

WE CARE ABOUT FOOTBALL



UEFA Kit Regulations

Edition 2008

CONTENTS

I	Scope of application and approval process	1
	SCOPE OF APPLICATION	1
	KIT (SPORTS EQUIPMENT)	2
	PRINCIPLE	3
	APPROVAL PROCEDURE	4
	USE FOR OTHER UEFA COMPETITIONS	5
	MONITORING OF KIT PROVISIONS	5
II	Basic Provisions	7
	KIT STRUCTURE	7
	COLOURS	7
	COLOUR CLASHES OF TEAMS	9
	NUMBERS	9
	PLAYER NAMES	11
	DECORATIVE ELEMENTS	12
III	Club Identification	13
	TYPES	13
	CLUB EMBLEM	15
	CLUB NAME	15
	OFFICIAL MASCOT	15
	OFFICIAL SYMBOL (INCL. UEFA-APPROVED NICKNAME)	16
	NATIONAL FLAG (INCL. OFFICIAL NATIONAL SYMBOL)	16
	OTHER CLUB IDENTIFICATION ELEMENTS	16
	JACQUARD WEAVE, TONAL PRINT OR EMBOSsing	17
IV	Identification of Member Associations	17
	TYPES	17
	EMBLEM OF THE MEMBER ASSOCIATION	17
	NAME OF THE MEMBER ASSOCIATION	17
	NATIONAL FLAG (INCL. OFFICIAL NATIONAL SYMBOL)	19
	OFFICIAL MASCOT	19
	OFFICIAL SYMBOL	19
	OTHER ELEMENT OF MEMBER ASSOCIATION IDENTIFICATION	20
	JACQUARD WEAVE, TONAL PRINT OR EMBOSsing	20
	ADDITIONAL PLAYER NUMBER	20
V	Sponsor Advertising	20
	PRINCIPLE	20
	ADVERTISING RESTRICTIONS	22
	NUMBER OF SPONSORS ON THE SHIRT	22
	USE OF SPONSOR ADVERTISING SURFACE ON THE SHIRT	22
	SPONSOR ADVERTISING SURFACE ON THE SHIRT	25
	POSITION OF THE ADVERTISING SURFACE ON THE SHIRT	25
VI	Manufacturer Identification	25
	MANUFACTURER DEFINITION	25
	TYPES OF MANUFACTURER IDENTIFICATION	25
	SUBMISSION OF SAMPLES TO THE UEFA ADMINISTRATION	27
	USE OF MANUFACTURER IDENTIFICATION	27

	POSITION, QUANTITY AND DIMENSIONS OF MANUFACTURER IDENTIFICATION	27
	BAND	29
	JACQUARD WEAVE	30
	QUALITY SEAL AND LABEL	31
VII	Football-related Representations on the Shirt	33
	DOMESTIC TITLES	33
	UEFA FAIR PLAY LOGO	33
	UEFA COMPETITION LOGOS	34
	TITLE-HOLDER AND MULTIPLE-WINNER BADGES	34
	MATCH-RELATED REPRESENTATIONS AND OTHER	
	VISIBLE MARKS OR INSIGNIA	37
VIII	Goalkeepers' Equipment	37
	PLAYING ATTIRE	37
	GOALKEEPER'S GLOVES	37
	GOALKEEPER'S CAP	39
	FURTHER KIT ITEMS	39
	APPROVAL PROCEDURE	39
IX	Special equipment used on the field of play	39
	SPECIAL EQUIPMENT	39
	USE OF MANUFACTURER IDENTIFICATION	40
	FURTHER RESTRICTIONS	41
X	Special equipment used in the technical area	41
	EQUIPMENT INT THE TECHNICAL AREA	41
	TOPS	43
	BOTTOMS	43
	WARM-UP BIBS	45
XI	Refereeing	45
	KIT	45
XII	Ball Kids, Player Escorts, Flag Bearers	45
XIII	Footballs	47
XIV	Measurement Procedure	47
XV	Unforeseen Cases	48
XVI	Disciplinary Provisions	48

XVII Closing Provisions	49
ANNEX A	50
KIT-RELATED TERMS AND EXPLANATORY NOTES	50
ANNEX B	54
TERMS RELATED TO MANUFACTURER IDENTIFICATIONS	54
ANNEX C	57
GARMENT-RELATED TERMS	57
ANNEX D	60
PURPOSE OF TECHNICAL MEASUREMENT BY SPECTROPHOTOMETER	60

In these regulations, the masculine form shall be interpreted as referring to either sex.

Preamble

In accordance with Article 50 of the UEFA Statutes, the UEFA Executive Committee adopted the following regulations at its meetings on 7 December 2006 and 26 September 2007. They constitute the legal basis for the use of kit in UEFA competitions and ensure equal treatment of clubs, member associations, manufacturers and sponsors in the spirit of fair play. Kit manufacturers have the possibility to use their creativity and the sponsors to have certain exposure. These regulations thereby contribute to the positive image and enhanced attractiveness of the sport of football and to rapid and unambiguous identification of the players by referees and spectators.

I Scope of application and approval process

Article 1

Scope of application

- 1.01 These regulations apply to all club and national team competitions played under the auspices of UEFA.
- 1.02 These regulations govern the authorisation of kit worn by the players and officials of a team, by the match officials, as well as other persons in the controlled stadium area (see Annex A), and cover all references to the club, the member association, the sponsor, the manufacturer or any other third party appearing on any kit item.
- 1.03 Where no provision of these regulations is applicable, the corresponding UEFA competition regulations, the *Laws of the Game of the International Football Association Board (IFAB)* (hereafter: *IFAB Laws of the Game*) and the *FIFA Equipment Regulations* apply.

Article 2
Kit (sports equipment)

- 2.01 Kit includes all garments and equipment (see Annex A) worn by the following persons involved in a UEFA competition match or used by those persons in the controlled stadium area:
- a) outfield players
 - b) goalkeepers
 - c) substitutes
 - d) referees team (referee, assistant referees, fourth official)
 - e) coaches
 - f) medical staff (doctor, physiotherapist, etc.)
 - g) other team officials in the technical area
 - h) ball kids, player escorts and flag bearers.
- 2.02 The aforementioned persons are subject to the provisions of these regulations at all times when they are on official duty for a UEFA competition match in the controlled stadium area as a representative of a club, a member association or UEFA.
- 2.03 The provisions of these regulations apply on the match day from the moment the persons concerned enter the controlled stadium area until they leave it.
- 2.04 Football boots are excluded from the provisions of these regulations.

Article 3

Principle

- 3.01 These regulations govern the authorisation of any kit. Such authorisation is subject to the following provisions:
- a) The use of any kit that is not permitted by the terms of these regulations is strictly prohibited.
 - b) Authorisation to use kit for a UEFA competition must be endorsed by the UEFA Administration in writing.
 - c) The corresponding UEFA competition regulations may also contain additional specific kit-related provisions.
- 3.02 As regards choice of colour, kit worn on the field of play is subject to the referee's authority, as stipulated in the *IFAB Laws of the Game*.
- 3.03 If a club or member association does not use an approved kit, the UEFA Administration may order a club or member association to wear a kit provided or approved by UEFA.

Article 4

Approval procedure

- 4.01 The UEFA Administration is responsible for kit approval.
- 4.02 The club or member association, as the case may be, is responsible for compliance with the requirements to submit kit to the UEFA Administration.
- 4.03 The club or member association, as the case may be, is also solely responsible for the conduct of its players, coaches, officials, etc. as far as the correct implementation of these provisions in UEFA competition matches is concerned.
- 4.04 A manufacturer, club or member association may at any time submit any kit to the UEFA Administration for preliminary examination. A preliminary decision taken in such cases does not release the club or member association from the obligation to comply with the approval procedure.
- 4.05 By the deadline stipulated in the corresponding UEFA competition regulations, the club or member association must submit a complete set of the following kit items to the UEFA Administration for approval:
 - a) first-choice kit (shirt, shorts and socks)
 - b) second-choice kit (shirt, shorts and socks)
 - c) any additional kit(s) (shirt, shorts and socks).
- 4.06 For final rounds of UEFA national team competitions, a kit approval day may be organised by the UEFA Administration in order to approve all kit (see Annex A) to be used during the event. The participating member associations must provide samples of all kit of outfield players and goalkeepers for approval.
- 4.07 The approval of any kit is at the discretion of the UEFA Administration, taking into account all the relevant provisions.
- 4.08 The decision of the UEFA Administration will be explained and communicated to the club or member association in writing. It is valid for the duration of the competition or competition phase specified and/or the corresponding season. A copy will also be sent to the manufacturer.
- 4.09 If, following UEFA's approval, any kit item is subsequently altered in any way, UEFA's decision will be considered null and void with immediate effect.

Article 5
Use for other UEFA competitions

- 5.01 An approved kit item can be authorised for use in other UEFA competitions without samples being submitted to the UEFA Administration again for approval (see Article 4).
- 5.02 In such a case, a written request must be submitted to the UEFA Administration, declaring that kit items identical to that already approved by UEFA will be used for the competition in question. The request must include a copy of UEFA's letter of approval.
- 5.03 The motivated decision of the UEFA Administration will be communicated in writing.
- 5.04 Paragraph 4.09 is also applicable.

Article 6
Monitoring of kit provisions

- 6.01 The UEFA match delegate is responsible for monitoring compliance with these regulations at the match venue.
- 6.02 He may make spot checks before the match or in conjunction with the organisational meeting and may even confiscate questionable kit items after the match in return for a receipt. He will submit these items to the UEFA Administration for re-examination.
- 6.03 The UEFA match delegate will report any incident to the UEFA Administration, which will then take appropriate measures.
- 6.04 Chapter XVI is also applicable.

