	15					Ticketing	Stadium ticketing centre	
	30.40	IT&T parking	85					MATCH IT/LOC	Stadium precinct	FITR
31 Security and emergency services										
	31.01	Security perimeters	TBD	TBD	TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.02	Stadium operations centre (SOC)	1	TBD	TBD	TBD	4	LOC		FSR
	31.03	Stadium operations meeting room	1	TBD	TBD	TBD	4	LOC	SOC	FSR
	31.04	Sound control room	1	3	20	20	4	LOC	SOC	FSR
	31.05	Secure storage	TBD		TBD	TBD	3	LOC	Stadium perimeter	
	31.06	Break area/toilets	TBD		TBD	TBD	3	LOC	Stadium perimeter	
	31.07	Security posts	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by category

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
		●	●	●						
Within stadium close to the main entrance.		●	●	●						
Within 200m of broadcast compound/ media entrance	Standard car parking spaces. Separate from broadcast compound.	●	●	●						
Within 200m of broadcast compound/ media entrance	Standard car parking spaces. Separate from broadcast compound.	●	●	●						
	Final stadium is allocated the larger amount.	●	●	●						
Closest to media tribune or SMC entrance.	Media drop-off may include shuttle services.	●	●	●						
		●	●	●						
		●	●	●						
		●	●	●						
	Breakdown of parking allocation as follows: 20 parking spaces for MATCH IT & LOC IT staff, 15 parking spaces for rate card staff and 50 parking spaces for IT command centre staff.	●	●	●						
		●	●	●						
	This is the hub of the operations in the stadium. Security and disaster management will be handled from the SOC. Uninterrupted view of the pitch and stadium bowl, supplemented by CCTV images of stadium spectators entry and egress points, including the transport hubs.	●	●	●	●	●	●	●		
	Meeting room required for daily briefings, de-briefings and emergency meetings for stadium-related matters.	●	●	●	●	●	●			
Security area.	The public address system is controlled from this room. Full view of the pitch, stadium and replay screen. Power for the PA System. Domestic power for lights. Stadium screens should be controlled from this same location.	●			●	●	●	●		●
		●	●	●						
		●	●	●						
		●	●	●						

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31 Security and emergency services										
	31.08	Working area/holding area	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.09	Remote search park/ vehicle screening	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.10	Spectator egress gates	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.11	Emergency vehicles	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.12	Casualty clearing station	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.13	Stewards' holding area	TBD		TBD	TBD	3	LOC	Stadium perimeter	FSR
	31.14	Helipad	1-2		TBD	TBD	3	LOC	Stadium perimeter	FSR
32 Auxiliary venues										
	32.01	Official hotels	TBD	TBD	TBD	TBD		FIFA/LOC	Host city	HA
	32.02	Venue-specific training sites (VSTS)	2	TBD	TBD	TBD		FIFA/LOC	Host city	FR
	32.03	Team base camps	32	TBD	TBD	TBD		FIFA/LOC	Host country	FR
	32.04	Referees' headquarters	1	TBD	TBD	TBD		Competitions	Host country	
	32.05	FIFA Fan Fests	TBD	TBD	TBD	TBD		Marketing	Host city	HA
	32.06	Public viewing areas	TBD	TBD	TBD	TBD		Marketing / TV	Host country	
	32.07	Public transport services	TBD	TBD	TBD	TBD		LOC	Host country	
	32.08	Main ticketing centre	TBD	TBD	TBD	TBD		Ticketing	Host city	
	32.09	Venue ticketing centres	TBD	TBD	TBD	TBD		Ticketing	Host city	
	32.10	LOC central logistics warehouse	TBD	TBD	100	100		MATCH IT/ LOC	Host city	FITR

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
		●	●	●		●				
	To include the following: vehicle queue, vehicle screening area, oversized vehicle screening area, by-pass lane, observation platform, security area (work & break area for screening personnel), material transfer area, toilets, lighting, vehicle permit check	●	●	●		●	●	●		
	Gates next to entry points for spectator egress.	●	●	●						
	Ambulance, fire engine and police parking within the stadium precinct.	●	●	●						
	Governmental and host city plans will determine the requirements of this point.	●	●		●					
	Rest area required for stewards working at the stadium. Area to include lockers, toilets and sanitary facilities, F&B facilities, etc.	●	●		●					
	Large open area for helicopter landing/staging of VVIPs and emergency services.	●	●		●					
Two venue-specific team hotels (VSTH) associated per FWC stadium. VSTH to be within 20 minutes' drive of associated training pitch.	Includes FIFA HQ hotel, FIFA venue hotels, venue-specific team hotels (VSTH). Ticketing office and back office required within the FIFA venue hotels.	●		●	●	●	●	●	●	
Two VSTs associated per FWC stadium. Ideally located within 20 minutes' drive of the VSTH.		●	●							
		●	●							
	Includes hotel, meeting rooms, office space, dining room, massage rooms, two training pitches and storage facilities.	●	●							
		●	●		●					
		●	●		●					
	Includes rail stations, bus drop-off points, park & ride, spectator parking, etc.	●	●							
		●	●		●		●	●	●	
		●	●		●		●	●	●	
	PC factory	●	●		●	●	●			

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33 Airports										
	33.01	Dedicated team terminal	TBD	TBD	TBD	TBD		LOC	Host country	
	33.02	Dedicated immigration lanes for FIFA delegation	TBD	TBD	TBD	TBD		LOC	Host country	
	33.03	Signage	TBD	TBD	TBD	TBD		LOC	Host country	
	33.04	Volunteer holding room	TBD	TBD	TBD	TBD		LOC	Host country	
	33.05	Welcome desks	TBD	TBD	TBD	TBD		LOC	Host country	
	33.06	Accreditation verification desk	TBD	TBD	TBD	TBD		LOC	Host country	
	33.07	Protocol lounge and processing	TBD	TBD	TBD	TBD		LOC	Host country	
	33.08	Ticketing kiosk	TBD	TBD	TBD	TBD		LOC	Host country	
	33.09	Medical office	TBD	TBD	TBD	TBD		LOC	Host country	
	33.10	Transport office	TBD	TBD	TBD	TBD		LOC	Host country	
	33.11	Parking facilities	TBD	TBD	TBD	TBD		LOC	Host country	

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	To include immigration, customs clearance, baggage handling, holding lounges, dedicated media areas, drop-off/parking for team vehicles, food & beverage points etc. Terminal required for the chartered flights of participating member associations (PMA) and VVIPs arrival and departures, this may be located in the main terminal or a separate terminal.	●	●	●		●	●	●		
			●	●						
	Directional signage to pick-up points		●	●						
	Holding area on air-side for volunteers working in this space.	●	●	●						
	Transport & protocol services (TPS) to be available at welcome desks.		●	●		●	●			
	This area must be situated air-side of the terminal to validate accreditation of incoming delegates.		●	●		●	●			
	Waiting area for processing VVIP arrival and departures. Requires direct access to parking/staging area.		●	●	●					
			●	●		●	●			
			●	●	●	●	●			
			●	●	●	●	●			
	Staging area for shuttles, staff parking and holding spaces for Team and VVIP dedicated vehicles.	●	●	●						

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ^{9,10}	Reference Document*
1 Competitions									
Playing area	3.01	Pitch	1	25	105 x 68	125 x 85	1		LOTG TMD
Playing area	3.02	Players' tunnel	1	90	4-6m with min 15m length	60-90	1	Main stand	LOTG
Playing area	3.03	Substitutes' bench	2	23	23 seats x 1m	46	1	Main stand	LOTG
Playing area	3.04	Fourth official's bench	1	4	4 seats x 1m	4	1	Main stand	LOTG
Playing area	3.05	Players' outdoor warm-up area	2	14	3 x 30	90	1	Goal side	FSTRR
Playing area	3.08	Pitch to spectator seat – goal side	TBD	TBD	TBD	TBD	1	Goal side	FSTRR
Playing area	3.09	Pitch to spectator seat – touch lines	TBD	TBD	TBD	TBD	1	Touch lines	FSTRR
Playing area	3.15	Interior stadium bowl flags	TBD		TBD	TBD	3	Stadium bowl	FFG
Dressing rooms	4.01	Team A, dressing room	1	23	80	250	2	Main stand	FSTRR
Dressing rooms	4.02	Showers & toilet facilities, Team A	1	11	50	included in 4.01	2	Main stand	FSTRR
Dressing rooms	4.03	Massage room, Team A	1	8	40	included in 4.01	2	Main stand	FSTRR
Dressing rooms	4.04	Kit manager's room, Team A	1	3	25	included in 4.01	2	Main stand	FSTRR
Dressing rooms	4.05	Coaches' and technical room, Team A	1	4	30	included in 4.01	2	Main stand	FSTRR

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TBD To be determined,
negotiated between FIFA
and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷	UPS ¹⁷
Service tunnel, players' tunnel.	This is the area where the match is played, includes area behind the goals and touch lines. Space must be large enough for warm-up area behind goal lines. A minimum of 5m beyond the touchlines and 5m beyond the goal lines must be of the same surface material as the playing field. Pitch must have a minimum 6 weeks rest period prior to first match at the stadium.	●		●					●	
Dressing rooms and entry point from main stand to pitch.	An extendable tunnel protector is required from the mouth of the players' tunnel beyond the first row of spectator seats – width to accommodate six people abreast.	●	●						●	
Main stand, players' tunnel.	These are seats for the substitutes in designated positions next to the pitch adjacent to the main stand. The bench includes transparent heat reflecting/minimising Plexiglas™ cover.	●	●	●						
Between substitutes' benches.	Same design as substitute benches. Provides seating for one match official and three event coordinators. The reserve assistant referee will be seated elsewhere along the touch lines, either on their own bench with Plexiglas™ cover or with the stretcher-bearers, preferably on the side of Team A's substitutes' bench.	●	●	●		●	●		●	
Behind both goals and photographer positions.	This is the area where the substitute players warm-up during the match. The warm-up area surface should be the same as the playing surface, i.e. grass or artificial turf with proper cushioning. Each area to cater for 6 players and 2 officials. Should sufficient space not be available behind the goals, a shared warm-up area behind the assistant referee 1 must be provided. This area must cater for 3 players and 1 official per Team.		●	●						
Pitch	Min. 10m. In addition refer to 3.10.									
Pitch	Min 8.5m. In addition refer to 3.10.									
Sufficient space and erecting options to accommodate the flags.	May include FIFA, fair play, confederations, national, United Nations and IOC flags. Flag dimensions must be proportional with the stadium bowl. Positioning of the flags must take into consideration the stadium floodlights in order for the flags to be visible from all areas (pitch/VVIP/VIP).	●	●	●						
Coach drop-off, doping control, flash-interview areas.	This is the main dressing room for Team A and includes twenty three (23) lockers, flipcharts, white board and clocks.	●		●	●	●	●	●	●	●
Within players' dressing-room area	Minimum eleven (11) shower heads. Towel hooks to be placed in an area next to showers for players to dry off. To include toilets, urinals and sinks with mirrors.	●		●						
Adjacent to players' dressing-room area	The space would include 3 massage tables, utility table and ice machine.	●	●	●	●					
Players' dressing rooms and, if provided, indoor warm-up area.	This is a small office for the kit manager to store and distribute kit for players. A table, two chairs and a lockable cupboard are required. Access/egress from the drop-off to this space must be accessible for large equipment.	●		●	●					
Adjacent to players' dressing-room area	Provide four lockers, chairs, table, one toilet and one shower.	●		●	●	●	●	●	●	●

