



**ALL INDIA
FOOTBALL
FEDERATION**

AIFF CLUB KIT REGULATIONS

(EDITION 2024)

CHAMPIONS



SAFETY

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

- It must be possible to close a collar opening on a Shirt securely for the duration of the Match;
- no collar opening on a Shirt may be longer than five centimeters (5 cm), measured down from the front of the opening;
- 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.
- 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 to others;
- if drawstrings are incorporated into the waist of the Shorts, they must be kept inside the Shorts at all times; and
- pockets are not permitted on any Playing Kit item.

CONSTRUCTION

- All elements incorporated onto a Playing Kit item (including, without limitation, Names, Numbers, AIFF Competition Badge, Team Identifiers, Manufacturer Identifiers, Decorative Elements, and Quality Seals) must be attached permanently either by stitching, heat transfer, a special manufacturing technique listed under these regulations, or any other technique expressly approved by the AIFF in writing. Temporary or removable attachments (e.g. using velcro) are not permitted.
- No PlayingKit item, or anything displayed on a PlayingKit item, may be made of a reflective material or a material that changes color or appearance due to an external influence, such as pressure, light, temperature, water, or other liquid.
- Team Identifiers and Manufacturer Identifiers may only be constructed as holograms if the identifier remains visible at all angles (i.e. the hologram cannot incorporate more than one [1] image) and the hologram does not materially impact the perceived colour of the item on which it is displayed

SPECIAL MANUFACTURING TECHNIQUE

The following manufacturing techniques are permitted:

- jacquard weave (i.e. weaving that incorporates a specific pattern into a fabric using threads of the same basic colour as the surrounding fabric);
- tonal print (i.e. a printing technique used to incorporate elements, patterns, etc. of a similar colour into an item);
- 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)
- laser etching (i.e. incorporating a specific pattern into a fabric using a laser machine); and
- any other special manufacturing techniques that the AIFF expressly approves from time to time

UNIFORMITY

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. Each item of Playing Equipment must be manufactured identically by the same Manufacturer. Different Manufacturers may produce different items of Playing Equipment.

COLOURS

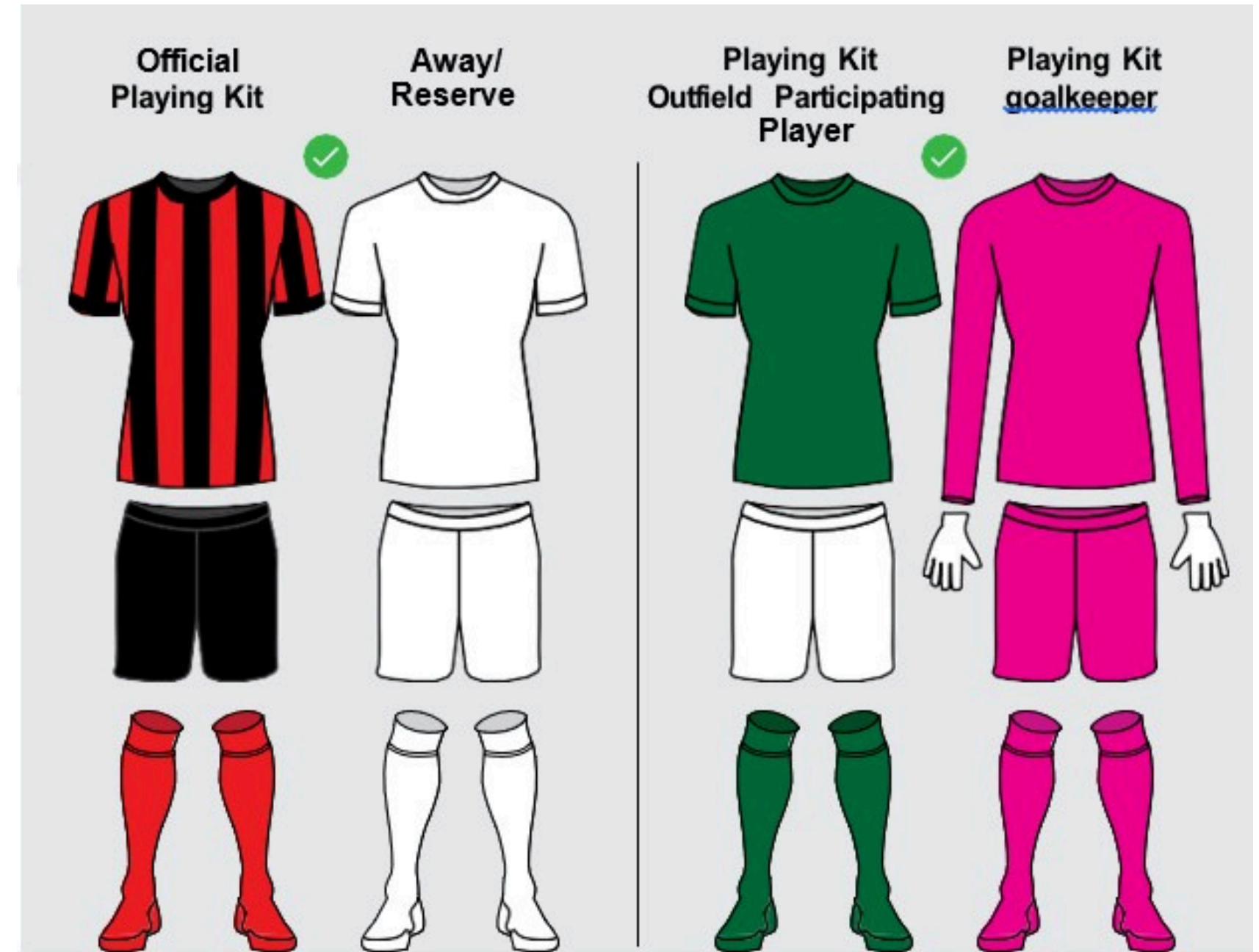
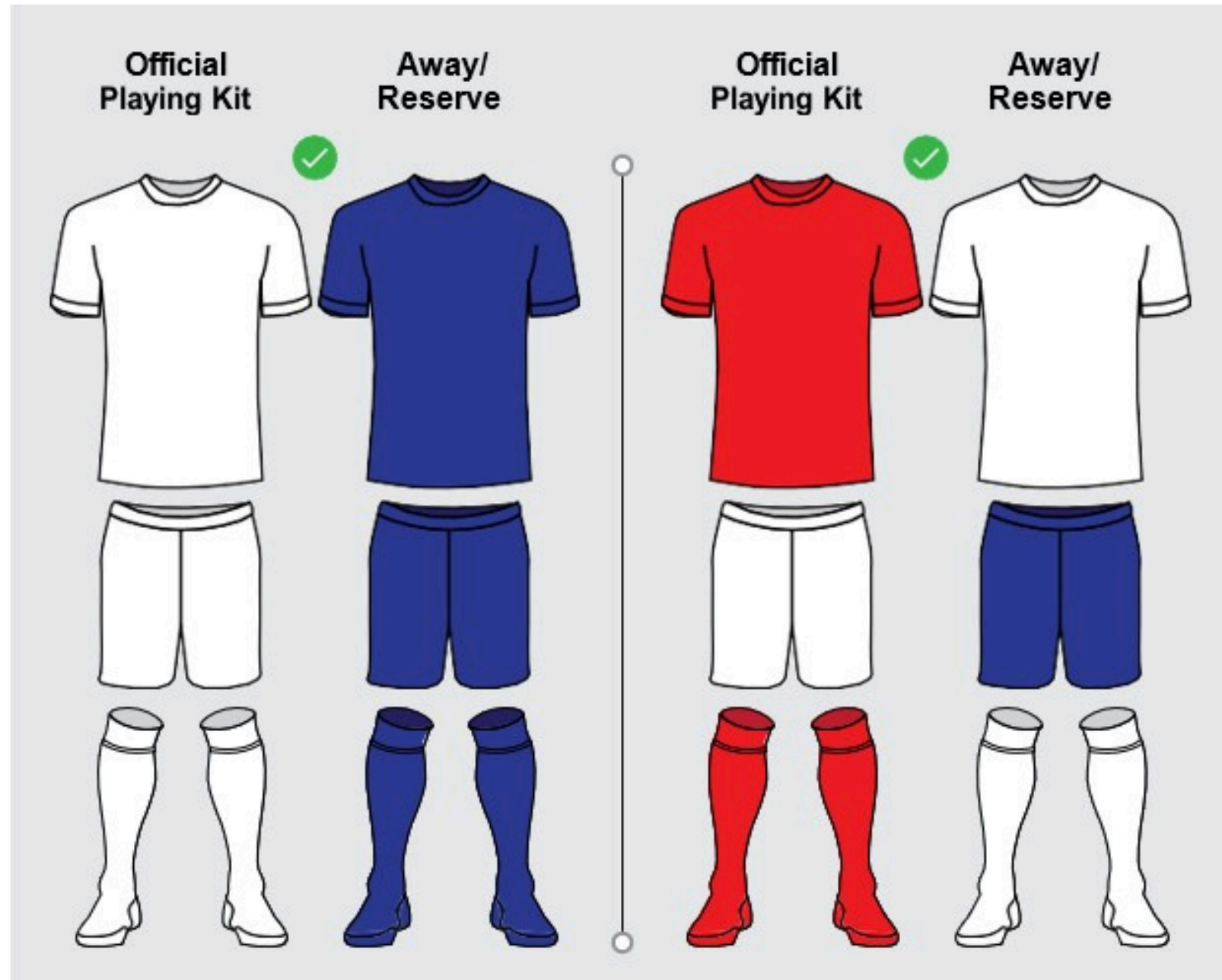
1. The choice of colours for the Official Kit and the Away kit must be registered on the Competition Management System (CMS) upon entry into the respective AIFF Club Competition.
2. The participating Club may also register the colours for the Reserve Kit on the CMS upon entry into the respective AIFF Club Competition.
3. The Official Kit, Away Kit and/or Reserve Kit shall be taken to every Match of the relevant Competition.
4. No item of Kit worn by an outfield player or goalkeeper shall contain more than four (4) colours. Colours used in identifications of Participating Clubs, Manufacturer Identification and/or other marks or insignia are not deemed a colour of the Playing Equipment. Furthermore, one (1) colour must be clearly predominant on the shirt, shorts and socks. The main (predominant) colour must be visible to the same extent on the back and front of the Kit item in question.
5. Notwithstanding Point No. 4 under this Article, a fifth Colour may be used for numbering and naming purposes. The colours used for numbering and naming purposes shall be the same for all outfield Participating Players of the same team.