Article 7

Kit Structure



II Basic Provisions

Article 7 Kit Structure

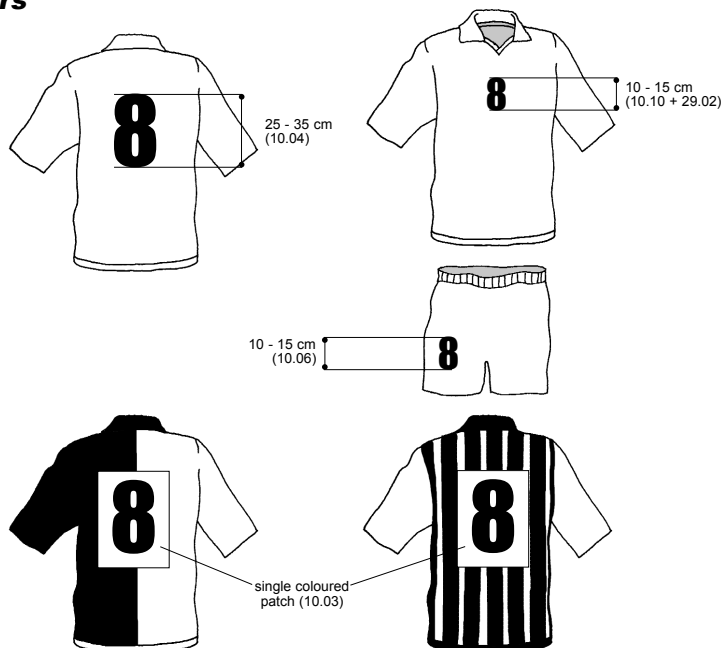
- 7.01 Each item of the playing attire (shirt, shorts and socks) is composed of structural sections, which are combined in order to make up a full shirt, pair of shorts or sock.
- 7.02 A structural section of a shirt (e.g. sleeve or collar), pair of shorts (e.g. leg) or sock (e.g. top edge) is determined by a change of fabric (e.g. cotton or polyester) and/or technique (e.g. woven).
- 7.03 No structural section may be made of reflective material (see Annex B) or, change colour or appearance due to any external influence (pressure, light, water, etc.). The reflective effect is measured as described in Annex D.
- 7.04 Any material used for numbers, player names, badges or to identify the club, member association, sponsor, manufacturer or any third party, must also comply with paragraph 7.03.

Article 8 Colours

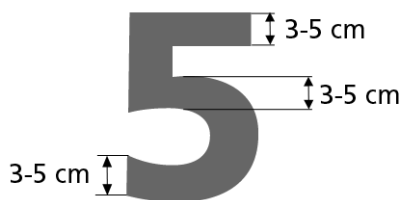
- 8.01 No item of the playing attire worn by outfield players (shirt, shorts and socks) may consist of more than four colours. This provision does not apply to the colours used for lettering (number, player's name, sponsor, etc.). If three or more colours are used, one must be clearly dominant on the surface of the shirt, shorts and socks respectively, and the remaining colours must clearly be minor colours.
- 8.02 A fifth colour is allowed as a decorative colour, provided that it corresponds to the colour used for lettering, is one of the colours in the club/member association emblem or national flag, covers only a very small area of the garment, and is used purely for decorative purposes. Such decorative colour must not dominate or affect the distinctiveness of the garment.
- 8.03 For outfield players, the main (dominant) colour must be visible to the same extent on the back and front of the garment in question excluding the number zone (see Article 10).
- 8.04 At least one of the colours used to create a hooped, banded, striped or checked shirt on the front must be the dominant colour on the back of the shirt if the same pattern (e.g. stripes) is not used on the back.
- 8.05 Small horizontal or vertical lines covering the whole length or breadth of the shirt that do not exceed 1 mm in width (pin stripes) do not constitute a striped shirt. However such pin stripes must be spaced at least 5 cm apart.
- 8.06 In order to clearly identify each colour of which a kit is made up, UEFA may measure the colours with a spectrophotometer according to Annex D.

Article 10

Numbers



Stroke width (10.04 b)



- 8.07 The UEFA administration uses the measured values to verify whether:
- a) two colours are different or not;
 - b) the contrast between the shirt colours used and the number is sufficient to ensure the legibility of the number.

Article 9

Colour clashes of teams

- 9.01 In order to minimise colour clashes, a team's first-choice and second-choice kit must differ visibly and contrast enough so that they could be worn by opposite teams in a match.
- 9.02 The home team should always wear the official first-choice kit announced to the UEFA Administration on the entry form, unless the teams concerned agree otherwise in due time, in which case details should be submitted to the UEFA Administration in writing.
- 9.03 If the referee decides on the spot that the colours of the two teams could lead to confusion, the home team must wear other colours for practical reasons.
- 9.04 For a final, both teams may wear their first-choice kits. However, if there is a colour clash, the designated "away team" must wear its second-choice kit. If a colour clash still exists and the team officials are unable to agree on the colours to be worn by their teams, the UEFA Administration will decide in consultation with the referee.

Article 10

Numbers

- 10.01 A number must appear on the back of the shirt. It must be centred.
- 10.02 The number must be of a single colour with the required minimum contrast with the background colour according to Annex D.
- 10.03 Around the figure(s), there must be a zone free from any item and comprising a single-colour background if so required, according to Annex D (Number zone; see Annex C and D, point 8).
- 10.04 The number must be clearly legible and:
- a) 25-35 cm high (20-35 cm for women's competitions);
 - b) the stroke width of the figure must be 3-5 cm.
- 10.05 The number must be clearly legible from a considerable distance in daylight and under floodlights to the referees team, UEFA delegate and spectators in the stadium as well as to the TV viewers.
- 10.06 A number must also appear on the front of the shorts, on either leg, in any position. This number must be between 10 cm and 15 cm in height and clearly legible.

Article 11

Player names



- 10.07 The bottom of each figure comprising the number may contain the emblem of the club, the member association or the UEFA competition logo (see paragraph 46.03) and may be incorporated up to a maximum size of 5 cm².
- 10.08 Numbers may contain breathing holes within the number as long as they do not exceed 2 mm in width. The number may be divided into no more than three parts by lines, which must not be more than 2 mm wide.
- 10.09 For the sake of legibility, numbers may be surrounded by a shadow outline or a contrasting key line. They must be free of manufacturer identification, sponsor advertising, decorative or other elements.
- 10.10 In national team competitions, the player's number may in addition be placed on the front of the shirt in accordance with Article 29.

Article 11

Player names

- 11.01 Players may be identified on their shirts by means of their surname and/or first name or an abbreviation (e.g. a nickname).
- 11.02 The player's name must correspond with the name on the player list.
- 11.03 The competition regulations may stipulate the player's name as mandatory (see UEFA competition regulations).
- 11.04 The player's name must be placed on the back of the shirt, above the number.
- 11.05 The height of the letters must not exceed 7.5 cm.
- 11.06 The letters may be upper and/or lower case.
- 11.07 For ease of legibility, the letters may be surrounded by a shadow outline or contrasting key line.
- 11.08 Players' names must be clearly distinguishable from the colours of the kit. They must contrast (light on dark, or vice versa) with the colour of the shirt as specified in Article 8.
- 11.09 The letters used must be of one single colour and must be free of manufacturer identification, sponsor advertising, decorative features or other elements.

Article 12

Decorative elements

- 12.01 Any other representation on kit, unless otherwise authorised by these provisions, will be considered as a decorative element (see Annex B). The UEFA Administration has sole discretion to decide whether a representation is a decorative element or not. In this respect, the view of the club or member association may be taken into account, in writing and/or orally.
- 12.02 The following representations are considered to be decorative elements:
- a) pictures/images;
 - b) illustrations or
 - c) any other symbol.
- 12.03 Any item attributed to a sponsor, a manufacturer or a third party, cannot be used as decorative element.
- 12.04 No letter or number may be used as a decorative element. The same applies to any messages forbidden under Article 31.
- 12.05 If a national court rules in a final judgment that an object used as a decorative element represents a duly registered trademark or duly registered design of a sponsor, manufacturer or a third party, the UEFA Administration may prohibit the corresponding club/member association from using this object in any UEFA competition for at least one subsequent season.
- 12.06 A decorative element may only be incorporated by means of the following technical solutions:
- a) jacquard weave;
 - b) tonal print;
 - c) embossing or
 - d) any other technical solution subject to prior written approval of the UEFA Administration.
- 12.07 There is no limitation as to the number, position or size of a decorative element as long as it does not compromise the distinctiveness of the kit colours or the legibility of the number.
- 12.08 The colour(s) of a decorative element must contrast with the (background) colours of the corresponding item according to Annex D.

III Club Identification

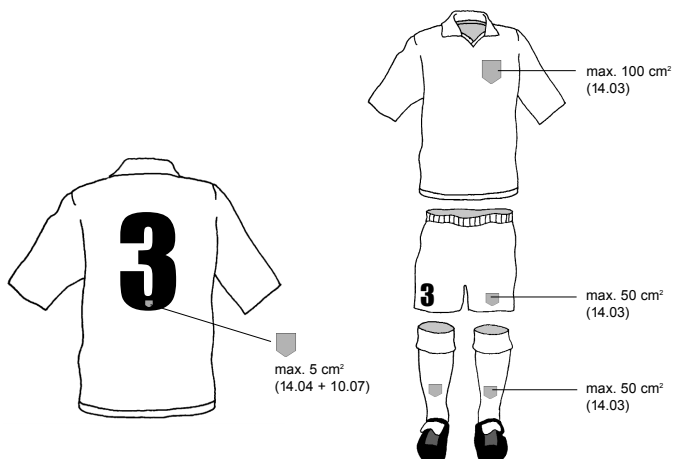
Article 13

Types

- 13.01 The club may use the following types of identification on playing attire (see Annex A):
- a) club emblem
 - b) club name
 - c) club's official mascot
 - d) club's official symbol (incl. UEFA-approved nickname)
 - e) national flag (incl. official national symbols)
- 13.02 Only duly registered types of club identification are authorised for use on playing attire. They must have official status, either through registration as a trademark, through other granted intellectual property rights according to the national legislation applicable, where the club is registered or through official registration with the member association.
- 13.03 Evidence to this effect must be presented to the UEFA Administration in one of UEFA's official languages (English, French, German) on request. Such evidence must prove that the club has successfully registered its identifications and that such rights already belonged to the club 20 days before the first match in the corresponding UEFA competition.
- 13.04 Such types of club identification may not touch each other or any other element appearing on the playing attire (number, lettering, badge, etc.).
- 13.05 Such types of club identification must be free of manufacturer identification, sponsor advertising, decorative or other elements. They may also not incorporate any kind of commercial messages and must be approved by the UEFA Administration.