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1 Competitions									
Dressing rooms	4.06	Refreshment/utility area, Team A	1	TBD	25	included in 4.01	2	Main stand	FSTRR
Dressing rooms	4.07	Players' indoor warm-up area, Team A	1	23	100	100	2	Main stand	FSTRR
Dressing rooms	4.08	Team B, dressing room	1	23	80	250	2	Main stand	FSTRR
Dressing rooms	4.09	Showers & toilet facilities, Team B	1	11	50	included in 4.08	2	Main stand	FSTRR
Dressing rooms	4.10	Massage room, Team B	1	8	40	included in 4.08	2	Main stand	FSTRR
Dressing rooms	4.11	Kit manager's room, Team B	1	3	25	included in 4.08	2	Main stand	FSTRR
Dressing rooms	4.12	Coaches' and technical room, Team B	1	4	30	included in 4.08	2	Main stand	FSTRR
Dressing rooms	4.13	Refreshment/utility area, Team B	1	TBD	25	included in 4.08	2	Main stand	FSTRR
Dressing rooms	4.14	Players' indoor warm-up area, Team B	1	23	100	100	2	Main stand	FSTRR
Dressing rooms	4.15	Referees 1 – dressing room	1	5-7	24-35	24-35	2	Main stand	FSTRR
Dressing rooms	4.16	Referees 2 – dressing room	1	2	16	16	2	Main stand	FSTRR
Dressing rooms	4.17	Referees' showers 1	1	3	3 x 1.5m	5	2	Main stand	FSTRR
Dressing rooms	4.18	Referees' showers 2	1	2	2 x 1.5m	3	2	Main stand	FSTRR
FIFA offices	7.01	General coordinator's (GC) office	1	2 - 3	40	40	2	Main stand	FSTRR
FIFA offices	7.02	GC meeting room (crisis management)	1	10	50	50	2/4	Main stand	FSTRR
FIFA offices	7.03	GC storage room	1	n/a	20	20	2	Main stand	FSTRR
FIFA offices	7.04	Match coordination meeting room	1	40	100	100	2/4	Main stand	FSTRR
FIFA offices	7.05	Match commissioner's office	1	1	60	60	2/4	Main stand	FSTRR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

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Dressing room	Space should be made available for a refrigerator and tables so that beverages, food or other items can be laid out for easy access by players and staff. The space could be in the open hallway area within team area or in dressing room itself.	●	●	●	●					●
Next to players' dressing rooms.	Indoor warm-up areas are a benefit for stadiums hosting double-header matches as part of their legacy operations and provide an alternative warm-up area during inclement weather.	●	●	●	●					
Coach drop-off, doping control, flash-interview areas.	This is the main dressing room for Team B and includes twenty three (23) lockers, flipcharts, white board and clocks.	●		●	●	●	●	●	●	●
Within players' dressing-room area	Minimum eleven (11) shower heads. Towel hooks to be placed in an area next to showers for players to dry off. To include toilets, urinals and sinks with mirrors.	●	●	●						
Adjacent to players' dressing-room area	The space would include 3 massage tables, utility table and ice machine.	●		●	●					
Players' dressing room.	This is a small office for the kit manager to store and distribute kit for players. A table, two chairs and a lockable cupboard are required. Access/egress from the drop-off to this space must be accessible for large equipment.	●		●	●					
Adjacent to players' dressing room area	Provide four lockers, chairs, table, one toilet and one shower.	●		●	●	●	●	●	●	●
Dressing room	Space should be made available for a refrigerator and tables so that beverages, food or other items can be laid out for easy access to players and staff. The space could be in the open hallway area within team area or in dressing room itself.	●	●	●	●					●
Next to players' dressing rooms.	Indoor warm-up areas are a benefit for stadiums hosting double header matches as part of their legacy operations and provide an alternative warm-up area during inclement weather.	●	●	●	●					
Players' dressing room.	Provide seven lockers, massage table, desk and chairs.	●		●	●	●	●	●	●	●
Players' dressing room.	Provide two lockers, massage table, desk and chairs.	●		●	●	●	●	●	●	●
Within the referees' dressing room	Provide three showers (with towel hooks) and one toilet. Could also be used to accommodate female referees.	●		●	●					
Within the referees' dressing room	Provide one shower (with towel hooks) and one toilet. Could also be used to accommodate female referees.	●		●	●					
Players' dressing rooms and tunnel.	This is the office for the FIFA representatives managing match day operations.	●	●	●	●	●	●	●	●	●
Adjacent to or within general coordinator's or match commissioner's office.		●	●	●	●	●	●	●	●	●
Can be located within the general coordinator's office.	Lockable and secure location required.	●	●	●						
Within stadium secure perimeter, ideally with view of the pitch.	Match coordination meeting room required for match day minus one meetings. Ideally, the room should have a pleasant ambience for meeting team representatives.	●	●	●	●	●	●	●	●	●
As close as possible to general coordinator's office.	May include areas listed in 7.6-7.10.	●	●	●	●	●	●	●	●	●

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1 Competitions									
FIFA offices	7.06	Head of delegation's office	1	1	incl. 7.05	incl. 7.05	2/4	Main stand	FSTRR
FIFA offices	7.07	Technical study group office	1	2-3	incl. 7.05	incl. 7.05	2/4	Main stand	FSTRR
FIFA offices	7.08	Referees committee member's office	1	1	incl. 7.05	incl. 7.05	2/4	Main stand	FSTRR
FIFA offices	7.09	Referees' assessor	1	1	incl. 7.05	incl. 7.05	2/4	Main stand	FSTRR
FIFA offices	7.10	Referees' video specialist office	1	2	incl. 7.05	incl. 7.05	2/4	Main stand	FSTRR
FIFA offices	7.11	Security office	1	2	20	20	2	Main stand	FSTRR
Ceremonies	9.05	Awards ceremonies staging area – final & third place match	TBD	TBD	TBD	TBD	4/5	Main stand	
Ceremonies	9.06	Awards ceremonies podium – final & third-place match	TBD	TBD	TBD	TBD	3/5	Main stand	
Ceremonies	9.07	Awards ceremonies medal preparation & holding room – final & third-place matches	TBD	TBD	TBD	TBD	2/4	Main stand	
Parking facilities	30.01	Team bus drop-off/pick-up/parking	2-4				2	Main stand	
Parking facilities	30.02	Team car parking	12				2	Main stand	
Parking facilities	30.03	Team equipment van	2				2	Team bus area	
Parking facilities	30.04	Team guests' parking	12				2	Close to main stand	
Parking facilities	30.05	Match officials' drop-off/pick-up/parking	1 *				2	Main stand	
Auxiliary venues	32.02	Venue specific training site (VSTS)	2	TBD	TBD	TBD		Host city	FR
Auxiliary venues	32.03	Team base camps	32	TBD	TBD	TBD		Host country	FR
Auxiliary venues	32.04	Referees' headquarters	1	TBD	TBD	TBD		Host country	

cars buses * mini bus

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
		●	●	●		●	●	●		●
Close proximity to general coordinator's office.	Ideally located near or with LOC security office.	●	●	●	●	●	●	●		●
Located in route from the VVIP lounge to the awards podium.	Holding area to cater for VVIPs, hostesses, protocol and security staff, with access to the awards podium on the main stand.	●	●		●					
VVIP tribune and pitch.	Podium to be situated in the main stand for the final and on the field of play for the third-place match. Access to and from the field of play and the VVIP holding areas required.	●	●		●					
	Required for third-place and final matches only.	●	●		●					
Under or adjacent to main stand and mixed zone exit	Drop-off and pick-up ideally underneath the main stand. If exposed to spectator missile, then overhang or canopy covering the buses should be minimum 4.8m height. Canopy should extend from the buses to players' entrance into the stadium, and back to the buses from the mixed zone exit, if different location. Additional parking for police escort vehicles to be considered in the overall parking allocation.	●			●					
Under or adjacent to main stand close to the mixed zone.	Car parking for six cars per team. Additional LOC support and police escort vehicles to be considered in overall allocation.	●			●					
		●			●					
	Six cars and one bus per team, situated with direct access to the relevant seating allocation within the stadium bowl.	●			●					
	Drop-off and pick-up ideally underneath the main stand. If exposed to spectators missile, then overhang or canopy covering vehicles should extend the match officials' entry/exit point of stadium. Parking located near the entrance. Additional parking for police escort vehicles to be considered in the overall allocation.	●			●					
Two VSTs associated per FWC stadium. Ideally located within 20 minutes' drive of the VSTH.	VSTs are identified by the LOC and confirmed by FIFA.	●	●							
	TBC are identified by the LOC and approved by FIFA.	●	●							
	Includes hotel, meeting rooms, office space, dining room, massage rooms, two training pitches and storage facilities	●	●							

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2 Competitions/Security									
Playing Area	3.10	Pitch protection	TBD	TBD	TBD	TBD	1	Pitch perimeter	FSR
3 Competitions/LOC									
Playing area	3.17	Contingency pitch	TBD		Min. 105m x 68m	Min 125m x 85m	n/a	Off site	FSTRR TMD HA
4 Medical									
Medical facilities	5.01	Stretcher-bearers' and medical team area	2	3/4	8	16	1	Main stand	LOTG
Medical facilities	5.02	Players' medical room	1	4	50	50	2	Main stand	FSTRR
Medical facilities	5.03	Medical officer's room	1	2	incl 5.02	incl 5.02	2	Main stand	FSTRR
Doping control	6.01	Waiting room	1	8	16	16	2	Main stand	FSTRR
Doping control	6.02	Medical office	1	4	16	16	2	Main stand	FSTRR
Doping control	6.03	Toilet	1	2	4	4	2	Main stand	FSTRR
Parking facilities	30.06	Ambulance parking	4				2	Main stand	
Parking facilities	30.07	Doping control collection vehicle	1				2	Main stand	
5 Medical/Protocol									
Hospitality areas – stadium	13.16	VVIP/VIP medical room(s)	1-2	4	Min. 20m ²	20-40	5	Main stand	
6 Protocol									
FIFA offices	7.29	Protocol office	1	4	25	25	5	Main stand	