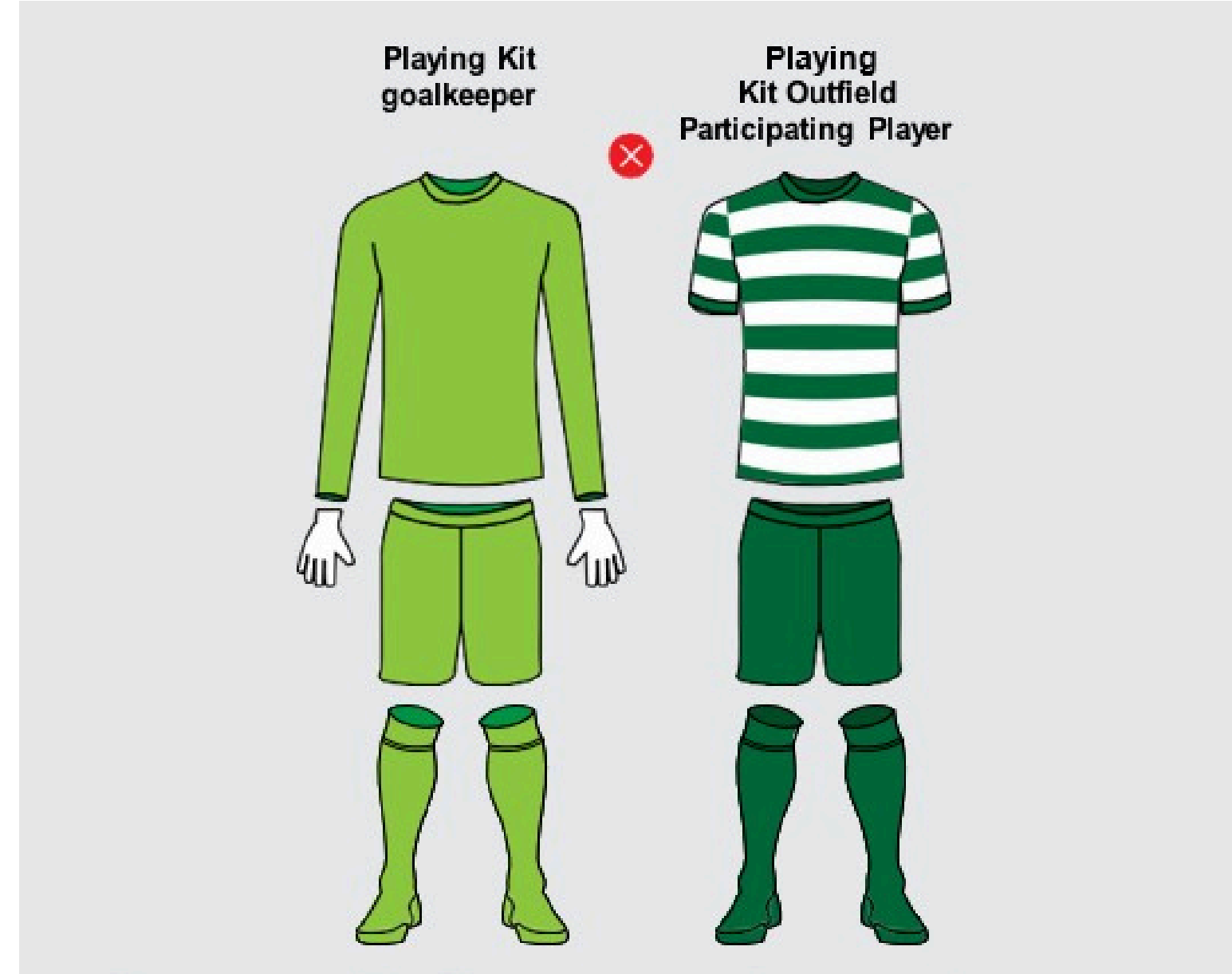
6. The colours used on the respective Playing Kits worn by the two (2) Teams contesting a particular Match must contrast sufficiently to allow the Match Officials, Participating Players, Participating Officials, Media, and spectators (including, whenever reasonably practicable, those with a colour vision 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. For these purposes:

