



Equipment Regulations

FIFA[®]

Equipment Regulations

Table of contents

PART ONE: INTRODUCTION	5
1 THESE REGULATIONS	5
2 SCOPE OF APPLICATION OF THESE REGULATIONS	7
2A. Parties bound by these Regulations	7
2B. Competitions and Matches covered by these Regulations	7
2C. Areas of the Match venue covered by these Regulations	9
2D. Enforcement	10
3 LEGAL CONDITIONS	10
PART TWO: PROVISIONS APPLICABLE TO ALL ITEMS OF CLOTHING AND EQUIPMENT COVERED BY THESE REGULATIONS	11
4 GENERAL PRINCIPLES	11
5 MANUFACTURING CONSIDERATIONS	12
5A. Safety	12
5B. Construction	15
5C. Special manufacturing techniques	15
5D. Uniformity	16
5E. Interior areas	16
6 COLOURS	16
7 NAMES AND NUMBERS	23
8 TEAM IDENTIFIERS	28
9 BADGES AND COMMEMORATIVE SYMBOLS	31
9A. Official FIFA Event Badges	31
9B. FIFA World Champions Badge	31
9C. Commemorative symbols	32
9D. Recognition of continental titles (Member Associations) and national titles (Clubs)	35
10 DECORATIVE ELEMENTS	36
11 MANUFACTURER IDENTIFIERS	39
12 SPONSOR ADVERTISING	41
PART THREE: COMPULSORY PLAYING ITEMS IN ASSOCIATION FOOTBALL COMPETITIONS	43
13 PLAYING KIT (1): SHIRT	43
14 PLAYING KIT (2): SHORTS	60
15 PLAYING KIT (3): SOCKS	66
16 BOOTS AND SHINGUARDS	70
17 FOOTBALLS	71

PART FOUR: OPTIONAL PLAYING ITEMS IN ASSOCIATION FOOTBALL COMPETITIONS 73

18 GLOVES	73
18A. Goalkeepers' gloves	73
18B. Gloves worn by Outfield Players	75
19 HEAD COVERINGS	76
19A. Caps	76
19B. Other permitted head coverings	78
20 HAIRBANDS, HEADBANDS AND WRISTBANDS	80
21 UNDERGARMENTS	81
22 SPECIAL EQUIPMENT	83

PART FIVE: NON-PLAYING ITEMS 85

23 FORMAL ATTIRE	85
24 OUTERWEAR	86
25 WARM-UP AND SUBSTITUTE BIBS	88
26 BAGS AND OTHER ITEMS	89
27 CELEBRATORY ATTIRE	91

PART SIX: CLOTHING AND EQUIPMENT AT FIFA BEACH SOCCER COMPETITIONS AND FUTSAL COMPETITIONS 92

28 BEACH SOCCER	92
29 FUTSAL	93

PART SEVEN: CLOTHING AND EQUIPMENT AT FIFA EFOOTBALL COMPETITIONS 94

30 GENERAL PROVISIONS	94
31 EFOOTBALL SHIRT	95
32 EFOOTBALL CAPS	101
33 OUTERWEAR	103

PART EIGHT: MATCH OFFICIALS AND MATCH SUPPORT PERSONNEL 107

34 MATCH OFFICIALS	107
35 MATCH SUPPORT PERSONNEL	108

ANNEXE A: RULES OF INTERPRETATION AND DEFINED WORDS AND PHRASES 110

1 Rules of interpretation	110
2 Defined words and phrases	111

ANNEXE B: APPROVAL PROCESS	117
1 Introduction	117
2 Submission of samples for preliminary examination	118
3 Timeline of application for FIFA Approval	119
4 Processing the application	120
5 Grant of FIFA Approval	125
6 Refusal of FIFA Approval	126

PART ONE: INTRODUCTION

1 THESE REGULATIONS

1.1

The FIFA Council approved these Regulations on 20 June 2022. They come into force on 20 June 2022, replacing the 2015 FIFA Equipment Regulations with effect from that date.

1.2

These Regulations govern the Playing Kit and other clothing and equipment used by the Team Delegations of Member Associations, Clubs, or eFootball Clubs (as applicable), as well as eFootball Players competing on an individual basis, when they are participating in any of the Competitions and Matches identified in section 2B.

- 1.2.1 Part Two of these Regulations sets out principles that apply generally to all such Playing Kit and other clothing and equipment.
- 1.2.2 Part Three sets out provisions that are specific to the Playing Kit and other items that must be worn or used by Players during a Match in a Competition that is not a FIFA beach soccer or futsal Competition or FIFA eFootball Competition and during International Friendly Matches; while Parts Four and Five set out provisions specific to the other clothing and equipment that may be worn or used by the members of a Team Delegation during, before or after such Matches.
- 1.2.3 Part Six sets out the clothing and other items that must, or may, be worn by the members of a Team Delegation in connection with a FIFA beach soccer Competition or a FIFA futsal Competition.
- 1.2.4 Part Seven sets out the clothing and other items that must, or may, be worn by eFootball Players and any other members of a Team Delegation in connection with a FIFA eFootball Competition.
- 1.2.5 Part Eight sets out the kit and other clothing to be worn by the Match Officials and by the Match Support Personnel at the Matches specified in these Regulations.

- 1.2.6 Annexe A sets out rules to be used to interpret these Regulations, as well as the meaning of the defined words and phrases used in these Regulations that are identified by capitalised and underlined text. The meaning of defined words and phrases used in these Regulations that are identified by capitalised and italicised text is set out in article 13.1, 14.1, or 15.1. Such defined words and phrases provide greater assistance in navigating these Regulations.
- 1.2.7 Annexe B sets out the process to be followed by Member Associations, Clubs, eFootball Clubs, and eFootball Players to obtain FIFA's approval for Playing Kit and other clothing and equipment covered by these Regulations.

1.3

Other FIFA rules and regulations also apply to these issues, as follows:

- 1.3.1 The primary rules applicable to the use of kit and equipment on the field of play are set out in Law 4 of the Laws of the Game, as amended from time to time. In the event of conflict between the Laws of the Game and these Regulations, the Laws of the Game prevail.
- 1.3.2 The FIFA Disciplinary Code, as amended from time to time, will govern any action taken to enforce these Regulations. Any sanctions or consequences imposed pursuant to the FIFA Disciplinary Code or other relevant rules to which FIFA is bound (e.g. the World Anti-Doping Code) that conflict with these Regulations (e.g. because they mandate the use of neutral uniforms by a Team in a Competition covered by these Regulations) prevail over these Regulations.
- 1.3.3 The regulations applicable to a specific Competition (in particular, the FIFA Media and Marketing Regulations) and/or FIFA circulars may include further provisions relating to the use of clothing and other equipment in that Competition, including, in particular, clothing and other equipment used in Competition areas other than the Controlled Areas, and provisions aimed at preventing Ambush Marketing. In case of conflict between these Regulations and such Competition regulations and/or FIFA circulars, these Regulations will prevail.

1.4

FIFA may amend these Regulations from time to time to take account of technological and/or other developments. The amendments will come into effect on the date on which they are published, unless FIFA specifies otherwise.

1.5

Confederations and Member Associations are encouraged to use these Regulations as the basis for regulating the use of clothing and other equipment in their own competitions.

2

SCOPE OF APPLICATION OF THESE REGULATIONS

2A. Parties bound by these Regulations

2.1

These Regulations apply to Member Associations and Clubs fielding Teams in a Competition or Match specified in section 2B. They also apply to other entities (such as private commercial gaming teams) fielding Teams in a FIFA eFootball Competition specified in section 2B (each, an “eFootball Club”). Each such Member Association, Club and eFootball Club must comply in full, and must ensure that each individual member of its Team Delegation complies in full, with these Regulations and with any circulars, guidelines, directives, and/or decisions issued by FIFA at any time in relation to these Regulations.

2.2

Each individual member of a Team Delegation, each eFootball Player that enters a FIFA eFootball Competition on an individual basis, and each Match Official and Match Support Person must also comply in full with these Regulations and with any circulars, guidelines, directives, and/or decisions issued by FIFA at any time in relation to these Regulations.

2B. Competitions and Matches covered by these Regulations

2.3

These Regulations apply to the following competitions (together, the “Competitions”):

- 2.3.1 They apply in full to the following FIFA competitions (“FIFA Final Competitions”):

- 2.3.1.1 the FIFA World Cup™ final competition, the FIFA Women's World Cup™ final competition, and the FIFA Club World Cup™;
 - 2.3.1.2 the FIFA U-20 World Cup™ final competition, the FIFA U-20 Women's World Cup™ final competition, the FIFA U-17 World Cup™ final competition, the FIFA U-17 Women's World Cup™ final competition, and the Blue Stars/FIFA Youth Cup™ final competition; and
 - 2.3.1.3 the FIFA Beach Soccer World Cup™ final competition, and the FIFA Futsal World Cup™ final competition.
- 2.3.2 With the exception of any competition that is organised by a Confederation, they also apply in full to the competitions staged as qualifying competitions for the FIFA Final Competitions ("FIFA Preliminary Competitions").
- 2.3.3 With the exception of any competition that is organised by a Confederation, they also apply in full to the competitions that function as qualifying competitions for the Men's, Women's and Youth Olympic Football Tournaments.
- 2.3.4 They also apply in full to the following eFootball competitions ("FIFA eFootball Competitions"):
- 2.3.4.1 team-format competitions in which eFootball Players in a Team representing a Member Association compete against other eFootball Players in Teams representing other Member Associations (e.g. FIFAE Nations Cup™);
 - 2.3.4.2 team-format competitions in which eFootball Players in a Team representing a Club or eFootball Club compete against other eFootball Players in Teams representing other Clubs or eFootball Clubs (e.g. FIFAE Club World Cup™); and
 - 2.3.4.3 competitions in which eFootball Players compete against each other on an individual-format basis, either on behalf of a Member Association, Club or eFootball Club, or in an individual capacity (e.g. FIFAE World Cup™).

2.3.5 Unless FIFA states otherwise, these Regulations will also apply in full to any successor to any of the above Competitions and to any new FIFA competitions.

2.4

Parts Two and Three of these Regulations also apply to International Friendly Matches unless confirmed otherwise by FIFA. Unless confirmed otherwise by FIFA, the Member Associations and/or Confederations will implement and enforce Parts Two and Three of these Regulations in respect of International Friendly Matches, and the relevant Member Associations and/or their Confederations will regulate all other aspects of clothing and equipment use at International Friendly Matches.

2C. Areas of the Match venue covered by these Regulations

2.5

These Regulations apply to clothing worn and equipment used on the day of the Match¹ by members of the Team Delegations, the Match Officials, and the Match Support Personnel in all areas of the Match stadium or arena (as the case may be) for which an official accreditation or other security device (not just a Match ticket) is required for access, including the field of play and areas immediately surrounding the field of play, the stage or platform (in respect of FIFA eFootball Competitions), technical areas, warm-up areas, the referee review area, tunnel, dressing rooms, medical and doping control areas, media and interview areas, arrival and departure zones, and all corridors and other spaces connecting such areas (the “Controlled Areas”). The VOR is also considered a Controlled Area for the purposes of these Regulations, even if it is located away from the Match venue.

2.6

These Regulations also apply to the stands and VIP/hospitality areas in the Match venue, but only to the extent that members of the Team Delegation are required to be present there while acting in that capacity (e.g. substitute Players sitting in the stands due to social distancing measures). They do not apply to representatives or affiliates of a Team or to members of a Team Delegation who are present in such areas as ticket-holders or invited guests. Other FIFA rules and/or regulations may apply to such individuals, depending on the Competition.

1 On non-Matchdays, the FIFA Media and Marketing Regulations of the Competition in question apply.

2D. Enforcement

2.7

Where applicable, the Match Commissioner will report to FIFA any instance of apparent non-compliance with these Regulations. The Match Commissioner may confiscate the item(s) in question and provide them to FIFA along with a written report.

2.8

Whether or not a report is received from the Match Commissioner, FIFA may investigate any instances of potential non-compliance with these Regulations, with a view to potentially bringing proceedings under the FIFA Disciplinary Code. All parties have a duty to cooperate fully and in good faith with such investigations.

3

LEGAL CONDITIONS

3.1

The FIFA Council will resolve any matters arising that are not provided for in these Regulations, and will address what should happen where events of force majeure impact on the ability to implement these Regulations.

3.2

Decisions made by FIFA in respect of enforcement of these Regulations are final and binding and may not be appealed.

3.3

Proceedings for alleged breach of these Regulations will be brought before the FIFA Disciplinary Committee. Subject thereto, in accordance with article 57 of the FIFA Statutes, any dispute arising in relation to these Regulations and any challenges to decisions made by FIFA in respect of these Regulations are subject to the exclusive jurisdiction of the Court of Arbitration for Sport. The applicable law governing the dispute/challenge will be the FIFA Statutes and these Regulations, with Swiss law applying subsidiarily.

3.4

FIFA will not be liable in any circumstances to any Member Association, Club, eFootball Club, Team Delegation member, Manufacturer, sponsor, Confederation, or other party for any claims, losses, fees, damages, costs, taxes or other charges of any kind whatsoever that may arise or be incurred as a direct or indirect result of the implementation of these Regulations.

PART TWO: PROVISIONS APPLICABLE TO ALL ITEMS OF CLOTHING AND EQUIPMENT COVERED BY THESE REGULATIONS

4 GENERAL PRINCIPLES

4.1

This Part Two applies to all of the items of Playing Kit and other clothing and equipment covered by these Regulations.

4.2

Where FIFA so requires in accordance with Annexe B, a Member Association, Club or eFootball Club (or eFootball Player who is entering a FIFA eFootball Competition in an individual capacity) must not use or allow any member of their Team Delegation to use any Playing Kit or other clothing or equipment covered by these Regulations in connection with a Competition or a Match set out in section 2B unless and until the Member Association, Club, eFootball Club or eFootball Player in question has obtained written confirmation that the item complies in full with these Regulations and any other applicable rules or regulations, and/or with any circulars, guidelines, directives, and/or decisions issued by FIFA, and contains only elements that are specifically authorised under these Regulations.

4.3

No item (of Playing Kit or other clothing or equipment or otherwise) may be worn or used in any Controlled Area if FIFA considers that it:

- 4.3.1 is dangerous, offensive or indecent, includes political, religious, or personal slogans, statements, or images, or otherwise does not comply in full with the Laws of the Game;
- 4.3.2 confers an unfair sporting advantage or fundamentally alters an essential aspect of the game;
- 4.3.3 seeks to imply a connection with FIFA, or to exploit goodwill belonging to FIFA, or otherwise constitutes Ambush Marketing; or

4.3.4 (where FIFA has so required) has not been formally approved by FIFA in accordance with Annexe B as being fully compliant with these Regulations and/or with any other applicable rules or regulations, and/or with any circulars, guidelines, directives, and/or decisions issued by FIFA.

4.4

Each Member Association, Club and eFootball Club, and each eFootball Player who is entering a FIFA eFootball Competition in an individual capacity, must ensure that they have all of the rights and licences required for the members of their Team Delegation to wear and use their Playing Kit and other clothing and equipment in Competitions and/or International Friendly Matches (as applicable), and that the wearing and use of such Playing Kit, clothing, and other equipment will not infringe the rights of any other party.

4.5

Each Member Association, Club and eFootball Club, and each eFootball Player who is entering a FIFA eFootball Competition in an individual capacity, must indemnify FIFA in respect of any claims, losses, fees, damages, costs, taxes, or other charges or expenses of any kind whatsoever that FIFA incurs because of the failure or alleged failure of the Member Association, Club, eFootball Club or eFootball Player (as applicable) to comply in full with the requirement in article 4.4.