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Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Between pitch access and the first row of spectator seats.	Can be in the form of pitch protection barriers and/or security personal. There are various products available in the market which assist in the deterrent of pitch invasions and provide a safe and efficient movement of spectators from their seats to the pitch in the event of an emergency evacuation.	●	●	●						
Within close proximity to the stadium/host city.	Contingency pitch for the stadium if required. To include necessary equipment and manpower to install pitch when required.	●	●	●	●					
Close to players' tunnel, emergency services and adjacent to substitutes' benches	This is the position for medical personnel on the field, 5-8m from the touchline. Incorporates heat reflecting/minimising Plexiglas™ cover. The reserve assistant referee may be seated on the stretcher-bearers' bench to the left of substitute bench of Team A.		●	●						
Close to players' tunnel and emergency services.	Used for players and team officials working close to the pitch. Stretcher access from the medical room to parking area for ambulances required. Refer to section 30, "Parking facilities".	●		●	●	●	●	●	●	●
Close to players' tunnel and emergency services.		●		●	●	●	●	●	●	●
Close to players' dressing rooms and 6.02.	This is the area players wait to be tested. The doping control room is connected to the waiting room and medical office. Must contain refrigerator with unopened drinks in plastic bottles, TV and waste bin.	●		●	●			●	●	
Close to players' dressing rooms/tunnel and emergency services.	Must be well ventilated, brightly lit with easily washable and non-slippery floors. Must contain two desks with four chairs, one lockable cabinet, two waste bins, wash basin and a mirror.	●		●	●	●	●	●	●	●
Close to players' dressing rooms and 6.02.	Toilets must be linked to the medical office and large enough for two people. Must be well ventilated, brightly lit with easily washable and non-slippery floors. Must contain a toilet, wash basin, mirror, shower and a waste bin.	●		●	●					●
Close to players' entrance/exit and doping control room.	Vehicle space for four ambulances, each with a defibrillator for care of players, team officials, VVIP/VIPs and FIFA delegation.	●		●						
Adjacent to or within the VVIP/VIP lounge.	Dependent on size, a second VIP medical room may be required. VVIP medical room required if the VVIP tribune is on a separate level to VIP tribune and to be in close proximity to their seating and lifts. Unrestricted access for stretcher-bearers. Minimum size – 20m ² . Dedicated doctor to be made available.	●	●	●	●	●	●	●	●	●
Office should be located close to VIP reception desk.	Ideally located near or with LOC protocol office.	●	●	●		●	●	●	●	●

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6 Protocol									
Hospitality areas – stadium	13.13	Bodyguards/security personnel – opening match and final	1	100	100 x 1	100	5	Main stand	
Hospitality areas – stadium	13.14	Bodyguards/security personnel – other matches	1	50	50 x 1	50	5	Main stand	
Hospitality areas – stadium	13.18	VIP welcome desk – opening match and final	1	10	40	40	5	Main stand	
Hospitality areas – stadium	13.19	VIP welcome desk – semi-final	1	10	30	30	5	Main stand	
Hospitality areas – stadium	13.20	VIP welcome desk – group stage and final	1	10	20	20	5	Main stand	
Hospitality areas – stadium	13.21	VVIP welcome desk	1	10	20	20	5	Main stand	
Parking facilities	30.08	VIP drop-off	1				5	Main stand	
Parking facilities	30.09	VVIP drop-off	1				5	Main stand	
Parking facilities	30.10	VVIP cars – opening match and final	80				5	Main stand	
Parking facilities	30.11	VVIP cars – other matches	40				5	Main stand	
Parking facilities	30.12	VIP cars – group stage	150				5	Main stand	
Parking facilities	30.13	VIP cars – opening match and final	200				5	Main stand	
Parking facilities	30.14	VIP buses – group stage	20				5	Main stand	
Parking facilities	30.15	VIP buses – opening match and final	45				5	Main stand	
7 Hospitality/Protocol									
Hospitality areas – stadium	13.03	VIP lounge – opening match and final	1	1,350	1,350 x 1	1,350	5	Main stand	
Hospitality areas – stadium	13.04	VIP lounge – semi-final	1	1,100	1,110 x 1	1,110	5	Main stand	

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As close as possible to VIP areas.	Clean broadcast feed required by IT. To be taken in consideration with 8.15.		•		•	•	•	•	•	
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets. As close as possible to VIP areas.	•	•		•	•	•	•		
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	•	•		•	•	•	•		
Adjacent to guests' drop-off/pick-up and VIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	•	•		•	•	•	•		
Adjacent to guests' drop-off/pick-up and VVIP lounges.	Fixed position throughout the tournament with access to power. Electronic access control system utilised in this area to validate tickets.	•	•		•	•	•	•		
Under or adjacent to main stand close to the mixed zone.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	•		•						
At main entrance.	Dedicated drop-off with direct access route to VVIP lounge by dedicated lift/stairs. 80 VVIPs will be dropped off at this point and parking must be available within close proximity. Additional parking for police escort vehicles to be considered in the overall allocation. Graded, level surface required.	•		•						
Next to VVIP entrance.	Additional parking for police escort vehicles to be considered in the overall allocation. Graded, level surface required.	•		•						
Next to VVIP entrance.	Additional parking for police escort vehicles to be considered in the overall allocation. Graded, level surface required.	•		•						
Within 100m of VIP entrance.	Graded, level surface required.	•	•	•						
Within 100m of VIP entrance.	Graded, level surface required.	•	•	•						
Within 100m of VIP entrance.	30-40 seater buses preferred	•	•	•						
Within 100m of VIP entrance.	30-40 seater buses preferred	•	•	•						
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC President's Lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	•	•		•	•	•	•	•	
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC President's lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	•	•		•	•	•	•	•	

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ¹⁰	Reference Document*
7 Hospitality/Protocol									
Hospitality areas – stadium	13.05	VIP lounge – quarter-final	1	650	650 x 1	650	5	Main stand	
Hospitality areas – stadium	13.06	VIP lounge – group stage & round of 16	1	550	550 x 1	550	5	Main stand	
Hospitality areas – stadium	13.07	VVIP lounge – opening match and final	1	150	150 x 1.8	270	5	Main stand	
Hospitality areas – stadium	13.08	VVIP lounge – semi-final	1	100	100 x 1.8	180	5	Main stand	
Hospitality areas – stadium	13.09	VVIP lounge – quarter-final	1	75	75 x 1.8	135	5	Main stand	
Hospitality areas – stadium	13.10	VVIP lounge – group stage	1	50	50 x 1.8	90	5	Main stand	
Hospitality areas – stadium	13.11	FIFA President's lounge	1	6	6 x 2.5	15	5	Main stand	
Hospitality areas – stadium	13.12	LOC President's (Chairman's) lounge	1	6	6 x 2.5	15	5	Main stand	
8 Hospitality									
FIFA offices	7.27	Hospitality office	1	2-4	25	25	4/9	Main stand	
FIFA offices	7.28	Hospitality rights holder office	1	2-4	25	25	9	Main stand	
Hospitality areas – stadium	13.01	Skyboxes/hospitality suites	All	TBD	TBD	TBD	9	Stadium bowl	LOR FSTRR
Hospitality Areas – Stadium	13.02	Commercial hospitality kitchen	1	TBD	according to capacity	TBD	9	Adjacent to commercial hospitality lounges	
Hospitality Areas – Stadium	13.17	VVIP kitchen(s)	1	TBD	according to capacity	TBD	5	Main stand	

1 Area
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7 Sum of area dimensions
8 FIFA accreditation zone (see key on page 6)
9 Space owner/planner

10 Placement within stadium
11 Affinity to other rooms/activities
12 Typical structure required
13 The space is dedicated to one function or shared with another
14 Requires heating, ventilation and air conditioning
15 Requires telecom connectivity
16 Requires internet connectivity
17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC President's lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Behind the VIP seats with unobstructed view of pitch.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. There are three distinct areas within hospitality i.e. FIFA and LOC President's lounges, VVIP lounge and VIP lounge. Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to, above or below the VIP lounge.	Dedicated walkways, entrances, lifts and stairwells required for VVIPs and VIPs.	●	●	●	●	●	●	●	●	
Adjacent to VVIP lounge.	Provide high-quality sofas and armchairs, clean broadcast feed required by IT and unobstructed view of the pitch preferred.	●	●	●	●	●	●	●	●	
Adjacent to FIFA President's lounge.	Provide high-quality sofas and armchairs, clean broadcast feed required by IT and unobstructed view of the pitch preferred.	●	●	●	●	●	●	●	●	
		●	●	●	●	●	●	●	●	●
Adjacent to the hospitality areas.		●	●	●	●	●	●	●	●	●
Unless otherwise agreed by FIFA in writing, for the FIFA World Cup™, each stadium should have the following: eight per cent (8%) of total number of seats (i.e. all seats including the seat kills, media tribune and VIP tribune) for opening match, semi-finals and final. Five per cent (5%) of the total number of seats for remaining matches. Skyboxes must represent a minimum of 30% of the hospitality programme.	All skyboxes and associated seats are at the disposal of the hospitality programme. Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. FIFA will provide the minimal finishes for a skybox. Consideration for skyboxes must include the following: access to toilets in close proximity but separate to public toilets and sanitary; catering area with access to power, water and drainage (but no cooking equipment required); structure must consist of three (3) walls (floor to ceiling) and a floor to ceiling window looking onto the pitch. Access must be provided directly from the skybox interior to the designated exterior seating area without compromising the view of the pitch. Seating, indoor or outdoor, must be separate from the general public with a barrier, i.e. partition. Seating in this area must be a higher standard than general seats. Dedicated guests' access routes and lifts separated from VIP and media guests.	●		●	●	●	●	●	●	
		●	●	●	●					
Adjacent to VVIP/VIP lounges		●	●	●	●	●	●	●	●	

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8 Hospitality									
Hospitality areas – within stadium perimeter	14.01	Commercial affiliate village – final	1	5,000-7,000	5-5.6m ² per occupancy	35,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.02	Commercial affiliate – semi-finals	1	3,500-4,000	5-5.6m ² per occupancy	20,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.03	Commercial affiliate – quarter-final	1	1,800-2,000	5-5.6m ² per occupancy	10,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.04	Commercial affiliate – round of 16 and group stage	1	1,400-1,600	5-5.6m ² per occupancy	8,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.05	Commercial hospitality – final	1	10,000	4.6m ² per occupancy	50,000	9	300m from centre of stadium	FHTR

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TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ¹⁰	Reference Document*
8 Hospitality									
Hospitality areas – within stadium perimeter	14.06	Commercial hospitality – semi-final	1	4,300	4.6m ² per occupancy	20,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.07	Commercial hospitality – quarter-final	1	2,200	4.6m ² per occupancy	10,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.08	Commercial hospitality – round of 16	1	1,900	4.6m ² per occupancy	9,000	9	300m from centre of stadium	FHTR
Hospitality areas – within stadium perimeter	14.09	Commercial hospitality – group stage	1	1,100	4.6m ² per occupancy	9,000	9	300m from centre of stadium	FHTR
Parking facilities	30.16	Commercial affiliate hospitality – quarter-final	100 80					Hospitality village	
Parking facilities	30.17	Commercial affiliate hospitality – host	100 80					Hospitality village	
Parking facilities	30.18	Commercial affiliate hospitality – semi-final	100 80					Hospitality village	

🚗 cars 🚌 buses

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
150m-300m from centre of stadium.	Requires a hard, flat well-drained surface to accommodate heavy vehicles and equipment. Use of existing halls or marquees. Provision of bulk services to all marquees, i.e. lighting, power, water and drainage of waste/water. Security fences installed, and venue dressing applied when public areas are adjacent. Communications network to the areas/marquees: TV (all channels), phone and IT&T. Access to the site required a minimum of three months prior to the exclusive use period. Pedestrian pathways from guest drop-off/parking locations to village marquee entrance to stadium and back ideally concrete, asphalt or appropriate pathways to create a level and stable route for all guests.	●	●	●	●	●	●	●	●	●
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		●	●	●						
	Marketing will work on a ratio of tickets to parking passes based on the total availability of parking spaces at the various venues.	●	●	●						
		●	●	●						

