


AFC EQUIPMENT REGULATIONS (EDITION 2025)





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DEFINITIONS

In these AFC Equipment Regulations, capitalised terms shall have the following meanings, unless stated herein and/or the context indicates otherwise. They shall bear the same meaning as ascribed in the AFC Statutes, the AFC Competition Operations Manual and the relevant AFC Competition Regulations:

AFC Champions Badge	An official badge provided by the AFC to the reigning champion of the latest edition of the relevant AFC Competition (as applicable).
AFC Event Badge	An official badge provided by the AFC, including the Competition badge, badge of an official campaign, etc.
Celebratory Attire	T-shirts commemorating a Team's qualification for or their winning of an AFC Final 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.
Country Name	The official name of a country or territory recognised by the international community represented by a Member Association, including standardised abbreviations thereof.
Decorative Element	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, by way of example, an image of an animal or a culturally relevant landmark) that appears on, or is incorporated into the Playing Kit or other clothing or equipment (by way of example, on the trim along a seam). Team Identifiers, Manufacturer Identifiers and Sponsor Advertising are excluded from this definition.
Dominant Colour	A clearly predominant colour over the other colour(s).
Final Competition	The final stage of a Competition, including the group stage or league stage, and the knockout stage of both national team and club competitions.
Formal Attire	Clothing worn by Participating Officials and Participating Players before or after a Match, such as a shirt, jacket, tie, suit trousers, skirt and/or waistcoat.
Foundation Year	The year that the Member Association or Club was founded, displayed in a script or figure.

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(s)	Any registered trademark that signifies that the item in question was manufactured by a particular Manufacturer. Reference to a Manufacturer Identifier shall also refer to a Technology Label and Quality Seal, unless stated otherwise in a particular context. Also commonly referred to as an “MI”.
Match Support Person/ Personnel	The ball crew, persons escorting Participating 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 Access Areas on the day of a Match.
MI Band	A repeated linear pattern of graphics of a Manufacturer Identifier, either connected to each other or spaced equally apart by no more than two centimetres (2cm), in a continuous band that is no more than eight centimetres (8cm) wide, unless it is included on Socks in which case it may be no more than five centimetres (5cm) wide.
Name	The name of a Participating Player as incorporated on his/her Playing Kit or other clothing or equipment.
National Flag	The official national flag of the country or territory of the Member Association, or parts thereof, in its exact geometric form or a proportional representation thereof.
Number	The official number assigned to a Participating Player as incorporated on his/her Playing Kit or other clothing or equipment.
Number Zone	A standard-sized section based on the dimensions of a two-digit Number 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 Participating Player’s Number.
Official Playing Kit	The home Playing Kit that a Team normally wears as its first choice.
Outfield Participating Player	Any Participating Player of a Team other than the goalkeeper.

Outerwear	Clothing worn by Participating Officials before, during or after the Match, as well as clothing worn by Participating Players before or after they play, such as 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.
Permitted Head Covering	Head coverings worn for religious reasons such as hijabs, turbans or similar items approved by the AFC.
Playing Kit	The Shirt, Shorts, and/or Socks worn by the Participating Players on the Field of Play during a Match.
Preliminary Competition	The preliminary stage of a Competition, including the qualifiers of national team competitions and the preliminary stage of club competition.
Quality Seal	A tag, label or comparable element by a Manufacturer, affixed to an item to prevent its counterfeiting, which may contain one Manufacturer Identifier no bigger than five square centimetres (5cm ²).
Regional Flag	The officially recognised flag of the state, province, canton or similar region of a country represented by a Club.
Regulations	These AFC Equipment Regulations.
Reserve Playing Kit	An away Playing Kit that a Team wears as an alternative to the Official Playing Kit. A Team may have more than one Reserve Playing Kit.
Shirt	The shirt worn by a Participating Player during a Match as part of the Playing Kit.
Shorts	The shorts worn by a Participating Player during a Match as part of the Playing Kit.
Socks	The socks worn by a Participating Player during a Match as part of the Playing Kit.
Sponsor Advertising	Commercial messaging of any kind promoting a sponsor of the Team (but excluding Manufacturer Identifiers when the Manufacturer is also a sponsor of the Team).
Team	The Participating Players in the starting line-up and the Participating Players named as substitutes for a Match.

Team Emblem	The official emblem, symbol, mark or logo selected by a Member Association or Club (as applicable) to represent its Team.
Team Identifier(s)	Any graphic or text-based feature used by a Member Association or Club (as applicable) to identify its Team.
Team Name	The official name of a Team as registered with the AFC, 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 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 or 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.
TES	Team Equipment Service, the AFC's digital platform for managing a Participating Team's Playing Kit or other clothing or equipment.
Undergarment	Clothing worn by Participating Players under their Playing Kit such as t-shirts, sports bras, thermal shorts and/or any sort of cooling apparel.

For the purposes of these Regulations, and provided the context so permits:

- (a) the singular shall include the plural and vice-versa;
- (b) the feminine gender shall include the masculine and vice-versa;
- (c) references to natural persons shall include any legal person or corporation;
- (d) references to the AFC shall include its successors and permitted assigns and its respective Member Associations and AFC Committees;
- (e) references to the AFC Commercial Rights Partner or Commercial Affiliates shall include, where advised by the AFC, its successors and permitted assigns; and
- (f) references to Articles shall mean the Articles of these Regulations, unless expressly stated otherwise.

SECTION 1: INTRODUCTION

1. Scope of Application

- 1.1 These Regulations shall apply to all Competitions organised by the AFC, unless expressly stated otherwise in these Regulations or as otherwise communicated by the AFC.
- 1.2 These Regulations govern the Playing Kit and other clothing and equipment used inside of any Controlled Access Area by the:
 - 1.2.1 Official Team Delegation;
 - 1.2.2 Match Officials; and
 - 1.2.3 Match Support Personnel.
- 1.3 Section 2 of these Regulations sets out principles that apply generally to all such Playing Kits and other clothing and equipment.
- 1.4 Section 3 sets out provisions that are specific to the Playing Kit and other items that shall be worn or used by Participating Players during a Match in a Competition other than an AFC Beach Soccer or Futsal Competition; while Sections 4 and 5 set out provisions that are specific to clothing and equipment that may be worn or used by members of an Official Team Delegation before, during or after such Matches.
- 1.5 Section 6 sets out the clothing and other items that must, or may, be worn by the members of an Official Team Delegation in connection with an AFC Beach Soccer Competition or an AFC Futsal Competition.
- 1.6 Section 7 sets out the kit and other clothing to be worn by the Match Officials and by the Match Support Personnel at a Match.
- 1.7 Section 8 sets out the process to be followed by Member Associations and Clubs to obtain the AFC's approval for the use of any Playing Kit and other clothing and equipment covered by these Regulations.
- 1.8 The relevant Competition regulations and/or AFC Competition Operations Manual may define further and/or stricter requirements than those set out in these Regulations. To the extent that the relevant Competition regulations and/or the AFC Competition Operations Manual are inconsistent with any aspect of these Regulations, the relevant Competition regulations and the AFC Competition Operations Manual shall take precedence.
- 1.9 Matters not provided for in these Regulations shall be dealt in accordance with the relevant Competition regulations, AFC Competition Operations Manual, the Laws of the Game and the FIFA Equipment Regulations, where appropriate.

2 Responsibilities

- 2.1 Member Associations and/or Clubs shall, at their own cost, be solely responsible for:
 - 2.1.1 complying with the requirements set out by the AFC in these Regulations and all other relevant AFC regulations, directives, guidelines and circulars;
 - 2.1.2 complying with all applicable laws, regulations, by-laws, directives and guidelines;
 - 2.1.3 ensuring the good conduct of its Official Team Delegation and of any person carrying out duties on their behalf throughout the Competition, insofar as it relates to these Regulations;
 - 2.1.4 ensuring that they have all the rights and licences required for the members of their Official Team Delegation to wear and use their Playing Kit and other clothing and equipment in the relevant Competitions, and that the wearing and usage of such Playing Kit, clothing, and other equipment will not infringe the rights of any other party;
 - 2.1.5 payment of all taxes, fees, duties and any other costs payable in relation to the implementation of these Regulations, except where expressly identified otherwise in these Regulations or any other relevant AFC regulations, directives, guidelines and circulars; and
 - 2.1.6 indemnifying, defending, and holding the AFC and all of its officers, directors, employees, representatives, agents, subsidiaries, local organising committees, the AFC Commercial Rights Partner, Commercial Affiliates and all other auxiliary persons free and harmless against any and all liabilities, obligations, losses, damages, penalties, claims, actions, fines, taxes, charges, fees and expenses (including reasonable legal expenses) of any kind whatsoever resulting from, arising out of, or attributable to, any breach of these Regulations.
- 2.2 The AFC reserves the right, at its sole discretion, to make the final decision on the approval of any Playing Kit and other clothing and equipment on the basis of information provided by the Member Associations and/or Clubs and/or any other information gathered by the AFC. Such decisions are final, binding and not appealable.

SECTION 2: GENERAL PROVISIONS FOR ALL ITEMS OF CLOTHING AND EQUIPMENT

3 General Principles

- 3.1 This Section 2 applies to all Playing Kit items and other clothing and equipment covered by these Regulations.
- 3.2 No item (of Playing Kit or other clothing or equipment or otherwise) may be worn or used in any Controlled Access Area if the AFC considers that it:
 - 3.2.1 is hazardous, dangerous, offensive or indecent;
 - 3.2.2 includes insulting, political, religious, personal or controversial slogans, statements or images;
 - 3.2.3 is not in compliance with any provisions of these Regulations and/or the Laws of the Game;
 - 3.2.4 confers an unfair sporting advantage or fundamentally alters an essential aspect of the game;
 - 3.2.5 infers an association with and/or infringes on the rights of the AFC and/or its Commercial Affiliates; or
 - 3.2.6 (where the AFC has so required) has not been formally approved by the AFC in accordance with Section 9.

4 Manufacturing Considerations

- Safety
- 4.1 The Playing Kit and other clothing and equipment falling within the scope of these Regulations must not pose any risk of injury or illness to the person wearing or using it or to anyone else. In particular:
 - 4.1.1 it must be possible to close a collar opening on a Shirt securely for the duration of the Match;
 - 4.1.2 no collar opening on a Shirt may be longer than five centimetres (5cm), measured down from the front of the opening;
 - 4.1.3 items used to fasten the collar on a 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.
 - 4.1.4 zippers (whether metal or of other materials) are not permitted on gloves (including goalkeeper gloves) if they pose a threat to the person wearing the gloves or to others;

4.1.5 if drawstrings are incorporated into the waist of the Shorts, they must be kept inside the Shorts at all times; and

4.1.6 pockets are not permitted on any Playing Kit item.

Construction

4.2 All elements incorporated onto a Playing Kit item (including, without limitation, Names, Numbers, AFC Event Badges, AFC Champions Badges, Team Identifiers, Manufacturer Identifiers, Decorative Elements and Quality Seals) must be attached permanently either by stitching, heat transfer, a special manufacturing technique listed under Article 4.5, or any other technique expressly approved by the AFC in writing. Temporary or removable attachments (e.g. using Velcro) are not permitted.

4.3 No Playing Kit item, or anything displayed on a Playing Kit item, 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, water or other liquid.

4.4 Team Identifiers and Manufacturer Identifiers may only be constructed as holograms if the identifier remains visible from all angles (i.e. the hologram cannot incorporate more than one [1] image) and the hologram does not materially impact the perceived colour of the item on which it is displayed.

Special manufacturing techniques

4.5 The following manufacturing techniques are permitted:

4.5.1 jacquard weave (i.e. weaving which incorporates a specific pattern into a fabric using threads of the same basic colour as the surrounding fabric);

4.5.2 tonal print (i.e. a printing technique used to incorporate elements, patterns, etc. of a similar colour into an item);

4.5.3 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);

4.5.4 laser etching (i.e. incorporating a specific pattern into a fabric using a laser machine); and

4.5.5 any other special manufacturing techniques that the AFC expressly approves from time to time.

Uniformity

4.6 All goalkeepers in a Team must wear the same Playing Kit as each other, and all Outfield Participating Players in a 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 or remain unbranded in whole or in part.

Interior areas

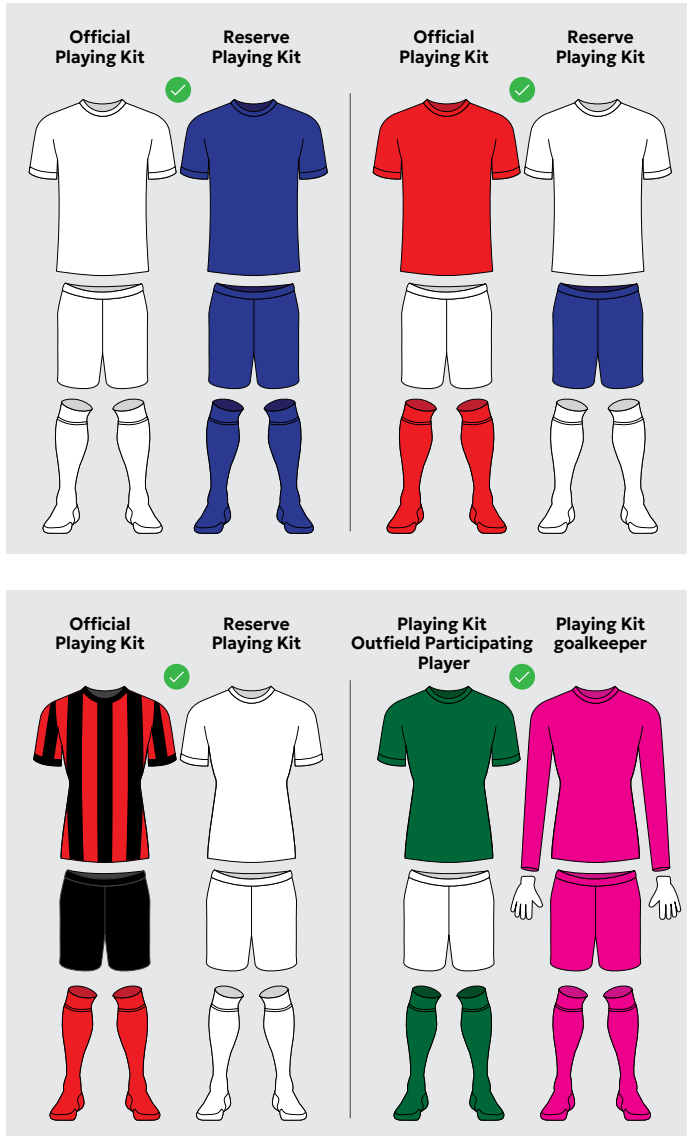
4.7 Interior surfaces and other areas of an item may not contain any marks or identifiers that may be visible on the exterior or that may constitute an ambush marketing attempt. For example, standard manufacturer labels such as those located on the

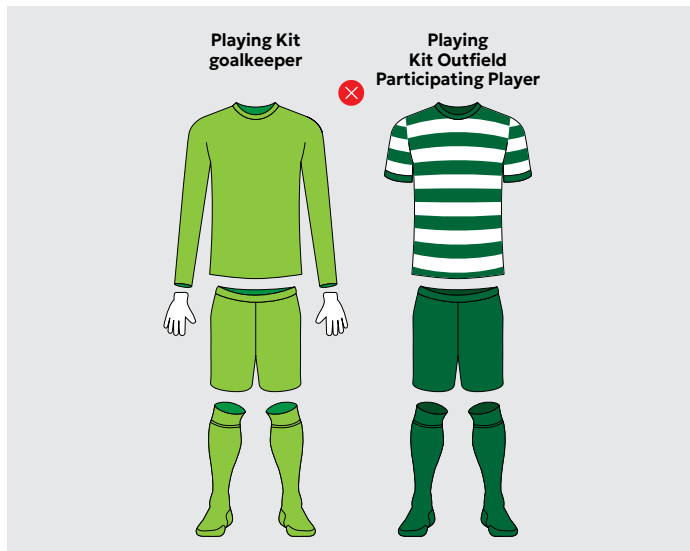
neck of a shirt should not be oversized or clearly visible from more than five metres (5m) away in the event the Participating Player removes the item of clothing (such as after the Match).