5 MANUFACTURING CONSIDERATIONS

5A. Safety

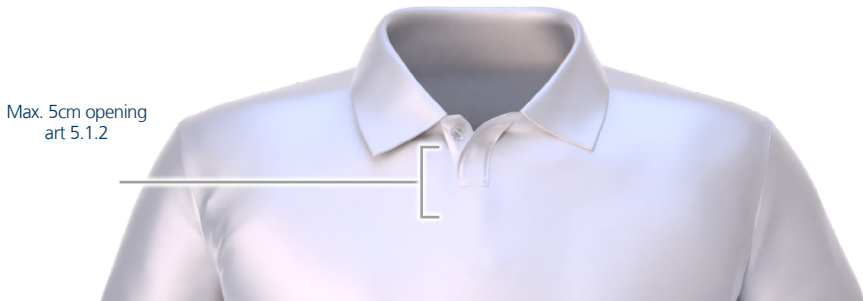
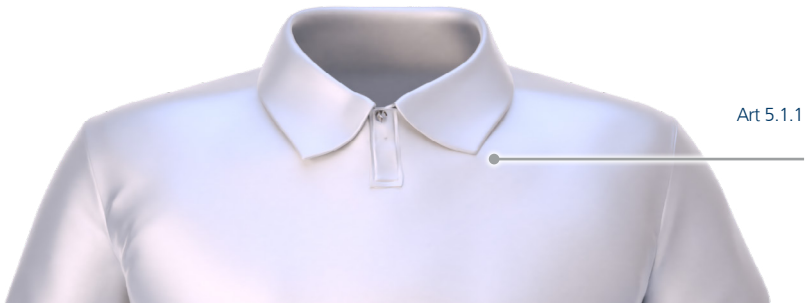
5.1

The Playing Kit and other clothing and equipment falling within the scope of these Regulations must not pose any risk of inflicting injury or illness on the person wearing or using it or on anyone else. In particular:

5.1.1 It must be possible to close a collar opening on a Shirt or eFootball Shirt securely for the duration of the Match.

5.1.2 No collar opening on a Shirt or eFootball Shirt may be longer than 5cm, measured down from the front of the opening.

- 5.1.3 Items used to fasten the collar on a Shirt or eFootball Shirt – such as zippers, buttons, or magnets – must not be of a shape or made of a material that creates a risk of laceration or contusion. A drawstring may not be used to fasten the collar.
- 5.1.4 Zippers (whether metal or of another material) are not permitted on gloves (including goalkeeper gloves) if they pose a threat to the person wearing the gloves or to others.
- 5.1.5 If drawstrings are incorporated into the waist of Shorts, they must be kept inside the Shorts at all times.
- 5.1.6 Pockets are not permitted on any item of Playing Kit.





Art 5.1.5



5B. Construction

5.2

All elements incorporated into a Playing Kit item (including Names, Numbers, FIFA Event Badges, FIFA World Champions Badges, Team Identifiers, Manufacturer Identifiers, and Decorative Elements) must be permanently incorporated by stitching, heat transfer, a special manufacturing technique listed in article 5.5, or any other technique approved by FIFA. Temporary or removable attachments (e.g. using Velcro) are not permitted.

5.3

No item of Playing Kit, or anything displayed on an item of Playing Kit, may be made of a reflective material, or of a material that changes colour or appearance due to an external influence, such as pressure, light, temperature, or water or other liquid.

5.4

Team Identifiers and Manufacturer Identifiers may only be constructed as holograms if the identifier remains visible at all angles (i.e. the hologram cannot incorporate more than one image) and the hologram does not materially impact the perceived colour of the item on which it is displayed.

5C. Special manufacturing techniques

5.5

The following manufacturing techniques are permitted:

- 5.5.1 jacquard weave (i.e. weaving which incorporates a specific pattern into a fabric using threads of the same basic colour as the surrounding fabric);
- 5.5.2 tonal print (i.e. a printing technique used to incorporate elements, patterns, etc. of a similar colour into an item);
- 5.5.3 embossing (i.e. adding texture to the surface of a fabric using heated rollers under pressure to produce a combination of raised and flat areas);
- 5.5.4 laser etching (i.e. incorporating a specific pattern into a fabric using a laser machine); and
- 5.5.5 any other special manufacturing techniques that FIFA approves from time to time.

5D. Uniformity

5.6

All goalkeepers in a Team must wear the same Playing Kit as each other, and all Outfield Players in the Team must wear the same Playing Kit as each other. All items of a Team's Playing Kit must be produced by the same Manufacturer.

5E. Interior areas

5.7

Interior surfaces and other areas of an item may not display anything that is visible on the exterior or that may be used as a means of Ambush Marketing. For example, standard manufacturer labels such as those located on the neck of a shirt should not be oversized or clearly visible from more than 5m away in the event the Player removes the item of clothing (such as after the Match).

6 COLOURS

6.1

Save where these Regulations require otherwise, there is no limit on the number of colours that may appear on a Team's Playing Kit. Furthermore, unless stated otherwise, the restrictions in these Regulations on the use of colours on Playing Kit items do not apply to colours appearing in Team Identifiers, Manufacturer Identifiers, and/or Decorative Elements displayed on Playing Kit.

6.2

The colours used on the respective Playing Kits worn by the two Teams contesting a particular Match must contrast sufficiently to allow the Match Officials, Players, Team Officials, media, and spectators (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Players on each Team, even in difficult weather conditions. For these purposes:

6.2.1 Each item of Playing Kit worn by one Team must contrast sufficiently with the equivalent item of Playing Kit worn by the other Team to allow that clear distinction.

- 6.2.2 Each Team must have a First-Choice Playing Kit and at least one Alternative Playing Kit in clearly differing colours or colour combinations, for use where necessary to ensure that clear distinction.
- 6.2.3 The colour(s) of the First-Choice Playing Kit must contrast clearly with the colour(s) of each Alternative Playing Kit.
- 6.2.4 To that end, where a First-Choice Playing Kit item is predominantly light in colour, at least one equivalent Alternative Playing Kit item should be predominantly dark in colour, and vice versa.
- 6.2.5 Each Team is encouraged to have a second Alternative Playing Kit in a colour or colours differing from both its First-Choice Playing Kit and its first Alternative Playing Kit.
- 6.2.6 The colour(s) of any item(s) worn underneath the Playing Kit must not be visible through the Playing Kit and must in no way affect the colour of, or the visual impression given by, the Playing Kit.





First-Choice
Playing Kit



Alternative
Playing Kit



Playing Kit
Outfield Player



Playing Kit
goalkeeper



First-Choice
Playing Kit



Alternative
Playing Kit



First-Choice
Playing Kit



Alternative
Playing Kit



Playing Kit
goalkeeper



Playing Kit
Outfield Player



6.3

If a Playing Kit item features more than one colour,² one of the colours must be clearly predominant (the “Dominant Colour”) over the other colour(s), and must predominate to the same extent on the front and back of the Playing Kit item.

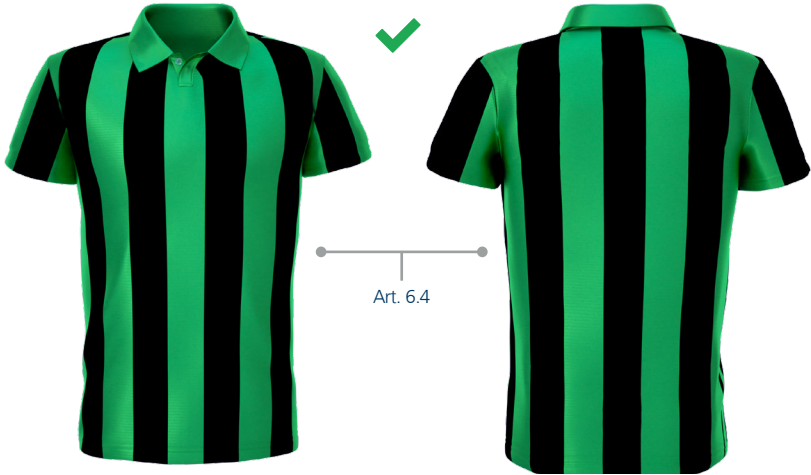


² For these purposes, close variants and shades of a colour will be considered to be a single colour, whereas broader variants and shades of a colour will be considered to be multiple colours.



6.4

The only exception to article 6.3 is that the Shirts of the Outfield Players (but not the Shirt of a goalkeeper) may feature a basic geometric repeated pattern (such as stripes, hoops or checks) with two equally prominent colours. In such cases, the Shirt of at least one of the Team's Alternative Playing Kits must not have either of those two colours as its Dominant Colour.



6.5

Where FIFA or the Match Officials consider that there is an insufficient contrast between the colours used on the Playing Kits of two Teams contesting a particular Match to distinguish clearly between the Players and the Match Officials, between the different Teams, and/or between the goalkeepers and the Outfield Players on a Team, they may require one Team (even after the Match has started, if necessary) to switch to, or to combine, different items from its different Playing Kits as necessary in order to achieve such a clear distinction.

6.6

Any tape or similar material applied to a Playing Kit item during a Match must match the Dominant Colour of the Playing Kit item (or one of the two equally prominent colours of the Playing Kit item, where applicable).

7

NAMES AND NUMBERS

7.1

A Player's Number must appear on the back of the Player's Shirt and on the Player's Shorts in all Competitions (other than FIFA eFootball Competitions) and International Friendly Matches. In FIFA Final Competitions, the Player's Name must appear on the back of the Player's Shirt. In addition, other Competition regulations may require or permit the Player's Number on the front of the Player's Shirt and/or the Player's Name on Playing Kit items and/or other equipment.

7.2

All such Names and Numbers must:

- 7.2.1 correspond to the Name and/or Number (as applicable) of the Player as it appears on the official list of Players submitted in accordance with the regulations specific to the Competition or International Friendly Match in question, and must not represent an abbreviated form of that Name;

- 7.2.2 be of one single colour, which must contrast sufficiently with the surrounding colour(s) of the Playing Kit item (or of the Number Zone, where used)³ to be clearly legible, so that other Players, Match Officials, Team Officials, media, and spectators are able to identify the Player in question;
- 7.2.3 (in the case of Names) comprise letters of Latin characters only, in upper or lower case (phonological diaereses, such as accents or umlauts, are also permitted);



³ A Number Zone must be used where the Name or Number would not be sufficiently legible otherwise (as may happen, for example, with a patterned shirt).



Art. 7.2



Art. 7.2

Number Zone
art. 7.2.2

7.2.4 be consistent in terms of style, font, size, position and colour for all Players in the same Team, save that:

7.2.4.1 the colour of the Number on the Shirt may be different from the colour of the Number on the Shorts; and

7.2.4.2 the colour of the goalkeepers' Names and Numbers may differ from the colour of the Names and Numbers of the Outfield Players;

7.2.5 not include any Team Identifiers, save that a Team Emblem or Team Symbol no bigger than 5cm² may be included on the bottom of each digit of a Number displayed on the back of the Shirt;

7.2.6 not include any Decorative Elements; and

7.2.7 not function as a trademark or include anything that gives the visual impression of a Manufacturer Identifier or Sponsor Advertising, or that creates an association with a Manufacturer, a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind.

7.3

Such Names and Numbers may:

7.3.1 incorporate a border or shadow outline in a different colour to improve the legibility of the Name or Number, provided this does not impair the predominance of the Dominant Colour of the Playing Kit item in question;⁴

7.3.2 contain breathing holes that are not more than 2mm wide.

4 Any such border or shadow outline shall not be taken into account in the measurement of Name and Number height and stroke width under these Regulations.

7.4

Each digit of a Number may be divided into no more than four segments, each segment being no more than 2mm apart.



8 TEAM IDENTIFIERS

8.1

Once approved by FIFA, Playing Kit and/or other clothing or equipment may display the following types of Team Identifier in accordance with these Regulations:

Type of	Examples ⁵	
Graphic identifier	Member Association	Club/eFootball Club
Team Emblem ⁶	 (Colombia)	 (FC Bayern Munich)
Team Symbol	 (Netherlands Women's team)	 (Arsenal FC)
National Flag	 (Japan)	
Coat of Arms		 (Seal of Guadalajara, MEX)
Regional Flag		 (Canton of Ticino, SUI)

- 5 These are illustrative examples only. Each of them would still need to be approved by FIFA prior to use.
- 6 A dedicated Team Emblem that commemorates a jubilee or other significant event may be used on Playing Kit in place of the usual Team Emblem subject to FIFA's prior approval. Such commemorative emblem may incorporate words, numbers (e.g. dates) and/or Decorative Elements, provided it meets the applicable size limits. For FIFA beach soccer Competitions, a Member Association may use its dedicated beach soccer Team Emblem. For FIFA futsal Competitions, a Member Association may use its dedicated futsal Team Emblem. For FIFA eFootball Competitions, a Member Association or Club may use its dedicated eFootball Team Emblem. References in these Regulations to "Team Emblem" include such dedicated Team Emblems.

Type of	Examples ⁷	
Word identifier	Member Association	Club/eFootball Club
Country Name/Club Name or Team Name (respectively)	GHANA	RIVER PLATE
Member Association name	REAL FEDERACIÓN ESPAÑOLA DE FÚTBOL (Spain)	
Team Nickname	LES CAGOUS (New Caledonia)	NERAZZURRI (FC Internazionale Milano)
Team Slogan	KITA GARUDA (Indonesia)	YOU'LL NEVER WALK ALONE (Liverpool FC)
Foundation Year	1863 (England)	1895 (CR Flamengo)

8.2

Where its use is permitted, the Team Identifier must be displayed in the same colour and form across all respective Playing Kit items of Outfield Players and goalkeepers used by the Team in a particular Competition (save that it may be included in a different colour on the Team's Alternative Playing Kit for that Competition).

8.3

A Club's Team Identifiers must also:

- 8.3.1 be formally recognised by its Member Association and Confederation, and must be used by the Team either: (a) in all domestic or in all continental competitions in the same season as the FIFA Competition in question; or (b) where applicable, in the domestic and/or continental season just ended or just beginning;
- 8.3.2 (if they are, or include, a Regional Flag or Coat of Arms) be formally approved by the relevant authorities in the country or region concerned for use by the Club on its Playing Kit.

⁷ These are illustrative examples only. Each of them would still need to be approved by FIFA prior to use.

8.4

The Team Identifier(s) must not:

- 8.4.1 impair the ability of Match Officials, Players, Team Officials, media, and spectators (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Players and the Match Officials, between the different Teams, or between the goalkeepers and the Outfield Players on each Team, even in difficult weather conditions;
- 8.4.2 undermine the contrast between a Team's First-Choice Playing Kit and any Alternative Playing Kit;
- 8.4.3 impair the predominance of a Dominant Colour on a Playing Kit item;
- 8.4.4 impair the legibility of a Name or Number on a Playing Kit item;
- 8.4.5 (unless it relates to an eFootball Club, in which case article 12 applies) include anything that gives the visual impression of a Manufacturer Identifier or Sponsor Advertising, or that creates an association with a Manufacturer, a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind; or
- 8.4.6 touch any of the other Team Identifiers or any Name, Number, FIFA Event Badge, FIFA World Champions Badge or Manufacturer Identifiers on the Playing Kit (save that the Team Emblem may be incorporated into Numbers as set out in article 7.2.5).

8.5

There are no restrictions on the shape of the Team Identifier(s), save that any representation of the National Flag must be in the official geometric form and usual proportions of that National Flag, unless its elements are being used as a Decorative Element as per article 10.4.

9 BADGES AND COMMEMORATIVE SYMBOLS

9A. Official FIFA Event Badges

9.1

Each Member Association, Club and eFootball Club participating in a Competition or an International Friendly Match must display on its Playing Kit any official FIFA Event Badge(s) provided by FIFA, in accordance with the terms and conditions of use issued by FIFA from time to time.

9B. FIFA World Champions Badge

9.2

Subject to the applicable terms and conditions of use issued by FIFA and any regulations specific to the respective competition, the Team that won the most recent edition of any of the following Competitions may display a FIFA World Champions Badge on its Shirts in all competitions and International Friendly Matches (as applicable) while still the reigning champions:

- 9.2.1 FIFA World Cup™;
- 9.2.2 FIFA Women's World Cup™;
- 9.2.3 FIFA Futsal World Cup™;
- 9.2.4 FIFA Beach Soccer World Cup™; and
- 9.2.5 FIFA Club World Cup™.