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8 Hospitality									
Parking facilities	30.19	Commercial affiliate hospitality – opening match and final	200 200 					Hospitality village	
Parking facilities	30.20	Commercial hospitality – quarter-finals	400 4 					Hospitality village	
Parking facilities	30.21	Commercial hospitality – host	800 15 					Hospitality village	
Parking facilities	30.22	Commercial hospitality – semi-final	800 15 					Hospitality village	
Parking facilities	30.23	Commercial hospitality – opening match and final	1,000 20 					Hospitality village	
9 Ticketing									
Access control points	1.04	Ticket clearing points	2	2	4		3	Adjacent to main stadium entrance	
Spectator areas	2.04	Spectator seating	TBD	TBD	TBD	TBD	3	Stadium bowl	OAA LOR
Stadium media centre	18.13	Ticket distribution desk	2	2	incl. 18.01	incl. 18.01	7	Stadium media centre	
Stadium ticketing centre	26.01	Front office	1	20-40	50-100	50-100	3	Stadium perimeter	
Stadium ticketing centre	26.02	Queuing area	1	75-150	120-200	120-200	3	Stadium perimeter	
Stadium ticketing centre	26.03	Trouble shooting area	1	10	12	12	3	Stadium perimeter	
Stadium ticketing centre	26.04	Back office	1	5-10	25-40	25-40	3	Stadium perimeter	
Stadium ticketing centre	26.05	Ticketing manager office	1	2	30	30	3	Stadium perimeter	
Stadium ticketing centre	26.06	Meeting rooms	2	10	30	60	3	Stadium perimeter	

 cars  buses

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
		•	•	•						
		•	•	•						
		•	•	•						
		•	•	•						
		•	•	•						
Must be accessible from both inside and outside the inner perimeter or turnstile line.	Important to note that these are ticket clearing points (help desks) as opposed to a ticketing office. Number of clearing points are subject to the number of access points to the turnstiles (recommend that the stadiums consider an average of four clearing points). Not possible at this point to confirm exactly how many points are required per stadium.	•	•	•	•	•	•	•	•	
	Modular seating to be installed six (6) months prior to the start of the FWC. Mobility-impaired seating numbers to be reflective of the international standard in relation to stadium capacity. Careful consideration must be given to mobility-impaired pathways, ramps, lifts, toilets and sanitary facilities and other services from their point of arrival to their seating positions and back. The above mentioned services are inclusive of VVIP/VIP areas. Audio description services to be considered for spectators.	•	•	•						
	One for press, one for photographers.	•	•	•	•	•	•	•	•	•
	Group-stage and round-of-16 matches to cater for 50m ² , quarter-finals and semi-finals for 70m ² and opening match and final cater for 100m ² .	•	•	•	•	•	•	•	•	
	Group-stage and round-of-16 matches to cater for 120m ² , quarter-finals and semi-finals for 150m ² and opening match and final cater for 200m ² .	•	•	•	•					
	Five people at counter, five solving issues.	•	•	•	•	•	•		•	
	Group-stage and round-of-16 matches to cater for 25m ² , quarter-finals and semi-finals for 40m ² and opening match and final cater for 40m ² .	•	•	•	•	•	•		•	
		•	•	•	•	•	•		•	
		•	•	•	•	•	•		•	

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9 Ticketing									
Stadium ticketing centre	26.07	Secure storage	1	n/a	20	20	3	Stadium perimeter	
Stadium ticketing centre	26.08	Rest area	1	10	30	30	3	Stadium perimeter	
Parking facilities	30.39	Stadium ticketing centre (STC)	15					Stadium ticketing centre	
Auxiliary venues	32.08	Main ticketing centre	TBD	TBD	TBD	TBD		Host city	
Auxiliary venues	32.09	Venue ticketing centre	TBD	TBD	TBD	TBD		Host city	
10 Ticketing/Protocol									
Hospitality areas – stadium	13.22	VIP tribune	1	550-1,350	TBD	TBD	5	Main stand	
Hospitality areas – stadium	13.23	VVIP tribune	1	50-150	TBD	TBD	5	Main stand	
11 Marketing									
Spectator areas	2.01	Commercial display – Commercial affiliates, FIFA and host city	15-20	TBD	4,000-5,500	4,000-5,500	3	Stadium perimeter	OAA LOR
Spectator areas	2.02	ATM	min. 1	TBD	TBD	TBD	3	Internal stadium perimeter	
Spectator areas	2.03	Food and beverage concession stands	TBD	TBD	TBD	TBD	3	Internal stadium perimeter and stadium concourses	OAA LOR FLCA
Playing area	3.11	Advertising boards – pitch perimeter	TBD	TBD	TBD	TBD	1	Pitch	FSTRR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
These rooms should only be accessible via the back office of the stadium ticketing centre (STC).	The area of 20m ² is subdivided in two rooms. The first room is for ticket stock (4m ²) the second for hardware (16m ²).	●	●	●						
	One vending machine per STC to be located in the rest area.	●	●	●	●					
		●	●	●						
		●	●	●		●	●	●	●	
		●	●	●		●	●	●	●	
Ideally in one location on the main stand but depending on the stadium configuration, this could be split on various levels.	VIP tribune capacities will be according to the match being played. Seating must be a superior grade and separated from the general spectator seating. Tribune may expand/reduce with CAT 1 seats as required. VIP tribune accessibility from CAT 1 seats must be controlled with barriers and/or security personnel. VIPs must have direct access to/from their lounge, REF 13.03-13.06.	●		●	●	●	●	●	●	
	VVIP tribune capacities will be according to the match being played. Seating must be a superior grade and separated from the general spectator seating. This is controlled with barriers or access personnel and must have direct access to/from VVIP lounge, REF 13.07-13.10. Half VVIP tribune seating allocated to FIFA, half allocated to the LOC.	●		●	●	●	●	●	●	
Between search area and turnstiles. Located between outer perimeter (mag & bag) and inner perimeter (turnstiles), or inside the inner perimeter.	Area for sponsors to actively demonstrate their products/entertain spectators. Area must be in main spectators' flow to stadium. Level, compacted surface required with access to bulk services i.e. power, water and services provided by stadium. Area must be usable space, free of foliage or other obstacles, i.e. benches, water features etc. Area must be well lit for evening matches and accessible for larger vehicles and forklifts. Spectator access pathways to be a natural pathway to the stadium, level, drained surface from point of transport drop-off, pick-up and parking.		●	●		●	●	●		
ATM(s) may be supplied in public areas by official event bank. Existing ATM(s) must be disabled or removed.	Depends on contract with service provider, ISDN line and normal power supply. VISA/bank sponsor to inform about the quantity of ATMs to be supplied.	●	●	●		●	●			
Concession stands in public areas.	One point of sale per 250 spectators, with 1-1.5m of counter space. It is important to know as much as possible about the concession stands as soon as possible for proper planning by the food and concession partners as well as the LOC appointed concessionaire. Exclusive use of existing catering stands and equipment augmented by temporary catering facilities. Access to water, power and drainage.	●	●	●	●	●	●	●		
	Requires access to dedicated power supply with synchronised back up supply for LED advertising boards. LED advertising boards measure between .90m - 1.00m in height.		●	●						●

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ⁹	Reference Document*
11 Marketing									
Playing area	3.12	Advertising boards – blind side	TBD	TBD	4m x 0.7m per board	Min. 60m total around benches	1	Pitch	FSTRR
FIFA offices	7.12	Youth programme	1	100	300	300	2/4	Main stand (lower level)	OAA LOR
FIFA offices	7.13	Ball kids holding room and toilets	1	TBD	30-40	30-40	2/4	Main stand	
FIFA offices	7.14	Mascot dressing room	1	3-4	10	10	2/4	Main stand	
FIFA offices	7.15	Marketing office	1	4-5	50	50	2/4	Main stand	OAA LOR
FIFA offices	7.16	Rights protection programme (RPP) office	1	1-2	20	20	4	Main stand	OAA LOR
FIFA offices	7.17	RPP meeting room	1	8-10	50	50	4	Main stand	OAA LOR
FIFA offices	7.18	RPP storage room	1	n/a	50	50	3/4	Main stand	
FIFA offices	7.19	Coca-Cola logistics office	1	2	25	25	3/4/9	Main stand	
FIFA offices	7.20	Cash-handling office	1	2	30	30	4	Stadium bowl	
FIFA offices	7.21	Storage for credit card payment devices	1	2	3	3	3/4	Stadium bowl	
FIFA offices	7.22	LED advertising boards operator position	1	2	15	15	4	Pitch/main stand	
FIFA offices	7.23	Merchandise concessionaire office	1	2	20	20	3/4	Back-of-house area	
FIFA offices	7.24	F&B concessionaire office	1	3-4	40	40	3/4	Near F&B storage/delivery area	
FIFA offices	7.25	Signage/advertising boards storage	1	n/a	100	100	4	Stadium bowl	OAA LOR

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- 9 Space owner/planner

- 10 Placement within stadium
- 11 Affinity to other rooms/activities
- 12 Typical structure required
- 13 The space is dedicated to one function or shared with another
- 14 Requires heating, ventilation and air conditioning
- 15 Requires telecom connectivity
- 16 Requires internet connectivity
- 17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Position to the left and right of the substitutes' benches.	Can be attached to fencing or stadium bowl pitch perimeter. Blind side boards on main touchline measure 14 units of 4m wide by 0.70m in height.		•		•					
Within minimum walking distance from stadium, max. 300-400m from pitch. Ideally situated adjacent to an outdoor playing area.	Room ideally adjacent to the stadium bowl but within the perimeter of the stadium for players' escorts, flag-bearers and ball kids. Should be an open area for meals and recreation and ideally have an outdoor playing area. Changing rooms and toilets for both boys and girls are essential.	•	•	•		•	•	•	•	
	Required area with toilet for ball kids during the half-time break only. Does not need to be in the stadium technical zone but must have easy access to and from the pitch.	•	•		•					
Close proximity to players' tunnel/pitch.	Access to toilets.	•	•		•	•	•			•
Within close proximity to general coordinator's office.	Typically used on match days and/or when the general coordinator will be working from the stadium. Lockable cabinet required.	•	•	•		•	•	•	•	•
Ideally next to or integrated within FIFA marketing office, however, accreditation zones should be respected (Zone 4) and not in the restricted competitions area (Zone 2).	The RPP office in the stadium is generally used on match days.	•	•		•	•	•			•
Must be located in Zone 4 so local authorities may have access to this area.	Can be a shared space and used for other meetings when not required. The RPP manager will use this room to meet with authorities on match days.	•	•	•		•	•	•		•
Must be lockable and accessible to those without Zone 4 accreditation.	Storage for counterfeit and illegal products seized at the stadium.	•	•		•					
Located within secure perimeter of stadium. Not co-located with FIFA marketing staff. Needs good access to public concessions areas and should not be too far if located outside the stadium.	This office is for the Coca-Cola staff to manage deliveries and quantities of VIK and product for concessions. May be located within the back-of-house compound.	•	•		•	•	•			•
Secure non-public area, access to merchandise and F&B outlets.	Area required for a safe where merchandise and F&B outlets can deposit excess cash.	•	•		•	•				
Accessible to credit card payment solution provider but not in general spectator area.	Used for general storage and repair of credit card payment devices used at F&B and merchandise concessions.	•	•		•	•				
Located on pitch or in a cabin either with unobstructed views of all three lines of LED advertising boards.	Required for the operation of the advertising boards. Must be air-conditioned due to computer equipment used in this room. Also used for meetings.	•	•	•	•	•	•			•
Back of house area ideally located near to the storage location of the merchandise concessionaire.	Office location for merchandise concessionaire, for general operations.	•	•	•	•	•	•			
Back-of-house area ideally located near to the storage location of the F&B concessionaire.	Office location for F&B concessionaire, for general operations.	•	•	•	•	•	•			
Close proximity to service tunnels.	In the event LED boards or rotational boards are installed at the stadium, a location for two containers is required in proximity to the stadium, in addition to a storage location near the pitch. Access to power required.	•	•	•						