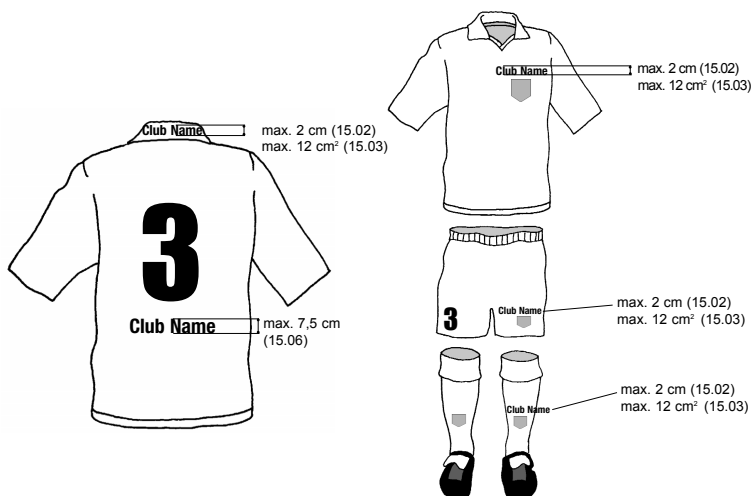
Article 14

Club emblem



Article 15

Club name



Article 14

Club emblem

- 14.01 The UEFA-approved club emblem may appear once on the shirt, shorts and each sock in printed, woven or sewn form. Any other technical solution is also possible, subject to the prior written approval of the UEFA Administration.
- 14.02 There are no restrictions as to the shape of the club emblem.
- 14.03 The size and positioning of the club emblem is authorised as follows:
- a) shirt: maximum of 100 cm², front of the shirt at chest height, above any sponsor's horizontal lettering;
 - b) shorts: maximum of 50 cm², front of the left or right leg;
 - c) socks: maximum of 50 cm² on each brand-new (unworn) sock; free choice of position.
- 14.04 The club emblem may also be incorporated at the bottom of each single figure of the player's number in accordance with paragraph 10.07.

Article 15

Club name

- 15.01 The UEFA-approved club name (or abbreviation thereof) may appear once in any position on the front of the shirt and anywhere on the shorts and on each sock.
- 15.02 The choice of script is free and the height of the letters must not exceed 2 cm. The provisions of paragraph 11.09 also apply.
- 15.03 The name must not exceed 12 cm² on the shirt, shorts and socks.
- 15.04 If no club emblem appears on the shirt, shorts or socks, the name of the club may appear in the size and position stipulated in paragraph 14.03 instead. The letters must not exceed 5 cm in height.
- 15.05 The club name (or abbreviation thereof) may, in addition, appear once on the inside or outside of the collar zone defined in Annex C. The lettering must not exceed 2 cm in height and the surface area must not exceed 12 cm².
- 15.06 The club name (or abbreviation thereof) may, in addition, appear once on the back of the shirt, below the number. Paragraphs 11.05 to 11.09 apply by analogy.

Article 16

Official mascot

- 16.01 The UEFA-approved official mascot of the club may appear once on the inside or outside of the shirt collar zone as an alternative to the name of the club or official symbol, in accordance with paragraph 15.05.

Article 17
Official symbol (incl. UEFA-approved nickname)

- 17.01 The UEFA-approved official symbol of the club (incl. UEFA-approved nickname of the club) may appear once on the inside or outside of the collar zone as an alternative to the name of the club or official mascot, in accordance with paragraph 15.05.

Article 18
National flag (incl. official national symbol)

- 18.01 The national flag or an official national symbol may appear on the shirt, shorts or socks in accordance with paragraphs 24.01 to 24.04.

Article 19
Other club identification elements

- 19.01 Other elements using the club emblem (or part thereof) or club name (or abbreviation thereof) are permitted as follows:
- a) Loop on shirt collar:
Shirt collars can have a loop, provided that it does not exceed 12 cm² and is not attached in such a way that it could cause injury.
 - b) Belt loops on shorts:
Shorts can have belt loops, provided that they do not exceed 12 cm² and are not attached in such a way that they could cause injury.
 - c) Buttons on shirt collar openings:
Buttons on shirt collar openings are permitted, provided that they are designed so as not to cause injury.
 - d) Fastening item (e.g. zippers):
Such items may contain one tonal club identification or a tonal manufacturer identification, provided that they are designed so as not to cause injury.
- 19.02 All the elements referred to in paragraph 19.01 a) to c) must be free of manufacturer identification, sponsor advertising, decorative or other elements.
- 19.03 All the elements referred to in paragraph 19.01 d) must be free of sponsor advertising, decorative or other elements.

Article 20
Jacquard weave, tonal print or embossing

- 20.01 The club may incorporate one of its types of club identification (see paragraph 13.01), or parts thereof, in jacquard weave form, as tonal print or by embossing the shirt and/or shorts. There is no limitation as to the number, size and positioning of the type of club identification chosen.
- 20.02 The jacquard weave must be incorporated in the main colour and/or in one of the minor colours. It must not dominate, contain a contrasting colour, or affect the distinctiveness of the kit. For tonal prints or embossing, Annex D applies.
- 20.03 Any other technical solution is also possible, subject to the prior written approval of the UEFA Administration.

IV Identification of Member Associations

Article 21
Types

- 21.01 The member association may use the following types of identification on playing attire (see Annex A):
- a) emblem of the member association
 - b) name of the member association
 - c) national flag (incl. official national symbols)
 - d) official mascot
 - e) official symbol (incl. UEFA-approved nickname)
- 21.02 Paragraphs 13.02 to 13.05 apply by analogy.

Article 22
Emblem of the member association

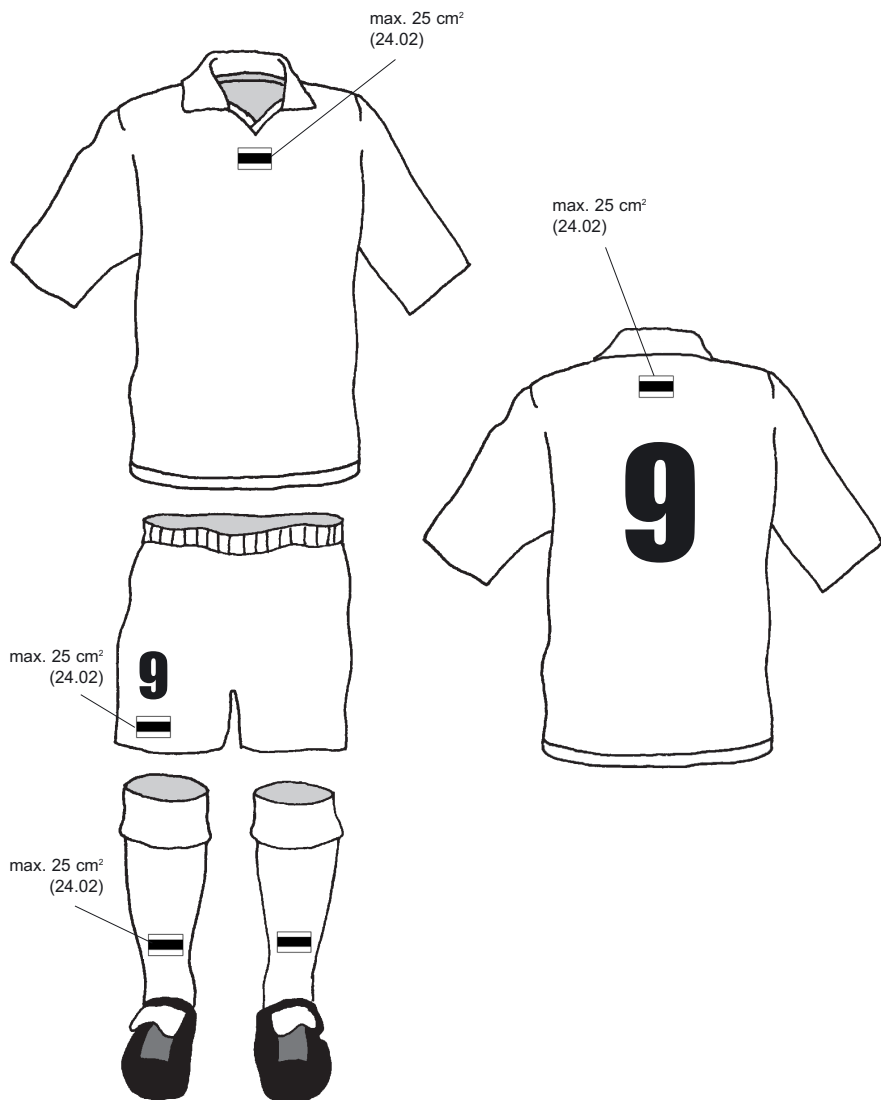
- 22.01 Article 14 applies by analogy.

Article 23
Name of the member association

- 23.01 Article 15 applies by analogy.
- 23.02 If the name of the member association is not used on the shirt, shorts and socks, the name of the country may appear in the size and position stipulated in Article 15 instead.

Article 24

National Flag



Article 24
National flag (incl. official national symbol)

- 24.01 The national flag (incl. official national symbol) must be used in its geometrical form and according to its correct proportion.
- 24.02 The member association may use either the national flag or the official national symbol as follows:
- a) On the shirt:
once on the back, above the number, and once on the front, at chest height, not exceeding 25 cm².
 - b) On the shorts:
once on the front of the shorts, not exceeding 25 cm².
 - c) On the socks:
once on each brand-new (unworn) sock, not exceeding 25 cm²; free choice of position.
- 24.03 The national flag or the official national symbol may appear on each garment (shirt, shorts, socks) in printed, woven, or sewn form. Any other technical solution is also possible, subject to the prior written approval of the UEFA Administration.
- 24.04 The national flag or official national symbol must be free of manufacturer identification, sponsor advertising, decorative or other elements.
- 24.05 If no emblem of the member association (Article 22) is used on the shirt, shorts and socks, the national flag or official national symbol may appear in the size and position stipulated in paragraph 14.03 instead.