9C. Commemorative symbols









9.3

A five-pointed FIFA Winners' Star, or such other symbol as FIFA may specify, may be worn by a Member Association's men's or women's senior national representative team (and by each corresponding age group team that competes for that Member Association in the same discipline: see Figure 1) for each edition of the following FIFA Competitions that has been won by that senior team:

- 9.3.1 FIFA World Cup™;
- 9.3.2 FIFA Women's World Cup™;
- 9.3.3 FIFA Futsal World Cup™;
- 9.3.4 FIFA Beach Soccer World Cup™; and
- 9.3.5 FIFAE Nations Cup™.

Figure 1: An example of the Teams of a single Member Association that may display FIFA Winners' Stars

FIFA titles won:	
FIFA World Cup™	
FIFA Women's World Cup™	
FIFA Futsal World Cup™	
FIFA Beach Soccer World Cup™	
FIFAE Nations Cup™	

Display of FIFA Winners' Stars per national representative Team:	
Senior men's national Team:	
Senior women's national Team:	
U-20 men's national Team:	
U-20 women's national Team:	
U-17 men's national Team:	
U-17 women's national Team:	
Futsal senior men's national Team:	
Beach soccer senior men's national Team:	
FIFAE Nations Cup™ Team:	

9.4

The year of the respective FIFA title win (e.g. "1994" or "94") may appear within a FIFA Winners' Star.

9.5

There is no equivalent symbol for a Club that has won a FIFA Club World Cup™ (or successor competition).

FIFA Winners' Stars
art. 9.3



9D. Recognition of continental titles (Member Associations) and national titles (Clubs)

9.6

In FIFA Preliminary Competitions (if the relevant Competition regulations so allow) and in International Friendly Matches, but not in FIFA Final Competitions, a Member Association may display on its Team's Playing Kit an official badge issued by the relevant Confederation, commemorating the Team winning the most recent edition of any continental competition corresponding to the competitions listed in article 9.2, provided that such badge and its display comply with all of the provisions of these Regulations that would apply if the badge were a FIFA World Champions Badge, and does not include any Team Identifier, Decorative Element, Manufacturer Identifier, and/or Sponsor Advertising.

9.7

A Club may display stars denoting the number of times it has won its country's top domestic league and/or any continental competitions on its Team's Playing Kit in FIFA Competitions, adjacent to the Team Emblem or Team Symbol, if such stars are also displayed to the same extent when the Club plays in that domestic league and any continental competitions.

10 DECORATIVE ELEMENTS

10.1

A “Decorative Element” is any kind of visual representation or design feature – such as artwork, an abstract design, a simple geometric design, a watermark, or a tonal image (such as an image of an animal or a culturally relevant landmark – see examples under Figure 2) that appears on, or is incorporated into, an item of Playing Kit or other clothing or equipment (for example, in trim along a seam). Team Identifiers, Manufacturer Identifiers and Sponsor Advertising are excluded from this definition.

Figure 2: Examples of Decorative Elements





10.2

Decorative Elements may be displayed on, or incorporated into, Playing Kit items and other clothing and equipment in accordance with these Regulations, provided they are approved by FIFA.

10.3

A Decorative Element must not:

- 10.3.1 limit the ability of Match Officials, Players, Team Officials, media, and spectators (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Players on each Team, even in difficult weather conditions;
- 10.3.2 undermine the contrast between a Team's First-Choice Playing Kit and any Alternative Playing Kit;
- 10.3.3 dominate a Playing Kit item or impair the predominance of a Dominant Colour on a Playing Kit item;
- 10.3.4 impair the legibility of a Name or Number on a Playing Kit item;
- 10.3.5 function as a trademark or include anything that gives the visual impression of a Manufacturer Identifier or Sponsor Advertising, or that creates an association with a Manufacturer, a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind; or
- 10.3.6 portray, or give the impression of, a person's face or identity, or the shape of a country or territory.

10.4

A Decorative Element may incorporate elements of a Team Identifier. In particular, it may incorporate elements of a National Flag (e.g. its colours) even if they do not maintain the official geometric form and usual proportions of the National Flag.

















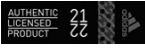


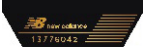
10.5

Unless otherwise stated below in respect of a particular item, there is no limit on the number, the size, or the positioning of the Decorative Element(s) on the Playing Kit item or other clothing or equipment.

11 MANUFACTURER IDENTIFIERS

11.1

The following types of Manufacturer Identifier may be displayed on Playing Kit and/or other clothing or equipment in accordance with these Regulations, once they have been approved by FIFA:

Examples of Manufacturer Identifiers ⁸				
Name/Word Mark	ADIDAS	NIKE	PUMA	NEW BALANCE
Logo/Graphic Mark				
Composite Mark (name and logo)				
Product line (name/logo/ Composite Mark)				
Script (i.e. a word mark written in a specific font)				
Technology Label				
Quality Seal				

⁸ These are illustrative examples only. Each of them would still need to be approved by FIFA prior to use.

11.2

Technology Labels and Quality Seals may be included as a means of evidencing the technological purpose and functioning of the item in question and/or as a means of evidencing the sustainable sourcing of the material used to make the item. They are treated in these Regulations as a type of Manufacturer Identifier, and so references to Manufacturer Identifiers also refer to them, unless stated otherwise in a particular context.

11.3

A Manufacturer Identifier may be of any shape. It must not:

- 11.3.1 limit the ability of Match Officials, Players, Team Officials, media, and spectators (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Players on each Team, even in difficult weather conditions;
- 11.3.2 undermine the contrast between a Team's First-Choice Playing Kit and any Alternative Playing Kit;
- 11.3.3 impair the predominance of a Dominant Colour on a Playing Kit item;
- 11.3.4 impair the legibility of a Name or Number on a Playing Kit item;
- 11.3.5 touch, or be positioned adjacent to, any other Manufacturer Identifier or any Name, Number, or Team Identifier on the item in question;
- 11.3.6 contain or constitute any form of machine-readable code, such as a barcode or a QR ("Quick Response") code that provides a link to further information; or
- 11.3.7 incorporate, by any means, any Team Identifier or Sponsor Advertising or any element(s) thereof.

11.4

A Manufacturer Identifier may appear:

- 11.4.1 on any buttons, zippers, drawstrings, and/or similar functional device, as long as it blends in with the colour of the device; and/or
- 11.4.2 on a size label, care instruction, anti-counterfeit label or similar that appears on or is attached to the interior surface of the item.

As long as such Manufacturer Identifier is not visible from more than 5m away (either at all times or in certain conditions, e.g. due to the application of sweat or other moisture or due to the weather conditions), this use will not be considered a display of that Manufacturer Identifier and therefore will not count towards any quotas on Manufacturer Identifier use established in these Regulations.

11.5

Where these Regulations permit the use of an MI Band on more than one Playing Kit item, the MI Band must be identical on each Playing Kit item. It may not touch, or be positioned adjacent to, any Manufacturer Identifier or any Name, Number, or Team Identifier on the item in question.

12 SPONSOR ADVERTISING

12.1

Sponsor Advertising is not permitted on the Playing Kit or any other playing item of a Team representing a Member Association in a Competition or an International Friendly Match.

12.2

Sponsor Advertising approved by FIFA is permitted on the Playing Kit of a Team representing a Club or eFootball Club in a Competition, but only:

- 12.2.1 on the Players' Shirts, in the same form on each Shirt; and
- 12.2.2 if it also appears on the Shirts worn by that Team in at least one of the Team's other domestic and/or continental competitions in that season (or, where applicable, in the season just completed or just beginning).

12.3

Sponsor Advertising approved by FIFA is also permitted on the Playing Kit of an eFootball Player entering a FIFA eFootball Competition in an individual capacity.

12.4

In any Competition in which Sponsor Advertising is permitted, the Sponsor Advertising must:

- 12.4.1 only advertise a single product or service or a single, non-composite brand;
- 12.4.2 not advertise tobacco products (including smokeless tobacco products and electronic tobacco products), drinks with an alcohol content exceeding 15% ABV, weapons, or pornography or other adult material; and
- 12.4.3 not contravene any advertising laws or regulations in the country in which the Match takes place.

12.5

Other rules and regulations applicable to FIFA eFootball Competitions may also impose additional Sponsor Advertising product category restrictions.

PART THREE: COMPULSORY PLAYING ITEMS IN ASSOCIATION FOOTBALL COMPETITIONS

13

PLAYING KIT (1): SHIRT

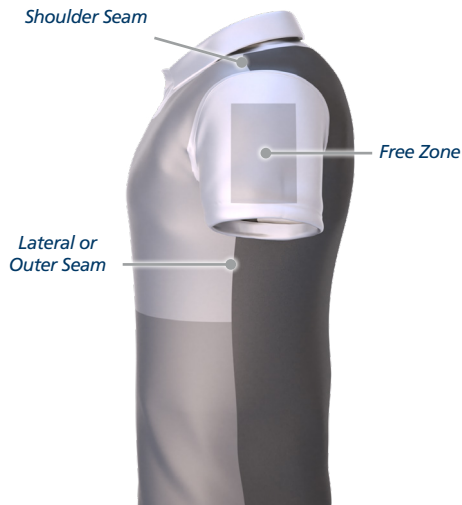
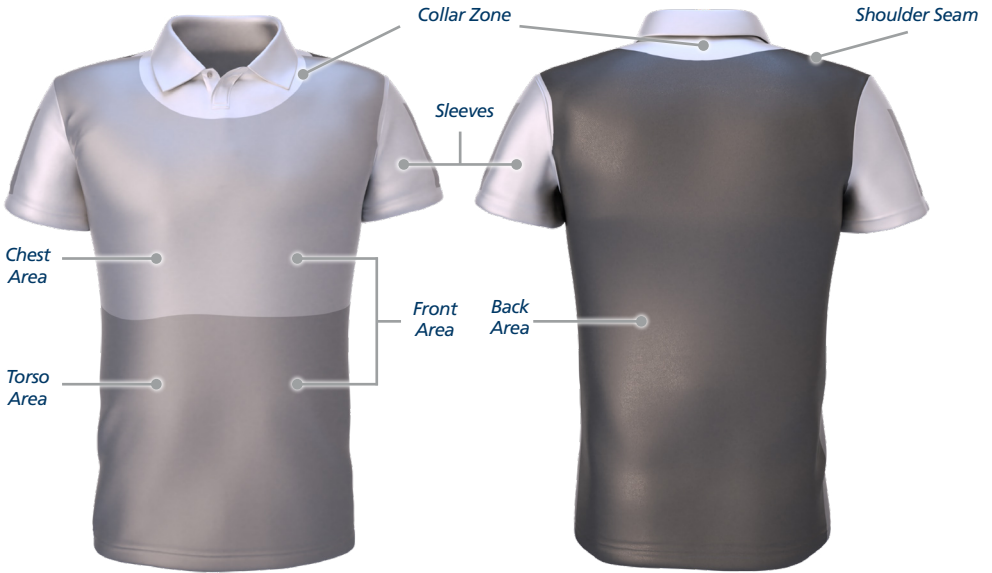
13.1

Shirts that are part of the official Playing Kit for Competitions have the following aspects :

- 13.1.1 *Back Area*: the entire back of the Shirt, excluding the *Collar Zone* and the *Sleeves*.
- 13.1.2 *Chest Area*: the top half of the front of the Shirt, excluding the *Collar Zone* and the *Sleeves*.
- 13.1.3 *Collar Zone*: a 5cm-wide band around the neck opening of the Shirt. If the Shirt has a collar that folds over, the *Collar Zone* also includes both sides of the folded-over part.
- 13.1.4 *Elbow Point*: where the point of the Player's elbow is located when the elbow is bent.
- 13.1.5 *Free Zone*: an area at least 12cm high and 8cm wide on each *Sleeve*, positioned symmetrically along the *Shoulder Seam*, and centred between the *Shoulder Point* and the *Elbow Point*.
- 13.1.6 *Front Area*: the *Chest Area* and *Torso Area* on the front of the Shirt, but not the *Collar Zone* or the *Sleeves*.
- 13.1.7 *Lateral or Outer Seam*: a real or virtual line running along the lateral edge of the *Torso Area* up to the base of the *Sleeve*, viewed from the front or the rear perspective, as if ironed flat.
- 13.1.8 *Shoulder Point*: where the *Chest Area*, *Back Area*, and *Sleeves* meet.
- 13.1.9 *Shoulder Seam*: a real or virtual line running along the lateral edge of the *Sleeves* of a Shirt, viewed from the front or the rear perspective, as if ironed flat.

13.1.10 *Sleeves: the arm coverings, starting at the *Shoulder Point* and ending at or above the *Elbow Point* (short *Sleeves*) or at the wrist (*long Sleeves*).*

13.1.11 *Torso Area: the bottom half of the front of the Shirt, immediately below the *Chest Area*.*



13.2

Shirt colour(s):

13.2.1 As per article 6.3, the *Front Area* and the *Back Area* of the Shirt must feature the same single Dominant Colour. The *Sleeves* must be the same colour(s) as each other, which must not undermine the predominant visual impression of the single Dominant Colour on the *Front Area* and the *Back Area* of the Shirt.



Art. 13.2.1



Art. 13.2.1



13.2.2 As the sole exception to the single Dominant Colour rule, the *Front Area* of the Shirt of an Outfield Player (but not a goalkeeper) may feature a basic geometric repeated pattern (such as stripes, hoops, or checks) featuring two equally prominent colours. In such a case:

13.2.2.1 the *Back Area* of the Shirt must:

- (a) feature the same pattern and colours;
- (b) feature the same two colours, giving them equal prominence; or
- (c) feature the lighter colour of the two as its Dominant Colour; and

13.2.2.2 the *Sleeves* must feature predominantly the same two colours as the *Front Area* of the Shirt, but the *Sleeves* do not need to be identical to each other.



—●——
|
Art. 13.2.2



—●——
|
Art. 13.2.2





Art. 13.2.2



Art. 13.2.2



- 13.2.3 Any prominent additional colour(s) on the Shirt (in particular, on a sash, bar, or a colour appearing prominently around the Player's shoulders) must not undermine the predominant visual impression of the Dominant Colour (or the two equally prominent colours, as applicable) of the Shirt.
- 13.2.4 If the prominent additional colour on the Shirt is different from the Dominant Colour of the Shirt, FIFA may require that the Shirt of at least one of the Team's Alternative Playing Kits features neither that prominent colour nor that Dominant Colour.





13.3

The Player's Name:

13.3.1 Where the Player's Name must, or may, be included on the Shirt, it must be positioned on the *Back Area*, at least 4cm above the Player's Number.

13.3.2 The letters of the Name must be between 5cm and 7.5cm high.

13.4

The Player's Number:

13.4.1 The Player's Number on the back of the Shirt must be:

13.4.1.1 20-35cm (women)/25-35cm (men) high and 2-5cm in stroke width (each digit);

13.4.1.2 positioned in the centre of the *Back Area*;

13.4.1.3 (where necessary to ensure the Number is legible) located within a Number Zone that:

- (a) has one horizontal boundary 2cm above the highest point of the Number and the other horizontal boundary 3cm below the lowest point of the Number;
- (b) has one vertical boundary 3cm from the left edge of the left-hand digit, and the other vertical boundary 3cm from the right edge of the right-hand digit (or of the same digit, if there is only one);
- (c) is the same Dominant Colour as the Shirt (unless that would mean the Number is illegible, in which case the Number Zone must be a colour that ensures the Number is legible);
- (d) does not include any Team Identifier, other than as permitted by article 7.2.5; and
- (e) does not include any Manufacturer Identifier;

13.4.1.4 entirely visible when the Shirt is tucked into the Shorts.



13.4.2 Where the Player's Number must, or may, be included on the front of the Shirt, it must be:

13.4.2.1 10-15cm high and 1-3cm in stroke width (each digit);

13.4.2.2 positioned in the *Chest Area* (in the centre or at or towards one side); and

13.4.2.3 (where necessary to ensure the Number is legible) within a Number Zone that:

(a) is proportionate in size to the size of the Number, and big enough to ensure the Number is legible whatever the conditions;

(b) is the same Dominant Colour as the Shirt (unless that would mean the Number is illegible, in which case the Number Zone must be a colour that ensures the Number is legible); and

(c) does not include any Team Identifier or Manufacturer Identifier.