- i. The colours of the Official Kit must be noticeably different from and contrasting to the colours of the Away kit or the Reserve Kit. Teams may be requested to mix the Official Kit, Away Kit and the Reserve Kit for Matches in order to create a visible contrast with the other team (even after the Match has started, if necessary) and must comply with any such instruction from a Match Official.
- ii. to that end, where an Official Kit is predominantly light in colour, at least one (1) of the Away or the Reserve Kit should be predominantly dark in colour, and vice versa;
- iii. The colours worn by Goalkeeper must be noticeably different from outfield participating players of his team. Furthermore, the goalkeeper colours for a match must contrast to the playing equipment worn by the opposing team and the match officials.

7. The AIFF will decide on Match colours for all Matches.

8. 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.





**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.*

9. if a Playing Kit item features more than one (1) colour, 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.



10. 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.



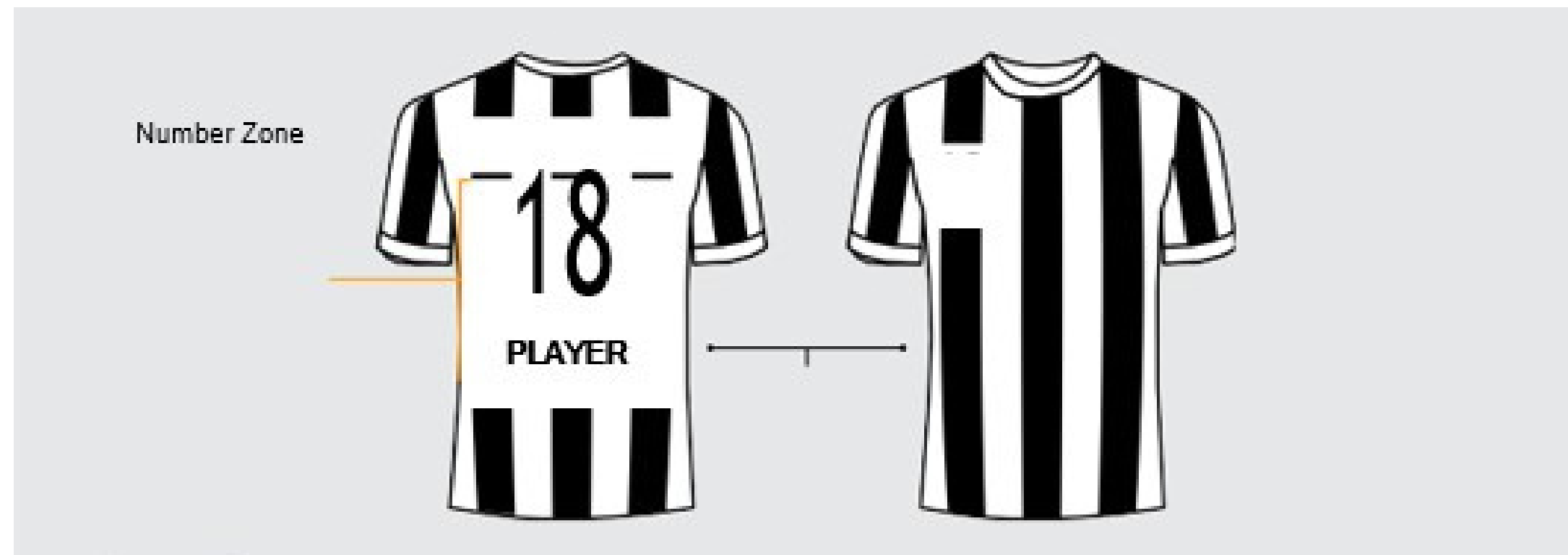
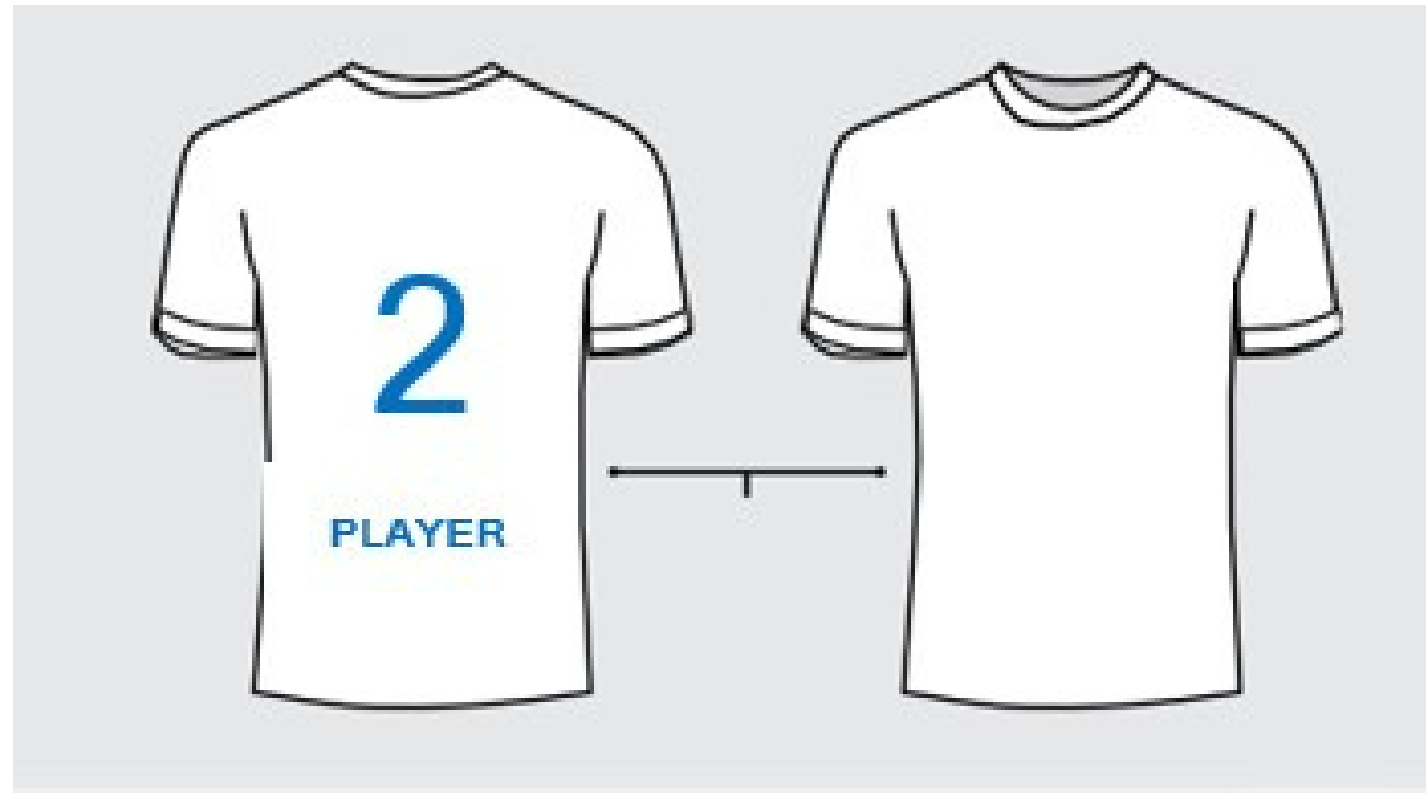
11. Any temporary material (such as tape or similar material) applied to a Playing Kit item during a Match must match the Dominant Colour of the Playing Kit item (or one [1] of the two [2] equally prominent colours of the PlayingKit item, where applicable).