5 Colours

- 5.1 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 Kits.
- 5.2 The colours used on the respective Playing Kits worn by the two (2) Teams contesting a particular Match must contrast sufficiently to allow the Match Officials, Participating Players, Participating Officials, Media, spectators in the Stadium, and television or broadcast viewers (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Participating Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Participating Players on each Team, even in difficult weather conditions. For these purposes:
 - 5.2.1 each item of Playing Kit worn by one (1) Team must contrast sufficiently with the equivalent item of Playing Kit worn by the other Team to allow a clear distinction;
 - 5.2.2 each Team must have an Official Playing Kit and at least one (1) Reserve Playing Kit in clearly differing colours or colour combinations, for use where necessary to ensure a clear distinction;
 - 5.2.3 the colour(s) of the Official Playing Kit must contrast clearly with the colour(s) of each Reserve Playing Kit;
 - 5.2.4 to that end, where an Official Playing Kit item is predominantly light in colour, at least one (1) equivalent Reserve Playing Kit item should be predominantly dark in colour, and vice versa;
 - 5.2.5 each Team is encouraged to have a second Reserve Playing Kit in a colour or colours differing from both its Official Playing Kit and its first Reserve Playing Kit; and

- 5.2.6 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.



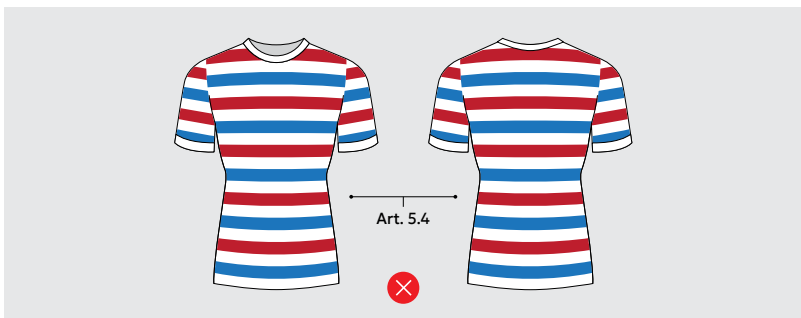


- 5.3 Subject to Article 5.4, if a Playing Kit item features more than one (1) colour¹, one (1) of the colours must be clearly predominant (the “Dominant Colour”) over the other colour(s) and must predominate to the same extent on the front and back of the Playing Kit item.



¹ Close variants and shades of a colour shall be considered to be a single colour, whereas broader variants and shades of a colour shall be considered to be multiple colours.

- 5.4 The Shirts of the Outfield Participating Players (but not the Shirt of a goalkeeper) may feature a basic geometric repeated pattern (such as stripes, hoops or checks) with two (2) equally prominent colours. In such cases, the Shirt of at least one (1) of the Team's Reserve Playing Kits must not have either of those two (2) colours as its Dominant Colour.



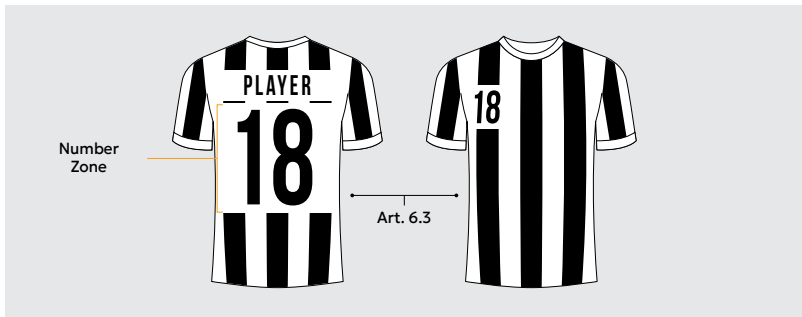
- 5.5 Where the AFC or the Match Officials consider that there is an insufficient contrast between the colours used on the Playing Kits of two (2) Teams contesting a particular Match to distinguish clearly between the Participating Players and the Match Officials, between the different Teams, and/or between the goalkeepers and the Outfield Participating Players on a Team, they may require one (1) 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.
- 5.6 Any temporary material (such as 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 [1] of the two [2] equally prominent colours of the Playing Kit item, where applicable).
- 5.7 To change its registered colours, a Member Association and/or Club shall submit a request to the AFC via the Team Equipment Service (TES) platform at least seven (7) days before the respective Match.

6 Names and Numbers

- 6.1 A Participating Player's Number must appear on the back of the Participating Player's Shirt and on the Participating Player's Shorts in all Competitions. In an AFC Final Competition, the Participating Player's Name must appear on the back of the Participating Player's Shirt. The name on the Shirt must bear a strong resemblance to the Player's popular name as registered on AFCAS in accordance with the regulations specific to the Competition in question and the AFC Competition Operations Manual. In case of doubt, the AFC General Secretariat shall have the final decision regarding the name that appears on the back of the Player's Shirt.
- 6.2 A Participating Player's Number must appear on the front of the Participating Player's Shirt at chest level (the requirements of this Article 6.2 are optional in respect of Matches involving Clubs, but mandatory in all other instances).
- 6.3 All Names and Numbers must:
 - 6.3.1 correspond to the Name and/or Number (as applicable) of the Participating Player as registered on AFCAS in accordance with the regulations specific to the Competition in question and the AFC Competition Operations Manual, and must not represent an abbreviated form of that Name;
 - 6.3.2 be of one (1) single colour, which must contrast sufficiently with the surrounding colour(s) of the Playing Kit item (or of the Number Zone, where used)² to be clearly legible, so that other Participating Players, Match Officials, Participating Officials, Media, spectators in the Stadium, and television or broadcast viewers are able to identify the Participating Player in question;
 - 6.3.3 (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);



² 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).



- 6.3.4 be consistent in terms of style, font, size, position and colour for all Participating Players in the same Team, save that:
 - 6.3.4.1 the colour of the Number on the Shirt may be different from the colour of the Number on the Shorts; and
 - 6.3.4.2 the colour of the goalkeepers' Names and Numbers may differ from the colour of the Names and Numbers of the Outfield Participating Players;
- 6.3.5 not include any Team Identifiers, save that a Team Emblem or Team Symbol no bigger than five square centimetres (5cm²) may be included on the bottom of each digit of a Number displayed on the back of the Shirt;
- 6.3.6 not include any Decorative Elements; and

6.3.7 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 message of any kind.

6.4 Names and Numbers may:

6.4.1 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 question³; and

6.4.2 contain breathing holes that are not more than two millimetres (2mm) wide.







6.5 Each digit of a Number may be divided into no more than four (4) segments, each segment being no more than two millimetres (2mm) apart.



³ Any such border or shadow outline shall not be taken into account in the measurement of the height and stroke width of a Name and Number under these Regulations.

7 Team Identifiers

- 7.1 Playing Kits and/or other clothing or equipment may display the following types of Team Identifiers in accordance with these Regulations:

Type of	Examples ⁴	
	Member Association	Club
Team Emblem ⁵	 (Lebanon)	 (FC Nasaf)
Member Association	 (Australia)	
National Flag	 (Jordan)	
Coat of Arms		 (Karnataka, India)
Regional Flag		 (Selangor, Malaysia)

Type of	Examples ⁶	
	Member Association	Club
Country Name/City Name/ Club Name or Team Name (respectively)	MALDIVES	AL SEEB CLUB
Member Association	KUWAIT FOOTBALL ASSOCIATION (KFA)	
Team Nickname	SOCCEROOS (Australia)	THE SHARKS (Chonburi FC)
Team Slogan	KITA GARUDA (Indonesia)	1H1H (1 Heart 1 Hougang) (Hougang United FC)
Foundation Year	1907 (Philippines)	1945 (Esteghlal FC)

⁴ These are illustrative examples only. Each of them would still need to be approved by the AFC in writing prior to use.

⁵ A dedicated Team Emblem that commemorates a jubilee or other significant event may be used on a Playing Kit in place of the usual Team Emblem subject to the express prior approval of the AFC in writing. Such commemorative emblems may incorporate words, numbers (e.g. dates) and/or Decorative Elements, provided it meets the applicable size limits. For AFC Beach Soccer Competitions, a Member Association may use its dedicated Beach Soccer Team Emblem. For AFC Futsal Competitions, a Member Association may use its dedicated Futsal Team Emblem.

⁶ These are illustrative examples only. Each of them would still need to be approved by the AFC in writing prior to use.

- 7.2 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 Participating 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 Reserve Playing Kit for that Competition).
- 7.3 A Club's Team Identifier(s) must also:
 - 7.3.1 be formally recognised by its Member Association, and must be used by the Club either: (a) in all domestic competitions in the same season as the AFC Competition in question; or (b) where applicable, in the preceding and/or current domestic season; and
 - 7.3.2 (as regards the use of any 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.
- 7.4 The Team Identifier(s) must not:
 - 7.4.1 impair the ability of Match Officials, Participating Players, Participating Officials, Media, spectators in the Stadium, and television or broadcast viewers (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Participating Players and the Match Officials, between the different Teams, or between the goalkeepers and the Outfield Participating Players on each Team, even in difficult weather conditions;
 - 7.4.2 undermine the contrast between a Team's Official Playing Kit and any Reserve Playing Kit;
 - 7.4.3 impair the predominance of a Dominant Colour on a Playing Kit item;
 - 7.4.4 impair the legibility of a Name or Number on a Playing Kit item;
 - 7.4.5 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;
 - 7.4.6 contain any words, images, statements or messages that are political, religious, controversial, derogatory or insulting in nature or other commercial messages of any kind; or
 - 7.4.7 touch and/or be incorporated on any of the other Team Identifiers or any Names, Numbers, AFC Event Badges, AFC Champions Badges or Manufacturer Identifiers on the Playing Kit (save that the Team Emblem may be incorporated into Numbers as set out in Article 6.3.5).

- 7.5 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 9.4.

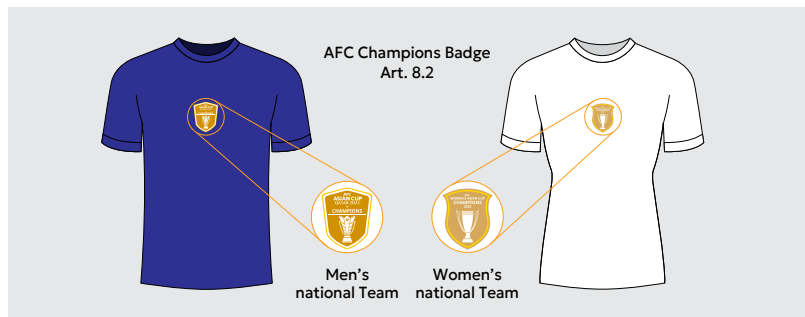
8 Badges and Commemorative Symbols

AFC Event Badges

- 8.1 Each Member Association and Club participating in a Competition must display on its Playing Kit any official AFC Event Badge(s) provided by the AFC, in accordance with the terms and conditions of use issued by the AFC from time to time.

AFC Champions Badge

- 8.2 If instructed by the AFC, the reigning champions of an AFC Competition must display an AFC Champions Badge on its Shirts in all Competitions (as applicable) in the form designed and exclusively provided by the AFC on the front of its Shirt at chest level.

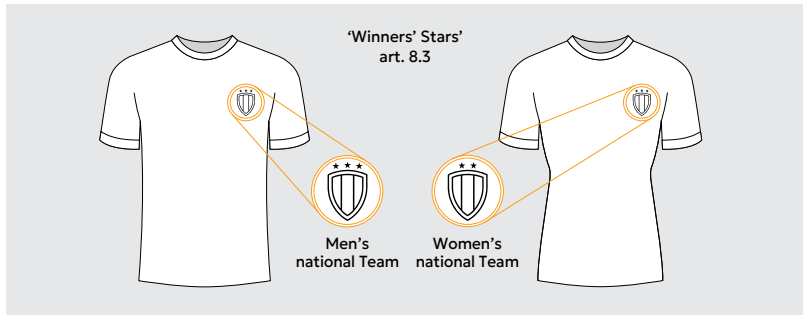


- 8.3 **Commemorative symbols**
- A five-pointed ‘Winners’ Star’, or other such symbol as the AFC may specify, may be worn by a Member Association’s men’s or women’s senior national representative team (and by each corresponding age group team that competes for that Member Association in the same discipline: see Figure 1) for each edition of an AFC Competition that has been won by that senior team (e.g. AFC Asian Cup™). For avoidance of doubt, the FIFA World Cup ‘Winners’ Star’ may also be applied to all AFC Competitions, in accordance with the FIFA Equipment Regulations.