13.5

Team Identifiers:

13.5.1 One or more of the following Team Identifiers may be displayed (in each case, no more than once) within the *Chest Area* of the Shirt:

13.5.1.1 Team Emblem – no bigger than 100cm²;

13.5.1.2 Team Symbol – no bigger than 100cm²;

13.5.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;

13.5.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; and

13.5.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

13.5.2 Where both the Team Emblem (or Team Symbol) and the Country Name (or Club Name, Team Name or Team Nickname) are displayed in the *Chest Area* of the Shirt, they must be adjacent to each other.

- 13.5.3 The only Team Identifier that may be displayed on the *Sleeves* is the National Flag or Regional Flag (as applicable). It may be displayed once on each *Sleeve*, between the *Shoulder Point* and the *Elbow Point* but outside of the *Free Zone*. It must be no bigger than 25cm² in size.
- 13.5.4 Up to two Team Identifiers may be displayed at the centre of the *Collar Zone* in the *Back Area* of the Shirt. Each Team Identifier must be no bigger than 12cm² and must be at least 4cm above the Player's Name, with any lettering or numbers no more than 2cm high.
- 13.5.5 In addition, in accordance with article 10.4, elements of Team Identifiers may appear on the Shirt as part of a Decorative Element.
- 13.5.6 One Team Identifier may be displayed on the Shirt as part of a special manufacturing technique, as per article 5.5. The colour used must blend in with the Dominant Colour of the Shirt and must not affect its predominance.

13.6

Decorative Elements may be included on the Shirt.

13.7

Official FIFA Event Badges/recognition of titles/Match customisation:

- 13.7.1 The *Free Zones* must be:
- 13.7.1.1 kept free of any Team Identifier, Manufacturer Identifier, or other mark or feature of any kind, the space being reserved instead for the exclusive display of FIFA Event Badges;
 - 13.7.1.2 kept free of any Decorative Element that might impair the prominence of, or distract from, the FIFA Event Badges to be displayed in the *Free Zones* (but Decorative Elements that do not do either of those things are permitted in the *Free Zones*);
 - 13.7.1.3 made of the same fabric and by the same technique as the rest of the *Sleeve*, which fabric and technique must not impede the application of FIFA Event Badges; and
 - 13.7.1.4 of a colour that blends in with the colour of the rest of the *Sleeve*.

13.7.2 The Shirts of Teams representing Member Associations must display:

13.7.2.1 in the *Free Zone* on the right *Sleeve*, the official FIFA Event Badge provided by FIFA for the Competition in question; and

13.7.2.2 in the *Free Zone* on the left *Sleeve*, any other official badge provided by FIFA for the Competition in question (e.g. FIFA Living Football badge, official campaign badge, etc.).

13.7.3 FIFA Winners' Stars may be displayed in the *Chest Area* of the Shirt, but only if adjacent to a Team Emblem or Team Symbol. Each individual star may be no more than 2cm in diameter, and separate stars must be positioned no more than 2cm apart.

13.7.4 In FIFA Preliminary Competitions, a continental championship winners' badge no bigger than 8x5.5cm may be displayed once on the Shirt, either:

13.7.4.1 in the *Chest Area*; or

13.7.4.2 on one *Sleeve*, between the *Shoulder Point* and *Elbow Point* but outside the *Free Zone*.

13.7.5 The Shirts for a particular Match may display in the *Chest Area* the respective Team Names or the National Flags of the opposing Teams (subject to the consent of the other Team), the date of the Match, and the name of the host city and/or country of the Match, together being a maximum total size of 50cm², and with any letters and numbers no higher than 2cm.

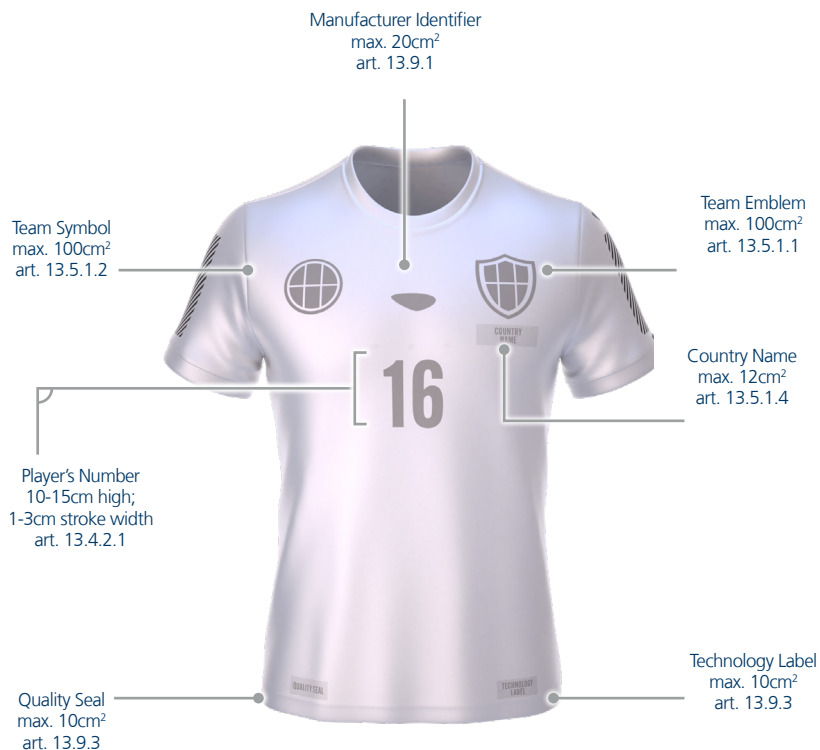
13.8

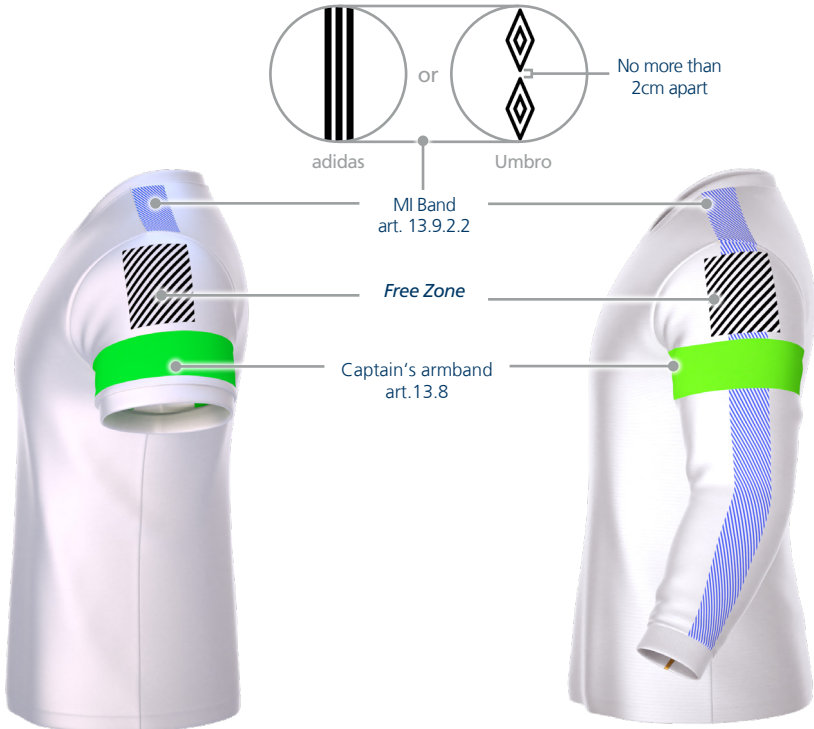
Captain's armband:

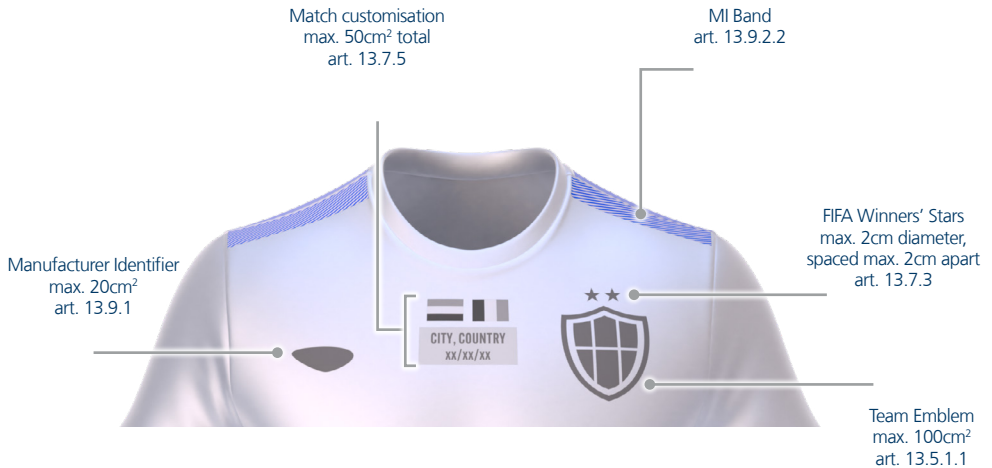
13.8.1 For FIFA Final Competitions, the captain of each Team must wear the captain's armband provided by FIFA. If FIFA provides a choice of captain's armbands, the captain should wear the one that contrasts most clearly with the *Sleeve* on which it is worn.

13.8.2 In other Competitions and in International Friendly Matches, any captain's armband worn by the captain of a Team:

- 13.8.2.1 must be of a colour or colour(s) so as to ensure a clear contrast with the *Sleeve* on which it is worn;
- 13.8.2.2 may not be incorporated into but rather must be separate from the *Shirt* itself;
- 13.8.2.3 must not include any *Manufacturer Identifiers*, *Sponsor Advertising* or *Decorative Elements*;
- 13.8.2.4 may display the word “captain” (or an abbreviation or translation thereof) in a legible font and with lettering no higher than 5cm.







13.9

Manufacturer Identifiers:

13.9.1 One Manufacturer Identifier no bigger than 20cm² may be displayed once on the *Chest Area* of the Shirt.

13.9.2 Either:

13.9.2.1 one graphic form of Manufacturer Identifier no bigger than 20cm² may be displayed once on each *Sleeve*, but it must not be wholly visible when viewing the Shirt from the front or the back;

or

13.9.2.2 an MI Band may be included on both the left-hand side and on the right-hand side of the Shirt (same MI Band on both sides), in a continuous band that is no more than 8cm wide, as follows:

(a) around the end of the *Sleeves*; or

(b) along the *Shoulder Seam* or along the *Lateral* or *Outer Seam* of the Shirt, provided it is not wholly visible when viewing the Shirt (as worn) from either the front or the back.

13.9.3 One Technology Label and one Quality Seal, each no bigger than 10cm², may be included once each on the front or the back of the Shirt, in each case with its top edge no more than 15cm above the bottom edge of the Shirt.

13.9.4 Another Quality Seal no bigger than 5cm² may be included once anywhere on the Shirt other than in the *Collar Zone*, *Chest Area*, or *Sleeves*.

13.10

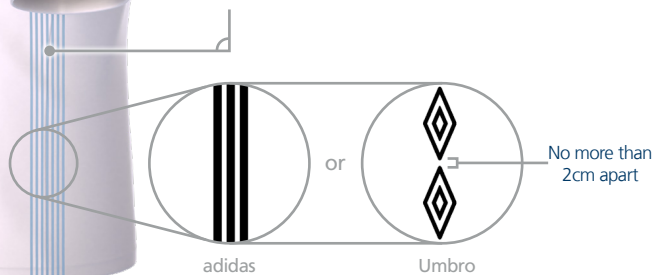
Any Sponsor Advertising (which is only permitted on the Shirts of a Team representing a Club in a Competition) must be positioned at the intersection of the base of the *Chest Area* and the top of the *Torso Area*, and must be no bigger than 200cm².



Team Symbol
max. 12cm²
art. 13.5.4



MI Band
max. 8cm wide
art. 13.9.2.2



14 PLAYING KIT (2): SHORTS

14.1

Shorts that are part of the official Playing Kit for Competitions have the following aspects:

- 14.1.1 *Lateral or Outer Seam*: a real or virtual line running along the lateral edge of the Shorts as ironed flat, viewed from the front or the rear perspective.
- 14.1.2 *Left Leg*: the front and back of the left half of the Shorts, viewed from the Player's perspective.
- 14.1.3 *Right Leg*: the front and back of the right half of the Shorts, viewed from the Player's perspective.
- 14.1.4 *Waist Edge*: the uppermost edge of the Shorts.



14.2

Colour(s): the Shorts must feature the same single Dominant Colour when viewed from either the front or the back.

Art. 14.2

**14.3**

The Player's Name may not appear on the Player's Shorts.

14.4

The Player's Number:

14.4.1 The Player's Number must appear on the front of the Player's Shorts, on either the *Left Leg* or the *Right Leg*. The Number must be:

14.4.1.1 10-15cm high and 1-3cm in stroke width (each digit);

14.4.1.2 (where necessary to ensure legibility) positioned within a Number Zone that:

- (a) is proportionate in size to the size of the Number, and provides sufficient space around the Number to ensure the legibility of the Number whatever the weather conditions;
- (b) is the same Dominant Colour as the Shorts (unless that would mean the Number is illegible, in which case the Number Zone must be a colour that ensures the Number is legible); and
- (c) does not include any Team Identifier or Manufacturer Identifier; and

14.4.1.3 entirely visible when the Shirt is untucked and hanging loose over the *Waist Edge*.



14.5

Team Identifiers:

- 14.5.1 One or more of the following Team Identifiers may be displayed (in each case, no more than once) on the front of the Shorts, either at the bottom of the *Left Leg* or the *Right Leg* or centred on the front *Waist Edge*:
- 14.5.1.1 Team Emblem – no bigger than 50cm²;
 - 14.5.1.2 Team Symbol – no bigger than 50cm²;
 - 14.5.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;
 - 14.5.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; and
 - 14.5.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².
- 14.5.2 Where both the Team Emblem (or Team Symbol) and the Country Name (or Club Name or Team Name or Team Nickname) are displayed on the Shorts, they must be adjacent to each other.
- 14.5.3 One Team Identifier may be displayed on the Shorts as part of a special manufacturing technique, as per article 5.5. The colour used must blend in with the Dominant Colour of the Shorts and must not affect its predominance.

14.6

FIFA Winners' Stars:

- 14.6.1 FIFA Winners' Stars may be displayed on the front of the Shorts, but only if adjacent to a Team Emblem or Team Symbol.

14.6.2 Each individual star may be no greater than 2cm in diameter, and separate stars must be positioned no more than 2cm apart.



14.7

Decorative Elements may be included on the Shorts.

14.8

Manufacturer Identifiers:⁹

14.8.1 One form of Manufacturer Identifier no bigger than 20cm² may be displayed on the Shorts, in any position on either leg.

14.8.2 An MI Band may be displayed on the Shorts, once on each leg (same MI Band on both legs), as follows:

14.8.2.1 around the bottom edge of the Shorts; or

⁹ This article 14.8 will also apply to any tracksuit bottoms worn by a goalkeeper during a Match.

14.8.2.2 along the *Lateral or Outer Seam*, provided it is not wholly visible when viewing the Shorts (as worn) from either the front or the back.

14.8.3 One Technology Label and one Quality Seal, each no bigger than 10cm², may be included once on the front or the back of the Shorts, in each case with its top edge no more than 5cm above the bottom edge of the Shorts, or with its bottom edge no lower than 5cm below the *Waist Edge*.



15 PLAYING KIT (3): SOCKS

15.1

Socks that are part of the official Playing Kit for Competitions have the following aspects:

15.1.1 *Foot Area*: the part of the sock that is not visible when boots are worn.

15.1.2 *Leg Area*: the parts of the sock that remain visible when boots are worn.



15.2

Only one pair of Socks may be visible on a Player during a Match. Each Sock must constitute a single piece of material and must not appear to be cut or altered in any way.