12. To change its registered colours, a Participating Club has to submit a written request to the AIFF at least seven (7) days before the respective Match together with a sample of the amended Equipment.

NAMES & NUMBERS

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.
2. All Names and Numbers must:
 - i. correspond to the Name and/or Number (as applicable) of the Participating Player as registered on AIFF Competition Management System(CMS) in accordance with the regulations specific to the Competition in question not represent an abbreviated form of that Name;
 - ii. be of one (1) single colour, which must contrast sufficiently with the surrounding colour(s) of the Playing Kit item (or of the NumberZone, where used)² to be clearly legible, so that other Participating Players, Match Officials, Participating Officials, Media, and spectators are able to identify the Participating Player in question;

**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).*



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).

3. be consistent in terms of style, font, size, position and colour for all Participating Players in the same Team, save that
 - i. the colour of the goalkeepers' Names and Numbers may differ from the colour of the Names and Numbers of the Outfield Participating Players;
4. not include any decorative elements; and
5. not function as a trademark or include anything that gives the visual impression of a Manufacturer Identifier or 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. Names and Numbers may:
 - i. be sewn on or affixed to the kit item by heat transfer. The numbers may not be attached with velcro or other temporary means.
 - ii. incorporate a border or shadow outline in a different colour to improve the legibility of the Name or Number, provided this does not impair the predominance of the Dominant Colour of the Playing Kit item in question;

**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.*

TEAM IDENTIFIERS

1. Playing Kits and/or other clothing or equipment may display the following types of Team Identifiers in accordance with these Regulations:
 - i. Official Emblem;
 - ii. Official Name;
 - iii. Official Nickname;
 - iv. City Name;
 - v. Other marks and insignia as applicable to the Participating Club.
2. Any types of identification of the Participating Club must be registered with the AIFF and may not contain or stylise, or by any other means give the impression of, any Manufacturer Identification or other elements which, in the reasonable discretion of the AIFF, create an association with a sponsor or Manufacturer, design features or other elements.
3. There are no restrictions on the shape of any type of identification listed above.
4. All types of identification may be printed, embroidered or sewn on as a badge and shall be attached permanently to the Playing Equipment. No types of identification may be attached with velcro or other temporary means.
5. All types of identification must not interfere with other elements of the Playing

Equipment identifying the Participating Player and must not impede the clear distinction of the Participating Players and the opposing team.

6. This provision shall not apply to Manufacturer Identification, which is specifically governed in the Subsequent Regulations below.

7. No promotional message (including but not limited to hashtags and social media handles) is permitted on any part of the Playing Equipment

8. To change any type of identification on its Playing Equipment, a Participating Club must submit a written request to the AIFF at least seven (7) days before the respective Match together with a sample of the amended Equipment.

9. The Team Identifier(s) must not:

- i. impair 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, or between the goalkeepers and the Outfield Participating Players on each Team, even in difficult weather conditions;

BADGES AND COMMEMORATIVE SYMBOLS

AIFF COMPETITION BADGE

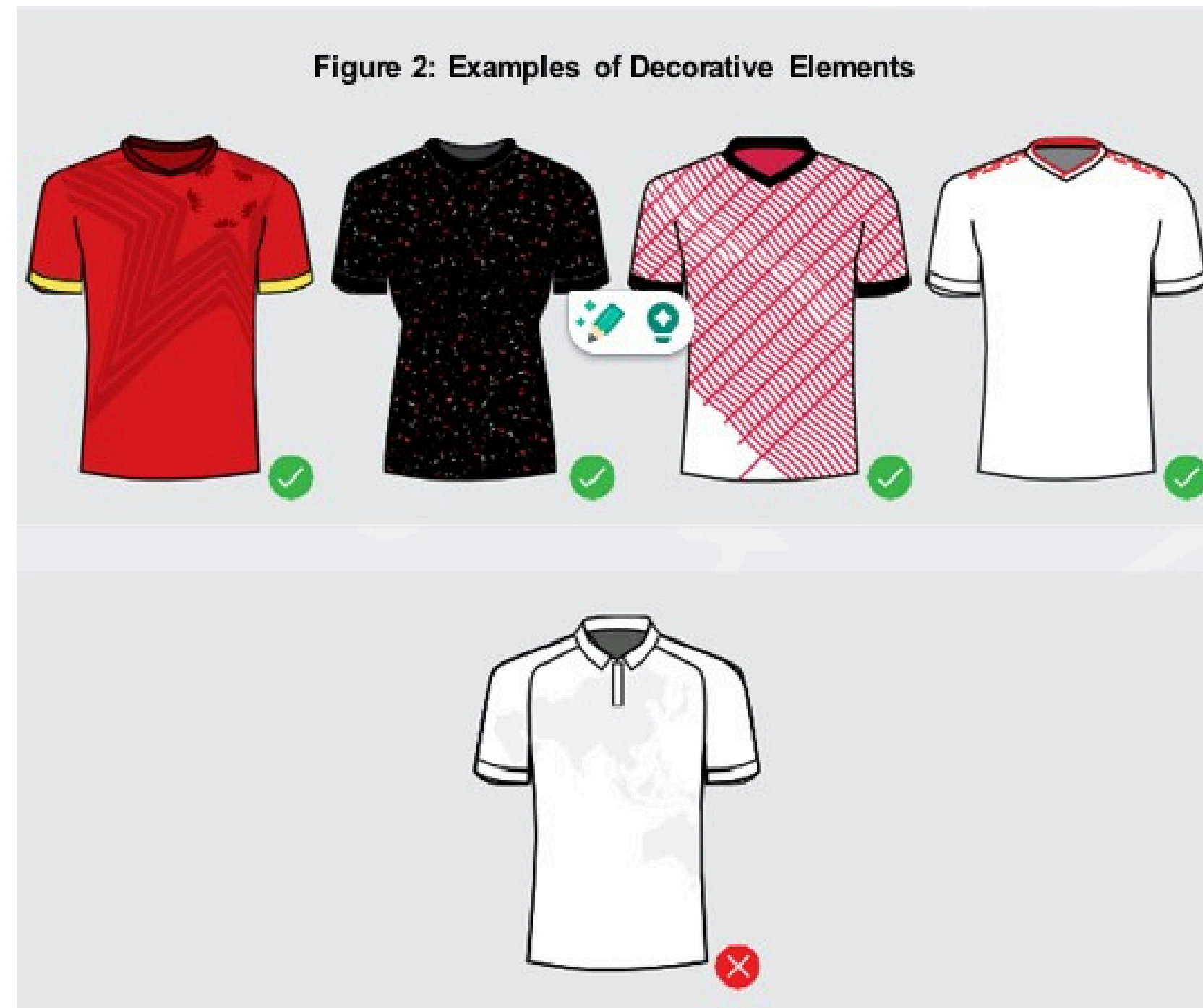
1. The official badges exclusively provided by the AIFF for the relevant Competition must be displayed in the sleeve-free zone on the Right.