Article 25
Official mascot

- 25.01 Article 16 applies by analogy.
- 25.02 In addition, the official mascot of the member association may be used once on the front of the shirt at chest height. There are no restrictions as to the shape of the official mascot, but it must not exceed 100 cm².

Article 26
Official symbol

- 26.01 Article 17 applies by analogy.
- 26.02 In addition, the official symbol of the member association may be used once on the front of the shirt at chest height. There are no restrictions as to the shape of the official symbol, but it must not exceed 100 cm².

Article 27
Other elements of member association identification

27.01 Article 19 applies by analogy.

Article 28
Jacquard weave, tonal print or embossing

28.01 Article 20 applies by analogy.

Article 29
Additional player number

- 29.01 A number may also be placed on the front of the shirt at chest height.
- 29.02 The number must be between 10 cm and 15 cm in height, be easily legible and contrast clearly with the colours of the kit (see Articles 8 and 10).
- 29.03 The competition regulations may stipulate that player numbers on the front of the shirt are mandatory (see relevant UEFA competition regulations).

V Sponsor Advertising

Article 30
Principle

- 30.01 No sponsor advertising (see Annex A) is allowed on shorts and socks.
- 30.02 Sponsor advertising on the shirt of the playing attire is only allowed in the following competitions:

Competition	Shirt sponsorship allowed
UEFA Champions League	All matches
UEFA Cup	All matches
UEFA Intertoto Cup	All matches
UEFA Futsal Cup	All matches
UEFA Super Cup	Yes
UEFA Women's Cup	All matches
UEFA Regions' Cup	All matches

In all other UEFA competitions, sponsor advertising on the shirt of the playing attire is prohibited.

30.03 Sponsor advertising on equipment defined in Articles 58 and 59 is only allowed in the different UEFA competitions as follows:

a) UEFA club competitions

Competition	Sponsorship allowed
UEFA Champions League	Qualifying matches
UEFA Cup	All matches excluding final
UEFA Intertoto Cup	All matches
UEFA Super Cup	No
UEFA Futsal Cup	All matches
UEFA Women's Cup	All matches

b) UEFA representative team competitions

Competition	Sponsorship allowed
UEFA European Football Championship	Qualifying matches
UEFA European Under-21 Championship	Qualifying matches
UEFA European Women's Championship	Qualifying matches
UEFA European Under-19 Championship	All matches
UEFA European Under-17 Championship	All matches
UEFA European Women's Under-19 Championship	All matches
UEFA European Women's Under-17 Championship	All matches
UEFA European Futsal Championship	All matches
All European qualifying competitions organised by UEFA for FIFA	All matches
UEFA Regions' Cup	All matches

In all other UEFA competitions, sponsor advertising on equipment defined in Articles 58 and 59 is prohibited.

30.04 Further restrictions may be imposed in the respective UEFA competition regulations.

Article 31
Advertising restrictions

- 31.01 The advertising of tobacco, strong alcoholic beverages, as well as, slogans of a political, religious or racial nature, or for other causes that offend common decency, are prohibited.
- 31.02 Any bans or restrictions stemming from the national legislation of the country in which a UEFA competition match is taking place also apply.
- 31.03 Clubs and member associations must obtain the written authorisation of the UEFA Administration for sponsor advertising (see Article 4). In principle, such authorisation is given with the kit approval, provided that the necessary sponsor information has been submitted to the UEFA Administration.

Article 32
Number of sponsors on the shirt

- 32.01 In UEFA club competitions, a club may advertise for one single sponsor on the shirt of the playing attire.
- 32.02 The club may only use a sponsor approved beforehand by the member association and used also in one of the domestic competitions as shirt sponsor.
- 32.03 The above provisions are subject to paragraph 31.02.

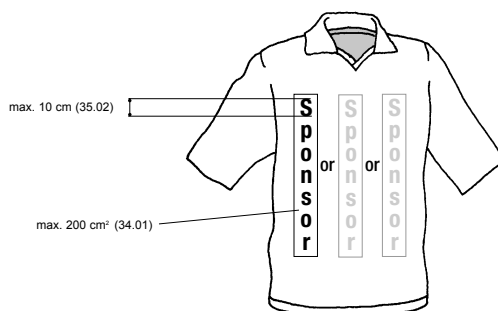
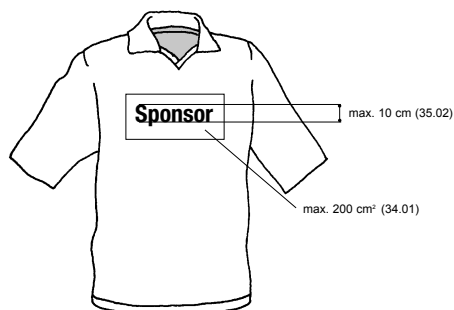
Article 33
Use of sponsor advertising on the shirt

- 33.01 The club may advertise for the approved sponsor for all home and away matches during the same UEFA season.
- 33.02 Clubs playing qualifying matches in one of the UEFA club competitions may change sponsor no more than twice during the same UEFA season. All other clubs may change sponsor only once during the same UEFA season. The UEFA Administration may grant, at its own discretion, exceptions if the sponsor becomes bankrupt. The UEFA competition regulations may contain further restrictions.
- 33.03 A change regarding the content of the sponsor advertising is considered to be a change of sponsor, even if the sponsor remains the same. Cases falling under paragraph 33.08 are exempt from this rule.
- 33.04 A change of sponsor may be allowed if the club submits a written request to the UEFA Administration at least ten working days before the respective match day together with the following items:
 - a) copy of the approval of the member association;
 - b) confirmation from the old and new sponsors; and
 - c) sample of the new shirt.

- 33.05 The UEFA Administration may ask to see the sponsor contracts. Refusal to comply with this request may result in the case being submitted to the UEFA Organs for the Administration of Justice.
- 33.06 Sponsor advertising may be worn for away matches provided that it does not conflict with any of the prohibitions referred to in paragraph 31.02. When it is possible that such a prohibition may apply, the member association of the club playing away must contact the member association of the home club at least 12 working days before the date of the match and provide an exact description of the sponsor advertising involved. If the home association advises that the sponsor advertising in question is prohibited, it must notify the UEFA Administration immediately and provide written evidence to that effect.
- 33.07 No more than two clubs per member association may advertise for the same sponsor (including its products) in the same UEFA competition. In the event of conflict, the longest-standing advertising contract takes precedence.
- 33.08 Cases where the two clubs involved in a match advertise for the same shirt sponsor are regulated in the respective UEFA competition regulations.

Article 34/35

Sponsor advertising



Article 37

Types of manufacturer identification

a	ADIDAS	LOTTO	NIKE	PUMA	UMBRO
b					
c					
d					
e	adidas		nike	PUMA	UMBRO

Article 34
Sponsor advertising surface on the shirt

- 34.01 The total area used for sponsor advertising on the shirt of the playing attire must not exceed 200 cm².
- 34.02 The form of sponsor advertising is unrestricted.
- 34.03 The measurement procedure is set out in Article 64.

Article 35
Position of the advertising surface on the shirt

- 35.01 The advertising surface may be placed on the front of the shirt either:
 - a) horizontally, across the chest; or
 - b) vertically, on the right or left side, or in the centre of the torso.
- 35.02 The height of the letters must not exceed 10 cm. The choice of script and colour of the lettering is free, but no manufacturer identification, decorative or other elements may be incorporated.

VI Manufacturer Identification

Article 36
Manufacturer definition

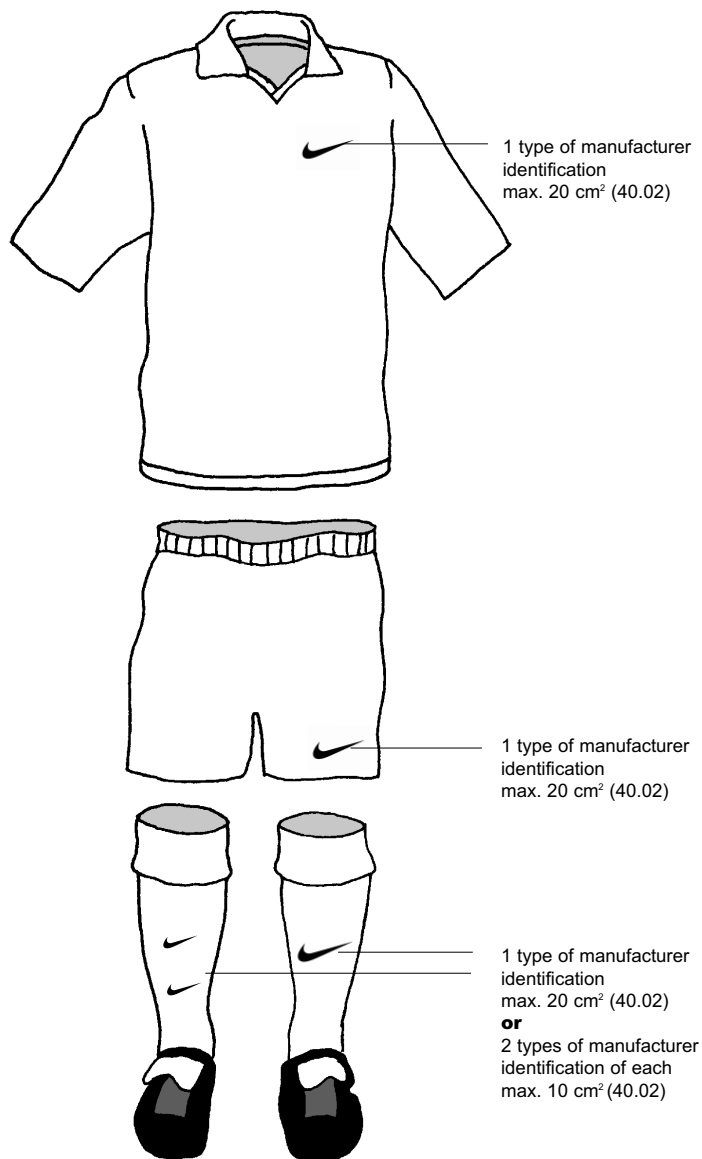
- 36.01 A manufacturer is a company that designs, produces (directly or through a non-branded licensee) and sells products bearing its own registered trademarks for use in the sports market.
- 36.02 Distributors of such products are not considered as manufacturers.

