



UNION OF EUROPEAN
FOOTBALL
ASSOCIATIONS
BACKGROUND GUIDE

BACKGROUND GUIDE 2

Union of European Football Associations

Transfer Market Simulation

LETTER FROM THE EXECUTIVE BOARD

Greetings Delegates! It is indeed an honour to welcome you to this simulation of the Union of European Football

Associations (UEFA) at SHISMUN 2025. We sincerely hope that being a part of the conference is an intellectually stimulating experience for you as well as for us. For all procedural purposes of this meeting, we shall adhere to the **UNA-USA Rules of Procedures**. The purpose of this background guide is to equip you with the required knowledge about the committee as well as the agenda, therefore make sure you read and understand this background guide judiciously. However, **at no point assume that only the content of the background guide can substitute for further research**. Please also note that **nothing written in the background guide can be quoted or used as proof for any claims/allegations in the committee**.

Additionally, for this committee – and MUNs in general, **we do not wish to know your research or the statistics you may read; we are particularly interested in the meaning of the statistics and numbers you may have read, and its analysis**. Keeping that in mind, we cannot emphasize the need for analysis and evaluation in your arguments and speeches any further. We also implore you to go through the **“Questions to Consider”** as these are some questions which we as the Executive Board would want the delegates to go through and implore to find answers to in the committee proceedings.

Please feel free to get in touch with us via e-mail in case you have any questions or queries, or if you wish to seek any clarifications. We shall be happy to assist. All the best!

Regards,

Akul Vaishnavi(akulvaishnavi1@gmail.com)

Smyan Narang(smyan.narang0505@gmail.com)

Akshat Vir Singh Mehta (akshat.vsm1@gmail.com)

Arush KumarSingh(arush.singh1502@gmail.com)

INTRODUCTION

The football transfer market simulation is designed to provide participants with a realistic experience of the dynamics and complexities involved in the process of player transfers between football clubs. This simulation aims to simulate negotiations, financial considerations, and the overall competitive environment of the football transfer market.

Overview of the Football Transfer Market

The football transfer market is a global marketplace where football clubs buy and sell players. The market operates within a set of regulations and rules established by football governing bodies, such as FIFA. These regulations govern player eligibility, transfer fees, contract terms, and other aspects of player transfers.

Participant Roles

Each participant will represent a football club, either as a representative of a specific club or as a general delegate. The roles may include club managers, sporting directors, agents, or other relevant positions involved in player transfers.

Objectives

Each participant will represent a football club, either as a representative of a specific club or as a general delegate. The roles may include club managers, sporting directors, agents, or other relevant positions involved in player transfers.

a. Player Valuation: Determining a player's value is crucial for negotiations. Factors like age, performance, contract length, and market demand influence a player's valuation.

b. Transfer Fees: Clubs must negotiate transfer fees, considering player value, market demand, financial constraints, and the selling club's willingness to sell.

c. Competition: Multiple clubs may express interest in the same player, leading to competitive bidding and increased transfer fees.

d. Financial Sustainability Regulations: UEFA's Club Licensing and Financial Sustainability Regulations limit clubs' spending to maintain financial stability. Clubs must adhere to these regulations when making transfer decisions, or else face the consequences, which can include both financial fines and sporting penalties.

RULES AND PROCEDURES

- a. Negotiations:** Participants engage in direct or mediated negotiations to discuss transfer terms, including transfer fees, player contracts, and other relevant details.
- b. Transfer Windows:** Participants must operate within the designated transfer windows, typically aligned with the football calendar.
- c. Transparency:** All negotiations and agreements should be transparent, allowing for fair play and accountability.

SIMULATION DYNAMICS

- a. Information Sharing:** Participants will receive periodic updates on player availability, transfer rumours, injury news, and market trends to inform their negotiations.
- b. Time Constraints:** Negotiations should proceed within specific timeframes to maintain the simulation's pace and ensure timely decision-making.
- c. Mediation:** The Executive Board may intervene as mediators to help resolve disputes, provide guidance, or facilitate negotiations if necessary.

SUCCESS METRICS

Delegate's success will be evaluated based on the ability to make successful transfers, negotiate favourable terms, build competitive squads, and adhere to financial constraints - all based on the football club each delegate represents.

Thus, do not think that as a smaller club, just because you cannot sign superstars, you cannot perform well in the transfer market. Each delegate will be judged separately, based on the club they represent, and if their signings will actually help elevate their club or not.

Note: This background guide provides a general framework for a football transfer market simulation in an MUN context. **Specific rules, procedures, and simulation details may vary based on the Executive Board's preferences which will be explained on the day of the conference.**

POINTS TO NOTE:

- 1. Any non-represented team would be handled by the Executive Board.** This includes teams outside of UEFA.

2. All teams will have their squads frozen at the date **25th July 2025**.
3. There will be no player contract window - **a transfer would stand to be completed if both clubs agree to the transfer fees.**
4. Whenever a transfer will occur, **both parties must submit a written document to the Executive Board confirming the transfer.**
5. Any player **who has been transferred once** cannot be bought by another team.

Types of Transfer Accepted in the Simulation

1. **Buy/Sell for X Million**
2. **Buy/Sell for X Million + Player**
3. **Player Swaps** (No transfer fee involved)
4. **Loans** (with a Loan fee for a 1 year).

(Currency to be used will be Euros)

Budget Tiers

We feel that to keep the transfer market experience legitimate, bigger clubs will have a comparative advantage while entering the Transfer Market, so we will segregate the clubs into Tiers based on their purchasing power/budget:

- Therefore, clubs like **Man Utd, Real Madrid etc.** will have a higher budget, and clubs like **Sevilla, Frankfurt etc.** will have a lower budget
- Clubs present in extremely niche leagues (like **Club Brugge, FC Basel etc.**), will have even lower budgets than the clubs shown above

The exact budget will be given on the day of the conference, you can make your transfer strategies based on the Tier your club lies in.

Remember, this is a simulation meant to simulate real-world scenarios, promote negotiation skills, and enhance understanding of the complexities of the football transfer market. Enjoy the simulation and make the most of your role!