COMMEMORATIVE SYMBOLS

1. Clubs competing in AIFF Club Competitions that have won one or more previous editions are allowed to display a five-pointed star, or another symbol designated by the AIFF, on their playing kit to signify each title won in the competition.
2. The Winner's Star shall be positioned:
 - i. on the front of the shirt at chest level, immediately adjacent to the Official Emblem; and/or
 - ii. on the front of the shorts immediately adjacent to the Official Emblem; and/or
 - iii. on the socks.
 - iv. The height of each star must not exceed 2 cm (two centimeters)

DECORATIVE ELEMENTS

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 AIFF in writing.



2.A Decorative Element must not:

- i. 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;
- ii. undermine the contrast between a Team's Official Playing Kit and any Reserve Playing Kit;
- iii. dominate a Playing Kit item or impair the predominance of a Dominant Colour on a Playing Kit item;
- iv. impair the legibility of a Name or Number on a Playing Kit item;
- v. 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;
- vi. 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

vii. Portray or give the impression of a person's face or identity, or represent the shape of a country or territory.

3. 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.

MANUFACTURER IDENTIFIERS

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:

Examples of Manufacturer Identifiers ⁷				
Name/Word Mark	ADIDAS	NIKE	PUMA	NEW BALANCE
Logo/Graphic Mark				
Composite Mark (name and logo)				
Product line (name/logo/Composite Mark)	PREDATOR		KING	
Script (i.e. a word mark written in a specific font)	adidas			new balance
Technology Label	AEROREADY	ORI-FIT/DMV	DRYCELL	IBDRY [®]
Quality Seal				

⁷ These are illustrative examples only.

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.

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

- i. 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;
- ii. undermine the contrast between a Team's Official Playing Kit and Away and/or Reserve Playing Kit;
- iii. impair the predominance of a Dominant Colour on a Playing Kit item;
- iv. impair the legibility of a Name or Number on a Playing Kit item;

- vii. 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;
- viii. 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
- ix. incorporate, by any means, any Team Identifier or Sponsor Advertising or any element(s) thereof.

4. A Manufacturer Identifier may appear:

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

5. on a size label, care instruction, anti-counterfeit label or similar that appears on or is attached to the interior surface of the item.

SPONSOR ADVERTISING

1. For all Matches the Participating Clubs may engage in Sponsor Advertising on the following locations on the Jersey:

- A – Club Badge (to appear once on the front left chest of the playing shirt)
- B – Manufacturer's Mark / Right Front Logo (Right chest; front of shirt, Can be exchanged with G)
- C – League Logo (Right Sleeve)
- D – Shirt sponsor (Front of shirt)
- E – Back of shirt (Back of shirt above the location of shirt number)
- F – Sleeve patch (may be used for one or two Sponsor)
- G – Sponsor Logo (Front Center of the Chest, Can be exchanged with B)
- H – Back of short Logo (Back of the shorts, on right thigh)
- I - Club badge (to appear once on the front left thigh)
- J – Player number
- K – Back of short Logo (Back of the shorts, on left thigh)
- L – Manufacturer's Mark (On Socks)

2. The maximum permitted sizes of the Logos are as follows:

- Location A- Logo to sit within a square measuring 9cm high by 9cm wide.
- Location B- 64 sq. cm
- Location C- To be provided by the League.
- Location D- 200 sq. cm
- Location E- 200 sq. cm
- Location F- 120 sq. cm (or 2 Sponsor logos of 60 sq.cm)
- Location G - 40 sq. cm
- Location H- 64 sq. cm
- Location I- 50 sq. cm
- Location J- Height 10-15 cm
- Location K- 64 sq. cm
- Location L- 50 sq cm

3. The form of Sponsor Advertising is unrestricted.

4. Further restrictions may be imposed in the relevant Competition regulations.

5. Advertising Restrictions: The following categories of Sponsor Advertising are prohibited in all Competitions:

- i. tobacco;
- ii. gambling;
- iii. Liquor/Alcohol;
- iv. Sponsor Advertising containing slogans of a political, religious, or racial nature; or
- v. Sponsor advertising for causes that offend common decency.
- vi. Any bans or restrictions deriving from the national legislation of the country or territory in which any Match is taking place shall also apply.

6. All forms of Sponsor Advertising are prohibited on Field Equipment.

- i. With the exception of the Manufacturer Identification, all Field Equipment of the Team Official Delegation brought into a Controlled Access Area shall only display the Official Emblem of the Participating Club.
- ii. It is the responsibility of Participating Club to cover all sponsor logos before entering a Controlled Access Area.

7. No Sponsor Advertising is permitted on:

- i. All clothing and apparel worn underneath, or in replacement of Official Kit, Away Kit or Reserve Kit; and/or celebratory apparel worn and/or displayed by the Team Official Delegation at the conclusion of a Match.