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11 Marketing									
Ceremonies	9.04	Award ceremony hostesses' changing room – final & third-place matches	1	16-20	100	100	2/4	Main stand	
Merchandise shops	10.01	Official merchandise shops/kiosks	8-25	TBD	16-250	TBD	3	All public areas	OAA LOR
Merchandise shops	10.02	Merchandise storage	TBD	TBD	500	500	3	Storage	
Service compounds	11.02	Food & beverage dry/cold storage	TBD	TBD	TBD	Incl 11.01	4	Back of house	
Service compounds	11.03	Merchandise compound	TBD	TBD	TBD	Incl 11.01	4	Back of house	
Stadium signage and decor	12.03	Signage storage	1	TBD	100-150	100-150	4	Main stand (lower level)	
Stadium media centre	18.27	ATM	1		TBD	TBD	7	SMC	
Parking facilities	30.24	Commercial affiliate non-hospitality	150-200 200-300					Stadium precinct	
Parking facilities	30.25	Commercial display	50-100 5-10					Stadium precinct	
Parking facilities	30.26	Marketing operations – group stage	50					Stadium precinct	
Parking facilities	30.27	Marketing operations – quarter-final	80					Stadium precinct	
Parking facilities	30.28	Marketing operations – host nation, group	50					Stadium precinct	
Parking facilities	30.29	Marketing operations – semi-final	80					Stadium precinct	
Parking facilities	30.30	Marketing operations – opening match and final	100					Stadium precinct	
Auxiliary venues	32.05	FIFA Fan Fests	TBD	TBD	TBD	TBD		Host city	HA
11 Marketing/TV									
Auxiliary venues	32.06	Public viewing area	TBD	TBD	TBD	TBD		Host country	

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Accreditation zones dependent on location of the rooms.	Required for the third-place and final matches only. Changing rooms to include spaces for the award ceremony hostesses. Restricted access to the players' tunnel and dressing rooms.	●	●	●	●				●	
Along all public circulation areas.	Temporary kiosks may be required, depending on stadium capacity and existing structures situated at the stadium. Minimum of 8-25 kiosks required of various sizes. Power to be supplied by the stadium to all outlets and surrounding area, must be well lit.	●	●	●		●	●			
Close proximity to the merchandise outlets/kiosks.	Ideally secure space inside the stadium of minimum 500m ² is available. If space or limited space is not available within the stadium, a space for 6-12 sea containers (dependent on stadium capacity) is required.	●	●	●		●	●			
Adjacent to F&B stands.	Ideally, 150% of stadium capacity inventory to be stored in existing facilities. The remaining inventory will be stored in containers within the stadium perimeter (back-of-house). It is important that this compound is as close to the stadium as possible. Power to be supplied by stadium.	●	●	●	●					
	This is a space in the stadium precinct for temporary storage, where sufficient storage is not available in the stadium. Can be used for merchandise storage. Minimum height clearance of 4.8m to be considered.	●	●	●	●					
	Area separate from advertising boards signage.	●	●	●						
	Official event bank may install an ATM in each SMC.	●	●	●	●					
	Larger amount for the opening match, quarter-finals, semi-finals and final.	●	●	●						
	Quantity of passes requested depends on activation of commercial display by the commercial affiliates.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●		●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
	Passes required for operational items such as merchandise and F&B concessions.	●	●	●						
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12 Marketing/LOC									
Service compounds	11.01	Back-of-House compound	TBD	TBD	TBD	TBD	4	Back-of-house	
13 Media									
Playing area	3.07	Photographers' positions	4	150-250	TBD	TBD	1	Goal side and opposite touchline	FMR
FIFA offices	7.26	Media hot desk	1	1	TBD	TBD	2	Main stand	
Media interview areas	15.08	Mixed zone	1	250-300	600	600	6/7	Main stand	
Press conference room	16.01	Press conference room	1	150-200	500	500	6/7	Main stand	HA
Press conference room	16.02	Head table	1	6	incl. 16.01	incl. 16.01	6/7	Main stand	
Press conference room	16.03	Interpreting booths	3-4	6-8	incl. 16.01	incl. 16.01	6/7	Main stand	
Media areas – tribune	17.01	Press positions, with desks	300 400 800 1,000	300 400 800 1,000	TBD	TBD	6	Main stand	
Media areas – tribune	17.02	Press positions, without desks	300 400 800 1,000	300 400 800 1,000	TBD	TBD	6	Main stand	
Media areas – tribune	17.03	Refreshment area	TBD	TBD	TBD	TBD	6	Main stand	
Media areas – tribune	17.04	Tribune photographers	50-100	50-100	TBD	TBD	6	Main stand	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Adjacent to the stadium and spectator concession stands.	The location of the compound is to support various operations and the storage of goods i.e. F&B, IT&T, merchandise, logistics, site management, waste management, etc. The layout of the compound(s) should include demarcation of areas with security fencing (2 metres high), dry and cold storage containers and dedicated access gates with sufficient area for simultaneous large delivery vehicles and forklifts. Area should be clear of internal spectator traffic and venue dressing applied to fence lines to conceal the operation. The compound must have proper ground preparation, drainage, lighting and services. As this area will be erected prior to/during the non-exclusive use period, a security fence is required pre-, post- and during operations. Power distribution may be required for refrigerated containers.	●	●	●	●	●	●	●	●	
There are four (4) designated positions, namely, behind the goal line at the corner flags and extending up to halfway line on touch line on the opposite side to the main stand.	Include media chairs behind goals. Domestic power to be supplied according to FIFA requirements. Internet access required.		●		●		●	●		●
As close as possible to general coordinator's office.		●	●	●	●	●	●			●
Located in route from the players' dressing rooms to the team coaches.	Location between dressing rooms and players' coaches to be identified. Size and layout to be jointly determined with media and TV.	●	●		●	●		●	●	●
Close proximity to players' dressing rooms and mixed zone.	Seating & standing requirements per venue to be determined (150-200 seats). Opening match and final venues to cater for higher attendance.	●	●		●	●	●	●	●	●
			●		●	●	●			●
FIFA official languages are Spanish, French, English and German. Provide interpreting services for the two teams.			●		●	●	●			●
Above the VIP area, close to mixed zone and press conference room.	The media tribune must make provision to increase and reduce its capacity (i.e. desk positions replaced for spectator seating and vice versa) for larger and smaller matches. The media tribune consists of positions for written press with and without desks. Desk positions include seats with desks, power, cabled internet access (all seats) and a television monitor (one monitor per three desk seats).	●	●		●	●	●	●	●	●
Above the VIP area, close to mixed zone and press conference room.	Minimal technical services or power required, if any. For the FWC the following is required: group match 300; quarter-finals 400, semi-finals and third-place match 800, opening match and final 1,000.	●	●		●					
Above the VIP area, close to mixed zone and press conference room.		●	●		●					
Above the VIP area, close to mixed zone and press conference room.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. The larger quantity required for the opening match, semi-finals and final (100).	●	●		●					

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13 Media									
Stadium media centre	18.01	Stadium media centre (SMC)	1	800-2,000	4,000-7,000	4,000-7,000	7	SMC	FMR FITR
Stadium media centre	18.02	Rate card service desk	1	4-8	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.05	Offices – SMC	1	8-12	32-48	incl. 18.01	7	SMC	
Stadium media centre	18.06	Copy area	TBD		incl. 18.05	incl. 18.05	7	SMC	
Stadium media centre	18.07	Meeting room	1-2	20-30	80-120	incl. 18.01	7	SMC	
Stadium media centre	18.08	Camera repair service	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.09	Information desk	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.10	Cafeteria and lounge	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.11	Pigeon holes	1		incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.12	Welcome desk	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.14	Host city information desk	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.15	Medical room	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.16	Media work desks	1	500-1,000	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.17	Photographers' work desks	1	100-150	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.18	Lockers	1	200-300	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.19	Press agency offices	TBD	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.20	Vending machine	TBD	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.21	Transportation desk	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.22	Media storage room	TBD	TBD	incl. 18.01	incl. 18.01	7	SMC	

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Access from the media tribune and the pitch.	Opening match and final to be the larger number. Area to include bulk services i.e. sufficient lighting, drainage and access to power supply etc. As this area will be erected during the non-exclusive use period, a security fence is required pre-, post- and during operations. Pedestrian pathways to include level, drained surface from point of transport drop-off, pick-up and parking.	●	●	●	●	●	●	●	●	●
	Space to be coordinated with LOC rate card planning.	●	●	●	●	●	●	●	●	●
	Final venue requires the larger amount (48).	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Catering area for journalists for purchase of hot food. Space to include a buffet, counters, fridges, tables & chairs. Ideally, food preparation area, i.e. grills, fryers, would also be available.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Final match requires the larger amount (1,000).	●	●	●	●	●	●	●	●	●
	Final match requires the larger amount (150).	●	●	●	●	●	●	●	●	●
	Size of lockers (trolleys for photographers). Final match requires the larger amount (300).	●	●	●	●	●	●	●	●	●
	Press agency offices is roughly 1,000m ² located within the SMC or IBC.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●

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13 Media									
Stadium media centre	18.23	Office for Telecom Partner	1	TBD	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.24	Offices – editors	1	5	400	incl. 18.01	7	SMC	
Stadium media centre	18.25	Office – FIFA media officer	1	2-4	incl. 18.01	incl. 18.01	7	SMC	
Stadium media centre	18.26	Interpreting centre	1	6-8	incl. 18.01	incl. 18.01	7	SMC	
Parking facilities	30.35	Media parking	150-250					Stadium precinct	
Parking facilities	30.36	Media drop-off	1					Stadium precinct	
14 New Media									
FIFA New Media areas	19.01	FIFA.com office – final	1	120	TBD	TBD	7	SMC	
FIFA New Media areas	19.02	FIFA.com office – other stadiums	1	5	25	25	7	SMC	
FIFA New Media areas	19.03	FIFA media channel	1	6-7	30	30	7	SMC	
FIFA New Media areas	19.04	Content management services	1	5	25	25	7	SMC	
15 Content Management									
FIFA offices	7.31	Central results system	1	TBD	40	40	2/4	Main stand	
16 TV									
Media interview areas	15.01	Multilateral flash interview	2	4	6	12	1/2	Players' tunnel	HA
Media interview areas	15.02	Unilateral flash interview	6	4	6	36	1/2	Players' tunnel	HA
Media interview areas	15.03	Presentation studio – opening match and final	8	10	40	320	8	Stadium bowl	TA
Media interview areas	15.04	Presentation studio – round of 16, quarter-final and semi-final	6	10	40	240	8	Stadium bowl	TA