15.3

Sock colour(s):

- 15.3.1 The *Leg Area* of both Socks must be the same Dominant Colour or feature a basic repeated geometric pattern (such as hoops) featuring two equally prominent colours, provided that such colours appear throughout all regions of the *Leg Area*.
- 15.3.2 Where the Shirt displays a basic repeated geometric pattern (such as stripes, hoops or checks) featuring two equally prominent colours, and the Shorts are a different Dominant Colour, the Dominant Colour or the two equally prominent colours of the Socks in that Playing Kit must be one or two of those three colours (as applicable).
- 15.3.3 The colour of any support bandage or similar item that covers any part of the *Leg Area* of a Sock must blend in with the colour(s) of the *Leg Area* of the Sock.

Art. 15.3.1

**15.4**

The Player's Name and Number may not appear on the Player's Socks.

15.5

Team Identifiers:

15.5.1 One or more of the following Team Identifiers may be displayed (in each case, no more than once) anywhere on one or both Socks in the pair, as follows:

15.5.1.1 Team Emblem or Team Symbol – no bigger than 50cm²;

15.5.1.2 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;

15.5.1.3 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; and

15.5.1.4 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

Art. 15.3.2



15.6**FIFA Winners' Stars:**

15.6.1 FIFA Winners' Stars may be displayed in the centre of the *Leg Area* of each Sock.

15.6.2 Each individual star must be no greater than 2cm in diameter, and separate stars must be positioned no more than 2cm apart.

15.7

Decorative Elements may be included on the Socks.

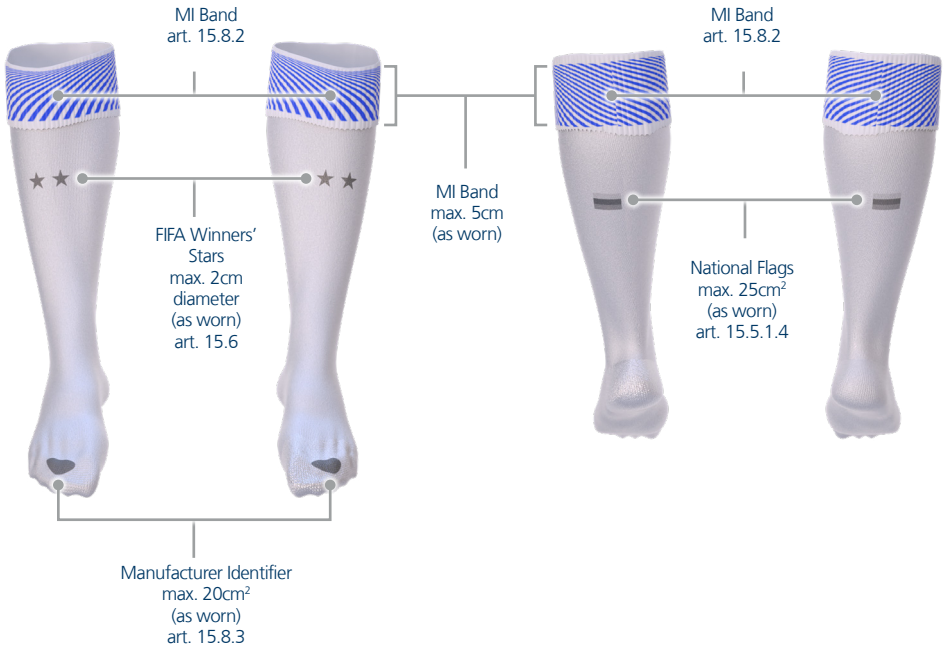
15.8**Manufacturer Identifiers:**

15.8.1 One or two Manufacturer Identifiers, with a combined maximum size of 20cm² (i.e. one identifier of 20cm² or two identifiers each of 10cm²), may be displayed horizontally in the *Leg Area* of each Sock. They must be the same on each Sock in the pair.

15.8.2 An MI Band may be included across the top edge of each Sock (same MI Band on each Sock).

15.8.3 One further Manufacturer Identifier no bigger than 20cm² may appear once in the *Foot Area* of each Sock.





16 BOOTS AND SHINGUARDS

16.1

These Regulations do not restrict the types of footwear and shinguards that Players may wear.

16.2

Players on the same Team do not have to wear the same footwear or shinguards. They may wear footwear or shinguards that are made by different manufacturers and that differ in colour and/or appearance.

16.3

In the event that the colour of a part of a Player's boots diminishes the contrast between the colour of the Player's Socks and the colour of the Socks of the opposing Team, the Match Officials may require the Player to cover that part of the boots with a temporary material (such as tape) in order to restore that colour contrast.

16.4

The footwear and shinguards may display the Player's Name and/or Number, and any Team Identifiers, Decorative Elements, and Manufacturer Identifiers (provided in the case of shinguards that they are not visible outside or beneath the Socks).

16.5

Other than Manufacturer Identifiers, footwear and shinguards may not display anything that gives the visual impression of Sponsor Advertising or that creates an association with a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind.

16.6

The Match Commissioner or the Match Officials may prohibit the use of any footwear or shinguards that they consider to be dangerous.

17

FOOTBALLS

17.1

FIFA will provide the footballs to be used in FIFA Final Competitions.

17.2

In Competitions other than FIFA Final Competitions, the footballs to be used will be provided by the relevant Competition organisers or as directed by them. Unless FIFA states otherwise, those footballs:

- 17.2.1 may display the following Team Identifiers of the home Team, in each case no more than once:
 - 17.2.1.1 Team Emblem – no bigger than 50cm²;
 - 17.2.1.2 Team Symbol – no bigger than 50cm²; and
 - 17.2.1.3 Team Name – no bigger than 12cm², with the lettering no higher than 2cm;
- 17.2.2 may display the following Manufacturer Identifiers in any position on the football:
 - 17.2.2.1 one Quality Seal no bigger than 50cm²;
 - 17.2.2.2 one other Manufacturer Identifier displayed any number of times, but in each case no bigger than 50cm²; and
 - 17.2.2.3 the name of the type of football (including any brand name) no bigger than 30cm²;
- 17.2.3 may display or incorporate any number of Decorative Elements, in any position and of any size;
- 17.2.4 except for approved FIFA quality marks, must not include FIFA marks and/or logos and/or Competition identifiers unless approved or required by FIFA;
- 17.2.5 may display the respective Country Names or National Flags of the opposing Teams, the date of the Match, and the name of the host city and/or country of the Match;
- 17.2.6 may identify the type of pitch surface or conditions for which the football has been produced (e.g. winter, grass, artificial turf, indoor or sand); and
- 17.2.7 must not display any Sponsor Advertising.

17.3

The requirements in article 17.2 also apply to footballs to be used in International Friendly Matches.

PART FOUR: OPTIONAL PLAYING ITEMS IN ASSOCIATION FOOTBALL COMPETITIONS

18 GLOVES

18A. Goalkeepers' gloves

18.1

Goalkeepers in the same Team may wear gloves that are made by different Manufacturers and/or that differ in size, colour, and/or other appearance.

18.2

Names and Numbers:

- 18.2.1 The goalkeeper's Name and Number may each appear once on each goalkeeper glove with numbering and lettering no higher than 2cm. They must be identical to the Name and Number on the goalkeeper's Shirt.

18.3

Team Identifiers:

- 18.3.1 One of the following Team Identifiers may be displayed once on each goalkeeper glove, in any position, as follows:
- 18.3.1.1 Team Emblem – no bigger than 50cm²;
 - 18.3.1.2 Team Symbol – no bigger than 50cm²;
 - 18.3.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;
 - 18.3.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or
 - 18.3.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

18.4

Manufacturer Identifiers:

- 18.4.1 One Manufacturer Identifier no bigger than 20cm² may be displayed once on each goalkeeper glove, in any position.
- 18.4.2 One Technology Label no bigger than 10cm² may be displayed once on each goalkeeper glove, in any position.
- 18.4.3 One Quality Seal may be displayed once on each goalkeeper glove, in any position, and must be no bigger than 10cm².



18B. Gloves worn by Outfield Players

18.5

Outfield Players on the same Team may wear gloves that differ in size and/or other appearance. However, the gloves must:

- 18.5.1 be made by the Manufacturer that makes the Team's Playing Kit;
- 18.5.2 be either the same colour as the Dominant Colour of the respective *Sleeve* of the Player's Shirt or they must be black; and
- 18.5.3 not feature the Player's Name or Number.

18.6

Team Identifiers:

- 18.6.1 One of the following Team Identifiers may be displayed once on each glove, in any position, as follows:
 - 18.6.1.1 Team Emblem – no bigger than 12cm²;
 - 18.6.1.2 Team Symbol – no bigger than 12cm²;
 - 18.6.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;
 - 18.6.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or
 - 18.6.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 12cm².

18.7

Manufacturer Identifiers:

- 18.7.1 One Manufacturer Identifier no bigger than 20cm² may be displayed once on each glove, in any position.
- 18.7.2 One Technology Label no bigger than 10cm² may be displayed once on each glove, in any position.
- 18.7.3 Two Quality Seals may be displayed once on each glove, in any position, one no bigger than 10cm², the other no bigger than 5cm².

19 HEAD COVERINGS

19A. Caps

19.1

Goalkeepers on the same Team may wear caps on the field of play that differ in size, colour, and/or other appearance. They must be made by the Manufacturer that makes the Team's Playing Kit.

19.2

Off the field of play, Outfield Players and other Team Delegation members may wear caps (meaning any type of cap, hat, knitted cap, or bonnet) that differ in size, colour, and/or other appearance. If they are not made by the Manufacturer that makes the Team's Playing Kit, they must not display any Manufacturer Identifiers.

19.3

The Player's Name and Number:

19.3.1 The goalkeeper's Name and/or Number may each appear once on the goalkeeper cap with numbering and lettering no higher than 2cm. They must be identical to the Name and Number on the goalkeeper's Shirt.

19.3.2 The cap worn by an Outfield Player off the field of play may also display the Player's Name and/or Number.

19.4

Team Identifiers:

19.4.1 One of the following Team Identifiers may be displayed once in any position on each goalkeeper cap and on the cap of each other member of the Team Delegation, as follows:

19.4.1.1 Team Emblem – no bigger than 50cm²;

19.4.1.2 Team Symbol – no bigger than 50cm²;

19.4.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;

19.4.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or

19.4.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

19.5

Manufacturer Identifiers:

19.5.1 One Manufacturer Identifier no bigger than 20cm² may be displayed once anywhere on the goalkeeper cap/Team Delegation member's cap.

19.5.2 One Technology Label no bigger than 10cm² may be displayed once anywhere on the goalkeeper cap/Team Delegation member's cap.

19.5.3 Two Quality Seals, one no bigger than 10cm², the other no bigger than 5cm², may be displayed (in each case, no more than once) anywhere on the goalkeeper cap/Team Delegation member's cap.



19B. Other permitted head coverings

19.6

The only other head coverings that may be worn by Players on the field of play are those worn for religious reasons, such as hijabs, turbans, or similar items (“Permitted Head Covering”).

19.7

Players on the same Team may wear Permitted Head Coverings that differ in size and/or other appearance. However, each Permitted Head Covering must:

- 19.7.1 be either the same colour as the Dominant Colour on the Player’s Shirt or it must be black;
- 19.7.2 not feature the Player’s Name or Number or any abbreviation of them;
- 19.7.3 not feature any Team Identifier or Decorative Element; and
- 19.7.4 not compromise the safety of the Players on either Team in any way. For example:
 - 19.7.4.1 it must not be attached to the Shirt;
 - 19.7.4.2 it may not have any form of fastening mechanism around the neck; and
 - 19.7.4.3 no part(s) of it may extend out from the surface of the head covering.

19.8

If (but only if) the Manufacturer of the Permitted Head Covering is also the Manufacturer of the Player's Playing Kit, the Permitted Head Covering may feature one Manufacturer Identifier no bigger than 20cm², which must blend in with the rest of the Permitted Head Covering and not be visible from more than 5m away.



20 HAIRBANDS, HEADBANDS AND WRISTBANDS

20.1

Players on the same Team may wear hairbands, headbands, and/or wristbands that differ in size and/or other appearance. However, they must:

- 20.1.1 be either the same colour as a colour on the Player's Shirt, Shorts or Socks or they must be black or white; and
- 20.1.2 not feature the Player's Name or Number or any abbreviation of them.

20.2

Team Identifiers:

- 20.2.1 One of the following Team Identifiers may be included once in any position on each hairband, headband, and/or wristband, as follows:
 - 20.2.1.1 Team Emblem – no bigger than 12cm²;
 - 20.2.1.2 Team Symbol – no bigger than 12cm²;
 - 20.2.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;
 - 20.2.1.4 Country Name or Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or
 - 20.2.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 12cm².

20.3

Manufacturer Identifiers:

If (but only if) the Manufacturer of the hairband, headband, and wristbands is also the Manufacturer of the Playing Kit worn by the Player:

- 20.3.1 one Manufacturer Identifier no bigger than 20cm² may be displayed once on each headband and/or wristband, in any position;

20.3.2 one Technology Label no bigger than 10cm² may be displayed once on each headband and/or wristband, in any position; and/or

20.3.3 two Quality Seals, one no bigger than 10cm², the other no bigger than 5cm², may be displayed once on each headband and/or wristband, in any position.

21 UNDERGARMENTS

21.1

Under their Playing Kit, Players may wear underwear, T-shirts, sports bras, thermal shorts, and/or any sort of cooling apparel (each, an “Undergarment”), provided that the Undergarment:

21.1.1 is made by the Manufacturer that makes the Team’s Playing Kit;

21.1.2 is not visible outside or beneath the Playing Kit, or, if it is visible:

21.1.2.1 is of the same Dominant Colour as the item it is underneath; and

21.1.2.2 does not display any Team Identifiers, Manufacturer Identifiers, or Decorative Elements;

21.1.3 does not display any Sponsor Advertising.

21.2

An item designed to house electronic performance and tracking systems is not considered an Undergarment, but instead must comply with article 22.2.

21.3

An Undergarment must not be attached to any part of the Playing Kit.

21.4

An Undergarment may not display the Player’s Name or Number, or any abbreviation of them.

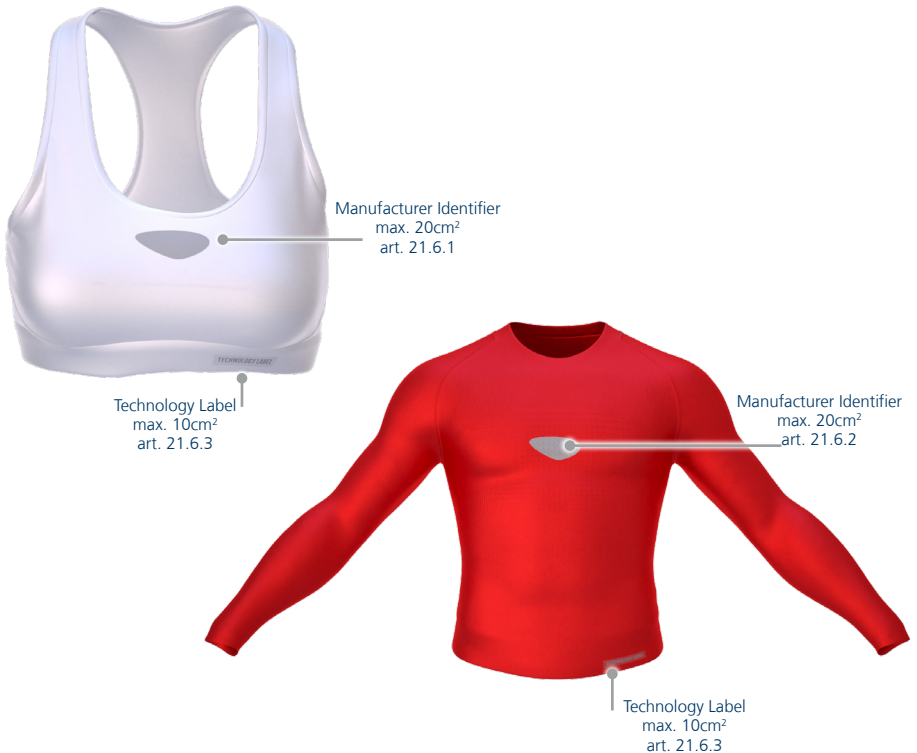
21.5

An Undergarment may display one Team Identifier.