- iii. All formal attire (e.g. ties, suits, shirts) worn by the Team Official Delegation within a Controlled Access Area must be completely free of third-party branding (whether sewn-in or separately attached) other than the emblem of the Participating Club.
- iv. The Articles relating to the size and frequency of Manufacturer Identifications apply equally to celebratory apparel worn and/or displayed by any member of any Team Official Delegation following the conclusion of the final match of the league.

8. All forms of advertising (which exceeds the extent of any Manufacturer Identification permitted according to the regulations) or any display of political, religious or personal statements and/or other announcements are strictly prohibited on all Equipment worn by Match Support Person/Personnel

9. To change its sponsor, a Club must submit a written request to the AIFF at least seven (7) days before the respective Match together with the Updated Kit Mock-Up and actual samples for physical checks if requested by the AIFF, at the Club's own cost and expense.

10. The AIFF may ask to see sponsor contracts to verify the nature of the sponsorship agreement. Failure to comply may result in the relevant request being denied.

COMPULSORY PLAYING ITEMS

PLAYING KIT: SHIRTS



1. Shirt colour(s):

- i. 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.



ii. 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:

a. The back Area of the Shirt must:

- i. feature the same pattern and colours;
- ii. feature the same two (2) colours, giving them equal prominence; or
- iii. feature the lighter colour of the two (2) as its Dominant Color; and

b. 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.



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2. The Participating Player's Name:

- a. Where the Participating Player's Name is included on the Shirt, it must be positioned on the Back Area, at least four centimeters (4cm) below the Participating Player's Number.
- b. The letters of the Name must be 6.8 cm in Height.
- c. The Font used should be 'Mangal Bold' to print the Name.

3. The Participating Player's Number:

- i. The Participating Player's Number on the back of the Shirt must be:
 - a. Between 25 cm (Twenty-Five Centimeters) and 30 cm (Thirty Centimeters) in Height. The stroke width of the number must be between 3 cm (three centimeters) and 5 cm (five centimeters).
 - b. positioned in the center of the Back Area;
- ii. (where necessary to ensure the Number is legible) located a Number Zone that:
 1. has one (1) horizontal boundary two centimeters (2cm) above the highest point of the Number and the other horizontal boundary three centimeters (3cm) below the lowest point of the Number;

2. has one (1) vertical boundary three centimeters (3cm) from the left edge of the left-hand digit, and the other vertical boundary three centimeters (3cm) from the right edge of the right-hand digit (or of the same digit, if there is only one [1]);
3. 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);
4. does not include any Team Identifier,
5. does not include any Manufacturer Identifier; and entirely visible when the Shirt is tucked into the Shorts.

iii. The Font used should be 'Mangal Bold' to print the Number.

4. Team Identifiers:

- i. One (1) or more of the following Team Identifiers may be displayed (in each case, no more than once) within the designated area on the Shirt:
 - a. Team Emblem – no bigger than Eighty-One square centimeters (81 sq. cm); Team Emblem should fit within the Square of 9 cm x 9 cm;
 - b. Team Name or Team Nickname – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2 cm);

are centimeters (12 sq. cm), with the lettering no higher than two centimeters (2 cm);

c. Only one Team Identifier i.e. Team Emblem must be displayed on the front of the Shirt. It Should displayed on the left side of the Chest Area.

d. Only one Team Identifier may be displayed at the center of the Collar Zone in the Back Area of the Shirt. Each Team Identifier must be no bigger than twelve square centimeters (12 sq. cm) and must be at least four centimeters (4cm) above the Participating Player's Number, with any lettering or numbers no more than two centimeters (2 cm) high.

e. elements of Team Identifiers may appear on the Shirt as part of a Decorative Element.

f. Team Identifier may be displayed on the Shirt as part of a special manufacturing technique, The colour used must blend in with the Dominant Color of the Shirt and must not affect its predominance.

g. The Sleeve Free Zone must be on the right sleeve and at least 12 cm (twelve centimeters) high, 9cm (eight centimeters) wide and be centred between the shoulder point and the elbow point.

h. The Sleeve Free Zones must:

- i. Be exclusively reserved for the specified AIFF Club Competition badge on the Right sleeve. No other elements shall be positioned immediately adjacent to these AIFF badges. If the AIFF Club Competition badge is not supplied by the AIFF, any form of identification, decorative element, design, or sponsor advertising must refrain from being displayed on the Sleeve Free Zone.
- ii. The Sleeve Free Zone must be on the right sleeve and at least 12 cm (twelve centimeters) high, 9 cm (eight centimeters) wide, and be centered between the shoulder point and the elbow point.

5. 'Winners' Stars' may be displayed on the Chest Area of the Shirt, but only if adjacent to a Team Emblem. Each individual star may be no more than two centimeters (2 cm) in diameter, and separate stars must be positioned no more than two centimeters (2 cm) apart.

6. Captain's armband:

- i. Any captain's armband worn by the captain of a Team:

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

7. Manufacturer Identifiers:

- i. One (1) Manufacturer Identifier may be displayed once on the Chest Area of the Shirt with the area designated on the AIFF.
- ii. The Position of the Manufacturer Identifier can be exchanged with the Sponsor Advertising on the Chest Area only.
- iii. an MI Band may be included on both the left-hand side and the right-hand side of the Shirt (same MI Band on both sides), in a continuous band that is no more than eight centimeters (8 cm) 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.

iv. One (1) Technology Label and/or one (1) Quality Seal, each no bigger than ten square centimeters (10 sq. cm), 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 centimeters (15 cm) above the bottom edge of the Shirt.