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

AFC titles won:	
AFC Asian Cup	★★★★★
AFC Women’s Asian Cup	★★★
AFC Futsal Asian Cup	★★
AFC Women’s Futsal Asian Cup	★
AFC Beach Soccer Asian Cup	
Display of ‘Winners’ Stars’ per national representative Team:	
Senior men’s national Team	★★★★★
Senior women’s national Team	★★★
U23 men’s national Team	★★★★★
U20 men’s national Team	★★★★★
U20 women’s national Team	★★★
U17 men’s national Team	★★★★★
U17 women’s national Team	★★★
Futsal men’s national Team	★★
Futsal women’s national Team	★
Beach Soccer men’s national Team	

- 8.4 The year of the respective AFC title win (e.g. “1992” or “92”) may appear within a ‘Winners’ Star’.

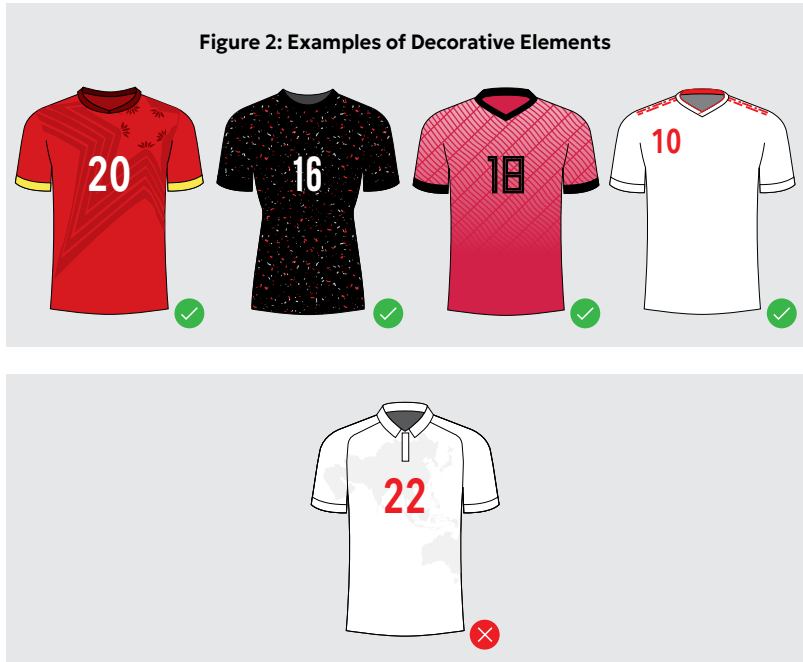


Recognition of domestic titles

- 8.5 A Club may display stars denoting the number of times it has won its country's top domestic league on its Team's Playing Kit in the AFC Competitions, adjacent to the Team Emblem or Team Symbol, if such stars are also displayed to the same extent on the Club's domestic league playing kit. For the avoidance of doubt, there is no limit on the number of 'Winner's star' which can be displayed on a Team's Playing Kit as long as it is adjacent to a Team Emblem or Team Symbol. Each individual star must be no greater than two centimetres (2cm) in diameter and separate stars must be positioned no more than two centimetres (2cm) apart.

9 Decorative Elements

- 9.1 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 the AFC in writing.

























- 9.2 A Decorative Element must not:

- 9.2.1 limit the ability of Match Officials, Participating Players, Participating Officials, Media, spectators in the Stadium, and television or broadcast viewers (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Participating Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Participating Players on each Team, even in difficult weather conditions;
- 9.2.2 undermine the contrast between a Team's Official Playing Kit and any Reserve Playing Kit;
- 9.2.3 dominate a Playing Kit item or impair the predominance of a Dominant Colour on a Playing Kit item;
- 9.2.4 impair the legibility of a Name or Number on a Playing Kit item;

- 9.2.5 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;
- 9.2.6 contain any words, images, statements or messages that are political, religious, controversial, derogatory or insulting in nature or other commercial messages of any kind; or
- 9.2.7 portray, or give the impression of, a person's face or identity, or the shape of a country or territory.
- 9.3 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.
- 9.4 Unless otherwise stated in these Regulations 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.

10 Manufacturer Identifiers

- 10.1 The following types of Manufacturer Identifiers may be displayed on a Playing Kit and/or other clothing or equipment in accordance with these Regulations, once they have been approved by the AFC in writing:

Examples of Manufacturer Identifiers ⁷					
Name/Word Mark	ADIDAS	NIKE	PUMA	NEW BALANCE	KELME
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					

⁷ These are illustrative examples only. Each of them would require approval by the AFC in writing prior to use.

- 10.2 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.
- 10.3 A Manufacturer Identifier may be of any shape. It must not:
 - 10.3.1 limit the ability of Match Officials, Participating Players, Participating Officials, Media, and spectators (including, whenever reasonably practicable, those with a colour vision deficiency) to distinguish clearly between the Participating Players and the Match Officials, between the different Teams, and between the goalkeepers and the Outfield Participating Players on each Team, even in difficult weather conditions;
 - 10.3.2 undermine the contrast between a Team's Official Playing Kit and any Reserve Playing Kit;
 - 10.3.3 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 touch and/or be incorporated on, or be positioned adjacent to, any other Manufacturer Identifier or any Name, Number, or Team Identifier on the item in question;
 - 10.3.6 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
 - 10.3.7 incorporate, by any means, any Team Identifier or Sponsor Advertising or any element(s) thereof.
- 10.4 A Manufacturer Identifier may appear:
 - 10.4.1 on any buttons, zippers, drawstrings, and/or similar functional device, as long as it blends in with the colour of the device; and/or
 - 10.4.2 on a size label, care instruction, anti-counterfeit label or similar that appears on or is attached to the interior surface of the item.
- 10.5 Where these Regulations permit the use of an MI Band on more than one (1) Playing Kit item, the MI Band must be identical on each Playing Kit item. It may not touch and/or be incorporated on, or be positioned adjacent to, any Manufacturer Identifier or any Name, Number, or Team Identifier on the item in question.

- 10.6 To change its Manufacturer Identifier on a Playing Kit and/or other clothing or equipment, a Member Association and/or Club shall submit a request to the AFC via the Team Equipment Service (TES) platform at least seven (7) days before the respective Match.

11 Sponsor Advertising

National Team Competitions

- 11.1 For Member Associations participating in all National Team Competitions' Matches, all forms of:
- 11.1.1 Sponsor Advertising;
 - 11.1.2 third-party advertising;
 - 11.1.3 political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind; and/or
 - 11.1.4 other announcements,
- are prohibited from being used or displayed on the Playing Kit and any other playing item. This prohibition applies from the commencement of the official team arrival as notified in any Competition related circulars.

- 11.2 Subject to the conditions set out in Section 4 and Section 5, for Preliminary Competitions, Sponsor Advertising or authorised third-party advertising may be displayed on Optional Playing Items (Section 4) and Non-Playing Items (Section 5) used by the Official Team Delegation inside the Controlled Access Area, but outside the Field of Play.

Club Competitions

- 11.3 Clubs participating in AFC Club Competitions may display Sponsor Advertising only on the Front Area of the Shirt forming part of their Playing Kit, subject to the provisions of Article 11.23.
- 11.3.1 This Sponsor Advertising may be displayed only once.
 - 11.3.2 No Sponsor Advertising is allowed on Shorts and/or Socks.
- 11.4 The total area used must not exceed two hundred square centimetres (200cm²).
- 11.5 The form of Sponsor Advertising is unrestricted.
- 11.6 The advertising surface may be placed on the front of the Shirt and be positioned at the intersection of the base of the Chest Area and the top of the Torso Area.
- 11.7 The height of the letters must not exceed ten centimetres (10cm). Clubs may choose, at their own discretion, the script and colour of the lettering. No Manufacturer Identifier, Decorative Element, or other elements may be incorporated into any Sponsor Advertising.

- 11.8 Further restrictions may be imposed in the relevant Competition regulations.
- 11.9 Clubs may display different Sponsor Advertising on their Official Playing Kit and Reserve Playing Kit respectively, provided that such Sponsor Advertising is from the same sponsor and within the same product category. In the event that more than one Reserve Playing Kit is produced, such additional Reserve Playing Kit(s) shall incorporate either one of the Sponsor Advertising used for the Official Playing Kit or first Reserve Playing Kit. Depending on the Playing Kit colour allocation for each Match, all Participating Players in a Team shall have the same Sponsor Advertising.



- 11.10 Clubs commencing their AFC sporting season in a Preliminary Competition may change their sponsor only once during the same AFC sporting season. Clubs commencing their AFC sporting season in a Final Competition may change their sponsor only once during the same AFC sporting season. The AFC may grant an exception, at its own discretion, only in exceptional circumstances. The relevant Competition regulations may contain further restrictions.
- 11.11 Unless permitted under Article 11.9, a change in the content of any Sponsor Advertising is considered to be a change of sponsor.
- 11.12 To change its sponsor, a Club must submit a written request to the AFC at least seven (7) days before the respective Match together with:
- 11.12.1 a copy of the approval of its Member Association;
 - 11.12.2 its submission to the Team Equipment Service (TES) platform with sample photos, sponsor category along with the measurements of Sponsor Advertising; and
 - 11.12.3 actual samples for physical checks if requested by the AFC, at the Club's own cost and expense.

- 11.13 The AFC may ask to see sponsor agreements to verify the nature of the sponsorship. Failure to comply may result in the relevant request being denied.
- 11.14 Sponsor Advertising may be worn for away Matches provided that it does not conflict with any of the prohibitions referred to in Article 11.23. When it is possible that such a prohibition may apply, the Member Association of the away Club must contact the Member Association of the host Club at least twelve (12) working days before the date of the Match and provide an exact description of the Sponsor Advertising. If the Member Association of the host Club advises that the Sponsor Advertising in question is prohibited, it must notify the AFC immediately and provide written evidence to that effect.

Charity Logos

- 11.15 A Club may, in addition to Sponsor Advertising, display one (1) logo of a charity organisation on its Shirt.
- 11.16 The Club must provide a duly signed declaration in which the charity organisation concerned confirms that it:
- 11.16.1 is a not-for-profit organisation duly registered in any country;
 - 11.16.2 is an apolitical organisation pursuing its objectives regardless of political affiliation and does not openly take any political stance;
 - 11.16.3 pursues its objectives without any discrimination on account of politics, gender, religion, race, nationality or any other reason;
 - 11.16.4 has a financial report audited and published in accordance with international standards;
 - 11.16.5 will not offer or give to the Club any financial or other form of compensation or recompense for allowing its charity logo to appear on the Shirt;
 - 11.16.6 has duly registered its charity logo in an official state register and has expressly permitted the Club to use it;
 - 11.16.7 has concluded a written agreement with the Club defining all the rights and duties of each party; and
 - 11.16.8 agrees to provide all such relevant information to the AFC upon request.
- 11.17 The Club must also declare that it:
- 11.17.1 confirms that the charity organisation meets the requirements of Articles 11.16.1 to 11.16.4 above;
 - 11.17.2 will not receive any financial or other form of compensation or recompense for allowing the registered logo of the charity organisation to appear on the Shirt;

- 11.17.3 has concluded a written agreement with the charity organisation defining all the rights and duties of each party; and
- 11.17.4 will immediately update the AFC about any change to the written agreement with the charity organisation.
- 11.18 Clubs must obtain the written authorisation of the AFC for the use of any charity logo. In principle, such authorisation shall be provided with the approval process set out in Section 9, provided that the necessary declarations as set out above have been submitted.
- 11.19 The charity logo may only be displayed:
 - 11.19.1 as an alternative to the Club Name within the Collar Zone on the back of the Shirt with a maximum size of twenty square centimetres (20cm²); or
 - 11.19.2 as an alternative to the Club Name below the Number on the back of the Shirt with a maximum size of one hundred square centimetres (100cm²).
- 11.20 The charity logo shall not contain any words, images, statements or messages that are political, religious, controversial, derogatory or insulting in nature or other commercial messages of any kind.



- 11.21 The AFC may at any time request that the Club provide the statutes of the charity organisation and/or a copy of the written agreement of both parties in order to assess whether the relevant criteria are met.
- 11.22 Should such an assessment reveal a failure to satisfy one (1) or more criteria, the AFC may decide at any time to revoke its approval for the charity logo to be displayed on the Shirt of the Club concerned.
- 11.23 The following categories of Sponsor Advertising are prohibited in all Competitions:
 - 11.23.1 tobacco (including smokeless tobacco products and electronic tobacco products);

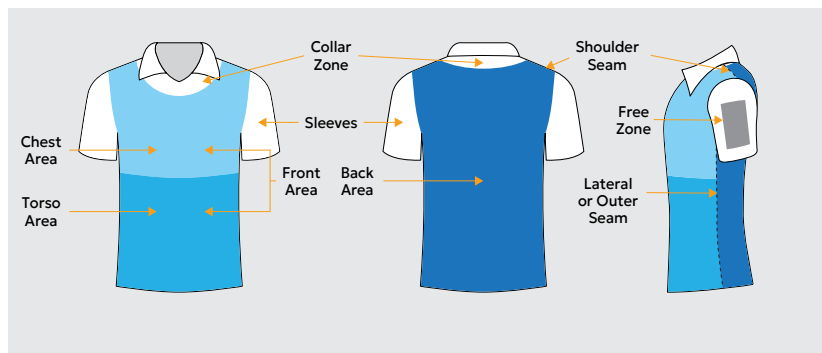
- 11.23.2 gambling;
 - 11.23.3 liquor;
 - 11.23.4 alcohol (if prohibited by the laws of the host city and/or country of the Match);
 - 11.23.5 Sponsor Advertising containing words, images, statements or messages that are political, religious, controversial, derogatory or insulting in nature or other commercial messages of any kind; or
 - 11.23.6 Sponsor Advertising for causes that offend common decency.
- 11.24 Any bans or restrictions deriving from the national legislation of the country or territory in which any Match is taking place shall also apply.
- 11.25 Member Associations or Clubs must obtain the written authorisation of the AFC for any Sponsor Advertising. In principle, such authorisation shall be provided with the approval process set out in Section 9, provided that the necessary sponsor information has been submitted.