21.6

An Undergarment may display Manufacturer Identifiers as follows:

- 21.6.1 One Manufacturer Identifier no bigger than 20cm² may appear once on the front and/or the back of an undershirt or sports bra, positioned anywhere other than in the *Collar Zone*.
- 21.6.2 One Manufacturer Identifier no bigger than 20cm² may appear once anywhere on underwear, undershorts, or thermal shorts.
- 21.6.3 One Technology Label no bigger than 10cm² may be displayed once on each Undergarment, in any position.
- 21.6.4 Two Quality Seals, one no bigger than 10cm² and the other no bigger than 5cm², may be displayed on each Undergarment, in each case no more than once, in any position.



22 SPECIAL EQUIPMENT

22.1

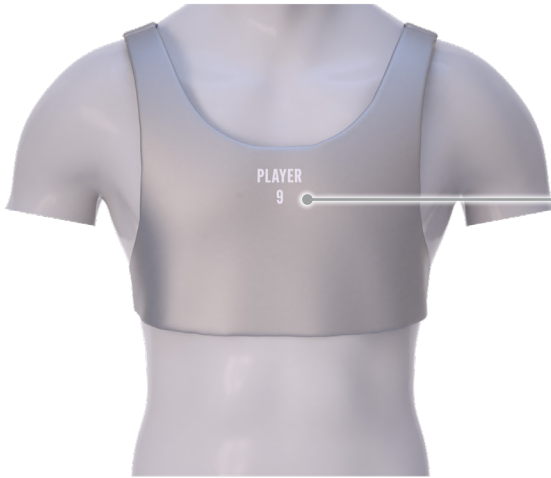
Equipment used by Players for medical reasons during a Match covered by these Regulations – such as protective headgear, protective facial masks, knee and arm protectors, eyewear, and medical casts or splints – must:

- 22.1.1 be approved by FIFA, the Match Commissioner or the Match Officials prior to use;
- 22.1.2 not feature the Player's Name or Number or any abbreviation of them; and
- 22.1.3 not display any Team Identifier, Manufacturer Identifier, Decorative Element or other words or marks unless FIFA or the Match Commissioner or the Match Officials so permit.

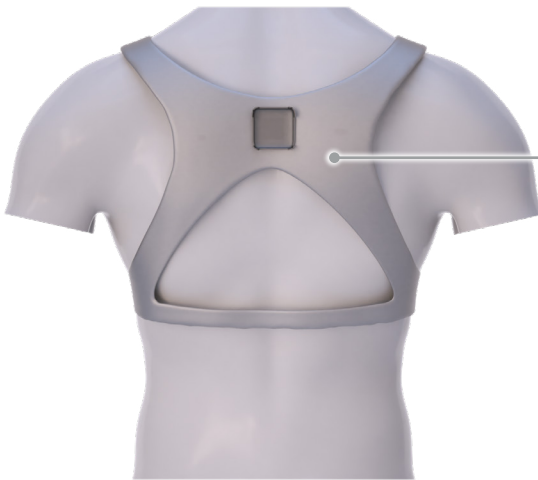
22.2

Electronic performance and tracking system equipment may be worn by Players during a Match covered by these Regulations as follows:

- 22.2.1 They must be certified and approved for use under the FIFA Quality Programme for Wearable Electronic Performance and Tracking Systems.
- 22.2.2 They must be worn underneath the Shirt and (unless agreed by FIFA) must not protrude outside of the Shirt.
- 22.2.3 They must not endanger the safety of any Player or Match Official, whether in their shape, the manner of their construction, the materials used, or otherwise.
- 22.2.4 They may display the Player's Name and Number once.
- 22.2.5 They may not display any Team Identifier, Manufacturer Identifier, Decorative Element, or Sponsor Advertising.



Player's Name and Number only
art. 22.2.4



Must not protrude
outside of the Shirt
art. 22.2.2

PART FIVE: NON-PLAYING ITEMS

23 FORMAL ATTIRE

23.1

Team Officials may wear, and Players before and after they play may wear, formal attire such as a shirt, jacket, tie, suit trousers, skirt, and/or waistcoat ("Formal Attire") that displays the following:

23.1.1 Team Identifiers no bigger than 100cm², in any position and quantity.

23.1.2 FIFA Winners' Stars, but only if adjacent to a Team Emblem or Team Symbol. Each individual star must be no greater than 2cm in diameter and separate stars must be positioned no more than 2cm apart.

23.2

No Manufacturer Identifiers or Sponsor Advertising may be displayed on, or affixed to, the Formal Attire.



24 OUTERWEAR

24.1

Team Officials may wear, and Players before and after they play may wear, training shirts, anthem jackets, pre-Match ceremony attire, hoodies, t-shirts, polo shirts, sweatshirts, tracksuit bottoms, shorts, winter trousers, rainwear, and/or other forms of outerwear (“Outerwear”). Celebratory Attire is not included in the definition of Outerwear.

24.2

Each item of Outerwear may display:

24.2.1 Team Identifiers in any size, quantity, and positioning;

24.2.2 FIFA Winners’ Stars of any size, which must be adjacent to a Team Emblem or Team Symbol. Separate stars must be positioned no more than 2cm apart;

24.2.3 up to five Manufacturer Identifiers, in any position, each no bigger than 20cm²;

24.2.4 (on upper body Outerwear) up to two MI Bands, as follows:

24.2.4.1 around the end of the *Sleeves*; and

24.2.4.2 along the *Shoulder Seam* or along the *Lateral or Outer Seam*, provided in each case that it is not wholly visible when viewed from the front or the back (as worn);

24.2.5 (on lower body Outerwear) up to two MI Bands, as follows:

24.2.5.1 around the bottom edge; and

24.2.5.2 along the *Lateral or Outer Seam*, provided that it is not wholly visible when viewed from the front or the back (as worn).

24.2.6 one Technology Label, in any position, no bigger than 10cm²;

24.2.7 two Quality Seals, in any position, one no bigger than 10cm² and the other no bigger than 5cm²; and

24.2.8 the Team Names or the National Flags of the opposing Teams (subject to the consent of the other Team), the date of the Match, and the name of the host city or country of the Match, together being a maximum total size of 50cm², and with any letters and numbers no higher than 2cm;

provided always that the Outerwear worn by members of the Team Delegation next to the field of play must not undermine the clear distinctiveness of the Playing Kit worn by the Players or the clothing worn by Match Officials on the field of play.

24.3

For FIFA Final Competitions, no Sponsor Advertising may be displayed on any Outerwear, save only that upper body Outerwear worn by a Team Delegation representing a Club in a Competition may have Sponsor Advertising no bigger than 20cm² on the front or back, provided it has been approved by FIFA.



25 WARM-UP AND SUBSTITUTE BIBS

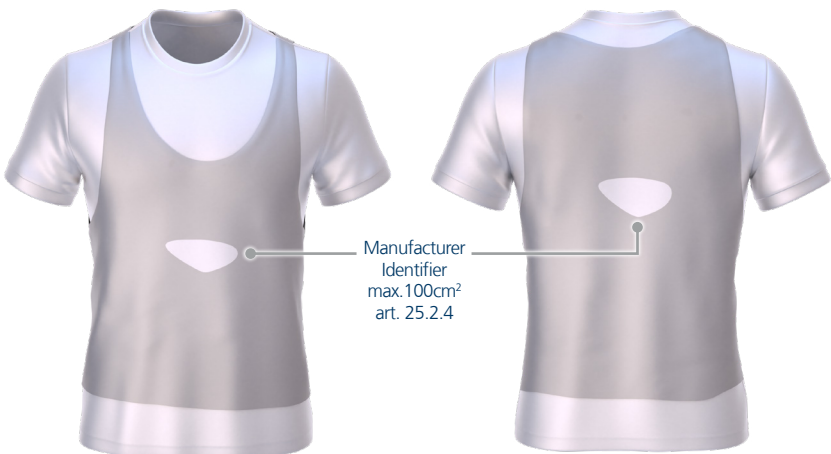
25.1

In FIFA Final Competitions, FIFA will supply bibs to each Team (of a different colour for each Team), to be worn on Matchdays by the Players while warming up and by the substitute Players before they are substituted into the Match.

25.2

In Competitions other than FIFA Final Competitions, bibs used by Teams:

- 25.2.1 must be clearly distinguishable in colour from the Shirts of both Teams and from the shirts worn by the Match Officials;
- 25.2.2 may not display the Player's Name or Number or any abbreviation thereof;
- 25.2.3 may display one or more Team Identifiers in any size and quantity and in any position on the bib;
- 25.2.4 may display one Manufacturer Identifier no bigger than 100cm², once in any position on the front of the bib, and once in any position on the back of the bib; and
- 25.2.5 may not display any Sponsor Advertising.



26 BAGS AND OTHER ITEMS

26.1

For FIFA Final Competitions, FIFA may supply bags (e.g. ball nets and/or medical bags) for use by Team Delegations. These bags may display FIFA marks and/or logos and/or identifiers of the relevant Competition. Ball nets may also display the graphic Manufacturer Identifier of the official supplier of the Match ball. If instructed by FIFA, Team Delegations must use such bags to the exclusion of any other comparable items.

26.2

Bags used by Team Delegations within the Controlled Areas (including medical bags, equipment bags and ball nets) in FIFA Final Competitions:

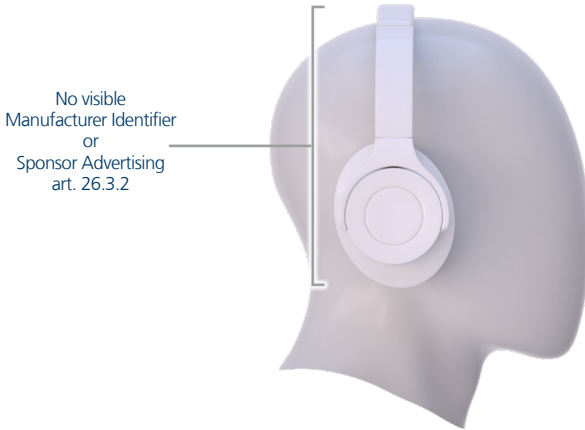
- 26.2.1 may display Team Identifiers (in each case no bigger than 100cm²) in any position and quantity;
- 26.2.2 in the case of equipment bags only, may display one Manufacturer Identifier no bigger than 20cm², once, in any position; and
- 26.2.3 may not display any Sponsor Advertising.



26.3

Any other items used by Team Delegation members within the Controlled Areas (including, by way of example, personal devices, personal bags, accessory clothing items, and other fashion accessories) in FIFA Final Competitions:

- 26.3.1 may display Team Identifiers in any position, size, and quantity;
- 26.3.2 may not display Manufacturer Identifiers or Sponsor Advertising, or include anything that creates an association with a Manufacturer, a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind; and
- 26.3.3 must not be used in such a manner that in FIFA's opinion could amount to Ambush Marketing.



27 CELEBRATORY ATTIRE

27.1

A Team may wear T-shirts commemorating their qualification for or their winning of a FIFA Final Competition (“Celebratory Attire”). That Celebratory Attire:

- 27.1.1 must all be made by the same Manufacturer;
- 27.1.2 may display Team Identifiers in any size, position, and quantity;
- 27.1.3 may refer to the fact of the qualification or the victory, but may not display any FIFA marks and/or logos or Competition identifiers unless the Manufacturer has been formally licensed by FIFA to do so;
- 27.1.4 may display FIFA Winners’ Stars of any size, which must be displayed adjacent to a Team Emblem or Team Symbol, each star no more than 2cm apart;
- 27.1.5 may display one Manufacturer Identifier in any position, but no bigger than 20cm²; and
- 27.1.6 may not display any Sponsor Advertising.

27.2

In FIFA Final Competitions, Celebratory Attire may only be worn on the field of play after the following official FIFA activities have taken place (during which the Team must wear the Shirts they wore during the Match in question):

- 27.2.1 the trophy presentation;
- 27.2.2 official FIFA photographs; and
- 27.2.3 official media appearances.

PART SIX: CLOTHING AND EQUIPMENT AT FIFA BEACH SOCCER COMPETITIONS AND FUTSAL COMPETITIONS

28 BEACH SOCCER

28.1

Each Player on a Team entered in a FIFA beach soccer Competition:

- 28.1.1 must wear a Shirt that complies with Part Two and article 13;
- 28.1.2 must wear Shorts that comply with Part Two and article 14; and
- 28.1.3 may wear beach soccer foot bindings (which include other support bandages, additional socks, and similar items provided for in Law 4 of the FIFA Beach Soccer Laws of the Game)¹⁰ that:
 - 28.1.3.1 are of any colour(s);
 - 28.1.3.2 do not display any Team Identifiers or the Player's Name or Number;
 - 28.1.3.3 include the following, once in each case, but only in a manner that blends in with the rest of the foot binding, and that is not visible from more than 5m away:
 - (a) one Manufacturer Identifier no bigger than 20cm²;
 - (b) one Technology Label no bigger than 10cm²; and
 - (c) two Quality Seals, one no bigger than 10cm², and the other no bigger than 5cm²; and
 - 28.1.3.4 otherwise do not display anything that functions as a trademark, that creates an association with a Manufacturer, a sponsor, or other third party, or that constitutes a promotion or other commercial message of any kind.

¹⁰ The Laws of the Game forbid the use of footwear in beach soccer.

28.2

Each member of a Team Delegation for a FIFA beach soccer Competition may wear or use any of the optional clothing or equipment referenced in Parts Four and Five.

29

FUTSAL

29.1

Each Player on a Team entered in a FIFA futsal Competition must wear:

29.1.1 a Shirt that complies with Part Two and article 13;

29.1.2 Shorts that comply with Part Two and article 14;

29.1.3 Socks that comply with Part Two and article 15; and

29.1.4 indoor shoes (being canvas or soft leather training or gymnastic shoes with soles of rubber or a similar material) compliant with Law 4 of the FIFA Futsal Laws of the Game.

29.2

In addition, the goalkeeper(s) on a Team entered in a FIFA futsal Competition may wear padded trousers compliant with Law 4 of the FIFA Futsal Laws of the Game and that meet the same requirements (amended as necessary to fit the different context) as article 14 applies to Shorts.

29.3

Each member of a Team Delegation for a FIFA futsal Competition may wear or use any of the optional clothing or equipment referenced in Parts Four and Five.

PART SEVEN: CLOTHING AND EQUIPMENT AT FIFA EFOOTBALL COMPETITIONS

30 GENERAL PROVISIONS

30.1

Each eFootball Player representing a Member Association or a Club in a FIFA eFootball Competition must wear either:

- 30.1.1 a Shirt that complies in full with Part Two and article 13 (save that it may only display a Player Number and/or official FIFA badges as permitted by article 31); or
- 30.1.2 a Shirt that complies in full with Part Two and article 31 (an “eFootball Shirt”).

30.2

Each eFootball Player representing an eFootball Club in a FIFA eFootball Competition must wear an eFootball Shirt that complies in full with Part Two (reading “eFootball Club” for “Club”) and article 31.

30.3

Each eFootball Player not representing a Member Association or Club or eFootball Club competing in a FIFA eFootball Competition in an individual capacity must wear an eFootball Shirt that complies in full with Part Two and article 31 (excluding article 31.5).

30.4

While competing in a FIFA eFootball Competition, the eFootball Player must not wear anything that hides or obscures their Shirt or eFootball Shirt (as applicable). Any Undergarment that the eFootball Player wears underneath their Shirt or eFootball Shirt must:

- 30.4.1 be made by the Manufacturer that makes the eFootball Shirt; and
- 30.4.2 must not be visible outside or beneath the eFootball Shirt, or, if it is visible:
 - 30.4.2.1 must be the same colour(s) as the eFootball Shirt; and
 - 30.4.2.2 must not display any Team Identifiers, Manufacturer Identifiers, or Decorative Elements.

30.5

If a member of a Team Delegation for a FIFA eFootball Competition chooses to wear a head covering or any item(s) of Outerwear during a FIFA eFootball Competition, the head covering must comply with article 32 (eFootball caps) or section 19B (other permitted head coverings), as applicable, and the Outerwear must comply with article 33 (Outerwear).