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- 10 Placement within stadium
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- 12 Typical structure required
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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
		●	●		●	●	●	●	●	●
	400m ² offices for the editors.	●	●		●	●	●	●	●	●
		●	●		●	●	●	●	●	●
Ideally located in the SMC of the final venue, however, can be located in the IBC or FIFA HQ.	Space to include eight (8) sound proof interpretation booths, a control room and a lounge.	●	●		●	●	●	●	●	●
	Final stadium is allocated the larger amount.	●	●	●						
Closest to Media tribune or SMC entrance.	Media drop-off may include shuttle services.	●	●	●						
		●	●		●	●	●			●
		●	●		●	●	●			●
		●	●		●	●	●	●		●
		●	●		●	●	●			●
General coordinator's office, FIFA media office.		●	●		●	●	●			●
In Players' tunnel or direct access off tunnel. Ideally located on the pitch.	Location near tunnel entrance to be identified at all venues and cable pathways to be identified. Technical and domestic power provided in this area.		●		●					●
Location near / within tunnel entrance to be identified. Ideally located close to the Players' Dressing Rooms, different location from Multilateral Flash Interview area. Backdrops provided by FIFA Marketing.	Cable pathways to be identified. Technical and domestic power provided in this area.		●		●					●
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●		●	●	●	●		●
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●		●	●	●	●		●

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ¹⁰	Reference Document*
16 TV									
Media interview areas	15.05	Presentation studio – group-match venues only	4	10	40	160	8	Stadium bowl	TA
Media interview areas	15.06	TV studio – FIFA interview studio	4	8	40	160	8	Main stand	TA
Media interview areas	15.09	Coach on arrival interview position	2	TBD	TBD	TBD	2/8	Main stand	TA
Press conference room	16.04	Camera platform	1	TBD	2 x 10-20m	20-40m	6/7	Main stand	TA
Media areas – tribune	17.05	Observer seats	200-375	200-375	TBD	TBD	6	Main stand	TA
Media areas – tribune	17.06	Commentary positions	110 120 130 160	110 120 130 160	1.80 x 0.60	TBD	6	Main stand	
Media areas – tribune	17.07	Cableways	TBD		TBD	TBD	6	Main stand	TA
Broadcast compound	20.01	Broadcast compound	1	TBD	4,000-6,000	4,000-6,000	8	Behind main stand	HA TA
Broadcast compound	20.02	Satellite farm	1	TBD	incl 20.01	TBD	8	Behind main stand	TA
Broadcast compound	20.03	Host broadcaster offices/ graphics house/storage	1	TBD	300-400	TBD	8	Behind main stand	TA

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Unobstructed view of the pitch.	Provided via a temporary construction within the stands or hospitality suite if available. Approximately 5m x 5m x 4m with cable pathways, technical power, HVAC, angled window with view of pitch.	●	●	●	●	●	●	●	●	●
Close to the player's dressing rooms.	Location includes installation and construction, cable pathways, HVAC and both technical and domestic power to be identified.	●	●	●	●	●	●	●	●	●
Located in route from the players' drop-off to the dressing rooms.	Position required for an interview with the team coach on arrival at the stadium.	●	●	●	●	●	●	●	●	●
Location within press conference room.	Platform construction may be split levels within same area, audio split of PA.	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and press conference room.	Observer seats are without desks and in the proximity of the media tribune's seats that are without desks. Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium.	●	●	●	●	●	●	●	●	●
Above the VIP area, close to mixed zone and press conference room.	Seat allocations, by constituent groups, and infrastructure requirements will vary according to the specific event and stadium. Construction of desks, seats, cable pathways and technical power to be identified. One commentary position (which houses three people) typically takes up the space of a minimum of six (6) seats, typically seven (7) to nine (9) seats (two sequential rows of three). Typically the design of the commentary positions is venue-specific. Group stage, round of 16 and third-place match require 110. For all remaining stadiums, 120 for quarter-finals; 130 for semi-finals; 160 for opening match and final. Dimensions are 1.8m wide x 1.6m separated by Perspex. Also required are domestic and technical power, data cables, telecoms cables, two monitors. Twenty per cent (20%) of the broadcast commentary positions at the rear of the tribune may accommodate a commentary camera.	●	●	●	●	●	●	●	●	●
		●	●	●	●	●	●	●	●	●
	Provision of space, fence/gates, cable pathways into stadium, temporary buildings, storage space and technical power. Office/technical/production space within each broadcast compound provided by the LOC. Area for mobile units and fly away units for both the host broadcaster and media rights licensees with technical requirements to broadcast the event from the stadium. The opening-match/semi-final/final venues, 6,000m ² is required. For remaining stadiums 4,000m ² is required. Area to include bulk services, i.e. sufficient lighting, drainage and access to power supply etc. As this area will be erected during the non-exclusive use period, a security fence is required pre-, post- and during operations, and 24-hour safety and security to be in place. Pedestrian pathways to include level, drained surface from point of vehicle drop-off, pick-up and parking. Area to be available prior to the exclusive use period.	●	●	●	●	●	●	●	●	●
Broadcast compound	Ideally located in the broadcast compound but should an exception be required, this may be situated adjacent to the broadcast compound. Unobstructed view of the sky.	●	●	●	●	●	●	●	●	●
	300-400m ² of office and production space within or adjacent to the compound.	●	●	●	●	●	●	●	●	●

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16 TV									
Broadcast areas	21.01	Commentary control room (CCR)	1	20	80	80	8	Main stand	TA
Broadcast areas	21.02	Commentary control room – storage	1	n/a	30	30	8	Main stand	TA
Broadcast areas	21.03	Announcer's platform	4	4	8	32	8	Main stand	TA
Camera positions	22.01	Camera 1	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.02	Camera 2	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.03	Camera 3 & 4	2	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.04	Camera 5 & 6	2	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.05	Camera 7 & 8	2	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.06	Camera 9	1	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.07	Camera 10	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.08	Camera 11	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.09	Camera 12 & 13	2	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.10	Camera 14	1	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.11	Camera 15	1	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.12	Camera 16 & 17	2	1	2 x 3m	6	1	Stadium bowl	TA
Camera positions	22.13	Camera 18	1	1	2 x 3m	6	3	Stadium bowl	TA

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
In vicinity of commentary positions, e.g. close to the media tribune	Location includes installation and construction, cable pathways, HVAC and both technical and domestic power to be identified.	●	●		●	●	●	●	●	
Next to the CCR.		●	●	●						
	Location requires platform construction, cable pathways and power.		●	●		●				●
Centre line – main stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●						●
Next to camera 1	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●						●
16m line	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Main stand on goal line	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●	●	●						●
Behind goals	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Centre line – pitch	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●						●
Raised on south stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Raised on north stand	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
On field next to goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Crane behind goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Crane behind goal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Pitch level of action	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●						●
Raised reverse angle	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●						●

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16 TV									
Camera positions	22.14	Camera 19 & 20	2	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.15	Camera 21	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.16	Camera 22	1	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.17	Camera 23 & 24	2	1	2 x 3m	6	3	Stadium bowl	TA
Camera positions	22.18	Camera 25	1	1	2 x 3m	6	8	Stadium bowl	TA
Camera positions	22.19	Unilateral camera position – centre left	1	1	2.5 x 10	25	3	Stadium bowl	TA
Camera positions	22.20	Unilateral camera position – centre right	1	1	2.5 x 10	25	3	Stadium bowl	TA
Camera positions	22.21	Unilateral camera position – goal left	1	1	2.5 x 5	12,5	3	Stadium bowl	TA
Camera positions	22.22	Unilateral camera position – goal right	1	1	2.5 x 5	12,5	3	Stadium bowl	TA
Camera positions	22.23	Unilateral camera position – field left 1	1	1	2.5 x 12	30	1	Stadium bowl	TA
Camera positions	22.24	Unilateral camera position – field left 2	1	1	2.5 x 9	22,5	1	Stadium bowl	TA
Camera positions	22.25	Unilateral camera position – field right 1	1	1	2.5 x 12	30	1	Stadium bowl	TA
Camera positions	22.26	Unilateral camera position – field right 2	1	1	2.5 x 9	22,5	1	Stadium bowl	TA
Camera positions	22.27	Unilateral camera position – reverse left	1	1	2.5 x 5	12,5	3	Stadium bowl	TA
Camera positions	22.28	Unilateral camera position – reverse right	1	1	2.5 x 5	12,5	3	Stadium bowl	TA
Camera positions	22.29	Spider-cam & control desk	TBD	1	TBD	TBD	1	Stadium bowl	TA
Camera positions	22.30	3D cameras	TBD	TBD	TBD	TBD	1/3	Stadium bowl	TA

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Reverse angle for bench	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Opposite camera 9	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Main stand platform	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.	●		●					●	
Roving player camera	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●					●	
On SE diagonal	Venue-specific camera plans to be developed in accordance with the agreed production plan. Requires platform construction, cable pathways and power.		●	●					●	
	Requires platform construction, cable pathways and power.		●	●					●	
	Requires platform construction, cable pathways and power.		●	●					●	
			●	●					●	
			●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
	Requires cable pathways and power. Platform requirements to be added to camera drawings.		●	●					●	
			●	●					●	
			●	●					●	
	Placement of anchors should minimise seat kills.		●	●					●	
	Located alongside the main camera and on the field of play.		●	●					●	

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16 TV									
IBC	23.01	International Broadcast Centre	1	TBD	30,000	30,000	7		BMR TA HA
Parking facilities	30.33	TV broadcast parking – opening match, semi-final and final	250					Stadium precinct	TA
Parking facilities	30.34	TV broadcast parking –other	170					Stadium precinct	TA
17 TV/FIFA.com									
Media interview areas	15.07	Pre-mixed zone	1	TBD	TBD	TBD	6/7	Main stand	TA
18 TV/Protocol									
Hospitality areas – stadium	13.15	VVIP/VIP interview position	2	4	12	24	5	Main stand	
19 MATCH IT									
FIFA offices	7.30	IT stadium infrastructure support	1	5	30	30	TBD	Stadium bowl	FITR
FIFA offices	7.32	IT command centre (ITCC)	1	60	650	650	TBD		FITR
FIFA offices	7.33	IT liaison	1	1	10	10	2/4	Main stand	FITR
IT technical areas	24.01	Technology compound	1	114	1,100	1,100	4	Adjacent to main stand	FITR
IT technical areas	24.02	Primary technical area (PTA) 1	1		30	incl. 24.01	4		FITR
IT technical areas	24.03	Primary technical area (PTA) 2	1		30	incl. 24.01	4		FITR
IT technical areas	24.08	MATCH IT storage	1	8	30	incl. 24.01	4		FITR
IT technical areas	24.10	Telecommunications provider storage	1	8	30	incl. 24.01	4		FITR
IT technical areas	24.11	Technical services storage	1	8	30	incl. 24.01	4		FITR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