Article 37
Types of manufacturer identification

- 37.01 The manufacturer may use the following types of registered trademark on kit (see Annex B):
 - a) name ("word mark")
 - b) logo ("design mark")
 - c) product line ("combined word/design mark")
 - d) figurative logo ("combined word/design mark")
 - e) script.

Article 40

Manufacturer Identification



- 37.02 A registered trademark corresponds to any mark registered by a manufacturer, irrespective of whether it is used as a name, logo, product line, figurative logo or script.
- 37.03 A mark is considered duly registered if it is in the official register of one of UEFA's member association states.

Article 38

Submission of samples to the UEFA Administration

- 38.01 To enable the UEFA Administration to inspect items of kit (see Article 4), each manufacturer must submit a sample of the types of identification (registered trademarks) used on kit items in accordance with Article 37 to the UEFA Administration at least six months before the start of the competition in question.
- 38.02 Samples must be submitted in their original version (size, form, etc.), together with a description in one of the official UEFA languages (English, French, German).

Article 39

Use of manufacturer identification

- 39.01 The types of manufacturer identification listed in paragraph 37.01 must not touch other elements (emblem, number, lettering, etc.) on the kit item in question.

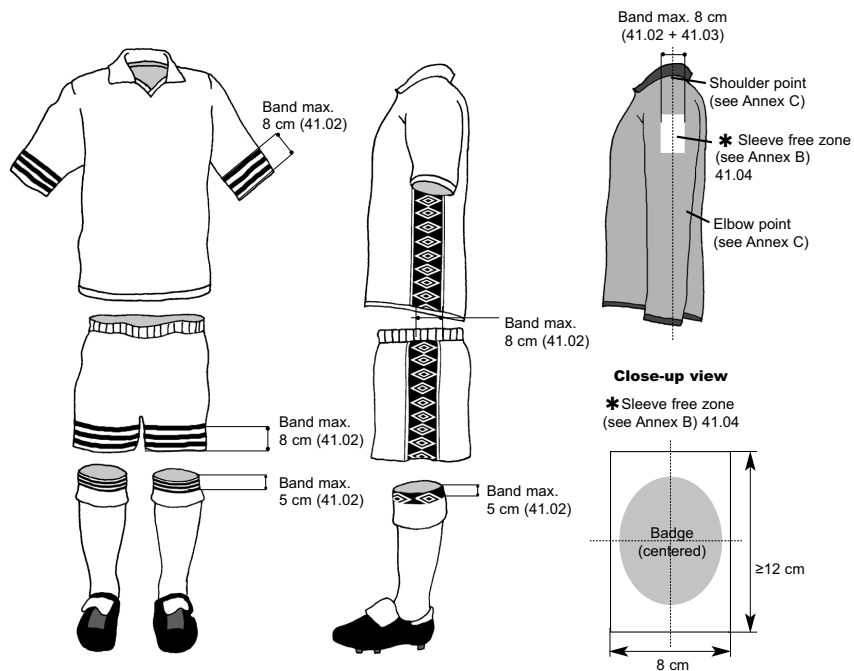
Article 40

Position, quantity and dimensions of manufacturer identification

- 40.01 The five types of manufacturer identification referred to in paragraph 37.01 are allowed in the following positions and quantities:
- a) Shirt:
One of these five types of manufacturer identification may be used once on the shirt, on the chest, above the position of any sponsor lettering.
 - b) Shorts:
One of these five types of manufacturer identification may be used once in a free position on either the right or left leg.

Article 41

Band



c) Socks:

- i) One of these five types of manufacturer identification may be used either once or twice, positioned horizontally between the ankle and the top edge of each sock.
- ii) In addition, one other type of manufacturer identification (paragraph 37.01) is allowed on the foot part of each sock (beneath the ankle, not visible when the boots are worn over the sock).

40.02 The types of manufacturer identification mentioned in paragraph 37.01 must not exceed the following dimensions when positioned as per paragraph 40.01:

a) shirt: 20 cm²

b) shorts: 20 cm²

c) socks:

- i) 20 cm² for one single item or 10 cm² for each of two items on each of the brand-new (unworn) socks if positioned horizontally between the ankle and the top edge of the sock;
- ii) 20 cm² on each of the brand-new (unworn) socks if positioned on the foot part of the sock.

Article 41

Band

41.01 A single logo ("design mark"; see paragraph 37.01 b) may be used by the manufacturer once or repeatedly on a band in one of the following positions:

a) Shirt:

- i) centred across the bottom of the sleeve (right and left sleeves), or
- ii) centred down the outer seam of each sleeve (from the collar to the bottom of the sleeve excluding the free zone), or
- iii) centred down the outer seam of the shirt (armhole to the bottom of the shirt).

b) Shorts:

- i) across the bottom edge (right and left legs), or
- ii) centred down the outer seam (right and left legs).

c) Socks:

across the top edge of each sock.

41.02 The band on which a logo ("design mark") is placed once or in a repeated form in accordance with paragraph 41.01 must not exceed the following widths:

a) shirt: 8 cm

b) shorts: 8 cm

c) socks: 5 cm on brand-new (unworn) socks.

- 41.03 Each logo ("design mark") which appears once or in a repeated form on a band, must not exceed the width of the band on the shirt/shorts and socks.
- 41.04 Each sleeve (long or short, left and right) must have a free zone, where no manufacturer identification may be placed. This zone is used for badges. This free zone on each sleeve must be at least 12 cm long, 8 cm wide and be centred between the shoulder point and the elbow point (see Annex C).

Article 42

Jacquard weave

- 42.01 In addition to the club identification (see paragraphs 13.01 and 21.01), the manufacturer may incorporate one of its types of identification as defined in paragraph 37.01 in jacquard weave form in the shirt and/or shorts. The type of manufacturer identification chosen must not exceed 20 cm². There is no limitation as to the number and positioning of the type of manufacturer identification chosen.
- 42.02 The jacquard weave must be incorporated in the main colour and/or one of the minor colours. It must neither dominate nor affect the distinctiveness of the kit.
- 42.03 Any other technical solution is also possible, subject to the prior written approval of the UEFA Administration.

Article 43
Quality seal and label

- 43.01 A manufacturer's seal of quality (stamp of quality) (see Annex B) may appear once on the front or back of the right or left side of the shirt and shorts. However, it may not exceed 10 cm² in size. The top edge of the seal of quality must not be positioned more than 15 cm above the hem of the shirt or shorts and must not be visible on the shirt when tucked into the shorts.
- 43.02 A second smaller seal of quality (label, tag, etc.) not exceeding 5 cm² is allowed as follows:
- a) once on the shirt, anywhere other than on the collar zone, chest or sleeves;
 - b) once on the shorts, in any position.
- 43.03 On the inside of the collar zone, where it joins the main part of the shirt, the manufacturer may place a type of identification as defined in paragraph 37.01 and the name of the club/member association (or an abbreviation thereof) in the form of a label and/or narrow band. This type of manufacturer identification, be it a label and/or such a narrow band, must not be visible when the shirt is worn. The outside of the collar zone (the part that is visible when the shirt is worn) must be free of any manufacturer identification.
- 43.04 One or more types of club/member association identification (see Articles 13 and 21) may also appear on the quality seals and/or labels defined in paragraphs 43.01 to 43.03.

Article 44

Football-related representations



VII Football-related Representations on the Shirt

Article 44

Domestic titles

- 44.01 A current or former holder of a domestic title is entitled to wear the corresponding representation approved by its member association.
- 44.02 It must appear once at chest height.
- 44.03 This representation must not exceed 10 cm².
- 44.04 Stars for multiple winners of a domestic championship may be used immediately adjacent to the club emblem. The height of each star must not exceed 2 cm.

Article 45

UEFA Fair Play logo

- 45.01 The UEFA Fair Play logo may appear once on the free zone of the left sleeve of the shirt.
- 45.02 If so, the UEFA Administration will provide the clubs or member associations with official badges.

Article 46
UEFA competition logos

- 46.01 Clubs or member associations may use a UEFA competition logo as specified in the respective UEFA competition regulations and subject to a signed agreement with the UEFA administration, which also provides official badges.
- 46.02 Such a logo must be centred on the free zone of the right shirt sleeve and must not exceed 50 cm².
- 46.03 A further UEFA competition logo may be incorporated at the bottom of each figure of the number in accordance with paragraph 10.07.

Article 47
Title-holder and multiple-winner badges

- 47.01 Reigning title-holders of a UEFA club competition may use the title- holder badge in the respective UEFA competition matches during the season following their UEFA competition victory in accordance with an agreement with the UEFA administration.

- 47.02 Clubs which have won the same UEFA club competition at least three times in a row or five times in total may wear a multiple-winner badge in the respective UEFA competition matches in accordance with an agreement with the UEFA administration.
- 47.03 Such badges are provided by the UEFA administration. Any such badge must be placed once on the free zone of the left sleeve of the shirt and must not exceed 50 cm². Should a club be entitled to wear both badges, the multiple-winner badge prevails.
- 47.04 The member association who has won the last edition of the European Championship may wear the title-holder badge provided by UEFA. Such a badge may be worn exclusively by the corresponding team (senior team) during the next qualifying period and final tournament.
- 47.05 In the case of member associations which have won the FIFA World Cup one or more times, the FIFA World Cup winner badge may be used during FIFA World Cup qualifying matches or as an alternative during the matches referred to in paragraph 47.04.
- 47.06 Such badges may be used exclusively by the corresponding team (senior team) and not by other representative teams of the same club or member association.