SECTION 3: COMPULSORY PLAYING ITEMS

12 Playing Kit: Shirt

- 12.1 Shirts that are part of the Playing Kit for Competitions have the following aspects:
- 12.1.1 Back Area: the entire back of the Shirt, excluding the Collar Zone and the Sleeves.
 - 12.1.2 Chest Area: the top half of the front of the Shirt, excluding the Collar Zone and the Sleeves.
 - 12.1.3 Collar Zone: a five centimetre (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.
 - 12.1.4 Elbow Point: where the point of the Participating Player's elbow is located when the elbow is bent.
 - 12.1.5 Free Zone: an area at least twelve centimetres (12cm) high and eight centimetres (8cm) wide on each Sleeve, positioned symmetrically along the Shoulder Seam, and centred between the Shoulder Point and the Elbow Point.
 - 12.1.6 Front Area: the Chest Area and Torso Area on the front of the Shirt, but not the Collar Zone or the Sleeves.
 - 12.1.7 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.
 - 12.1.8 Shoulder Point: where the Chest Area, Back Area, and Sleeves meet.
 - 12.1.9 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.
 - 12.1.10 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).

- 12.1.11 Torso Area: the bottom half of the front of the Shirt, immediately below the Chest Area.



12.2 Shirt colour(s):

- 12.2.1 As per Article 5.3, 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.

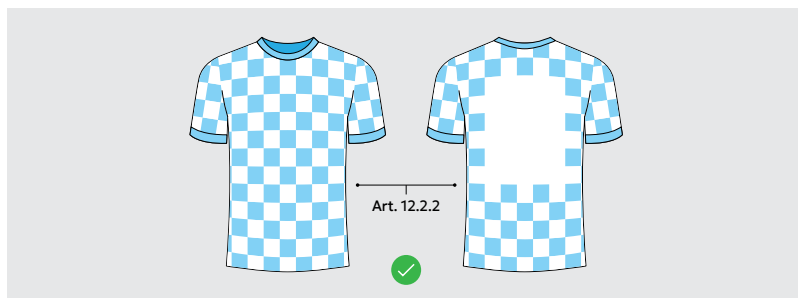
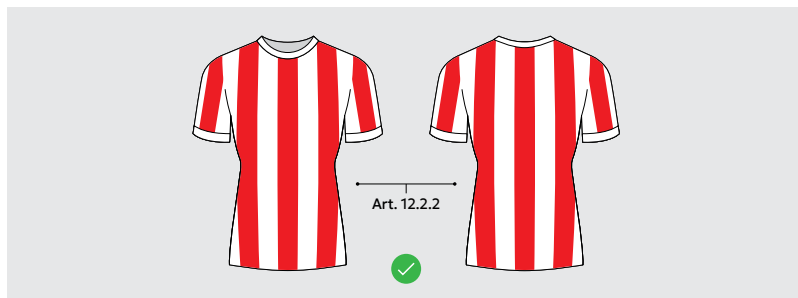


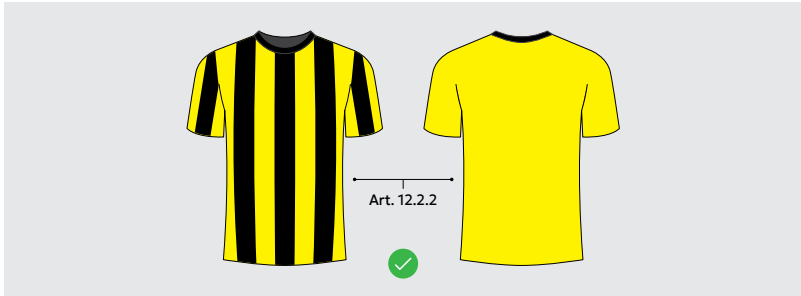
12.2.2 As the sole exception to the single Dominant Colour rule, the Front Area of the Shirt of an Outfield Participating Player (but not a goalkeeper) may feature a basic geometric repeated pattern (such as stripes, hoops, or checks) featuring two (2) equally prominent colours. In such a case:

12.2.2.1 the Back Area of the Shirt must:

- a) feature the same pattern and colours;
- b) feature the same two (2) colours, giving them equal prominence; or
- c) feature the lighter colour of the two (2) as its Dominant Colour; and

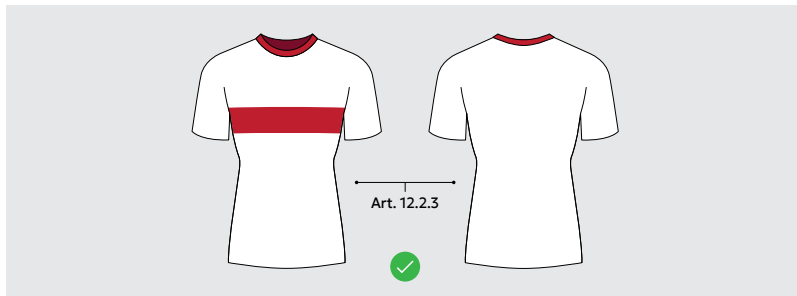
12.2.2.2 the Sleeves must feature predominantly the same two (2) colours as the Front Area of the Shirt, but the Sleeves do not need to be identical to each other.





- 12.2.3 Any prominent additional colour(s) on the Shirt (in particular, on a sash, bar, or a colour appearing prominently around the Participating Player's shoulders) must not undermine the predominant visual impression of the Dominant Colour (or the two [2] equally prominent colours, as applicable) of the Shirt.
- 12.2.4 If the prominent additional colour on the Shirt is different from the Dominant Colour of the Shirt, the AFC may require that the Shirt of at least one (1) of the Team's Reserve Playing Kits features neither that prominent colour nor that Dominant Colour.





12.3 The Participating Player's Name:

- 12.3.1 Where the Participating Player's Name is included on the Shirt, it must be positioned on the Back Area, at least four centimetres (4cm) above the Participating Player's Number.
- 12.3.2 The letters of the Name must be between five centimetres (5cm) and seven and a half centimetres (7.5cm) high.

12.4 The Participating Player's Number:

- 12.4.1 The Participating Player's Number on the back of the Shirt must be:
 - 12.4.1.1 Twenty to thirty-five centimetres (20-35cm) high for women / twenty-five to thirty-five centimetres (25-35cm) high for men and two to five centimetres (2-5cm) in stroke width (each digit);
 - 12.4.1.2 positioned in the centre of the Back Area;
 - 12.4.1.3 (where necessary to ensure the Number is legible) located within a Number Zone that:
 - a) has one (1) horizontal boundary two centimetres (2cm) above the highest point of the Number and the other horizontal boundary three centimetres (3cm) below the lowest point of the Number;
 - b) has one (1) vertical boundary three centimetres (3cm) from the left edge of the left-hand digit, and the other vertical boundary three centimetres (3cm) from the right edge of the right-hand digit (or of the same digit, if there is only one [1]);
 - 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 6.3.5;
- e) does not include any Manufacturer Identifier; and

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



12.4.2 Where the Participating Player's Number is included on the front of the Shirt, it must be:

- 12.4.2.1 ten to fifteen centimetres (10-15cm) high and one to three centimetres (1-3cm) in stroke width (each digit);
- 12.4.2.2 positioned in the Chest Area (in the centre or at or towards one [1] side); and
- 12.4.2.3 (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.

12.5 Team Identifiers:

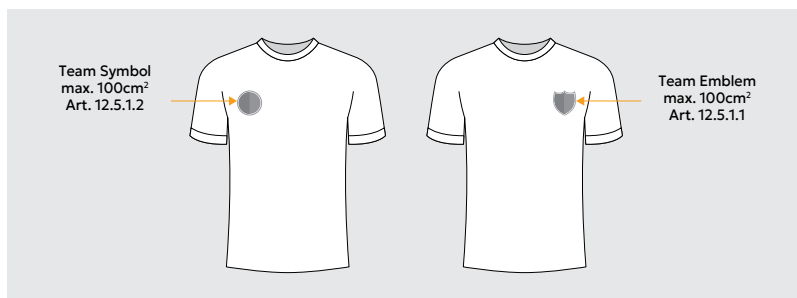
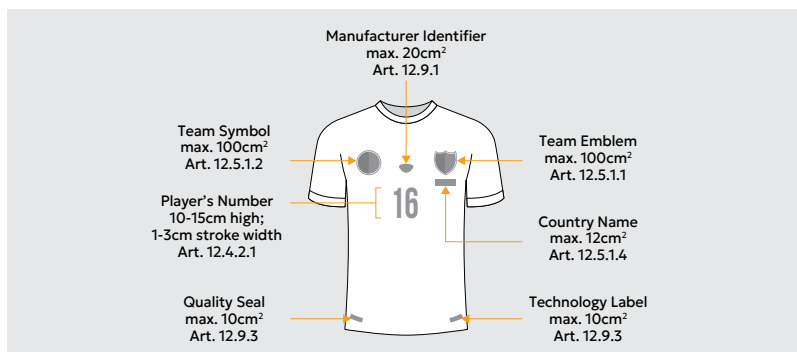
12.5.1 One (1) or more of the following Team Identifiers may be displayed (in each case, no more than once) within the Chest Area of the Shirt:

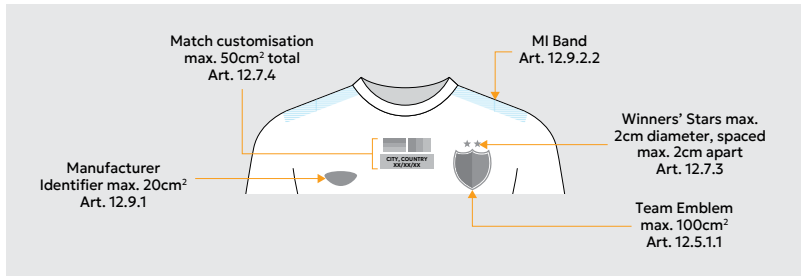
- 12.5.1.1 Team Emblem – no bigger than one hundred square centimetres (100cm²);

- 12.5.1.2 Team Symbol – no bigger than one hundred square centimetres (100cm²);
 - 12.5.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);
 - 12.5.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); and
 - 12.5.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twenty-five square centimetres (25cm²).
- 12.5.2 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.
- 12.5.3 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 twenty-five square centimetres (25cm²) in size.
- 12.5.4 Up to two (2) 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 twelve square centimetres (12cm²) and must be at least four centimetres (4cm) above the Participating Player's Name, with any lettering or numbers no more than two centimetres (2cm) high.
- 12.5.5 A maximum size of one hundred square centimetres (100cm²) for the Club Name may be displayed below the Number on the back of the Shirt.
- 12.5.6 In addition, in accordance with Article 9.3, elements of Team Identifiers may appear on the Shirt as part of a Decorative Element.
- 12.5.7 One (1) Team Identifier may be displayed on the Shirt as part of a special manufacturing technique, as per Article 4.5. The colour used must blend in with the Dominant Colour of the Shirt and must not affect its predominance.
- 12.6 Decorative Elements may be included on the Shirt.
- 12.7 Official AFC Event Badges/recognition of titles/Match customisation:
- 12.7.1 The Free Zones must:
 - 12.7.1.1 not contain any Team Identifier, Manufacturer Identifier, or other mark or feature of any kind, the space being reserved instead for the exclusive display of AFC Event Badges;

- 12.7.1.2 not contain any Decorative Element that might impair the prominence of, or distract from, the AFC Event Badges which are displayed in the Free Zones;
 - 12.7.1.3 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 the AFC Event Badges; and
 - 12.7.1.4 of a colour that blends in with the colour of the rest of the Sleeve.
- 12.7.2 The Shirts of Teams representing Member Associations must display:
- 12.7.2.1 in the Free Zone on the right Sleeve, the official AFC Event Badge provided by the AFC for the Competition in question; and
 - 12.7.2.2 in the Free Zone on the left Sleeve, any other official badge provided by the AFC for the Competition in question (e.g. official campaign badge, etc.).
- 12.7.3 'Winners' Stars' may be displayed on 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 two centimetres (2cm) in diameter, and separate stars must be positioned no more than two centimetres (2cm) apart.
- 12.7.4 The Shirts for a particular Match may display in the Chest Area the respective Team Names or the National Flags of the opposing Team (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 fifty square centimetres (50cm²), and with any letters and numbers no higher than two centimetres (2cm).
- 12.8 Captain's armband:
- 12.8.1 For an AFC Final Competition the captain of each Team must wear the captain's armband provided by the AFC. If the AFC provides a choice of captain's armbands, the captain should wear the one (1) that contrasts most clearly with the Sleeve on which it is worn.
 - 12.8.2 In other Competitions, any captain's armband worn by the captain of a Team:
 - 12.8.2.1 must be of a colour or colour(s) so as to ensure a clear contrast with the Sleeve on which it is worn;
 - 12.8.2.2 may not be incorporated into but rather must be separate from the Shirt itself;
 - 12.8.2.3 must not include any Manufacturer Identifiers, Sponsor Advertising or Decorative Elements;

- 12.8.2.4 may display the word “captain” (or an abbreviation or translation thereof) in a legible font and with lettering no higher than five centimetres (5cm).





12.9 Manufacturer Identifiers:

12.9.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed once on the Chest Area of the Shirt.

12.9.2 Either:

12.9.2.1 One (1) graphic form of Manufacturer Identifier no bigger than twenty square centimetres (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

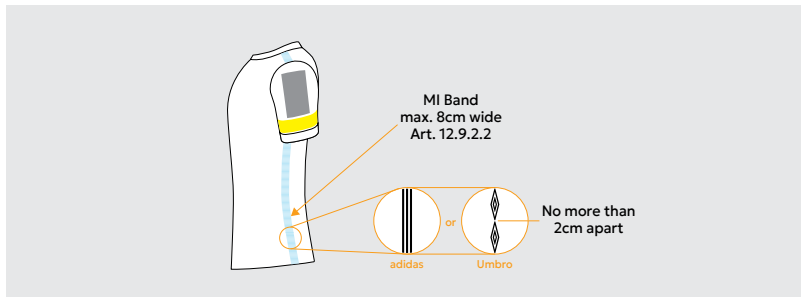
12.9.2.2 an MI Band may be included on both the left-hand side and on the right-hand side of the Shirt (same MI Band on both sides), in a continuous band that is no more than eight centimetres (8cm) wide, as follows:

- 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.