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

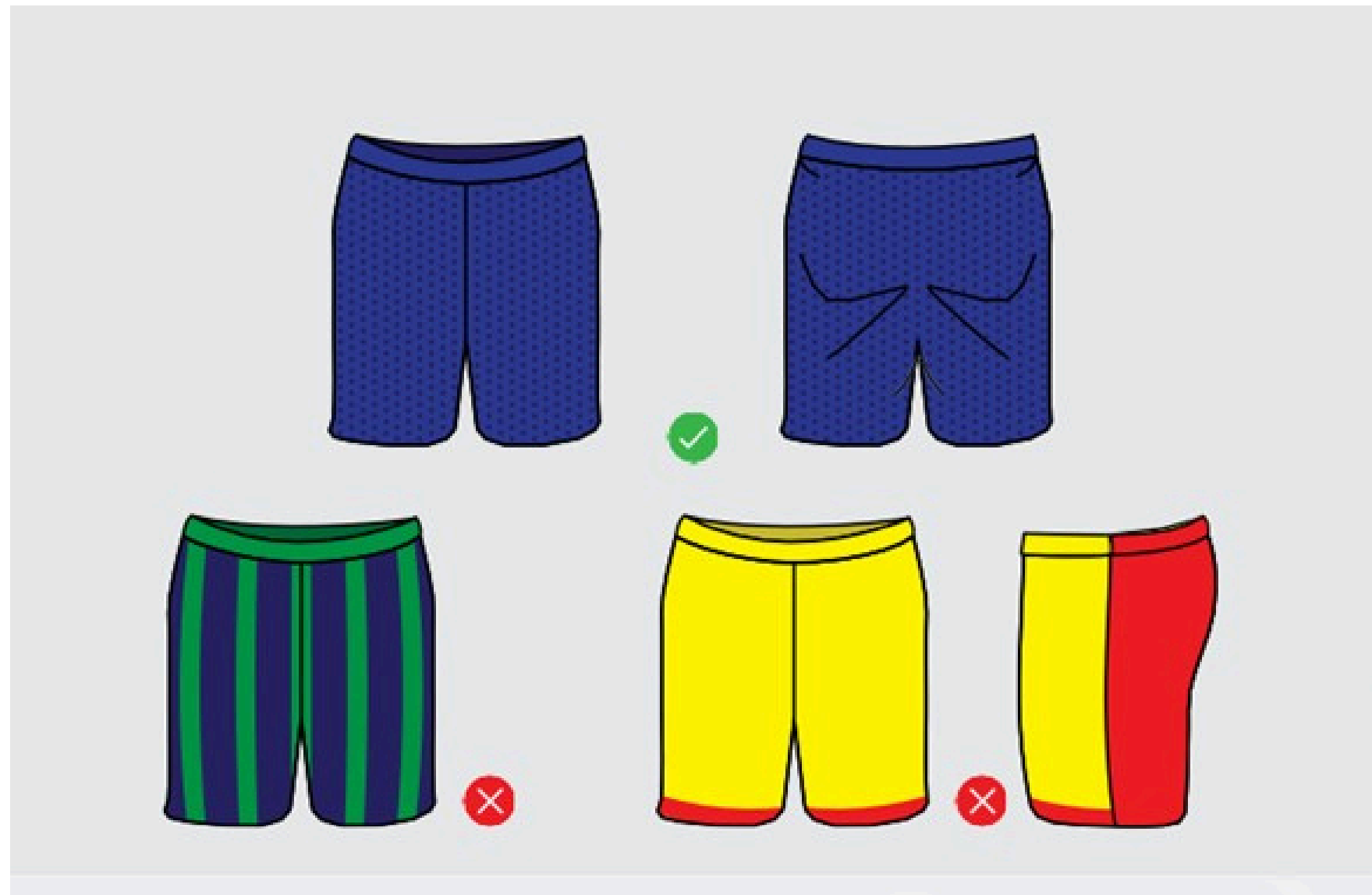
8. Sponsorship Advertising

- i. Any Sponsor Advertising can be positioned in front of the Shirt (Location 'D') & back of the Shirt above the Player Number (Location 'E') and must be no bigger than two hundred square centimeters (200 sq. cm). The Sponsorship Advertising on these 2 Locations ('D' & 'E') must be different.

ii. Sponsor Advertising can also be positioned on the Chest Area either at Location 'B' or 'G' with Areas no bigger than Sixty-Four Square Centimeter (64 sq. cm) or Forty Square Centimeters(40 sq. cm) respectively. One of these 2 Locations is reserved for the Manufacturer Identifier.

PLAYING KIT: SHORTS

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



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

2. The Participating Player's Number must appear on the front of the Participating Player's Shorts, on the Right Leg. The Number must be:

- i. ten to fifteen centimeters (10-15 cm) high and one to three centimeters (1-3 cm) in stroke width (each digit);
- ii. The Font used should be 'Mangal Bold' to print the Number.
- iii. (where necessary to ensure legibility) positioned within a Number Zone that:
 - a. is proportionate in size to the size of the Number, and provides sufficient space around the Number to ensure the legibility of the Number whatever the weather conditions;
 - b. is the same Dominant Colour as the Shorts (unless that would mean the Number is illegible, in which case the Number Zone must be a colour that ensures the Number is legible); and
 - c. does not include any Team Identifier or Manufacturer Identifier; and
- iv. entirely visible when the Shirt is untucked and hanging loose over the Waist Edge.

3. Team Identifiers:

- i. The following Team Identifiers may be displayed (no more than once) on the front of the Left Leg of the Shorts, at the bottom
 - a. Team Emblem – no bigger than Forty-Nine square centimeters (49 sq. cm);
Team Emblem should fit within the Square of 7 cm x 7 cm;
- ii. One (1) Team Identifier may be displayed on the Shorts as part of a special manufacturing technique. The colour used must blend in with the Dominant Colour of the Shorts and must not affect its predominance.

4. 'Winners' Stars':

- i. 'Winners' Stars' may be displayed on the front of the Shorts, but only if adjacent to a Team Emblem.
- ii. Each individual star may be no greater than two centimeters (2 cm) in diameter, and separate stars must be positioned no more than two centimeters (2 cm) apart.