Article 48

Insigna



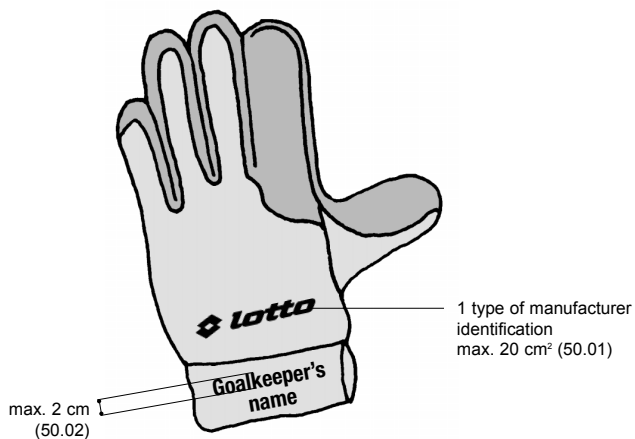
Close-up view



(48.01)

Article 50

Goalkeeper's gloves



Article 48
Match-related representations and other visible marks or insignia

- 48.01 Match information comprising date, city and the names or logos of the participating teams may be placed on the shirt by the clubs concerned for the final match of a UEFA club competition and by the member associations concerned for UEFA national-team qualifying or final tournament matches.
- 48.02 Any such information must appear at chest height on the torso or in the free zone of the left sleeve. The surface area of such information must not exceed 50 cm² and the lettering must not exceed 2 cm in height.
- 48.03 No other visible mark or insignia of the club, member association, sponsor, manufacturer or third party will be permitted without the prior written consent of the UEFA Administration.

VIII Goalkeepers' Equipment

Article 49
Playing attire

- 49.01 For the playing attire (shirt, shorts and socks) worn by the goalkeeper, chapters II to VII of these regulations apply by analogy.
- 49.02 According to the *IFAB Laws of the Game*, the colours worn by the goalkeeper (shirt, shorts, socks) must be noticeably different from those worn by outfield players.

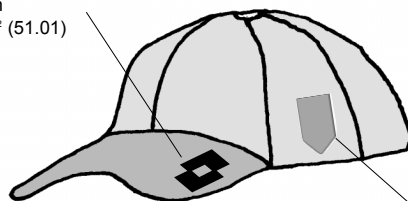
Article 50
Goalkeeper's gloves

- 50.01 One type of manufacturer identification as defined in paragraph 37.01 may appear once on each of the goalkeeper's gloves. Such manufacturer identification must not exceed 20 cm².
- 50.02 The name of the goalkeeper may appear in upper and/or lower case. The lettering must not exceed 2 cm in height on either glove.
- 50.03 Sponsor advertising is prohibited on goalkeepers' gloves.

Article 51

Goalkeeper's cap

1 type of manufacturer
identification
max. 20 cm² (51.01)



member association or club
identification(s)
max. 50 cm² (51.02)

Article 51
Goalkeeper's cap

- 51.01 One type of manufacturer identification as defined in paragraph 37.01 may appear on the goalkeeper's cap, provided that the type used does not exceed 20 cm². The positioning of this identification is unrestricted.
- 51.02 Member association or club identification as defined in paragraphs 13.01 and 21.01 may appear on the goalkeeper's cap. The total surface of such member association or club identification(s) must not exceed 50 cm².
- 51.03 Sponsor advertising is prohibited on the goalkeeper's cap.

Article 52
Further kit items

- 52.01 For all other kit items used by the goalkeeper, chapter IX applies by analogy.

Article 53
Approval procedure

- 53.01 Articles 4 to 6 apply for the approval procedure.
- 53.02 UEFA may organise a pre-approval day for goalkeepers' equipment on an annual basis.

IX Special equipment used on the field of play

Article 54
Special equipment

- 54.01 The following provisions apply to kit used by players on the field of play (Annex A) which does not form part of the playing attire (shirt, shorts, socks).
- 54.02 The relevant UEFA competition regulations may stipulate deviations from these provisions.

Article 55
Use of manufacturer identification

- 55.01 The manufacturer may use one of its types of identification, as defined in paragraph 37.01, on such items.
- 55.02 The quantity, position and size must comply with the following provisions:
- a) Thermal shorts/trousers:
 - i) One single type of manufacturer identification is allowed.
 - ii) The type of identification chosen may be positioned anywhere on the right or left leg, but must not exceed 20 cm².
 - iii) The thermal shorts/trousers must be the same colour as the main colour of the shorts worn.
 - b) Gloves and sweatbands:
 - i) One single type of manufacturer identification is allowed on each glove and on the sweatband.
 - ii) The type of identification chosen must not exceed 20 cm².
 - iii) The choice of position is free.
 - c) Headgear (headbands, caps):
 - i) One single type of manufacturer identification is allowed on such items.
 - ii) The type of identification chosen must not exceed 20 cm².
 - iii) The choice of position is free.
 - d) T-shirt worn under the shirt:
 - i) The manufacturer may use up to two of its identifications on a T-shirt, one on the front and one on the back, not within the collar zone.
 - ii) The type of identification chosen must not exceed 20 cm².
 - iii) The choice of position is free.
 - e) Captain's armband:
 - i) No manufacturer identification is allowed.
 - ii) The armband must be single-coloured.
 - iii) The armband must be free of any advertising, decorative or other elements, except for the word "captain" or an abbreviation thereof, or the emblem of the club or member association.
 - iv) The choice of position is free.

Article 56
Further restrictions

- 56.01 Sponsor advertising and political and/or other messages are prohibited on special equipment used on the field of play.
- 56.02 Member association or club identification may appear only on the T-shirt worn under the shirt and in accordance with chapters III and IV.
- 56.03 Article 43 applies.

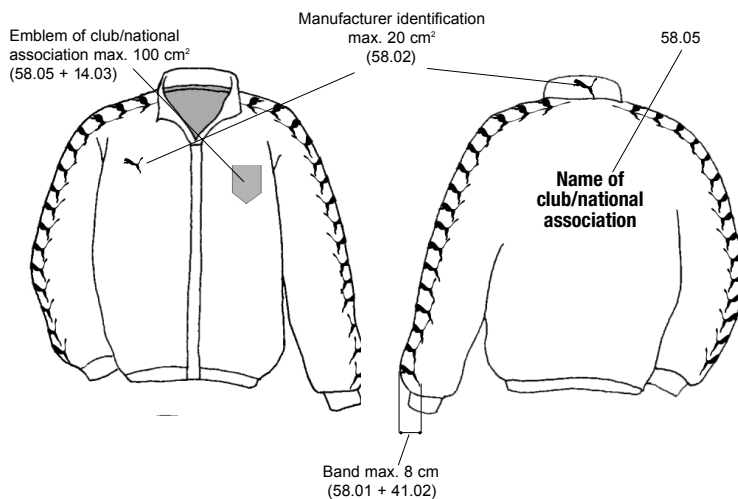
X Special equipment used in the technical area

Article 57
Equipment in the technical area

- 57.01 All substitutes, coaches, doctors and club/member association officials, etc., who are in the technical area (Law 3 of the *IFAB Laws of the Game*) must comply with the following provisions as regards equipment used in addition to the playing attire (shirt, shorts, socks) and the special equipment used on the field of play as defined in Article 54.
- 57.02 No political and/or other messages are allowed on these kit items.
- 57.03 Article 43 applies.
- 57.04 The relevant UEFA competition regulations may stipulate further restrictions on equipment used in the technical area.

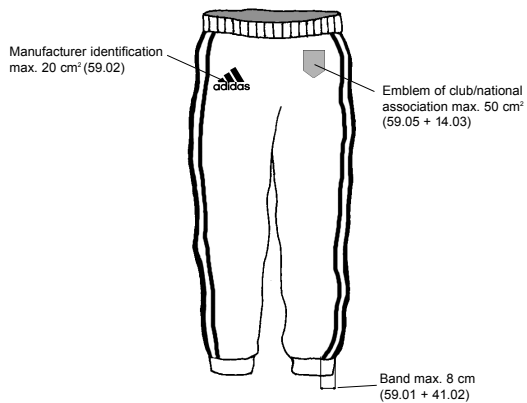
Article 58

Tops



Article 59

Bottoms



Article 58

Tops

- 58.01 The manufacturer may use a maximum of five of its types of identification as defined in paragraph 37.01 on tops (tracksuit jackets, rain jackets, stadium jackets, coats, T shirts, sweatshirts, etc.). This includes a maximum of two bands of logos ("design marks") as per Article 41. In addition, the band(s) may be used as follows:
- a) across the bottom of each sleeve, or
 - b) down the outer seam of each sleeve (from the collar to the bottom of the sleeve).
- 58.02 The size of each type of manufacturer identification must not exceed 20 cm², subject to paragraph 41.03. The positioning is free, with the exception of the collar zone. The manufacturer identification must be centred on the back of the outside collar zone. No such identification is allowed on the front or sides of the collar zone.
- 58.03 The width of the band must not exceed 8 cm and the length of the band must not exceed the length of the torso.
- 58.04 Sponsor advertising is only allowed in accordance with paragraph 30.03.
- 58.05 Member association or club identification may appear on tops in accordance with chapters III and IV. There are no restrictions as to the position and size of the club name, the name of the member association and/or the country name.

Article 59

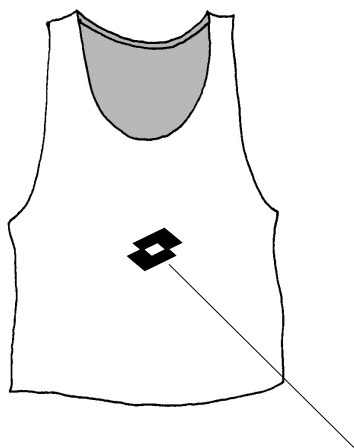
Bottoms

- 59.01 The manufacturer may use a maximum of five of its types of identification as defined in paragraph 37.01 on bottoms (tracksuit bottoms, rainwear bottoms, winter trousers, etc.). This includes a maximum of two bands of logos ("design marks") as per Article 41.
- 59.02 The size of each type of manufacturer identification must not exceed 20 cm², subject to paragraph 41.03. The positioning is free.
- 59.03 The width of the band must not exceed 8 cm and the length of the band must not exceed the length of the trousers.
- 59.04 Sponsor advertising is only allowed in accordance with paragraph 30.03.
- 59.05 Member association or club identification may appear on bottoms in accordance with chapters III and IV. There are no restrictions as to the position and size of the club name, the name of the member association and/or the country name.