12.9.3 One (1) Technology Label and/or one (1) Quality Seal, each no bigger than ten square centimetres (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 fifteen centimetres (15cm) above the bottom edge of the Shirt.

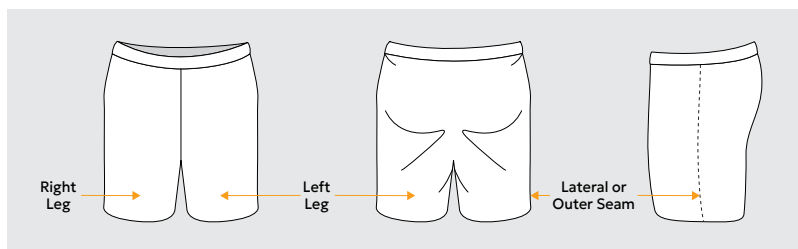
12.9.4 Another Quality Seal no bigger than five square centimetres (5cm²) may be included once anywhere on the Shirt other than in the Collar Zone, Chest Area, or Sleeves.

- 12.10 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 two hundred square centimetres (200cm²).

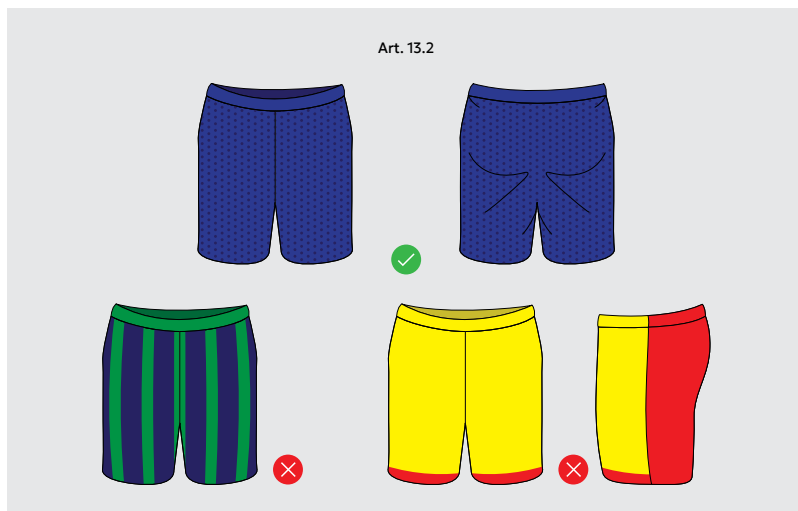


13 Playing Kit: Shorts

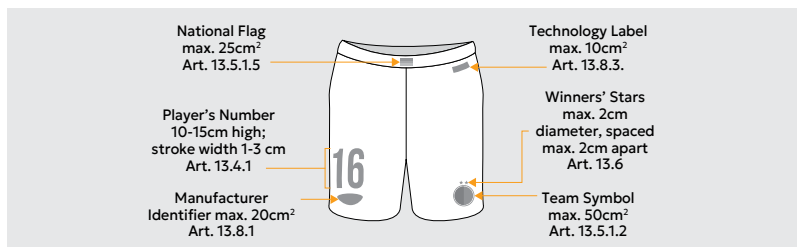
- 13.1 Shorts that are part of the Playing Kit for Competitions have the following aspects:
- 13.1.1 Lateral or Outer Seam: a real or virtual line running along the lateral edge of the Shorts as ironed flat, viewed from the front or the rear perspective.
 - 13.1.2 Left Leg: the front and back of the left half of the Shorts, viewed from the Participating Player's perspective.
 - 13.1.3 Right Leg: the front and back of the right half of the Shorts, viewed from the Participating Player's perspective.
 - 13.1.4 Waist Edge: the uppermost edge of the Shorts.



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

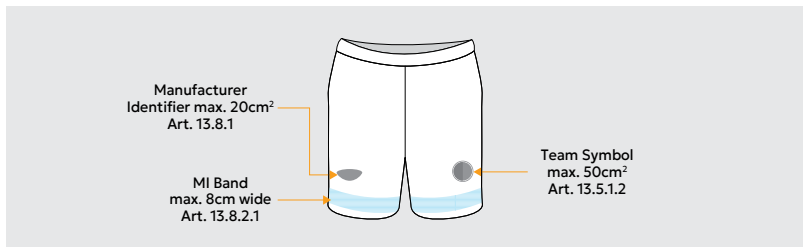


- 13.3 The Participating Player's Name shall not appear on the Participating Player's Shorts.
- 13.4 The Participating Player's Number must appear on the front of the Participating Player's Shorts, on either the Left Leg or the Right Leg. The Number must be:
- 13.4.1 ten to fifteen centimetres (10-15cm) high and one to three centimetres (1-3cm) in stroke width (each digit);
 - 13.4.2 (where necessary to ensure legibility) positioned within a Number Zone that:
 - 13.4.2.1 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;
 - 13.4.2.2 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
 - 13.4.2.3 does not include any Team Identifier or Manufacturer Identifier; and
 - 13.4.3 entirely visible when the Shirt is untucked and hanging loose over the Waist Edge.



- 13.5 Team Identifiers:
- 13.5.1 One (1) 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:
 - 13.5.1.1 Team Emblem – no bigger than fifty square centimetres (50cm²);
 - 13.5.1.2 Team Symbol – no bigger than fifty square centimetres (50cm²);
 - 13.5.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);

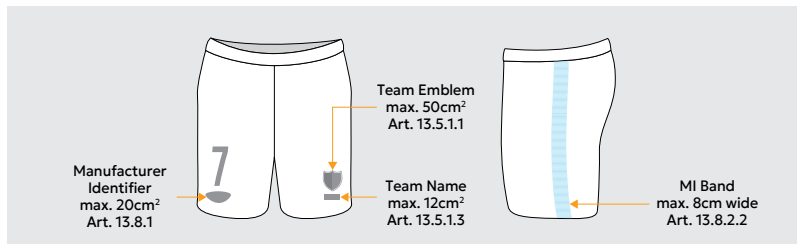
- 13.5.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); and
- 13.5.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twenty-five square centimetres (25cm²).
- 13.5.2 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.
- 13.5.3 One (1) Team Identifier may be displayed on the Shorts as part of a special manufacturing technique, as per Article 4.5. The colour used must blend in with the Dominant Colour of the Shorts and must not affect its predominance.
- 13.6 'Winners' Stars' may be displayed on the front of the Shorts, but only if adjacent to a Team Emblem or Team Symbol. Each individual star may be no greater than two centimetres (2cm) in diameter, and separate stars must be positioned no more than two centimetres (2cm) apart.



- 13.7 Decorative Elements may be included on the Shorts.
- 13.8 Manufacturer Identifiers⁸ :
 - 13.8.1 One (1) form of Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed on the Shorts, in any position on either leg.
 - 13.8.2 An MI Band may be displayed on the Shorts, once on each leg (same MI Band on both legs), as follows:
 - 13.8.2.1 around the bottom edge of the Shorts; or
 - 13.8.2.2 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.

⁸ This Article 13.8 will also apply to any tracksuit bottoms worn by a goalkeeper during a Match.

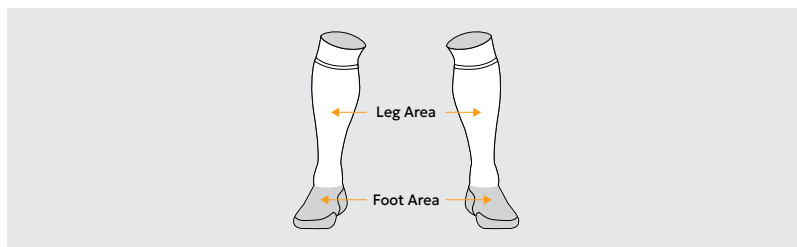
- 13.8.3 One (1) Technology Label and one (1) Quality Seal, each no bigger than ten square centimetres (10cm²), may be included once on the front or the back of the Shorts, in each case with its top edge no more than five centimetres (5cm) above the bottom edge of the Shorts, or with its bottom edge no lower than five centimetres (5cm) below the Waist Edge.



14 Playing Kit: Socks

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

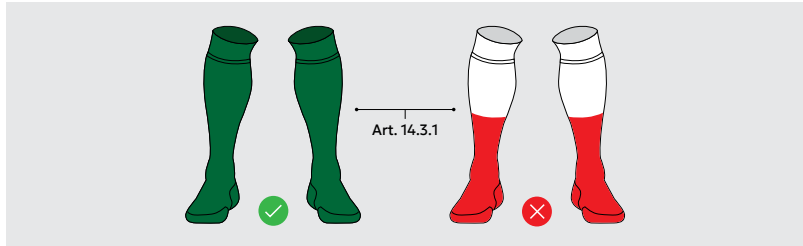
- 14.1.1 Foot Area: the part of the sock that is not visible when boots are worn.
 14.1.2 Leg Area: the part of the sock that remains visible when boots are worn.



- 14.2 Only one (1) pair of Socks may be visible on a Participating 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.
- 14.3 Sock colour(s):
- 14.3.1 The Leg Area of both Socks must be the same Dominant Colour or feature a basic repeated geometric pattern (such as hoops) featuring two (2) equally prominent colours, provided that such colours appear throughout all regions of the Leg Area.
- 14.3.2 Where the Shirt displays a basic repeated geometric pattern (such as stripes, hoops or checks) featuring two (2) equally prominent colours, and the Shorts

are a different Dominant Colour, the Dominant Colour or the two (2) equally prominent colours of the Socks in that Playing Kit must be one (1) or two (2) of those three (3) colours (as applicable).

- 14.3.3 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.



- 14.4 The Participating Player's Name and Number shall not appear on the Participating Player's Socks.

14.5 Team Identifiers:

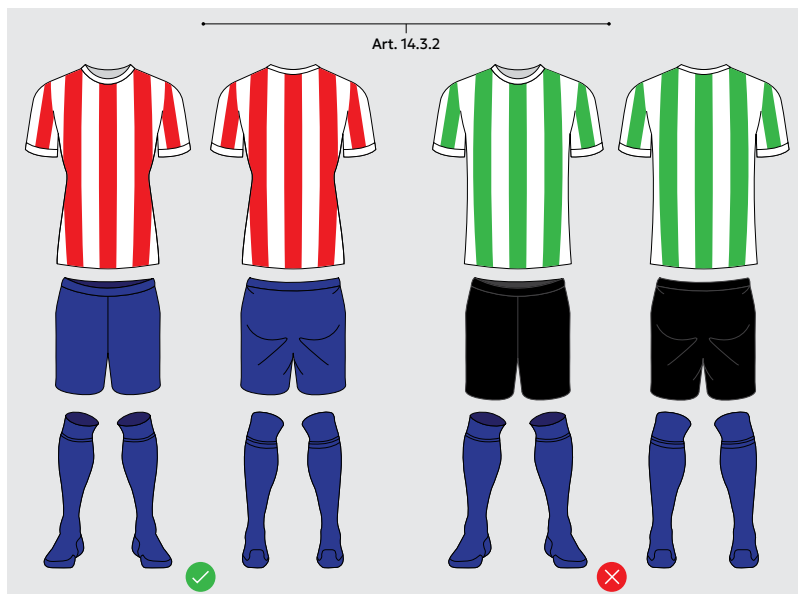
- 14.5.1 One (1) or more of the following Team Identifiers may be displayed (in each case, no more than once) anywhere on one (1) or both Socks in the pair, as follows:

14.5.1.1 Team Emblem or Team Symbol – no bigger than fifty square centimetres (50cm²);

14.5.1.2 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);

14.5.1.3 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); and

14.5.1.4 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twenty-five square centimetres (25cm²).



14.6 ‘Winners’ Stars’ may be displayed in the centre of the Leg Area of each Sock. Each individual star must be no greater than two centimetres (2cm) in diameter, and separate stars must be positioned no more than two centimetres (2cm) apart.

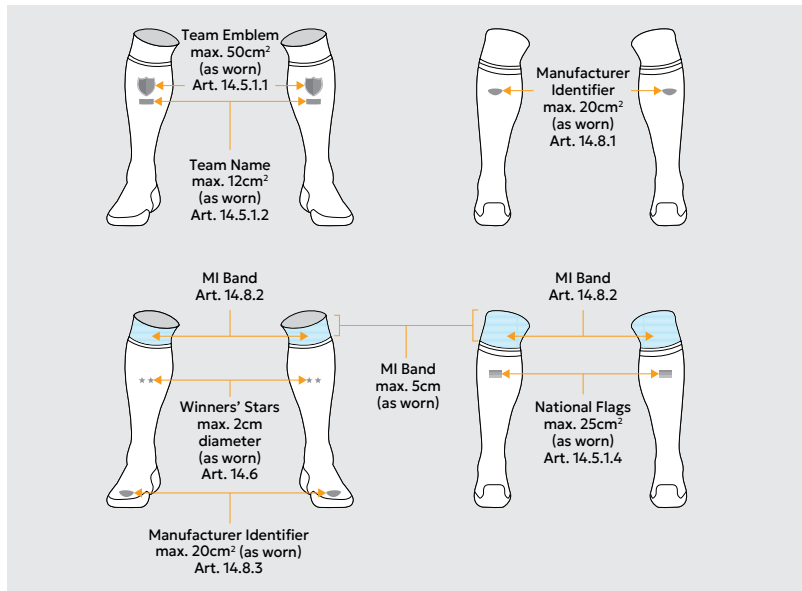
14.7 Decorative Elements may be included on the Socks.

14.8 Manufacturer Identifiers:

14.8.1 One (1) or two (2) Manufacturer Identifiers, with a combined maximum size of twenty square centimetres (20cm²) (i.e. one [1] identifier of twenty square centimetres [20cm²] or two [2] identifiers each of ten square centimetres [10cm²]), may be displayed horizontally in the Leg Area of each Sock. They must be the same on each Sock in the pair.

