

make it two legs

To make the tournament a two-leg competition, you'll need to adjust the schedule to include both home and away matches for each team in the quarterfinals and semifinals. Here's how you can structure it:

Play-in Round (Single Leg)

- Date: March 20, 2025
 - Match 1: Manchester United vs. Arsenal (Stadium: Old Trafford)
 - Match 2: Chelsea FC vs. Inter Milan (Stadium: Stamford Bridge)

Quarterfinals (Two Legs)

- First Leg:
 - Date: March 27, 2025
 - Quarterfinal 1: Bayern Munich vs. Chelsea FC (Stadium: Allianz Arena)
 - Quarterfinal 2: Manchester City vs. Manchester United (Stadium: Etihad Stadium)
 - Date: March 28, 2025
 - Quarterfinal 3: Real Madrid vs. Liverpool (Stadium: Santiago Bernabéu)
 - Quarterfinal 4: Barcelona vs. Juventus (Stadium: Camp Nou)
- Second Leg:
 - Date: April 3, 2025
 - Quarterfinal 1: Chelsea FC vs. Bayern Munich (Stadium: Stamford Bridge)
 - Quarterfinal 2: Manchester United vs. Manchester City (Stadium: Old Trafford)
 - **Date:** April 4, 2025
 - Quarterfinal 3: Liverpool vs. Real Madrid (Stadium: Anfield)
 - Quarterfinal 4: Juventus vs. Barcelona (Stadium: Allianz Stadium)

Semifinals (Two Legs)

- First Leg:
 - **Date:** April 10, 2025
 - Semifinal 1: Winner of Quarterfinal 1 vs. Winner of Quarterfinal 3 (Stadium: Neutral)
 - **Date:** April 11, 2025

 Semifinal 2: Winner of Quarterfinal 2 vs. Winner of Quarterfinal 4 (Stadium: Neutral)

• Second Leg:

• **Date:** April 17, 2025

• **Semifinal 1:** Winner of Quarterfinal 3 vs. Winner of Quarterfinal 1 (Stadium: Neutral)

• **Date:** April 18, 2025

 Semifinal 2: Winner of Quarterfinal 4 vs. Winner of Quarterfinal 2 (Stadium: Neutral)

Final (Single Leg)

• Date: April 24, 2025

• Final: Winner of Semifinal 1 vs. Winner of Semifinal 2 (Stadium: Neutral)

This structure allows for a more comprehensive competition where teams play each other twice in the quarterfinals and semifinals, providing a fairer assessment of their skills. The final remains a single match to maintain excitement and unpredictability.