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Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
	Centralised location for coordination of broadcast activities. Ideally, in the city hosting the opening match. Includes HVAC, domestic and technical power. If the IBC is located adjacent to a match stadium, planning and coordination between the venues must be accounted for.	●	●	●	●	●	●	●	●	●
Within 200m of broadcast compound/ media entrance.	Standard car parking spaces. Separate from broadcast compound.	●	●	●						
Within 200m of broadcast compound/ media entrance.	Standard car parking spaces. Separate from broadcast compound.	●	●	●						
Mixed zone		●	●	●	●	●		●	●	
	Interview area situated within the VIP lounge, separate area/ room not required.		●	●						
Within the stadium inner perimeter. Easily accessible during the non-exclusive and exclusive use period.	Within the stadium bowl but outside the competition areas and WVIP/VIP facilities.	●	●	●	●	●	●		●	
IBC/broadcast areas/HQ	Located within the IBC for the FWC and FIFA HQ or broadcast areas during the FCC.	●	●	●	●	●	●		●	
Located within the FIFA general office space		●	●	●	●	●	●			
Preferred location within the stadium outer perimeter, in a secure location and easily accessible on match day. Close to the broadcast compound to minimise cabling needed between two locations.	The technology compound is the ideal approach for the delivery of the space required for stadium IT. If there is no possibility to deliver these locations in one area, then the locations will need to be distributed throughout the venue. Access to this area will be required in advance of the exclusive used period (6-8 weeks in advance).	●	●	●	●	●	●		●	
Central location in building 30m ² per room.	Central technical areas within the stadium that will house the core technology components. Space for minimum 8 x19" racks – 24m ² ; easy access to the equipment; access to wiring racks from all sides; space for back-up power supply and sufficient climate control and protection against external elements. Area must be lockable, dust free with a raised floor.	●	●	●	●	●	●		●	
If required, PTA would be a central location in building 30m ² per room.	Central technical areas within the stadium that will house the core technology components. Space for minimum 6 x19" racks – 24m ² ; easy access to the equipment; access to wiring racks from all sides; space for back-up power supply and sufficient climate control and protection against external elements. Area must be lockable, dust free with a raised floor.	●	●	●	●	●	●		●	
		●	●	●	●					
	Inventory for FIFA IT solution and rate card.	●	●	●	●					
	Inventory for event radios and power.	●	●	●	●					

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19 MATCH IT									
IT technical areas	24.14	Secondary technical areas (STA)	TBD	TBD	15	15			FITR
IT technical areas	24.15	Local technical areas (LTA)	TBD	TBD	5	5			FITR
Accreditation centre	25.10	IT office	1		15	incl. 25.01	3		FITR
Auxiliary venues	32.10	LOC central logistics warehouse	TBD	TBD	100	100		Host city	FITR
20 MATCH IT/LOC									
Stadium media centre	18.03	IT office (rate card)	1	3	15	incl. 18.01	7	Stadium media centre	
Stadium media centre	18.04	IT storage (rate card)	1	n/a	15	incl. 18.01	7	Stadium media centre	
Broadcast areas	21.04	Rate card technical areas	1	2	20	20	8	Main stand	FITR
Broadcast areas	21.05	Rate card support	2	2	TBD	TBD	8	Main stand	FITR
IT technical areas	24.04	IT management office	1	20	90	incl. 24.01	4		FITR
IT technical areas	24.05	IT meeting room	1	8	30	incl. 24.01	4		FITR
IT technical areas	24.06	IT support office	1	30	140	incl. 24.01	4		FITR
IT technical areas	24.07	IT reception and support Desk	1	8	45	incl. 24.01	4		FITR
IT technical areas	24.12	Break area	1	8	30	incl. 24.01	4		FITR
IT technical areas	24.13	Generators area	1	8	50	incl. 24.01	4		FITR
Parking facilities	30.40	IT&T parking	85					Stadium precinct	FITR

1 Area
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9 Space owner/planner

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15 Requires telecom connectivity
16 Requires internet connectivity
17 Requires uninterrupted power supply

TBD To be determined, negotiated between FIFA and the local organiser

FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
	These are decentralised technical areas within the stadium that will house the distribution components. The quantity of STAs are dependent on the stadium layout and basic infrastructure. The STAs will serve the tertiary user access level 0 of the stadium. Access must be exclusive for FIFA IT solution team, lockable and dust-proof for the delivery of equipment, i.e. network cabinets. Back-up power and air-conditioning required. Note no sprinklers or water pipes can be in this area.	●	●	●	●	●	●	●	●	
	Local space at area where IT is deployed to house local cabling and hardware (switches). As per the STAs, the area must be lockable and dust free.	●	●	●	●	●	●	●	●	
Located within accreditation centre. Exclusive access required for FIFA IT solution staff.	Office space for support and storage.	●	●	●	●	●	●	●	●	
	PC factory.	●	●	●	●	●	●			
	Similar to the MATCH IT office.	●	●	●	●	●	●	●	●	
	Storage for rate card-related assets.	●	●	●	●	●	●		●	
	Similar to secondary technical areas (STA) requirements.		●	●	●	●	●		●	
	Two seats in the media tribune.		●	●	●	●			●	
	This spaces will be used by the management team with representatives from MATCH IT, LOC IT, telecommunications support staff (FIFA IT solution and rate card), local operations teams (LOT).	●	●	●	●	●	●		●	
		●	●	●	●	●	●		●	
	This space will be used by the management team with representatives from MATCH IT, LOC IT, telecommunications support staff (FIFA IT solution and rate card), local operations team (LOT) and the companies supporting areas of power and event radios.	●	●	●	●	●	●		●	
	LOC IT and radios (including 15m ² for storage).	●	●	●	●	●	●		●	
		●	●	●	●					
	Dedicated for the provision of power in the technology compound.	●	●	●	●					
	Breakdown of parking allocation as follows: 20 parking spaces for MATCH IT & LOC IT staff, 15 parking spaces for rate card staff and 50 parking spaces for IT command centre staff.	●	●	●						

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21 MATCH IT/LOC/TV									
Broadcast areas	21.06	Cable pathways	TBD	TBD	TBD	TBD	8	Main stand	
Broadcast areas	21.07	Cable bridges and ducts	TBD	TBD	TBD	TBD	8	Main stand	
22 LOC									
Access control points	1.01	Vehicle search areas	TBD	TBD	TBD	TBD	3		
Access control points	1.02	Mag and bag area	TBD	TBD	TBD	TBD	3		
Access control points	1.03	Turnstiles	TBD	TBD	TBD	TBD	3		
Spectator medical centre	2.05		TBD	TBD	TBD	TBD	3	Stadium bowl/perimeter	
Playing area	3.06	Infotainment desk	1	4	8 x 1	8	1	Main stand	
Playing Area	3.13	Service tunnel	2	TBD	TBD	TBD	1	Stadium bowl	FSTRR
Playing area	3.14	Video screens/boards	2		TBD	TBD	3/4	Stadium bowl	FSTRR
Playing area	3.16	Floodlights	TBD		TBD	TBD	3	Stadium bowl	TA
LOC offices	8.01	Venue manager	1	1	40	40	2/4	Main stand	
LOC offices	8.02	Venue manager assistant	1	1-2	incl. 8.01		2/4	Main stand	
LOC offices	8.03	Site manager	1	TBD	TBD	TBD	2/4	Main stand	
LOC offices	8.04	Working rooms/hot desk	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.05	IT office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.06	Signage office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.07	Infotainment office	1	TBD	TBD	TBD	4	Main stand	

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁷
	Consists of easy-to-rig pathways for cabling for all multilateral and unilateral facilities, i.e. camera platforms, TV studios, presentation studios, announcer platforms. Special cable paths in commentary area required. Detailed specifications by host broadcaster.		●		●				
	The cable protection of all routes should have either temporary or permanent cable bridges or ducts installed from the broadcast compound to the various camera positions, the commentary positions, mixed zone, SMC, CCR and field of play.		●		●				
Stadium perimeter	Must allow for efficient security clearance during arrival times.		●		●	●	●	●	
Stadium perimeter			●		●	●	●	●	
Between stadium perimeter and stadium bowl.		●	●		●	●	●		
		●	●		●	●			
Either behind the substitutes' bench of Team A or Team B.	This is the location from which stadium infotainment operations are controlled and requires power and data points. Incorporate noise reduction elements in the design. Alternative location could be in the main stand within the CCR located adjacent to the stadium operations centre.		●		●	●	●		●
Access directly onto field level from stadium perimeter.	Four tunnels in the stadium corners are ideal to support pitch ventilation. Tunnel height to accommodate service vehicles (min. 5m).	●		●					●
Ideally seen from every seat in the stadium.	FIFA Competitions provides guidelines with respect to what content is captured on video boards. Video boards to incorporate both a scoreboard and clock. FIFA TV & Competitions provide content and guidelines with respect to what is shown on the screens.	●	●		●	●	●		●
	The floodlights are for the illumination of the field of play, with yielding of shadowless environment and in accordance with requirements by FIFA TV. Uninterrupted power supporting continual lighting lux to be supplied.	●	●		●				●
Close to FIFA GC offices		●	●	●	●	●	●		●
		●	●	●	●	●	●		●
Venue manager and/or site compound	This is an area where the site manager coordinates the installation and maintenance of temporary structures along with the service providers. See section 11.	●	●	●	●	●	●		●
	Assigned to staff not permanently allocated to specific stadium or staff not previously accounted for.	●	●	●	●	●	●		●
This area should be close to the FIFA IT office location.		●	●	●	●	●	●		●
		●	●	●	●	●	●		●
		●	●	●	●	●	●		●

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22 LOC									
LOC offices	8.08	Logistics office	1	TBD	TBD	TBD	3/4	Main stand	
LOC offices	8.09	Transport office	1	TBD	TBD	TBD	3/4	Main stand	
LOC offices	8.10	Marketing office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.11	Medical office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.12	Drivers' room	1	TBD	TBD	TBD	3/4	Main stand	
LOC offices	8.13	Security office	1	TBD	TBD	TBD	2/4	Main stand	
LOC offices	8.14	Hospitality office	1	TBD	TBD	TBD	4/9	Main stand	
LOC offices	8.15	Protocol office	1	TBD	TBD	TBD	4/5	Main stand	
LOC offices	8.16	Catering (F&B) office	1	TBD	TBD	TBD	4/5/9	Main stand	
LOC offices	8.17	Volunteer office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.18	General office	TBD	TBD	TBD	TBD	4	Main stand	
LOC offices	8.19	Media hot desk	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.20	Ceremonies office	1	TBD	TBD	TBD	4	Main stand	
LOC offices	8.21	Stadium management offices	TBD	TBD	TBD	TBD	3/4	Main stand	
LOC offices	8.22	Stadium facilities management offices	TBD	TBD	TBD	TBD	3/4	Main stand	
LOC offices	8.23	Stadium groundskeeper facilities	TBD	TBD	TBD	TBD	3/4		
LOC offices	8.24	Other	TBD	TBD	TBD	TBD	3/4		
Ceremonies	9.01	Opening & closing ceremonies changing rooms (green room)	TBD	TBD	TBD	TBD	3/4	Main stand and tunnels	
Ceremonies	9.02	Opening/closing ceremonies prop store	TBD	TBD	TBD	TBD	4	Main stand and tunnels	
Ceremonies	9.03	Opening/closing ceremonies additional facilities	TBD	TBD	TBD	TBD	TBD	TBD	
Service compounds	11.04	Waste removal/recycling	TBD	TBD	TBD	Incl 11.01	4	Back of house	
Service compounds	11.05	Logistics compound/office	TBD	TBD	TBD	Incl 11.01	4	Back of house	
Service compounds	11.06	Site management compound	TBD	TBD	TBD	Incl 11.01	4	Back of house	
Service compounds	11.07	Back-up generators	TBD	TBD	TBD	TBD	4	Back of house	