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

- 14.8.3 One (1) further Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may appear once in the Foot Area of each Sock.



15 Boots and Shinguards

- 15.1 Save as otherwise provided for, these Regulations do not restrict the types of footwear and shinguards that Participating Players may wear.
- 15.2 Participating 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.
- 15.3 In the event that the colour of a part of a Participating Player's boots diminishes the contrast between the colour of the Participating Player's Socks and the colour of the Socks of the opposing Team, the Match Officials may require the Participating Player to cover that part of the boots with a temporary material (such as tape) in order to restore that colour contrast.
- 15.4 The footwear and shinguards may display the Participating 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).

- 15.5 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 or insulting message of any kind.
- 15.6 The AFC Match Commissioner or the Match Officials may prohibit the use of any footwear or shinguards that they consider to be dangerous or non-compliant with Article 15.5 above.

16 Footballs

- 16.1 The AFC will provide the footballs to be used in an AFC Final Competition.
- 16.2 In Competitions other than an AFC Final Competition, the footballs to be used will be provided by the relevant Host Association, unless otherwise provided by the AFC. Unless the AFC states otherwise, those footballs:
 - 16.2.1 may display the following Team Identifiers of the home Team, in each case no more than once:
 - 16.2.1.1 Team Emblem – no bigger than fifty square centimetres (50cm²);
 - 16.2.1.2 Team Symbol – no bigger than fifty square centimetres (50cm²); and
 - 16.2.1.3 Team Name – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);
 - 16.2.2 may display the following Manufacturer Identifiers in any position on the football:
 - 16.2.2.1 one (1) Quality Seal no bigger than fifty square centimetres (50cm²);
 - 16.2.2.2 one (1) other Manufacturer Identifier displayed any number of times, but in each case no bigger than fifty square centimetres (50cm²); and
 - 16.2.2.3 the name of the type of football (including any brand name) no bigger than thirty square centimetres (30cm²);
 - 16.2.3 may display or incorporate any number of Decorative Elements, in any position and of any size;
 - 16.2.4 may display approved FIFA quality marks;
 - 16.2.5 must not include AFC marks and/or logos and/or Competition identifiers unless approved or required by the AFC;

- 16.2.6 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;
- 16.2.7 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
- 16.2.8 must not display any Sponsor Advertising.

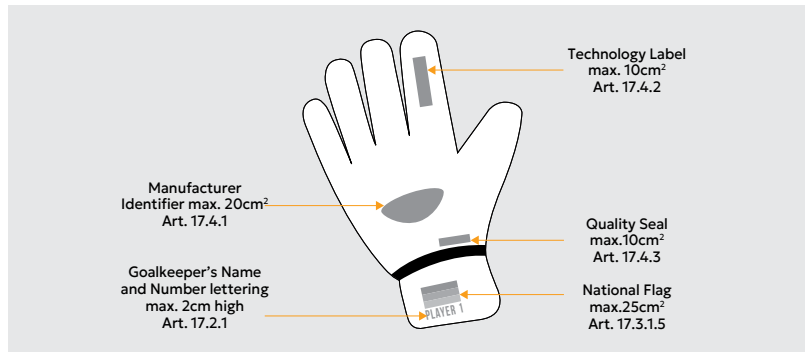
SECTION 4: OPTIONAL PLAYING ITEMS

17 Gloves

Goalkeepers' gloves

- 17.1 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.
- 17.2 Names and Numbers:
 - 17.2.1 The goalkeeper's Name and Number may each appear once on each goalkeeper glove with numbering and lettering no higher than two centimetres (2cm). They must be identical to the Name and Number on the goalkeeper's Shirt.
- 17.3 Team Identifiers:
 - 17.3.1 One (1) of the following Team Identifiers may be displayed once on each goalkeeper glove, in any position, as follows:
 - 17.3.1.1 Team Emblem – no bigger than fifty square centimetres (50cm²);
 - 17.3.1.2 Team Symbol – no bigger than fifty square centimetres (50cm²);
 - 17.3.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);
 - 17.3.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); or
 - 17.3.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twenty-five square centimetres (25cm²).
- 17.4 Manufacturer Identifiers:
 - 17.4.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed once on each goalkeeper glove, in any position.
 - 17.4.2 One (1) Technology Label no bigger than ten square centimetres (10cm²) may be displayed once on each goalkeeper glove, in any position.

- 17.4.3 One (1) Quality Seal may be displayed once on each goalkeeper glove, in any position, and must be no bigger than ten square centimetres (10cm²).



Gloves worn by Outfield Participating Players

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

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

17.6 Team Identifiers:

- 17.6.1 One (1) of the following Team Identifiers may be displayed once on each glove, in any position, as follows:
- 17.6.1.1 Team Emblem – no bigger than twelve square centimetres (12cm²);
 - 17.6.1.2 Team Symbol – no bigger than twelve square centimetres (12cm²);
 - 17.6.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);
 - 17.6.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); or
 - 17.6.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twelve square centimetres (12cm²).

17.7 Manufacturer Identifiers:

- 17.7.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed once on each glove, in any position.
- 17.7.2 One (1) Technology Label no bigger than ten square centimetres (10cm²) may be displayed once on each glove, in any position.
- 17.7.3 Two (2) Quality Seals may be displayed once on each glove, in any position, one (1) no bigger than ten square centimetres (10cm²), the other no bigger than five square centimetres (5cm²).

18 Head Coverings

Caps

- 18.1 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.
- 18.2 Off the Field of Play, Outfield Participating Players and other Official Team Delegation members may wear caps 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.
- 18.3 The Participating Player's Name and Number:
 - 18.3.1 The goalkeeper's Name and/or Number may each appear once on the goalkeeper's cap with numbering and lettering no higher than two centimetres (2cm). They must be identical to the Name and Number on the goalkeeper's Shirt.
 - 18.3.2 The cap worn by an Outfield Participating Player off the Field of Play may also display the Participating Player's Name and/or Number.
- 18.4 Team Identifiers:
 - 18.4.1 One (1) 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 Official Team Delegation, as follows:
 - 18.4.1.1 Team Emblem – no bigger than fifty square centimetres (50cm²);
 - 18.4.1.2 Team Symbol – no bigger than fifty square centimetres (50cm²);
 - 18.4.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);

18.4.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); or

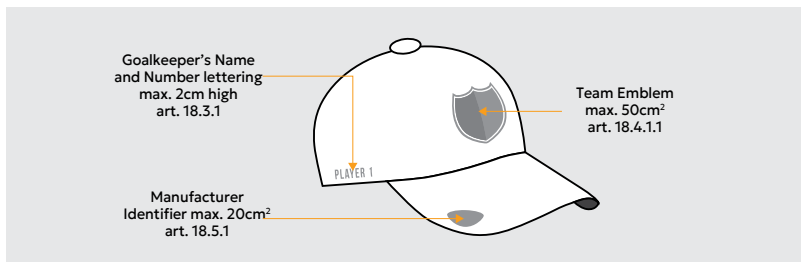
18.4.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twenty-five square centimetres (25cm²).

18.5 Manufacturer Identifiers:

18.5.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed once anywhere on the goalkeeper's cap/ Official Team Delegation member's cap.

18.5.2 One (1) Technology Label no bigger than ten square centimetres (10cm²) may be displayed once anywhere on the goalkeeper's cap/ Official Team Delegation member's cap.

18.5.3 Two (2) Quality Seals, one (1) no bigger than ten square centimetres (10cm²), the other no bigger than five square centimetres (5cm²), may be displayed (in each case, no more than once) anywhere on the goalkeeper's cap/ Official Team Delegation member's cap.



Permitted Head Coverings

18.6 The only other head coverings that may be worn by Participating Players on the Field of Play are the Permitted Head Coverings.

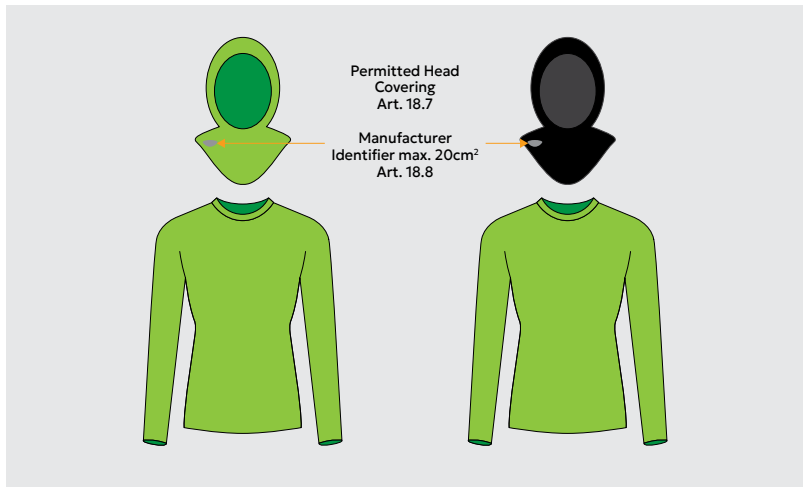
18.7 Participating Players on the same Team may wear Permitted Head Coverings that differ in size and/or other appearance. However, each Permitted Head Covering must:

18.7.1 be either the same colour as the Dominant Colour on the Participating Player's Shirt or it must be black;

18.7.2 not feature the Participating Player's Name or Number or any abbreviation of them;

18.7.3 not feature any Team Identifier or Decorative Element; and

- 18.7.4 not compromise the safety of the Participating Players on either Team in any way. For example:
- 18.7.4.1 it must not be attached to the Shirt;
 - 18.7.4.2 it may not have any form of fastening mechanism around the neck; and
 - 18.7.4.3 no part(s) of it may extend out from the surface of the head covering.
- 18.8 If (but only if) the Manufacturer of the Permitted Head Covering is also the Manufacturer of the Participating Player's Playing Kit, the Permitted Head Covering may feature one (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²), which must blend in with the rest of the Permitted Head Covering.



19 Hairbands, Headbands and Wristbands

- 19.1 Participating Players on the same Team may wear hairbands, headbands, and/or wristbands that differ in size and/or other appearance. However, they must:
- 19.1.1 be either the same colour as a colour on the Participating Player's Shirt, Shorts or Socks or they must be black or white; and
 - 19.1.2 not feature the Participating Player's Name or Number or any abbreviation of them.

19.2 Team Identifiers:

- 19.2.1 One (1) of the following Team Identifiers may be included once in any position on each hairband, headband, and/or wristband, as follows:
- 19.2.1.1 Team Emblem – no bigger than twelve square centimetres (12cm²);
 - 19.2.1.2 Team Symbol – no bigger than twelve square centimetres (12cm²);
 - 19.2.1.3 Team Name or Team Nickname – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm);
 - 19.2.1.4 Country Name or Club Name (as applicable) – no bigger than twelve square centimetres (12cm²), with the lettering no higher than two centimetres (2cm); or
 - 19.2.1.5 National Flag or Regional Flag or Coat of Arms (as applicable) – no bigger than twelve square centimetres (12cm²).

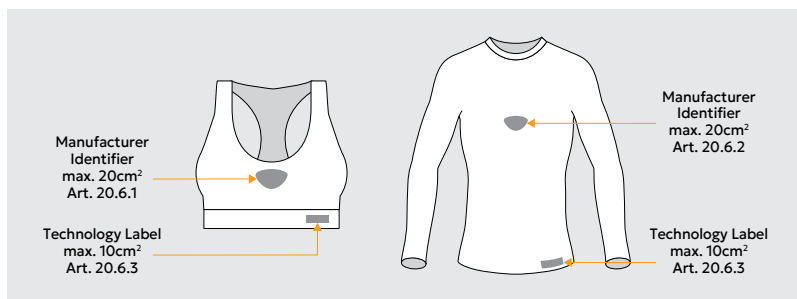
19.3 Manufacturer Identifiers:

- 19.3.1 If (but only if) the Manufacturer of the hairband, headband, and wristband is also the Manufacturer of the Playing Kit worn by the Participating Player:
- 19.3.1.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may be displayed once on each headband and/or wristband, in any position;
 - 19.3.1.2 one (1) Technology Label no bigger than ten square centimetres (10cm²) may be displayed once on each headband and/or wristband, in any position; and/or
 - 19.3.1.3 two (2) Quality Seals, one (1) no bigger than ten square centimetres (10cm²), the other no bigger than five square centimetres (5cm²), may be displayed once on each headband and/or wristband, in any position.

20 Undergarments

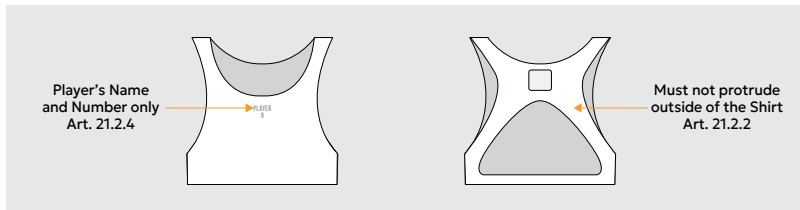
- 20.1 Under their Playing Kits, Participating Players may wear underwear, T-shirts, sports bras, thermal shorts, and/or any sort of cooling apparel (each, an “Undergarment”), provided that the Undergarment:
- 20.1.1 is unbranded or made by the Manufacturer that makes the Team’s Playing Kit;

- 20.1.2 is not visible outside or beneath the Playing Kit, or, if it is visible:
 - 20.1.2.1 is of the same Dominant Colour as the item it is underneath;
 - 20.1.2.2 does not display any Team Identifiers, Manufacturer Identifiers, or Decorative Elements; and
- 20.1.3 does not display any Sponsor Advertising.
- 20.2 An item designed to house electronic performance and tracking systems is not considered an Undergarment, but instead must comply with Article 21.2.
- 20.3 An Undergarment must not be attached to any part of the Playing Kit.
- 20.4 An Undergarment may not display the Participating Player's Name or Number, or any abbreviation of them, or any other identifiers.
- 20.5 An Undergarment may display one (1) Team Identifier.
- 20.6 An Undergarment that is not visible outside or beneath the Playing Kit may display Manufacturer Identifiers as follows:
 - 20.6.1 One (1) Manufacturer Identifier no bigger than twenty square centimetres (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.
 - 20.6.2 One (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) may appear once anywhere on underwear, undershorts, or thermal shorts.
 - 20.6.3 One (1) Technology Label no bigger than ten square centimetres (10cm²) may be displayed once on each Undergarment, in any position.
 - 20.6.4 Two (2) Quality Seals, one (1) no bigger than ten square centimetres (10cm²) and the other no bigger than five square centimetres (5cm²), may be displayed on each Undergarment, in each case no more than once in any position.