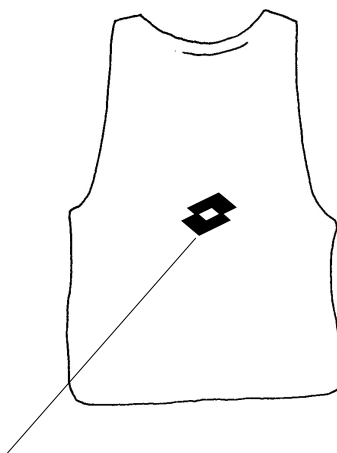
Article 60

Warm-up bibs

1) front



2) back



1 type of manufacturer identification
max. 20 cm² (60.02)

Article 60
Warm-up bibs

- 60.01 The manufacturer may use one of its types of identification as defined in paragraph 37.01 once on the front and once on the back of warm-up bibs. The choice of position is free.
- 60.02 The size must not exceed 20 cm².
- 60.03 Sponsor advertising is prohibited on warm-up bibs.
- 60.04 This provision is also applicable during warm-up outside the technical area.

XI Refereeing

Article 61
Kit

- 61.01 The FIFA Equipment Regulations apply to kit worn by referees team (referee, assistant referees, fourth official) by analogy.
- 61.02 UEFA may allow sponsor advertising on the shirt worn by match officials in UEFA competition matches.
- 61.03 Only UEFA may conclude agreements regarding sponsor advertising on this shirt.
- 61.04 Sponsor advertising may appear on the shirt sleeves, provided that the total surface does not exceed 200 cm². The front of the shirt is reserved for official badges and the FIFA or member association emblem. Article 31 applies by analogy.
- 61.05 The manufacturer may use its types of identification on kit worn by match officials in accordance with chapter VI.
- 61.06 The UEFA Fair Play logo may appear once on the left sleeve of the shirt.
- 61.07 Articles 4 to 6 apply for the approval procedure.

XII Ball Kids, Player Escorts, Flag Bearers

Article 62

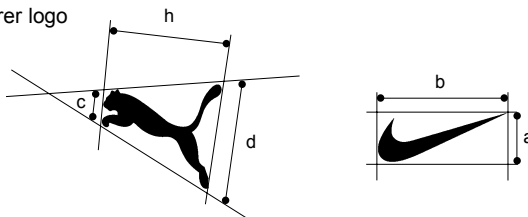
- 62.01 Sponsor advertising on kit used by ball kids, player escorts and flag bearers is prohibited, unless otherwise stipulated in the respective competition regulations.
- 62.02 Manufacturer identification may be used in accordance with chapter VI.

Article 64

Measurement procedure

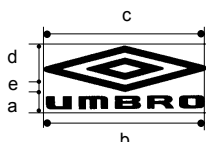
A. Manufacturer identification

a) manufacturer logo



1. The "Puma" logo is measured by the following formula: $\frac{c + d}{2}$ multiplied by "h".
2. The "Nike" logo is measured by multiplying "a" and "b".

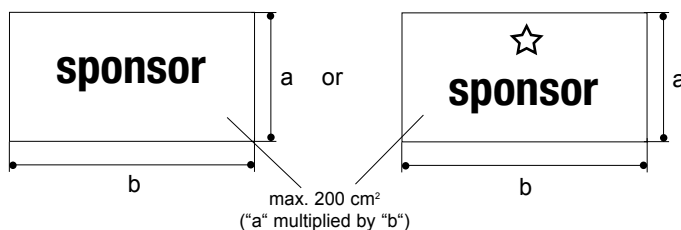
b) manufacturer figurative logo / product line (64.04)



1. The "Umbro" script is measured separately by multiplying "a" and "b".
2. The "Umbro" logo is measured separately by multiplying "c" and "d".
3. The distance between the "Umbro" script and logo ("e") may not exceed 0.5 cm.

B. Sponsor advertising

a) sponsor advertising on neutral-coloured patch



b) sponsor advertising based on shirt colours

* only 1 item:



1. The lettering (name) "sponsor" will be measured as a rectangle ("a" multiplied by "b") and may not exceed 200 cm².
2. "a" may not exceed 10 cm.

* more than 1 item:



1. The sponsor advertising is divided into 2 items: name and logo.
2. The lettering (name) "sponsor" will be measured as a rectangle ("a" multiplied by "b").
3. The logo (star) will be measured as a circle ("c").
4. The total area of the name and logo may not exceed 200 cm².
5. The distance between the name and logo ("d") may not exceed 5 cm.

- 62.03 Clubs or member association identification may be used in accordance with chapters III and IV.
- 62.04 UEFA has the right to place its marks and/or the UEFA competition marks on the kit used by ball kids, player escorts and flag bearers.

XIII Footballs

Article 63

- 63.01 The provisions of the *IFAB Laws of the Game* apply for the footballs used in UEFA competitions.
- 63.02 Out of its five identifications (see paragraph 37.01), the football manufacturer may use either:
- a) one type not exceeding 50 cm² , or
 - b) two types, neither of which exceeds 25 cm²,
- on the football in question.
- 63.03 The name of the football may be used once and must not exceed 30 cm².
- 63.04 The name and emblem of the competition may each appear twice and neither must exceed 50 cm².
- 63.05 For final matches and final tournaments, each of the following items may also appear twice on the football and must not exceed 30 cm²:
- a) the indication “final” or stage of tournament (e.g. semi-final);
 - b) the identity logo of the final;
 - c) the match details, including date, city and the names or logos of the participating teams.
- 63.06 UEFA may also add its own marks, logos and symbols.

XIV Measurement Procedure

Article 64

- 64.01 Items on kit will be measured according to their smallest geometric form (square, rectangle, triangle, circle, etc.) and the dimensions calculated using the usual mathematical formula.
- 64.02 To calculate the surface area, the widest part of the item will be measured from edge to edge. Exceptionally, items may be divided into several individual geometric forms for the purpose of calculating the surface area.

- 64.03 The manufacturer may submit a concrete proposal as to how to measure its types of identification to the UEFA Administration. The UEFA Administration will communicate its approval in writing.
- 64.04 The identification of the manufacturer's product line and figurative logo, as defined in paragraph 37.01, will be calculated as several individual geometric forms when the distance between the various elements does not exceed 0.5 cm.
- 64.05 The sponsor advertising surface will be calculated as several individual geometric forms when the distance between the various elements does not exceed 5 cm.
- 64.06 Furthermore, one of the following surfaces, whichever is the larger, will be taken into consideration for approval purposes:
- a) surface of the single-coloured patch used for sponsor advertising; or
 - b) surface of the lettering used for sponsor advertising if the sponsor advertising is based on the shirt colours.
- 64.07 On a shirt with a chest ring (structural part) in one of the official colours of the club, the surface of the lettering used for sponsor advertising is measured and not the chest ring.

XV Unforeseen Cases

Article 65

UEFA General Secretary

- 65.01 Any cases not provided for in the present regulations will be dealt with by the UEFA General Secretary.
- 65.02 Such decisions are final.

XVI Disciplinary Provisions

Article 66

Disciplinary measures

- 66.01 If a club, a member association or an individual violates any of the present regulations, the UEFA Organs for the Administration of Justice may impose sanctions or measures, in accordance with the *UEFA Disciplinary Regulations*.

XVII Closing Provisions

Article 67 ***Entry into force***

- 67.01 These regulations were adopted by the UEFA Executive Committee at its meetings on 7 December 2006 and 26 September 2007.
- 67.02 They come into force on 1 June 2008 and replace the 2004 edition.
- 67.03 Any decision taken by the UEFA administration based on previous UEFA regulations does not apply under the current regulations or form a precedent.

For the UEFA Executive Committee:

Michel Platini
President

David Taylor
General Secretary

Nyon, 26 September 2007

ANNEX A

Kit-related terms and explanatory notes

Kit: includes the following garments and articles which are worn or used in the controlled stadium area before, during and after a football match:

1. Playing attire:

- 1.1. shirt or jersey ("shirt" in the present regulations)
- 1.2. shorts
- 1.3. socks (or stockings) ("socks" in the present regulations)

2. Goalkeepers' equipment

- 2.1. gloves
- 2.2. cap
- 2.3. glove bag
- 2.4. bottle
- 2.5. towel

3. Special equipment used on the field of play

- 3.1. underwear
- 3.2. thermal underwear (short or long, warm, insulated, worn under the shorts/trousers)
- 3.3. T-shirt/vest
- 3.4. socks
- 3.5. gloves
- 3.6. sweatband
- 3.7. hat/cap
- 3.8. headband
- 3.9. captain's armband
- 3.10. support bandages or splints
- 3.11. shinguards

4. Special equipment used in the technical area

- 4.1. tracksuit (top and bottom)
- 4.2. coat
- 4.3. jacket (stadium jacket, etc.)
- 4.4. waterproof garments (rain jacket, etc.)
- 4.5. sweatshirt
- 4.6. T-shirt
- 4.7. bags (medical bag, etc.)
- 4.8. bottle
- 4.9. towel

5. Further equipment

- 5.1. any other items worn on the person or kit items used

"Left" and "right"	The description "left" or "right" refers to the side of the body as viewed by the person wearing the item of kit in question.
Playing attire (including goalkeepers)	Consists of shirt, shorts and socks.
Complete sample set	A complete sample set consists of one shirt, one pair of shorts and one pair of socks in the version used for the competition match. All elements which are mandatory for the competition in question must appear on all three items which constitute the sample. In particular, the number and the name of the player (if applicable) as well as the sponsor advertising (if applicable) must appear.
Structural section	Individual section of a shirt (parts), pair of shorts or sock. All structural sections together comprise a complete shirt, pair of shorts or sock. A section is determined by the change of fabric (e.g. polyester) and/or the technique used to create it (e.g. weaving).
First-choice (home) kit	The kit that the whole club or national team usually wears for its football matches.
Second-choice (away) kit	The kit that the whole club or national team wears if its first-choice kit cannot be worn on account of the <i>IFAB Laws of the Game</i> (clash of colours, etc.) or if it chooses not to wear it for some other reason.
Official mascot of the club/member association	A UEFA-approved and duly registered mascot of the club/member association (e.g. red devil figure for 1. FC Kaiserslautern).
Official symbol or nickname of the club/member association	A UEFA-approved and duly registered symbol or nickname of the club/member association (e.g. cannon and "Gunners" for Arsenal FC).
Sponsor advertising	Any type of kit advertising (message, statement, sponsor's trademark, etc.) agreed upon by a club/member association and a third party either for a fee or free of charge.