30.6

Save as set out above, while participating in FIFA eFootball Competitions, Team Delegation members may wear any kind of clothing and any kind of footwear, as long as it does not display any Sponsor Advertising.

30.7

Items of non-apparel equipment (e.g. controllers) will be addressed elsewhere, not in these Regulations.

31

EFOOTBALL SHIRT

31.1

In this article 31, the terms *Back Area*, *Chest Area*, *Collar Zone*, *Free Zone*, *Front Area*, *Shoulder Point*, *Shoulder Seam*, *Sleeves*, and *Torso Area*, have the meanings given to those terms in article 13.1.

31.2

Colour(s):

31.2.1 The eFootball Shirt may be of any colour(s). Article 6 does not apply to eFootball Shirts.

31.3

Name:

31.3.1 The eFootball Player's Name (which, for the purposes of this Part Seven, means the eFootball Player's given name or their Gamertag registered with FIFA prior to the FIFA eFootball Competition in question) must be displayed on the top of the *Back Area* of the eFootball Shirt, with its top edge being no more than 8cm below the neck opening.

31.3.2 The letters must be between 5cm and 7.5cm high.

31.4

Number:

31.4.1 An eFootball Shirt may not display any Number for the eFootball Player.

31.5

Team Identifiers:

31.5.1 One of the following Team Identifiers may be displayed once within the *Chest Area* of the eFootball Shirt:

31.5.1.1 Team Emblem – no bigger than 100cm²;

31.5.1.2 Team Symbol – no bigger than 100cm²;

31.5.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;

31.5.1.4 Country Name or Club Name or eFootball Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or

31.5.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

31.5.2 No Team Identifier may be displayed on the *Sleeves* of the eFootball Shirt.

31.5.3 One Team Identifier no bigger than 20cm² may be displayed at the centre of the *Collar Zone* in the *Back Area* of the eFootball Shirt. Any lettering or numbers must be no more than 2cm high.

31.5.4 A Team Identifier may be displayed on an eFootball Shirt as part of a Decorative Element, in accordance with article 10.4.

31.5.5 One Team Identifier may be displayed on the eFootball Shirt as part of a special manufacturing technique, as per article 5.5. The colour used must blend in with the colour(s) of the eFootball Shirt.

31.6

FIFA badges:

- 31.6.1 Each eFootball Player in each Team must display the FIFA Event Badge provided by FIFA for the FIFA eFootball Competition in question in the *Free Zone* on the right *Sleeve* of the eFootball Shirt, and any other FIFA Event Badge provided by FIFA in the *Free Zone* on the left *Sleeve* of the eFootball Shirt.



31.6.2 Unless FIFA permits otherwise with respect to any future FIFA eFootball Competitions, FIFA World Champions Badges may not be displayed on any clothing items in any FIFA eFootball Competition.

31.7

FIFA Winners' Stars:

31.7.1 FIFA Winners' Stars may be worn on the Shirts or eFootball Shirts (as applicable) of a Team representing a Member Association in a team-format FIFA eFootball Competition, to commemorate the number of times that the Member Association in question has previously won that FIFA eFootball Competition. The star(s) may be displayed in the *Chest Area*, but only if adjacent to a Team Emblem or Team Symbol, with each star no bigger than 2cm in diameter, and multiple stars spaced no more than 2cm apart.

31.7.2 FIFA Winners' Stars may not be displayed on eFootball Shirts worn in FIFA eFootball Competitions contested by Clubs, eFootball Clubs, and/or eFootball Players participating in an individual capacity.

31.8

Captain's armband:

31.8.1 For FIFA eFootball Competitions played in a team format, the captain of each Team may wear a captain's armband only if provided by FIFA. If FIFA provides a choice of captain's armbands, the captain should wear the one that contrasts most clearly with the *Sleeve* on which it is worn.

31.9

Manufacturer Identifiers:

31.9.1 One Manufacturer Identifier no bigger than 20cm² may be displayed once on the *Chest Area* of the eFootball Shirt.

31.9.2 No Manufacturer Identifiers may be displayed on the *Sleeves* of the eFootball Shirt.

31.9.3 An MI Band may be included on both the left-hand side and on the right hand-side of the eFootball Shirt (the same MI Band on both sides), as follows:

31.9.3.1 around the end of the *Sleeves*; or

- 31.9.3.2 along the *Shoulder Seam* or along the *Lateral or Outer Seam* of the eFootball Shirt, provided in either case it is not wholly visible when viewing the eFootball Shirt (as worn) from the front or the back.
- 31.9.4 One Technology Label no bigger than 10cm² may be included once on the front or the back of the eFootball Shirt, with its top edge no more than 15cm above the bottom edge of the eFootball Shirt.
- 31.9.5 One Quality Seal no bigger than 10cm² may be included once anywhere on the eFootball Shirt other than in the *Collar Zone* or *Chest Area* or on the *Sleeves*, with its top edge no more than 15cm above the bottom edge of the eFootball Shirt.
- 31.9.6 Another Quality Seal no bigger than 5cm² may be included once anywhere on the eFootball Shirt other than in the *Collar Zone*, *Chest Area*, or *Sleeves*.

31.10

Sponsor Advertising:

- 31.10.1 Sponsor Advertising is not permitted on eFootball Shirts worn in any FIFA eFootball Competition contested by Member Associations.
- 31.10.2 Sponsor Advertising is permitted on eFootball Shirts worn in FIFA eFootball Competitions contested by Clubs, eFootball Clubs, and/or eFootball Players participating in an individual capacity, as follows:
- 31.10.2.1 Sponsor Advertising for two sponsors may be displayed at the intersection of the base of the *Chest Area* and the top of the *Torso Area*, with a maximum aggregate size of 400cm².
- 31.10.2.2 Sponsor Advertising for the same or another sponsor may be displayed on the *Back Area*, beginning at least 35cm below the Player's Name, with a maximum size of 200cm².
- 31.10.2.3 Sponsor Advertising for the same or other sponsors may be displayed along the *Shoulder Seam* above the *Free Zone* on both *Sleeves*, with a maximum size (in each case) of 50cm².

Sponsor Advertising
(except for Member Associations)
max. 50cm² on each

Sleeve
art. 31.10.2.3

Sponsor Advertising
(except for Member
Associations)
max. 400cm²
art. 31.10.2.1



At least 35cm
between Sponsor Advertising
and eFootball Player's Name
or Gamertag
art. 31.10.2.2

Sponsor Advertising
(except for Member
Associations)
max. 200cm²
art. 31.10.2.2



Free Zone

MI Band
max. 8cm wide
art. 31.9.3

32 EFOOTBALL CAPS

32.1

The members of a Team Delegation in a FIFA eFootball Competition may wear caps that are made by the same manufacturer and that are the same or that differ in size, colour, and/or other appearance (each, an “eFootball Cap”).

32.2

No Names or Numbers may be displayed on eFootball Caps.

32.3

Team Identifiers:

32.3.1 One of the following Team Identifiers may be displayed once on an eFootball Cap, in any position:

32.3.1.1 Team Emblem – no bigger than 50cm²;

32.3.1.2 Team Symbol – no bigger than 50cm²;

32.3.1.3 Team Name or Team Nickname – no bigger than 12cm², with the lettering no higher than 2cm;

32.3.1.4 Country Name or Club Name or eFootball Club Name (as applicable) – no bigger than 12cm², with the lettering no higher than 2cm; or

32.3.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than 25cm².

32.4

FIFA Winners’ Stars:

32.4.1 FIFA Winners’ Stars may be worn on the eFootball Caps of a Team representing a Member Association in a FIFA eFootball Competition, to commemorate the number of times that the Member Association in question has previously won that FIFA eFootball Competition. FIFA Winners’ Stars must be adjacent to a Team Emblem or Team Symbol, with each star no bigger than 2cm in diameter, and multiple stars spaced no more than 2cm apart.

32.4.2 FIFA Winners' Stars may not be displayed on eFootball Caps worn in FIFA eFootball Competitions contested by Clubs, eFootball Clubs, and/or eFootball Players participating in an individual capacity.

32.5

Manufacturer Identifiers:

The following may be displayed, once in each case, anywhere on the eFootball Cap:

32.5.1 One Manufacturer Identifier no bigger than 20cm².

32.5.2 One Technology Label no bigger than 10cm².

32.5.3 Two Quality Seals, one no bigger than 10cm², and the other no bigger than 5cm².

32.6

Sponsor Advertising is not permitted on eFootball Caps worn in any FIFA eFootball Competition.



33 OUTERWEAR

33.1

Members of the Team Delegation may wear Outerwear compliant with article 24 while participating in FIFA eFootball Competitions.

33.2

Each item of Outerwear may display:

33.2.1 one Team Identifier no bigger than 100cm², in any position;

33.2.2 one Manufacturer Identifier no bigger than 20cm², in any position;

33.2.3 (on upper body Outerwear) up to two MI Bands, as follows:

33.2.3.1 around the end of the *Sleeves*; and/or

33.2.3.2 along the *Shoulder Seam* or along the *Lateral or Outer Seam*, provided in each case that it is not wholly visible when viewed from the front or the back (as worn);

33.2.4 (on lower body Outerwear) up to two MI Bands, as follows:

33.2.4.1 around the bottom edge; and/or

33.2.4.2 along the *Lateral or Outer Seam*, provided that in each case it is not wholly visible when viewed from the front or the back (as worn);

33.2.5 one Technology Label no bigger than 10cm², in any position; and

33.2.6 two Quality Seals, once in each case, one no bigger than 10cm² and the other no bigger than 5cm², and neither of them with their top edge more than 15cm above the bottom edge of the Outerwear item.

33.3

FIFA Winners' Stars:

33.3.1 FIFA Winners' Stars may be displayed on the Outerwear of a Team representing a Member Association in a FIFA eFootball Competition, to commemorate the number of times that the Member Association

in question has previously won that FIFA eFootball Competition. FIFA Winners' Stars must be adjacent to a Team Emblem or Team Symbol, with each star no bigger than 2cm in diameter, and multiple stars spaced no more than 2cm apart.

33.3.2 FIFA Winners' Stars may not be displayed on Outerwear worn in FIFA eFootball Competitions contested by Clubs, eFootball Clubs, and/or eFootball Players participating in an individual capacity.

33.4

Sponsor Advertising:

33.4.1 Sponsor Advertising is not permitted on Outerwear worn in any FIFA eFootball Competition contested by Member Associations.

33.4.2 Sponsor Advertising is permitted on Outerwear worn in FIFA eFootball Competitions contested by Clubs, eFootball Clubs, and/or eFootball Players participating in an individual capacity, as follows:

33.4.2.1 Sponsor Advertising for one sponsor may be displayed in the *Back Area* of any upper body Outerwear, with a maximum size of 200cm².

33.4.2.2 Sponsor Advertising for the same or another sponsor may be displayed below the Manufacturer Identifier on any lower body Outerwear, with a maximum size of 50cm².



Sponsor Advertising (except for Member Associations)
max. 200cm²
art. 33.4.2.1



Team Emblem
max. 100cm²
art. 33.2.1



Manufacturer Identifier
max. 20cm²
art. 33.2.2

Sponsor Advertising (except for Member Associations)
max. 50cm²
art. 33.4.2.2



MI Band
max. 8cm wide
art. 33.2.4

PART EIGHT: MATCH OFFICIALS AND MATCH SUPPORT PERSONNEL

34 MATCH OFFICIALS

34.1

Match Officials must wear the official kit and use the official equipment provided by FIFA when officiating in FIFA Final Competitions, FIFA eFootball Competitions and (where applicable) FIFA Preliminary Competitions, including displaying on the sleeve(s) specified by FIFA any official FIFA Event Badge(s) provided by FIFA (whether affixed to the kit or displayed on armbands).

34.2

FIFA will provide the Match Officials with kit in different colours to help to avoid any clash with the Playing Kit of either Team. The Match Officials officiating at a particular Match who are present on the field of play must wear the same kit as each other.

34.3

When in a Controlled Area, Match Officials may not wear any kit or clothing that has not been provided or otherwise approved by FIFA.

34.4

The Match Officials' kit may display Manufacturer Identifiers to the same extent as the Playing Kit of the Teams playing in the Match is governed under these Regulations.

34.5

FIFA may place Sponsor Advertising on the sleeves of the shirts worn by Match Officials in FIFA Final Competitions and/or FIFA eFootball Competitions and/or (where applicable) FIFA Preliminary Competitions.

35 MATCH SUPPORT PERSONNEL

35.1

In FIFA Final Competitions and FIFA eFootball Competitions, the Match Support Personnel must wear the official kit and use the official equipment provided by FIFA, including displaying any official FIFA Event Badges provided by FIFA (whether affixed to the kit or displayed on armbands).

35.2

When in Controlled Areas on the day of a Match in a FIFA Final Competition or FIFA eFootball Competition, Match Support Personnel may not wear any kit or clothing that has not been provided or otherwise approved by FIFA.

35.3

FIFA may place Sponsor Advertising on the clothing worn by Match Support Personnel in FIFA Final Competitions and/or FIFA eFootball Competitions.

35.4

For FIFA Preliminary Competitions and International Friendly Matches, persons escorting Players onto the field of play may wear replicas of the Playing Kit of the Players they are escorting, but any other Match Support Personnel must wear clothing that is clearly distinguishable from the clothing of the Players and the Match Officials.

Manufacturer Identifier no bigger than max. 20cm²



FIFA may place Sponsor Advertising on *Sleeves*



ANNEXE A: RULES OF INTERPRETATION AND DEFINED WORDS AND PHRASES

1 Rules of interpretation

1.1

If there is any inconsistency between the official English, French, German, and/or Spanish texts of these Regulations, the official English text will prevail.

1.2

The illustrations set out in, and the annexes to, these Regulations form an integral part of these Regulations, but if there is any inconsistency between them and the provisions in the main body of these Regulations, the provisions in the main body of these Regulations will prevail.

1.3

In these Regulations, unless expressly stated otherwise:

- (a) words importing the singular include the plural, and vice versa;
- (b) words importing one gender include the other genders;
- (c) references to parts, sections, articles, or annexes are to parts, sections, articles, or annexes of these Regulations, in each case as amended from time to time;
- (d) references to a “day” means any calendar day; and
- (e) any phrase introduced by the terms “including”, “in particular”, “for example”, “such as”, or any similar expression is illustrative and does not limit the sense of the words preceding those terms.

2 Defined words and phrases

2.1

In these Regulations, the following words and phrases have the following special meanings:

Alternative Playing Kit: a Playing Kit that a Team wears as an alternative to the First-Choice Playing Kit. A Team may have more than one Alternative Playing Kit.

Ambush Marketing: any attempt by any entity or individual to gain an unauthorised association with a Competition and/or the organiser of the Competition, or to exploit the goodwill and publicity generated by the Competition and/or the Competition organiser in a manner not expressly authorised by the Competition organiser.

Celebratory Attire: as defined in article 27.1.

Club: a football club that is a member of, or affiliated to, a Member Association and whose representative team participates in the FIFA Club World Cup™, FIFAE Club World Cup™, and/or another FIFA club competition.

Club Name: the official name of the Club, including standardised abbreviations of that name.

Coat of Arms: the officially recognised heraldic emblem or symbol of the city, town, village, or region represented by the Club or eFootball Club.

Competition: as defined in article 2.3.

Confederation: a group of Member Associations recognised by FIFA that belongs to the same continent (or assimilable geographic region).

Content Creator: any individual who is contracted by a Member Association, Club, eFootball Club or an eFootball Player to produce audiovisual content in relation to a FIFA eFootball Competition.

Controlled Areas: as defined in article 2.5.

Country Name: the official name of a country recognised by the international community represented by a Member Association, including standardised abbreviations thereof.

Decorative Element: as described in article 10.1.

Dominant Colour: as defined in article 6.3.

eFootball Cap: as defined in article 32.1.

eFootball Club: as defined in article 2.1.

eFootball Club Name: the official name of the eFootball Club, including standardised abbreviations of that name.

eFootball Shirt: as defined in article 30.1.

eFootball Player: an eFootball player competing in a FIFA eFootball Competition.