21 Special Equipment

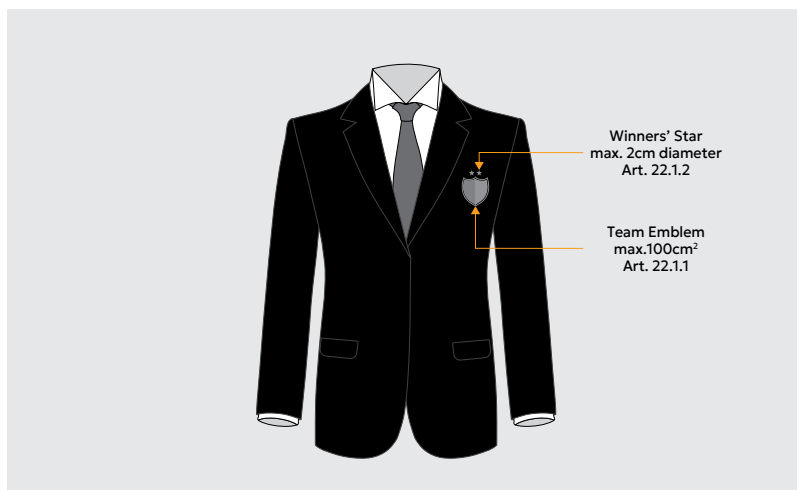
- 21.1 Equipment covered by these Regulations and used by Participating Players for medical reasons during a Match – such as protective headgear, protective facial masks, knee and arm protectors, eyewear, and medical casts or splints – must:
- 21.1.1 be approved by the AFC in writing prior to use;
 - 21.1.2 not feature the Participating Player's Name or Number or any abbreviation of them; and
 - 21.1.3 not display any Team Identifier, Manufacturer Identifier, Decorative Element or other words or marks unless the AFC so permits.
- 21.2 Electronic performance and tracking system equipment may be worn by Participating Players during a Match covered by these Regulations as follows:
- 21.2.1 They must be certified and approved for use under the FIFA Quality Programme for Electronic Performance and Tracking Systems as set out in the Laws of the Game.
 - 21.2.2 They must be worn underneath the Shirt and (unless agreed by the AFC) must not protrude outside of the Shirt.
 - 21.2.3 They must not endanger the safety of any Participating Player or Match Official, whether in their shape, the manner of their construction, the materials used, or otherwise.
 - 21.2.4 They may display the Participating Player's Name and Number once.
 - 21.2.5 They may not display any Team Identifier, Manufacturer Identifier, Decorative Element, or Sponsor Advertising.



SECTION 5: NON-PLAYING ITEMS

22 Formal Attire

- 22.1 Participating Officials may wear, and Participating 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:
- 22.1.1 Team Identifiers no bigger than one hundred square centimetres (100cm²) in any position and quantity.
 - 22.1.2 ‘Winners’ Stars’, but only if adjacent to a Team Emblem or Team Symbol. Each individual star must be no greater than two centimetres (2cm) in diameter and separate stars must be positioned no more than two centimetres (2cm) apart.
- 22.2 No Manufacturer Identifiers or Sponsor Advertising may be displayed on, or be affixed to, the Formal Attire.

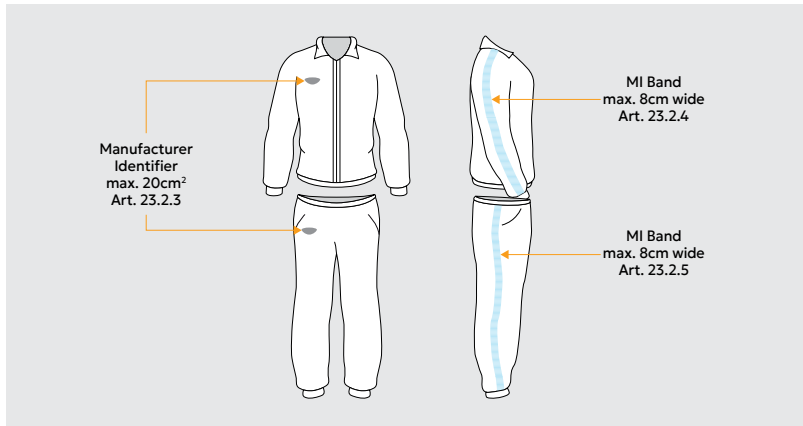


23 Outerwear

- 23.1 Participating Officials may wear, and Participating 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.

- 23.2 Each item of Outerwear may display:
- 23.2.1 Team Identifiers in any size, quantity, and positioning;
 - 23.2.2 'Winners' Stars' of any size, which must be adjacent to a Team Emblem or Team Symbol. Each individual star must be no greater than two centimetres (2cm) in diameter and separate stars must be positioned no more than two centimetres (2cm) apart;
 - 23.2.3 up to five (5) Manufacturer Identifiers as approved by the AFC in writing, in any position, each no bigger than twenty square centimetres (20cm²);
 - 23.2.4 (on upper body Outerwear) up to two (2) MI Bands, as follows:
 - 23.2.4.1 around the end of the Sleeves; and
 - 23.2.4.2 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);
 - 23.2.5 (on lower body Outerwear) up to two (2) MI Bands, as follows:
 - 23.2.5.1 around the bottom edge; and
 - 23.2.5.2 along the Lateral or Outer Seam, provided that it is not wholly visible when viewed from the front or the back (as worn).
 - 23.2.6 one (1) Technology Label, in any position, no bigger than ten square centimetres (10cm²);
 - 23.2.7 two (2) Quality Seals, in any position, one (1) no bigger than ten square centimetres (10cm²) and the other no bigger than five square centimetres (5cm²); and
 - 23.2.8 the Team Names or the National Flags of the opposing Team (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 fifty square centimetres (50cm²), and with any letters and numbers no higher than two centimetres (2cm).
- 23.3 Provided always that the Outerwear worn by members of the Official Team Delegation next to the Field of Play must not undermine the clear distinctiveness of the Playing Kit worn by the Participating Players or the clothing worn by Match Officials on the Field of Play.
- 23.4 Provided always that the Outerwear worn during official trainings, media activities, and any other official activities remains free from Sponsor Advertising.

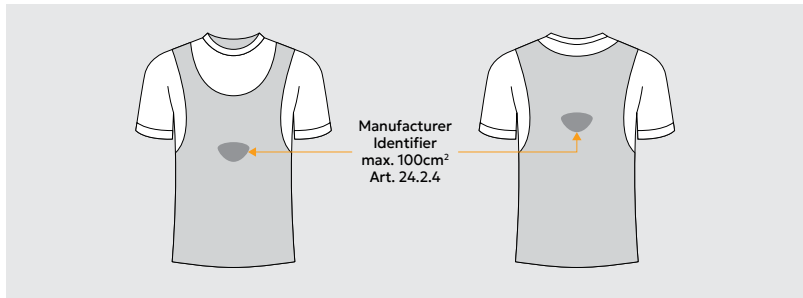
- 23.5 For an AFC Final Competition, no Sponsor Advertising may be displayed on any Outerwear.



24 Warm-Up and Substitute Bibs

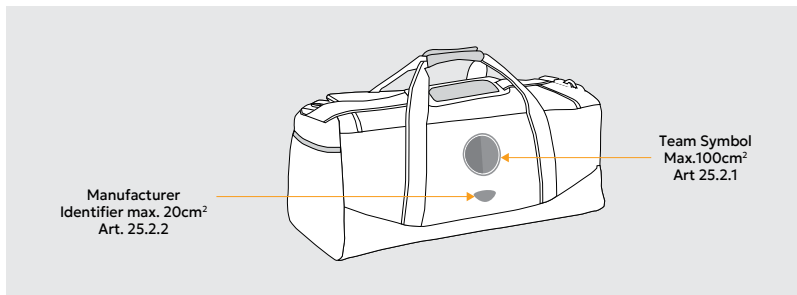
- 24.1 In AFC Final Competitions, the AFC will supply bibs to each Team (of a different colour for each Team) to be worn on Matchdays by the Participating Players while warming up and by the substitute Participating Players before they are substituted into the Match. In addition, team bibs will also be supplied which must be used by each Team for the duration of all training sessions at the Official Training Sites throughout the Final Competition.
- 24.2 In Competitions other than AFC Final Competitions, bibs used by Teams:
- 24.2.1 must be clearly distinguishable in colour from the Shirts of both Teams and from the shirts worn by the Match Officials;
 - 24.2.2 may not display the Participating Player's Name or Number or any abbreviation thereof;
 - 24.2.3 may display one (1) or more Team Identifiers in any size and quantity and in any position on the bib;
 - 24.2.4 may display one (1) Manufacturer Identifier no bigger than one hundred square centimetres (100cm²) once in any position on the front of the bib, and once in any position on the back of the bib;
 - 24.2.5 may not display any Sponsor Advertising; and

- 24.2.6 must not contain any political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind



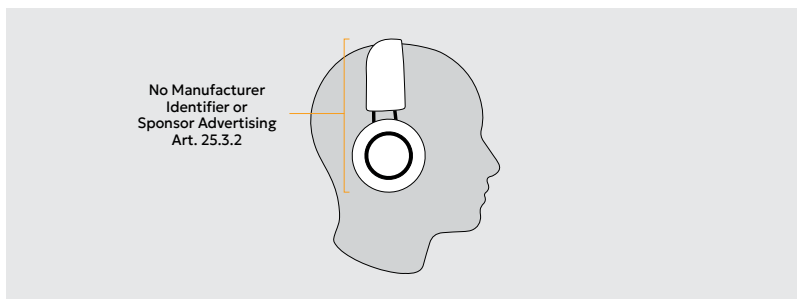
25 Bags and Other Items

- 25.1 For an AFC Final Competition, the AFC may supply bags (e.g. ball bags and/or medical bags) for use by Official Team Delegations. These bags may display AFC marks and/or logos and/or identifiers of the relevant Competition. Ball bags may also display the graphic Manufacturer Identifier of the official supplier of the Match ball. If instructed by the AFC, Official Team Delegations must use such bags to the exclusion of any other comparable items.
- 25.2 Bags used by Official Team Delegations within the Controlled Access Areas (including medical bags, equipment bags and ball bags) in an AFC Final Competition:
- 25.2.1 may display Team Identifiers (in each case no bigger than one hundred square centimetres [100cm²]) in any position and quantity;
 - 25.2.2 in the case of equipment bags only, may display one (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²) once in any position;
 - 25.2.3 may not display any Sponsor Advertising; and
 - 25.2.4 must not contain political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind.



25.3 Any other items used by Official Team Delegation members within the Controlled Access Areas (including, by way of example, personal devices, personal bags, accessory clothing items, and other fashion accessories) in an AFC Final Competition:

- 25.3.1 may display Team Identifiers in any position, size, and quantity;
- 25.3.2 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;
- 25.3.3 must not be used in such a manner that in the AFC's opinion could amount to ambush marketing; and
- 25.3.4 must not contain any political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind.



26 Celebratory Attire

- 26.1 A Team may wear T-shirts commemorating their qualification for or their winning of an AFC Final Competition ("Celebratory Attire"). Such Celebratory Attire:
 - 26.1.1 must all be made by the same Manufacturer;
 - 26.1.2 may display Team Identifiers in any size, position, and quantity;
 - 26.1.3 may refer to the fact of the qualification or the victory, but may not display any AFC marks and/or logos or Competition identifiers unless the Manufacturer has been formally licensed by the AFC to do so;
 - 26.1.4 may display 'Winners' Stars' of any size, which must be displayed adjacent to a Team Emblem or Team Symbol. Each individual star must be no greater than two centimetres (2cm) in diameter and separate stars must be positioned no more than two centimetres (2cm) apart;
 - 26.1.5 may display the same Manufacturer Identifier as the one on the Playing Kit only once in any position, but no bigger than twenty square centimetres (20cm²); and
 - 26.1.6 may not display any Sponsor Advertising.
- 26.2 Celebratory Attire must be submitted to the AFC for approval no later than forty-eight (48) hours prior to the final Match at which the Celebratory Attire is to be worn. Celebratory Attire may only be worn on the Field of Play after the following official AFC activities have taken place (during which the Team must wear the Shirts they wore during the Match in question):
 - 26.2.1 the trophy presentation;
 - 26.2.2 official AFC photographs; and
 - 26.2.3 official media appearances.

SECTION 6: CLOTHING AND EQUIPMENT AT AFC BEACH SOCCER COMPETITIONS AND FUTSAL COMPETITIONS

27 Beach Soccer

- 27.1 Each Participating Player in an AFC Beach Soccer Competition:
 - 27.1.1 must wear a Shirt that complies with Section 2 and Article 12;
 - 27.1.2 must wear Shorts that comply with Section 2 and Article 13; and
 - 27.1.3 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)⁹ that:
 - 27.1.3.1 are of any colour(s);
 - 27.1.3.2 do not display any Team Identifiers or the Participating Player's Name or Number;
 - 27.1.3.3 include the following, once in each case, but only in a manner that blends in with the rest of the foot binding:
 - a) one (1) Manufacturer Identifier no bigger than twenty square centimetres (20cm²);
 - b) one (1) Technology Label no bigger than ten square centimetres (10cm²); and
 - c) two (2) Quality Seals, one (1) no bigger than ten square centimetres (10cm²), and the other no bigger than five square centimetres (5cm²); and
 - 27.1.3.4 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 message of any kind.
- 27.2 Each member of an Official Team Delegation for an AFC Beach Soccer Competition may wear or use any of the optional clothing or equipment referenced in Sections 4 and 5.

⁹ The Laws of the Game forbid the use of footwear in Beach Soccer.