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Category ¹	Category number ²	Space name ³	Number ⁴	Occupancy ⁵	Requested area (m ²) ⁶	Requested total area (m ²) ⁷	Accreditation zone ⁸	Location ¹⁰	Reference Document*
22 LOC									
Stadium signage and decor	12.01	Stadium signage & decor office	2	TBD	20	40	4	Main stand (lower level)	
Stadium signage and decor	12.02	Stadium signage and decor storage/workroom	1	TBD	150	150	4	Main stand (lower level)	
IT technical areas	24.09	LOC IT storage	1	8	30	incl 24.01	4		FITR
Accreditation centre	25.01	Accreditation centre	1	TBD	TBD	1200	3	Stadium perimeter	
Accreditation centre	25.02	Security desk	1	TBD	TBD	incl 25.01	3		
Accreditation Centre	25.03	Queuing area	1	TBD	TBD	incl 25.01	3		
Accreditation centre	25.04	Welcome desk	1	TBD	TBD	incl 25.01	3		
Accreditation centre	25.05	Image capture desks	4-8	TBD	TBD	incl 25.01	3		
Accreditation centre	25.06	Print station	1	TBD	TBD	incl 25.01	3		
Accreditation Centre	25.07	Accreditation office	1	TBD	TBD	incl 25.01	3		
Accreditation centre	25.08	General offices	3	TBD	TBD	incl 25.01	3		
Accreditation centre	25.09	Lounge and refreshments	1	TBD	TBD	incl 25.01	3		
Volunteer centre	27.01	Reception desk	TBD	TBD	TBD	TBD	3	Stadium perimeter	
Volunteer centre	27.02	Offices	TBD	TBD	TBD	TBD	3	Stadium perimeter	
Volunteer centre	27.03	Volunteers' rest area	TBD	TBD	TBD	TBD	3	Stadium perimeter	
Flagpoles	28.01	Exterior stadium flags	TBD	TBD	TBD	TBD	3	Stadium perimeter	FFG
Parking facilities	30.31	FIFA/LOC staff parking	100					Stadium precinct	
Parking facilities	30.32	FIFA/LOC staff shuttle drop-off	1					Stadium precinct	
Parking facilities	30.37	Volunteer centre	15					Volunteer centre	
Parking facilities	30.38	Accreditation centre parking	15					Accreditation centre	
Security and emergency services	31.01	Security perimeters	TBD	TBD	TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.02	Stadium operations centre (SOC)	1	TBD	TBD	TBD	4		FSR

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FIFA WORLD CUP™ SPACE REQUIREMENTS

Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
Near to or included within the signage storeroom/storage. See 12.02.		•	•		•	•	•	•		•
Accessible to all stadium areas.	Requires power and must be suitable for working conditions.	•	•	•						
		•	•	•	•					
Includes 25.02-25,10.		•	•	•	•	•	•	•	•	•
		•	•	•	•	•	•			•
		•	•	•	•					
		•	•	•	•	•	•			•
		•	•	•	•	•	•			•
		•	•	•	•	•	•			•
	Office allocated to accreditation manager/coordinator.	•	•	•	•	•	•			•
	Offices used for accreditation staff and meeting rooms.	•	•	•	•	•	•			•
		•	•	•	•	•	•			•
		•	•	•	•	•	•			
		•	•	•	•	•	•		•	
		•	•	•	•	•	•			
		•	•	•	•	•	•		•	
		•	•	•	•	•	•			
Within stadium close to the main entrance.		•	•	•						
		•	•	•						
		•	•	•						
		•	•	•						
	This is the hub of the operations in the stadium. Security and disaster management will be handled from the SOC. Uninterrupted view of the pitch and stadium bowl, supplemented by CCTV images of stadium spectators entry and egress points, including the transport hubs.	•	•		•	•	•	•		

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22 LOC									
Security and emergency services	31.03	Stadium operations meeting room	1	TBD	TBD	TBD	4	SOC	FSR
Security and emergency services	31.04	Sound control room	1	3	20	20	4	SOC	FSR
Security and emergency services	31.05	Secure storage	TBD		TBD	TBD	3	Stadium perimeter	
Security and emergency services	31.06	Break area/toilets	TBD		TBD	TBD	3	Stadium perimeter	
Security and emergency services	31.07	Security posts	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.08	Working area/holding area	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.09	Remote search park/ vehicle screening	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.10	Spectator egress gates	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.11	Emergency vehicles	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.12	Casualty clearing station	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.13	Stewards' holding area	TBD		TBD	TBD	3	Stadium perimeter	FSR
Security and emergency services	31.14	Helipad	1-2		TBD	TBD	3	Stadium Perimeter	FSR
Auxiliary venues	32.01	Official hotels	TBD	TBD	TBD	TBD		Host city	HA
Auxiliary venues	32.07	Public transport services	TBD	TBD	TBD	TBD		Host country	
Airports	33.01	Dedicated team terminal	TBD	TBD	TBD	TBD		Host country	
Airports	33.02	Dedicated immigration lanes for FIFA delegation	TBD	TBD	TBD	TBD		Host country	
Airports	33.03	Signage	TBD	TBD	TBD	TBD		Host country	

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Sorted by department

Affinity ¹¹	Comments	Permanent ¹²	Temporary ¹²	Shared ¹³	Dedicated ¹³	HVAC ¹⁴	Telecoms ¹⁵	IT network connect ¹⁶	Television feed ¹⁶	UPS ¹⁷
	Meeting room required for daily briefings, de-briefings and emergency meetings for stadium-related matters.	•	•		•	•	•	•		
Security area.	The public address system is controlled from this room. Full view of the pitch, stadium and replay screen. Power for the PA System. Domestic power for lights. Stadium screens should be controlled from this same location.	•			•	•	•	•		•
		•	•	•						
		•	•	•						
		•	•	•						
		•	•	•		•				
	To include the following: vehicle queue, vehicle screening area, oversized vehicle screening area, by-pass lane, observation platform, security area (work & break area for screening personnel), material transfer area, toilets, lighting, vehicle permit check.	•	•	•		•	•	•		
	Gates next to entry points for spectator egress.	•	•	•						
	Ambulance, fire engine and police parking within the stadium precinct.	•	•	•						
	Governmental and host city plans will determine the requirements of this point.	•	•	•						
	Rest area required for stewards working at the stadium. Area to include lockers, toilets and sanitary facilities, F&B facilities, etc.	•	•	•						
	Large open area for helicopter landing/staging of VVIPs and emergency services.	•	•	•						
Two venue specific team hotels (VSTH) associated per FWC stadium. VSTH to be within 20 minutes' drive of associated training pitch.	Includes FIFA HQ hotel, FIFA venue hotels, venue specific team hotels (VSTH). Ticketing office and back office required within the FIFA venue hotels. FIFA will confirm the location of these venues in consultation with the LOC.	•		•	•	•	•	•	•	•
	Includes railway stations, coach drop-off points, park & ride, spectator parking etc.	•	•							
	To include immigration, customs clearance, baggage handling, holding lounges, dedicated media areas, drop-off/parking for Team vehicles, food & beverage points etc. Terminal required for the chartered flights of participating Member Associations (PMA) and VVIPs arrival and departures, this may be located in the main terminal or a separate terminal.	•	•	•			•	•	•	
		•	•	•						
	Directional signage to pick-up points	•	•	•						

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22 LOC									
Airports	33.04	Volunteer holding room	TBD	TBD	TBD	TBD		Host country	
Airports	33.05	Welcome desks	TBD	TBD	TBD	TBD		Host country	
Airports	33.06	Accreditation verification desk	TBD	TBD	TBD	TBD		Host country	
Airports	33.07	Protocol lounge and processing	TBD	TBD	TBD	TBD		Host country	
Airports	33.08	Ticketing kiosk	TBD	TBD	TBD	TBD		Host country	
Airports	33.09	Medical office	TBD	TBD	TBD	TBD		Host country	
Airports	33.10	Transport office	TBD	TBD	TBD	TBD		Host country	
Airports	33.11	Parking facilities	TBD	TBD	TBD	TBD		Host country	
23 LOC/Host City									
Transport areas	29.01	Rail stations	TBD	TBD	TBD	TBD			
Transport Areas	29.02	Park and ride	TBD	TBD	TBD	TBD			
Transport Areas	29.03	Spectator parking (park and walk)	TBD	TBD	TBD	TBD			
24 ALL									
Access control points	1.05	Staff entry points	TBD	TBD	TBD	TBD	3	Adjacent to spectator turnstiles and mag & bags	

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	Holding area on air-side for Volunteers working in this space.	●	●	●						
	Transport & protocol service (TPS) to be available at the welcome desks.		●	●		●	●			
	This area must be situated air-side of the terminal to validate accreditation of incoming delegates.		●	●		●	●			
	Waiting area for processing VVIP arrival and departures. Requires direct access to parking/staging area.		●	●	●					
			●	●		●	●			
			●	●	●	●	●			
			●	●	●	●	●			
	Staging area for shuttles, staff parking and holding spaces for Team and VVIP dedicated vehicles.	●	●	●						
		●	●							
	Facilities must cater for mobility-impaired spectators.	●	●							
	Facilities must cater for mobility-impaired spectators.	●	●							
	Dedicated mag & Bag chutes and turnstiles for staff access into the stadium. Location of these points is dependent on staff parking, drop-off areas and operation pathways, e.g. staff operating in the stadium should not queue with general spectators when accessing designated area and security screened as required.	●	●	●						

* The abbreviations refer to the following documents:

BMR Broadcast Media Rights
 FFG FIFA Flag Guidelines
 FHTR FIFA Hospitality
 Technical Requirements
 FLCA FIFA/LOC Concessions Agreement
 FR FIFA regulations
 FSR FIFA Safety Regulations

FSTRR Football Stadiums
 Technical Recommendations
 and Requirements
 FMR FWC Media Requirements
 HA Hosting Agreement
 FITR FWC Information
 Technology Requirements
 LOR List of Requirements

LOTG Laws of the Game
 OAA Organising Association
 Agreement
 TMD LOC Turf Management Document
 (as approved by FIFA)
 TA Technical Annex



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Football Stadiums

Technical Recommendations and Requirements

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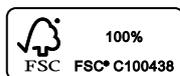
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