FIFA: Fédération Internationale de Football Association.

FIFA Event Badge: an official badge provided by FIFA, including the Competition badge, FIFA Living Football badge, badge of an official campaign, etc., but not including the FIFA World Champions Badge.

FIFA eFootball Competition: as defined in article 2.3.4.

FIFA Final Competition: as defined in article 2.3.1.

FIFA Preliminary Competition: as defined in article 2.3.2.

FIFA Winners' Star: as defined in article 9.3.

FIFA World Champions Badge: a special badge designed by FIFA that may be provided to the respective reigning champions of a FIFA Final Competition or FIFA eFootball Competition.

First-Choice Playing Kit: the Playing Kit that a Team normally wears as its first choice.

Foundation Year: the year that the Member Association, Club or eFootball Club was founded, displayed in a script or figure.

Formal Attire: as defined in article 23.1.

International Friendly Match: a Match between national representative teams of Member Associations that does not take place as a part of or count towards any Competition or any other competition organised by a Confederation but that is incorporated into FIFA's international match calendar.

Laws of the Game: means, as applicable, the following laws established in accordance with article 7 of the FIFA Statutes: (1) the laws of association football issued by The IFAB; (2) the FIFA Futsal Laws of the Game issued by the FIFA Council; or (3) the FIFA Beach Soccer Laws of the Game issued by the FIFA Council, each as may be amended from time to time.

Manufacturer: a company that designs, produces (directly or through a non-branded licensee) and sells clothing and/or other equipment that is covered by these Regulations. Suppliers or other entities distributing such products are not considered Manufacturers.

Manufacturer Identifier: any mark, word, sign, or device that signifies that the item in question was manufactured by a particular Manufacturer. Also commonly referred to as an "MI".

Match: an association football, beach soccer or futsal match or an eFootball match.

Match Commissioner: the official Match commissioner who is appointed and entrusted by FIFA to supervise the orderly organisation of a Match and to ensure that FIFA's regulations and instructions are observed.

Match Officials: the referee, assistant referees, VAR Team, and the fourth official on the International List, and any other appointed match officials.

Match Support Person/Personnel: the ball boys and girls, persons escorting Players and/or Match Officials onto the field of play, flag bearers and any other support workers who are required to be present in the Controlled Areas on the day of a Match.

Member Association: an association that has been admitted into membership of FIFA by the FIFA Congress.

MI Band: a repeated linear pattern of graphic form Manufacturer Identifier, either connected to each other or spaced equally apart by no more than 2cm, in a continuous band that is no more than 8cm wide, unless it is included on Socks in which case it may be no more than 5cm wide.

Name: the name of the Player or eFootball Player wearing or using the item of Playing Kit or other clothing or equipment in question;

National Flag: the officially recognised national flag of the country represented by a Member Association.

Number: the official number assigned to the Player wearing the item of Playing Kit or other clothing or equipment in question.

Number Zone: an area of uniform size, based on the dimensions of a two-digit Number, located on the *Back Area* (and, if applicable, on the *Front Area*) of the Shirt, and on the front of the Shorts, that is reserved exclusively to display the Player's Number.

Outfield Player: any member of a Team other than the goalkeeper.

Outerwear: as defined in article 24.1.

Permitted Head Covering: as defined in article 19.6.

Player: any association football, beach soccer or futsal player (including Outfield Players, goalkeepers and substitutes) who is selected by a Member Association to play for its national representative Team in a Competition or an International Friendly Match, or who is selected by a Club to play for its Team in a club Competition.

Playing Kit: the Shirt, Shorts, and Socks worn by the Players on the field of play during a Match.

Quality Seal: a type of Manufacturer Identifier, being whether a tag, label or comparable element affixed to an item to identify the Manufacturer, and to prevent counterfeiting of the item, which may contain one Manufacturer mark no bigger than 5cm².

Regional Flag: the officially recognised flag of the state, province, canton or similar region of a country represented by a Club or eFootball Club.

Regulations: this 2022 edition of the FIFA Equipment Regulations.

Shirt: the shirt worn by a Player during a Match as part of the official Playing Kit, as described in article 13.1.

Shorts: the shorts worn by a Player during a Match as part of the official Playing Kit, as described in article 14.1.

Socks: the socks worn by a Player during a Match as part of the official Playing Kit, as described in article 15.1.

Sponsor Advertising: commercial messaging of any kind promoting a sponsor of the Team (but excluding Manufacturer Identifiers when the Manufacturer is a sponsor of the Team).

Team: the Players in the starting line-up and the Players named as substitutes for a Match in a Competition or an International Friendly Match; or (where the context so requires) a team competing in a FIFA eFootball Competition.

Team Delegation: the Players in the starting line-up and the Players named as substitutes for the Match, as well as the Team Officials and any other Players accompanying the Team to and within the Controlled Areas for the Match; or (in the context of a FIFA eFootball Competition) the eFootball Player(s), their named coach(es) and Content Creator.

Team Emblem: the official emblem, symbol, mark or logo selected by a Member Association, Club or eFootball Club (as applicable) to represent its Team.

Team Identifier: any graphic or text-based feature used by a Member Association, Club or eFootball Club (as applicable) to identify its Team.

Team Name: the official name of a Team as notified to FIFA, in the national language(s) of the Member Association or country of the Club or eFootball Club or in any other official FIFA language, as well as common abbreviations of that name.

Team Nickname: a descriptive name or designation commonly used and understood to refer to a given Team. A slogan, campaign or similar message associated with a Team shall not be considered a Team Nickname.

Team Officials: all coaches, assistant coaches, managers, media officers, medical staff (doctors, physiotherapists, etc.), representatives, and other individuals appointed by a Member Association or Club (as applicable) to support the Team.

Team Slogan: a short descriptive phrase commonly used and understood to refer to the history or identity of a Team.

Team Symbol: any symbol or graphic element (other than the Team Emblem) that is used by the Member Association, Club or eFootball Club (as applicable) to represent its Team officially.

Technology Label: a type of Manufacturer Identifier that is used as an identification label by a Manufacturer to communicate a material or method used in the manufacturing of an item.

The IFAB : The International Football Association Board.

Undergarment: as defined in article 21.1.

VAR Team: video assistant referee, assistant video assistant referee and other support staff located in the VOR.

VOR: video operation room.

ANNEXE B: APPROVAL PROCESS

1 Introduction

1.1

A Member Association, Club, eFootball Club or eFootball Player participating in a Competition in an individual capacity, must not use or allow their Team Delegation to use any Playing Kit or other clothing or equipment that is covered by these Regulations in connection with a Competition or International Friendly Match unless it complies in full with all of the requirements of these Regulations and any other applicable FIFA rules or regulations, and/or with any circulars, guidelines, directives, and/or decisions issued by FIFA, and contains only elements that are specifically authorised under these Regulations.

1.2

Where FIFA specifies that any Playing Kit or other clothing or equipment item must be reviewed for compliance prior to use in any Competition or International Friendly Match, the item must not be used unless and until FIFA has reviewed a physical sample of the item and provided written confirmation of its compliance (“FIFA Approval”).

- (a) For a FIFA Preliminary Competition, FIFA may delegate this authority to grant or withhold approval to the Match Commissioner or relevant Competition organiser.
- (b) For International Friendly Matches, FIFA may delegate this authority to grant or withhold approval to the competing Member Associations or to the Confederation(s) of the competing Member Associations.

1.3

Use without FIFA Approval of any Playing Kit or other clothing or equipment that require FIFA Approval constitutes a breach of these Regulations, even if the item otherwise complies in all respects with the Regulations.

1.4

FIFA may issue detailed guidelines and/or instructions and/or forms to supplement this Annexe B and to assist submissions for preliminary examination or applications for FIFA Approval. However, in case of any inconsistency between those materials and this Annexe B, this Annexe B prevails.

2 Submission of samples for preliminary examination

2.1

A Member Association, Club, eFootball Club or eFootball Player (or any Manufacturer that is supplying relevant items to a Member Association, Club, eFootball Club or eFootball Player) may submit to FIFA samples of Playing Kit and other clothing or equipment for which FIFA Approval is required at any stage.

2.2

The Member Association, Club, eFootball Club or eFootball Player (as applicable) may send to FIFA electronic files (e.g. of artwork and/or product specifications). FIFA will only review such electronic files if they constitute a complete specification of the sample item, and include, if and when requested by FIFA, full details of the method of manufacture, materials and techniques used. The Member Association, Club, eFootball Club or eFootball Player (as applicable) may also send life-size physical samples of each such item to FIFA.

2.3

FIFA will use all reasonable endeavours to conduct a preliminary examination of each item within no more than 30 working days of receipt.

2.4

FIFA may respond with a non-binding indication of whether an item made to such specifications would be likely to be given FIFA Approval. However, this process does not equate to, or act as a substitute for, FIFA Approval of Playing Kit and other clothing and equipment applicable to each Competition. Instead, a formal application for FIFA Approval must still be made and the outcome of that application may not be assumed. No claim may be brought against FIFA based on the non-binding indication or on any subsequent rejection of an application for FIFA Approval in respect of the item.

2.5

FIFA will not review incomplete submissions for preliminary examination. At any time, FIFA may seek any further information that it considers necessary to conduct the preliminary examination.

2.6

All costs incurred in connection with the submission for preliminary examination are to be borne by the party submitting the sample(s). In no circumstances will they be recoverable from FIFA.

3 Timeline of application for FIFA Approval

3.1

The Member Association, Club, eFootball Club or eFootball Player (as applicable) must submit an application for FIFA Approval by no later than the deadline specified in the applicable Competition regulations or associated circular.

3.2

Alternatively, FIFA may specify a day or period in advance of a particular Competition when it will physically inspect all items relevant to that Competition.

3.3

FIFA will process each application as quickly as reasonably possible without undermining the integrity of the process. FIFA will use all reasonable endeavours to complete the process and to provide its decision within no more than 30 working days of receipt of the completed application. In no circumstances may FIFA be held liable if, despite that use of all reasonable endeavours, it is unable to meet that deadline.

3.4

Where FIFA sets a deadline for submission of samples of items for use at a particular Competition, it has no obligation to process applications received after that deadline.

3.5

The deadline for submission of samples of Celebratory Attire is no later than 48 hours prior to the Match at which the Celebratory Attire would be worn.

4 Processing the application

4.1

The application for FIFA Approval must include a full-size physical sample of the item for which FIFA Approval is sought, together with full details of the method of manufacture, materials and techniques used, if and when requested by FIFA. If a preliminary application has previously been made in respect of such item, this subsequent application shall specify any differences between the sample item as previously submitted and the sample item as now submitted.

4.2

FIFA will assess the sample item for compliance with each provision of these Regulations that applies to that item. FIFA will make its assessment in good faith and without discrimination. Its decision will be final and is not subject to appeal.

4.3

FIFA will assess compliance with colour requirements by visual inspection. Where it considers it appropriate to do so, FIFA may supplement the visual inspection by means of alternative colour measuring techniques with defined contrast parameters, such as the use of a spectrophotometer.

4.4

All Team Identifiers, Manufacturer Identifiers, and other relevant features displayed on the item will be measured according to their smallest and simplest geometric form, such as square, rectangle, triangle or circle, and the dimensions of that form will be calculated using the applicable mathematical formula. To calculate the surface area, the widest part of the feature will be measured from edge to edge. Exceptionally, the features may be divided into several individual geometric forms. Features of Socks, hairbands, headbands and wristbands will be measured on an "as worn" basis.

4.5

The applicant may submit to FIFA a written proposal as to how to measure non-standard types of Manufacturer Identifiers, Team Identifiers, or other features. FIFA will decide in its absolute discretion whether to follow that proposal.

4.6

Manufacturer Identifiers are measured as individual geometric forms when the distance between the various elements does not exceed 0.5cm.

4.7

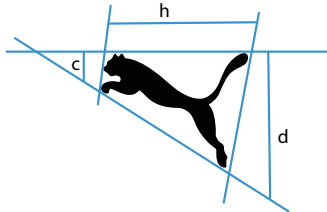
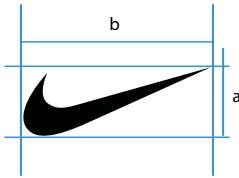
The following diagrams and related descriptions provide examples of the measurement procedure:

(a) Manufacturer logo:

(i) The Nike logo size is calculated using the formula: "a" x "b"

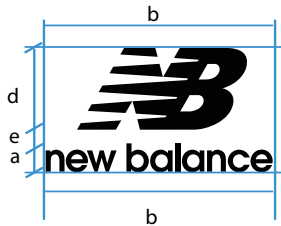
(ii) The Puma logo size is calculated using the formula:
("c" + "d") / 2 x "h"

(iii) The adidas logo size is calculated using the formula: ("b" x "h") / 2



(b) Manufacturer composite mark:

- (i) The total size is calculated by adding the size of the two separate areas, measured as follows:
 - (A) The word mark size, which is calculated using the formula:
"a" x "b"
 - (B) The design mark size, which is calculated using the formula:
"b" x "d"
- (ii) The distance between the design mark and the word mark in a composite mark may not exceed 0.5cm (otherwise they will be considered to be two separate Manufacturer Identifiers).



4.8

Sponsor Advertising will be measured by using the larger of the following surface areas of the sponsor brand: (i) the surface area of the Sponsor Advertising, if it is printed directly on the Shirt or on a patch that is the same colour as the Shirt; or (ii) if the patch is not the same colour as the Shirt, the surface area of the patch. It is measured as several individual geometric forms when made up of more than one separable line of text or consisting of a logo and text separately (the distance between the various elements must not exceed 5cm).

- (a) Sponsor Advertising on a neutral patch – the Sponsor Advertising size is calculated using the formula of the neutral patch: “a” x “b”



- (b) Sponsor Advertising applied on a coloured patch:

- (i) the size of Sponsor Advertising made up of a single constituent part is calculated using the formula: “a” x “b”



(ii) Sponsor Advertising containing more than one constituent part is measured by adding together the size of the two separate parts, measured as follows:

(A) Two words calculated as ("a" x "b")+("c" x "d")

(B) Word and logo calculated as ("a" x "b")+ (area of the circle "c")

(C) The distance ("d") between the word and the logo may not exceed 5cm



5 Grant of FIFA Approval

5.1

FIFA Approval is only valid when granted in writing, in the form of an official FIFA communication. No reliance may be placed on any approval purportedly given in any other form.

5.2

The grant of FIFA Approval constitutes confirmation that, in FIFA's view, the item in question complies in full with all of the requirements of these Regulations and any other applicable FIFA rules or regulations, as well as any circulars, guidelines, directives and/or decisions issued by FIFA.

- (a) FIFA will not consider whether the item complies with all applicable national and transnational laws and the grant of FIFA Approval provides no assurance of such compliance.
- (b) It is the responsibility of the Member Association, Club, eFootball Club or eFootball Player in question to ensure that the item complies with all applicable national and transnational laws.

5.3

Unless otherwise specified, a granted FIFA Approval will be valid for all Competitions and International Friendly Matches played within a calendar year of the grant.

5.4

Where FIFA Approval is granted conditionally or with restrictions, such conditions must be strictly satisfied and such restrictions (e.g. where the approval lapses after a specified date) must be strictly observed by the applicant, or else the FIFA Approval will be withdrawn.

5.5

Any grant of FIFA Approval is specific to the sample item reviewed by FIFA. It does not apply to any item that is not identical in all specifications to that sample item. A new application for FIFA Approval would have to be made in respect of any such non-identical item. Use of the non-identical item without separate FIFA Approval will constitute a breach of these Regulations.

5.6

Notwithstanding a grant of FIFA Approval, the Match Officials retain the right to determine whether any item may be used by a Team during a Match. Among other things, they may order parts of an item to be covered and/or may require a Team to combine Playing Kit items from its First-Choice Playing Kit and an Alternative Playing Kit in order to meet their requirements.

6 Refusal of FIFA Approval

6.1

Where FIFA refuses an application for FIFA Approval in respect of an item, it will give written reasons for that refusal, so that the applicant may understand what changes are required in order to obtain FIFA Approval for the item.