28 Futsal

- 28.1 Each Participating Player of a Team participating in an AFC Futsal Competition must wear:
 - 28.1.1 a Shirt that complies with Section 2 and Article 12;
 - 28.1.2 Shorts that comply with Section 2 and Article 13;
 - 28.1.3 Socks that comply with Section 2 and Article 14; and
 - 28.1.4 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.
- 28.2 In addition, the goalkeeper(s) on a Team entered in an AFC 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 13 (applies to Shorts).
- 28.3 Each member of an Official Team Delegation for an AFC Futsal Competition may wear or use any of the optional clothing or equipment referenced in Sections 4 and 5.

SECTION 7: MATCH OFFICIALS AND MATCH SUPPORT PERSONNEL

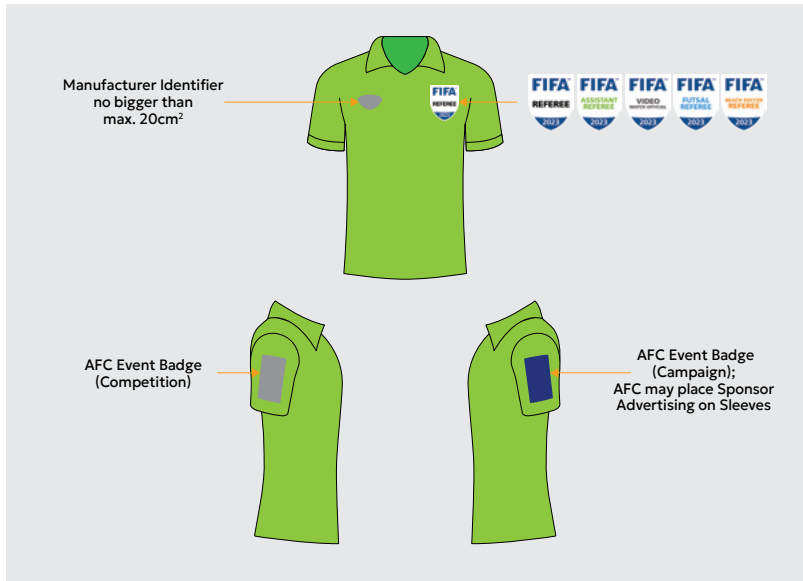
29 Match Officials

- 29.1 Match Officials must wear the official kit and use the official equipment provided by the AFC when officiating in an AFC Final Competition, and (where applicable) AFC Preliminary Competitions, including displaying on the sleeve(s), where specified by the AFC, any official AFC Event Badge(s) provided by the AFC (whether affixed to the kit or displayed on armbands).
- 29.2 The AFC will provide Match Officials with kits in different colours to help 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.
- 29.3 When in a Controlled Access Area, Match Officials may not wear any kit or clothing that has not been provided or otherwise approved by the AFC in writing.
- 29.4 The Match Officials' kit may display Manufacturer Identifiers to the same extent as the Playing Kit of the Teams.
- 29.5 The AFC may place Sponsor Advertising on the sleeves of the shirts worn by Match Officials in an AFC Final Competition and/or (where applicable) AFC Preliminary Competitions.

30 Match Support Personnel

- 30.1 In an AFC Final Competition, the Match Support Personnel must wear the official kit and use the official equipment provided by the AFC, including displaying any official AFC Event Badges provided by the AFC (whether affixed to the kit or displayed on armbands).
- 30.2 When in the Controlled Access Areas on the day of a Match in an AFC Final Competition, Match Support Personnel must not wear any kit or clothing that has not been provided or otherwise approved by the AFC in writing.
- 30.3 The AFC may place Sponsor Advertising on the clothing worn by Match Support Personnel in an AFC Final Competition.

- 30.4 For AFC Preliminary Competitions, persons escorting Participating Players onto the Field of Play may wear replicas of the Playing Kit of the Participating Players they are escorting, but any other Match Support Personnel must wear clothing that is clearly distinguishable from the clothing of the Participating Players and the Match Officials.



SECTION 8: APPROVAL PROCEDURE

31 Introduction

- 31.1 Member Associations and Clubs must not use or allow their Official Team Delegations to use any Playing Kit or other clothing or equipment in connection with an AFC Competition unless it complies in full with all of the requirements of these Regulations as well as any other circulars, guidelines, directives and/or decisions issued by the AFC, and contains only elements that are specifically authorised under these Regulations.
- 31.2 The AFC may issue detailed guidelines, instructions and/or forms to supplement these Regulations in relation to the approval process.

32 Timeline of Application for the AFC's Approval

- 32.1 Member Associations and/or Clubs must submit an application for approval of their items together with supporting information and documents on the Team Equipment Service (TES) platform with complete specifications of the items, and include, when requested by the AFC, full details of the method of manufacture, materials and techniques used, within the deadline stipulated by the AFC.
- 32.2 The AFC reserves the right to request the inspection of any equipment in person at any time prior to a Match or Competition.
- 32.3 The AFC shall process each application within a reasonable time without undermining the integrity of the process. The AFC shall use all reasonable endeavours to complete the process and to provide its decision within no more than thirty (30) working days of receipt of the completed application. The AFC shall not be held liable under any circumstances in case it is unable to meet the prescribed processing time for applications.
- 32.4 The deadline for submission of samples of Celebratory Attire is no later than forty-eight (48) hours prior to the Match at which the Celebratory Attire is proposed to be worn.

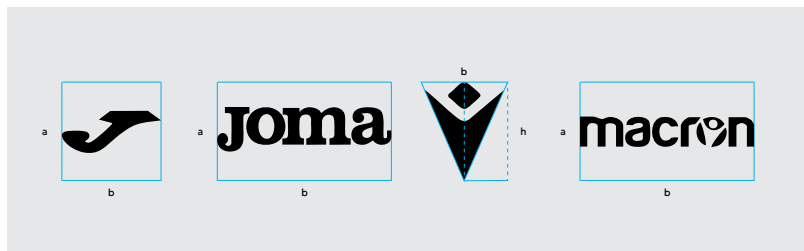
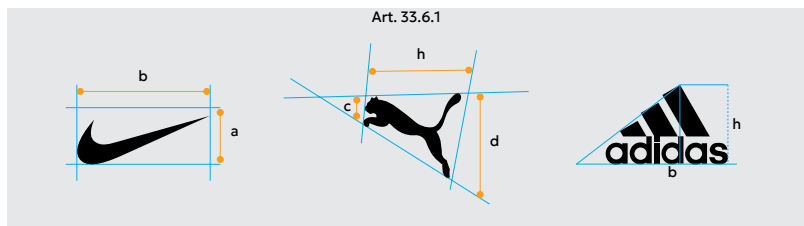
33 Processing the Application

- 33.1 Based on the information submitted, the AFC shall assess whether the relevant item(s) comply with the relevant provisions of these Regulations. The AFC's decision shall be final and shall not be subject to appeal.
- 33.2 The AFC shall assess compliance with colour requirements by visual inspection. Where it considers it appropriate to do so, the AFC may supplement the visual inspection by means of alternative colour measuring techniques with defined contrast parameters, such as the use of a spectrophotometer.
- 33.3 The AFC may request physical equipment item samples from Member Associations and/or Clubs for examination, which shall be provided free of charge.

- 33.4 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.
- 33.5 Manufacturer Identifiers are measured as individual geometric forms when the distance between the various elements does not exceed half a centimetre (0.5cm).
- 33.6 The following diagrams and related descriptions provide examples of the measurement procedure:

33.6.1 Manufacturer logo:

- 33.6.1.1 Logo 1: the Nike logo size is calculated using the formula “a” x “b”
- 33.6.1.2 Logo 2: the Puma logo size is calculated using the formula (“c” + “d”)/2 x “h”
- 33.6.1.3 Logo 3: the adidas logo size is calculated using the formula (“b” x “h”)/2
- 33.6.1.4 Logo 4: the Joma logo size is calculated using the formula “a” x “b”
- 33.6.1.5 Logo 5: the Macron logo size is calculated using the formula (“b” x “h”)/2, wording calculated using the formula “a” x “b”

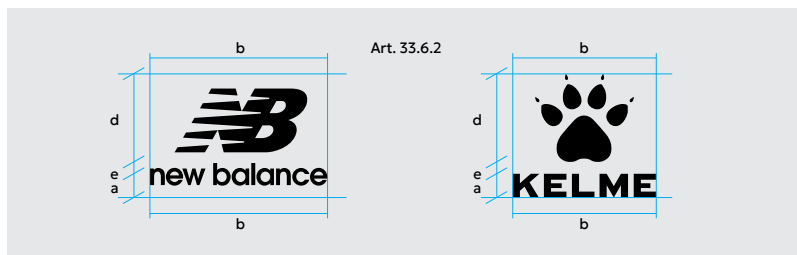


33.6.2 Manufacturer composite mark:

33.6.2.1 The total size is calculated by adding the size of the two (2) separate areas, measured as follows:

- a) The word mark size, which is calculated using the formula “a” x “b” and
- b) The design mark size, which is calculated using the formula “b” x “d”

33.6.2.2 The distance between the design mark and the word mark in a composite mark may not exceed half a centimetre (0.5cm); otherwise, they will be considered to be two (2) separate Manufacturer Identifiers.



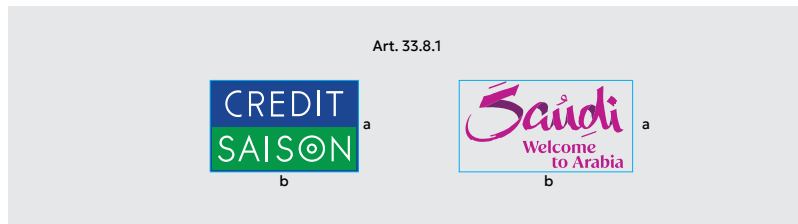
33.7 Sponsor Advertising will be measured by using the larger of the following surface areas of the sponsor brand:

33.7.1 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

33.7.2 if the patch is not the same colour as the Shirt, the surface area of the patch.

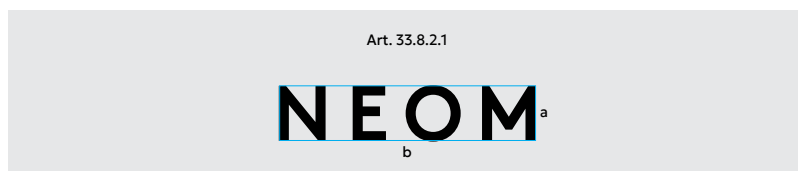
33.8 Sponsor Advertising size is measured as several individual geometric forms when made up of more than one (1) separable line of text or consisting of a logo and text separately (the distance between the various elements must not exceed five centimetres [5cm]).

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



- 33.8.2 Sponsor Advertising on a coloured patch:

- 33.8.2.1 Logo 1: the Neom logo size is calculated using the formula “a” x “b”



- Word and logo calculated as (“a” x “b”) + (area of the circle “c”)
- The distance (“d”) between the word and the logo may not exceed five centimetres (5cm)



34 Grant of an Approval

- 34.1 An approval is only granted in the form of an official AFC communication.
- 34.2 The grant of an approval constitutes confirmation that, in the AFC's view, based on the information submitted via Team Equipment Service (TES), the item in question complies in full with all the requirements of these Regulations, as well as any circulars, guidelines, directives and/or decisions issued by the AFC.
- 34.3 The AFC shall not consider whether the item complies with all applicable national and transnational laws and an approval does not represent assurance of such compliance.
- 34.4 It is the responsibility of the Member Association and/or Club in question to ensure that the item complies with all applicable national and transnational laws.
- 34.5 Unless otherwise specified, an approval will only be valid for the specific Competition within a calendar year or AFC sporting season.
- 34.6 Where an approval by the AFC is granted conditionally or with restrictions, such conditions must be strictly satisfied and such restrictions must be strictly observed by the applicant, or else the approval will be withdrawn.
- 34.7 Any approval is specific to the sample items submitted and reviewed by the AFC. It does not apply to any item that is not identical in all specifications to that sample item submitted. A new application for an approval should be made in respect of any such non-identical item. Use of the non-identical item without a separate approval will constitute a breach of these Regulations.
- 34.8 Notwithstanding an approval from the AFC, the Match Officials retain the right to determine whether any item may be used by a Team during a Match. Among other things, the Match Officials may order parts of an item to be covered and/or may require a Team to combine a Playing Kit from its Official Playing Kit and Reserve Playing Kit in order to meet their requirements.
- 34.9 Where the AFC refuses an application for an approval in respect of an item, it will give reasons for that refusal so that the applicant may understand what changes are required in order to obtain an approval for the item.

SECTION 9: CLOSING PROVISIONS

35 Disciplinary Measures

- 35.1 Failure to comply with any matter set out within these Regulations is an offence and may be sanctioned accordingly by the AFC Disciplinary and Ethics Committee.
- 35.2 All disciplinary measures in relation to these Regulations shall be undertaken in accordance with the current AFC Statutes, AFC Disciplinary and Ethics Code, and any relevant AFC circular.
- 35.3 Match Commissioners have the responsibility to report any non-compliance with these Regulations during a Match. If necessary, the Match Commissioner is authorised to confiscate any Playing Kit and other clothing and equipment in return for a receipt and submit such item(s) to the AFC with a written report.

36 Decisions

- 36.1 All decisions made in accordance with these Regulations, except where expressly identified otherwise, are final and binding and not appealable in accordance with the AFC Statutes.

37 Amendments

- 37.1 The AFC reserves the right to make amendments to any part of these Regulations for any reason whatsoever. Such amendments shall be duly communicated in due course.

38 Force Majeure

- 38.1 The AFC Competitions Committee is the only body capable of declaring a Force Majeure event pursuant to these Regulations.

39 Matters Not Provided For

- 39.1 Matters not provided for in these Regulations shall be decided by the AFC Competitions Committee. Such decisions are final and binding and not appealable.

40 Implementing Provisions

- 40.1 The AFC General Secretariat is entrusted with the operational management of these Regulations and is therefore entitled to make decisions and adopt the detailed provisions necessary for implementing these Regulations.

41 Enforcement

- 41.1 These Regulations were ratified by the AFC Executive Committee on 14 May 2025 and came into force immediately.

For the AFC Executive Committee

Shaikh Salman bin Ebrahim Al Khalifa
President

Datuk Seri Windsor John
General Secretary



AFC House, Jalan 1/155B,
Bukit Jalil, 57000 Kuala Lumpur, Malaysia
T: +603 8994 3388

the – AFC.com