Controlled stadium area	The controlled stadium area means the stadium and the surrounding areas (including, without limitation, field of play, the technical area, dressing rooms, grandstands, hospitality areas, media areas and parking places) under the control of the stadium owner.
Referees team	The following four persons make up the match officials: <ul style="list-style-type: none"> a) the referee b) two assistant referees c) the fourth official.
Embossing	<p>A method of adding structure to the surface of a fabric using pressure and/or heat, generally resulting in a combination of raised and flat areas.</p> <p>Fabrics are engraved (pattern applied) with the use of heated rollers under pressure to produce a raised design on the fabric surface. Normally, the flat part of the design would look shiny and have a glazed appearance. The technical term is calendaring, which means the application of heat using rollers and pressure.</p>
Jacquard weave	<p>A weaving method which incorporates a specific pattern, intrinsic to its formation, and created by integrating different yarns and/or structures.</p> <p>The term jacquard actually refers to a type of knitting machine. This device individually controls needles and small groups of needles on the machines that allows complex and highly patterned knits to be created. A pattern can be repeated every centimetre or more, as often as desired, depending on the complexity of the machine.</p>
Tonal print	Printing technique for incorporating coloured elements, patterns, etc., into kit.
Strong alcohol	UEFA considers strong alcoholic beverages to be drinks which are more than 15% proof (see paragraph 31.01). National law also applies in respect of this definition.

ANNEX B

Terms related to manufacturer identifications (Articles 33 to 42)

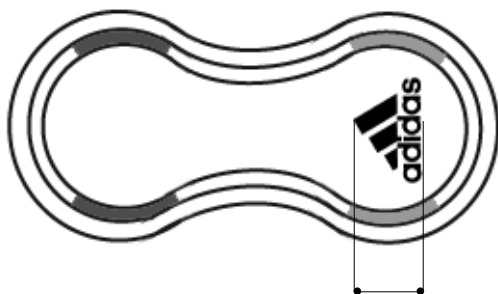
Registered trademark	Trademark which is registered in an official state register. A trademark only has to be registered in one of UEFA's member association states. Includes all types of advertising, such as name, logo, product line, figurative logo and script.
Name	Name of the manufacturer in block letters. Corresponds to a "word mark".
Logo	Symbol which is linked with a manufacturer. Manufacturer's identification. Corresponds to a "design mark".
Product line	Products (clothes, shoes, etc.) which are all from a same "brand" and have a specific name. Corresponds to a "combined mark".
Figurative logo	Combination of name and logo in one single representation. Corresponds to a "combined mark".
Decorative element	<p>Pictures, images, illustrations or any other symbols incorporated using the following techniques:</p> <ul style="list-style-type: none">a) jacquard weave;b) tonal print;c) embossing, or;d) any other technical solution which has the prior written approval of the UEFA Administration. <p>Trademarks or designs duly registered under the national law of the club's/member association's country cannot be used as decorative elements.</p>

Word mark	A fantasy word in block letters.
Design mark	Any sign which can be represented graphically and does not include any letters.
Combined mark	Combination of a word mark and a design mark.
Script	The particular script of a trade name.
Band	Manufacturer design mark used in a repeated form in a clearly defined position and size for each single design mark used.
Quality seal	Tag, label, etc., designed to protect against counterfeiting and composed of no more than one manufacturer identification not exceeding 2 cm ² .

Annex B

Quality seal

Surface
max. 10 cm² (43.01)



max. 2 cm²
for manufacturer
identification on quality seal

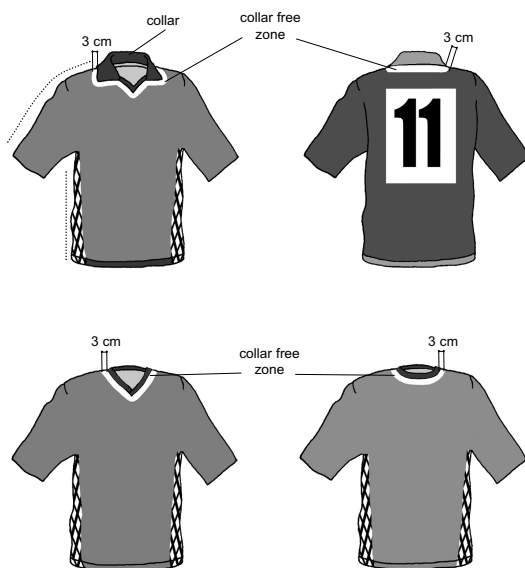
Annex C

Number zone (10.03)



Annex C

Collar zone



ANNEX C

Garment-related terms

Number zone

The number zone contains one single colour. Its surface is defined by the height and width of a two-digit number (e.g. 11) used on the back of the shirt. Its vertical boundaries are 2 cm above the highest point and 3 cm below the lowest point of the two digits. Its horizontal boundaries are 3 cm from the left edge of the left-hand digit and 3 cm from the right edge of the right-hand digit.

Collar zone

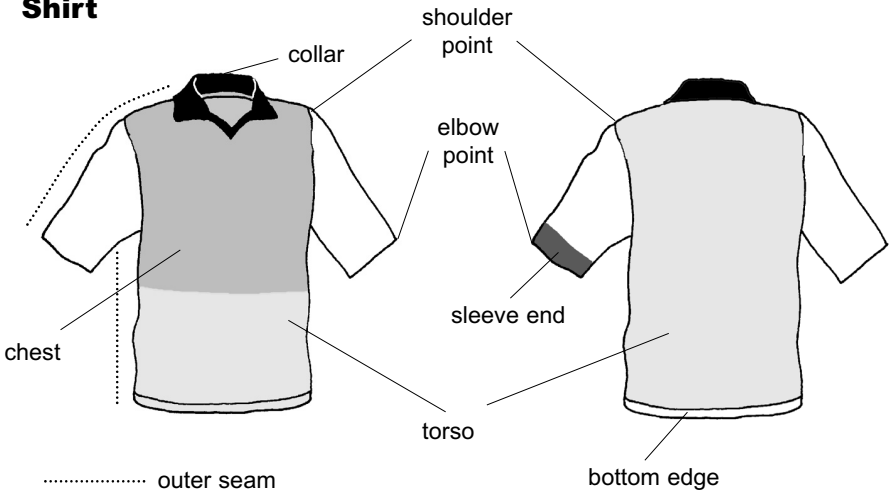
The collar zone is defined as being a band 3 cm wide around the neck of the shirt starting at the neck opening (where no actual collar is presented) or at the base of a clearly defined structural collar.

In accordance with Article 41, the band may start at the bottom of the structural collar.

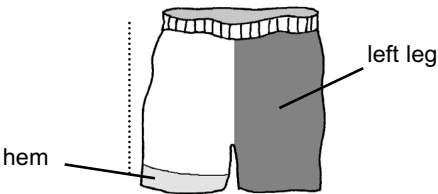
Annex C

Garment-related terms

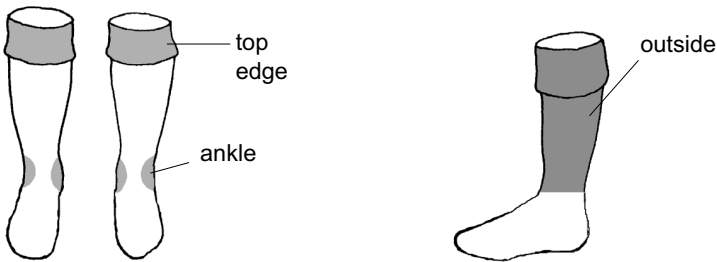
Shirt



Shorts



Socks



Sleeve free zone	Each sleeve must have a free surface at least 12 cm long and 8 cm wide centred along the outer seam of the sleeve. This zone is exclusively reserved for specified badges and no manufacturer identification may be placed there. It must be centred between the shoulder point and the elbow point.
Shoulder point	Exact position where the shoulder ends and the upper arm starts.
Elbow point	Exact position where the upper arm ends and the forearm starts at the elbow.



ANNEX D

Purpose of technical measurement by spectrophotometer

Using a spectrophotometer, UEFA may measure the values of the colour, the reflectivity and the contrast of the various colours used on a kit. This method helps to ensure better legibility of the numbers against the background colours and to avoid reflectivity of colours, and also provides an objective means of decision-making.

1. Spectrophotometer An Instrument that measures the spectral reflectance.
2. Measurement method The Measurements are to be recorded using a spherical spectrophotometer with an aperture of 6.6 mm and a measurement area of 4 mm on a white-point of D65 and Standard Observers Angle of 10°. All sample measurements are an average of three readings, 0°, 90° and 45°. A spectrally neutral 18 % Reflectance Grey Card must be placed under the single layer of fabric to be measured.
3. Delta E Delta E is a formula used to calculate the difference between a pair of measured colour samples. The Delta E CMC 2:1 equation is used by UEFA to determine the colours of decorative elements.
4. Delta L Delta L is a formula used to calculate the difference in Light between a pair of measured colour samples. UEFA may use it to determine the contrast of colours.
5. Number-zone colours In order to be approved, the contrast between shirt colours in the number zone must be less than or equal to a Delta L of 25. Colour combinations with a Delta L value greater than 25 are considered as contrast colours and require a neutral patch on the back of the shirt.
6. Contrast of player numbers In order to be approved, a player number must contrast with its background colour/s in the number zone. A number must contrast by a Delta L value equal to or higher than 30.
7. Decorative elements In order to be approved, a decorative element as defined in Article 12 has to differ from the shirt colour/s by a Delta E CMC 2:1 value of 10 or less. The background colour will be measured before the decorative element.

8. Reflective effect

No kit item (including player numbers) must be too reflective.

In order to be approved, the spectral gain of a material used must be less than 0.009 (representing as “spectral Gain x 100’ being lower than 0.9).

Spectral gain is defined as the average positive difference of the specular-excluded subtracted from the specular-included readings, within the range of 400 to 700 nanometers at 10 nanometer intervals.

UEFA
Route de Genève 46
CH-1260 Nyon 2
Switzerland
Telephone +41 848 00 27 27
Telefax +41 848 01 27 27
uefa.com

Union des associations
européennes de football