5. Decorative Elements may be included on the Shorts.

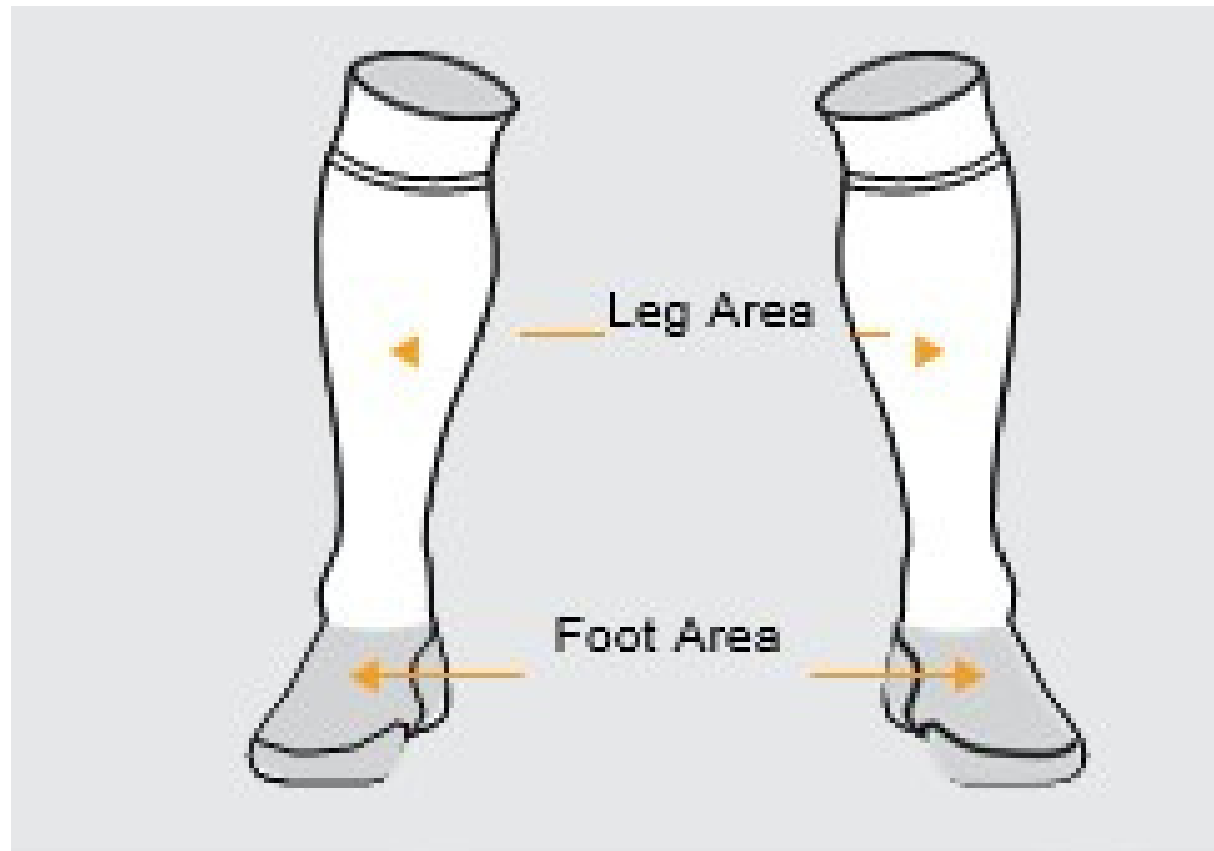
6. Sponsorship Advertising

- i. Any Sponsor Advertising can be positioned in the back of the Shorts (At the Location's 'K' & 'H') and must be no bigger than Sixty Fours square centimeters (64 sq. cm).
- ii. Sponsorship Advertising on these 2 Locations ('K' & 'H') must be different.

9. Manufacturer Identifiers:

- i. One (1) form of Manufacturer Identifier may occupy the Locations 'K' & 'H' on the back of the Shorts.
- ii. An MI Band may be displayed on the Shorts, once on each leg (same MI Band on both legs), as follows:
 - a. around the bottom edge of the Shorts; or
 - b. 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

PLAYING KIT: SOCKS

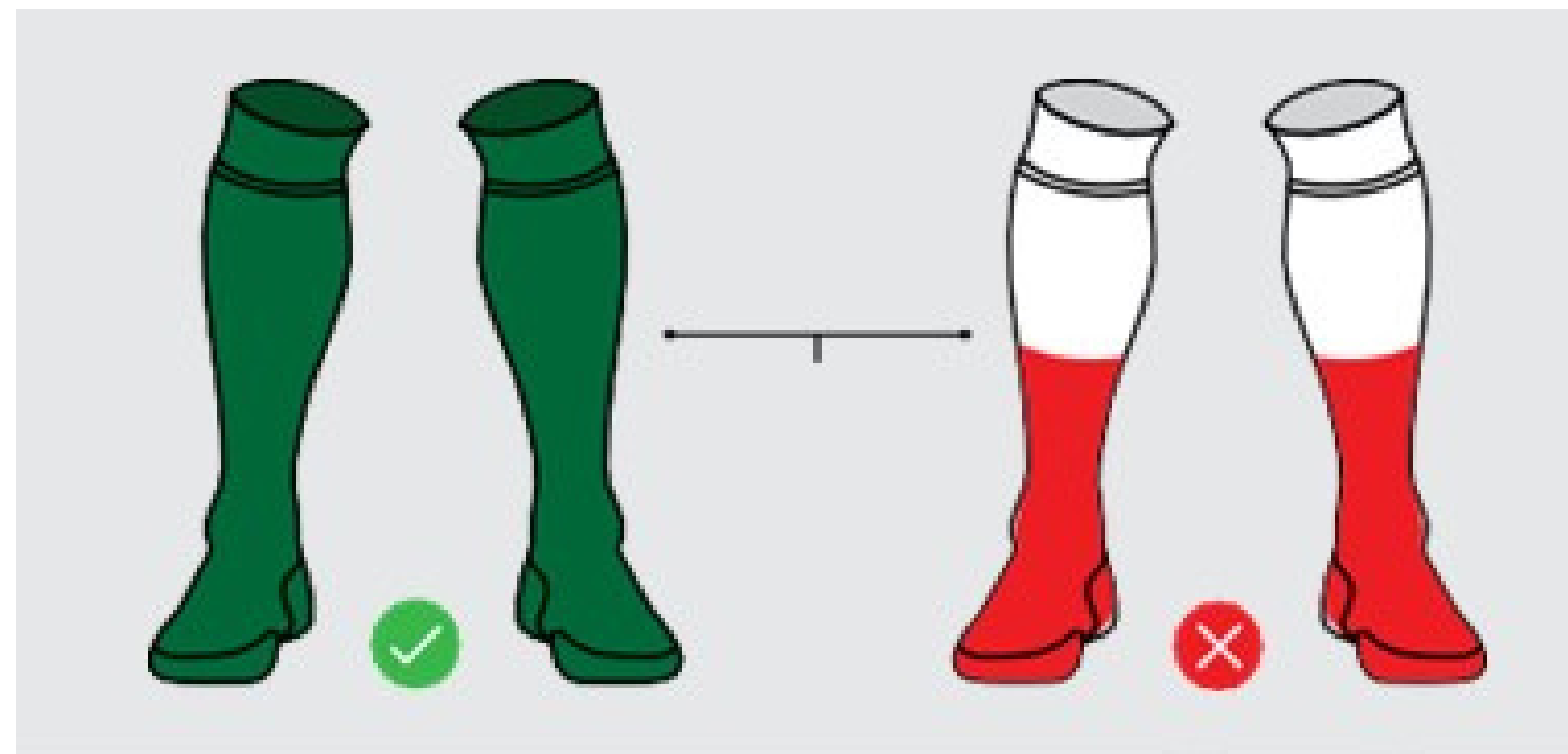


1. Socks that are part of the Playing Kit for Competitions have the following aspects:
 - i. Foot Area: the part of the sock that is not visible when boots are worn.
 - ii. Leg Area: the part of the sock that remains visible when boots are worn.

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.

3. Sock colour(s):

- i. 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.
- ii. 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).
- iii. 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.





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

5. Either one of the Team Identifier or Manufacturer Identifier may be displayed (in each case no more than once) anywhere on both socks in the pair (Location 'L') & must not be bigger than fifty square Centimeters (50 sq. cm);

6. Decorative Elements may be included on the Socks.

BOOTS AND SHINGUARDS

1. Save as otherwise provided for, these Regulations do not restrict the types of footwear and shinguards that Participating Players may wear.
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.
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.
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).

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

6. The AIFF Match Commissioner or the Match Officers may prohibit the use of any footwear or shinguards that they consider to be dangerous or non-compliant.

FOOTBALLS

1. AIFF shall exclusively provide footballs for all the AIFF Club Competitions. Unless otherwise specified in the Tournament Regulations.

OPTIONAL PLAYING ITEMS

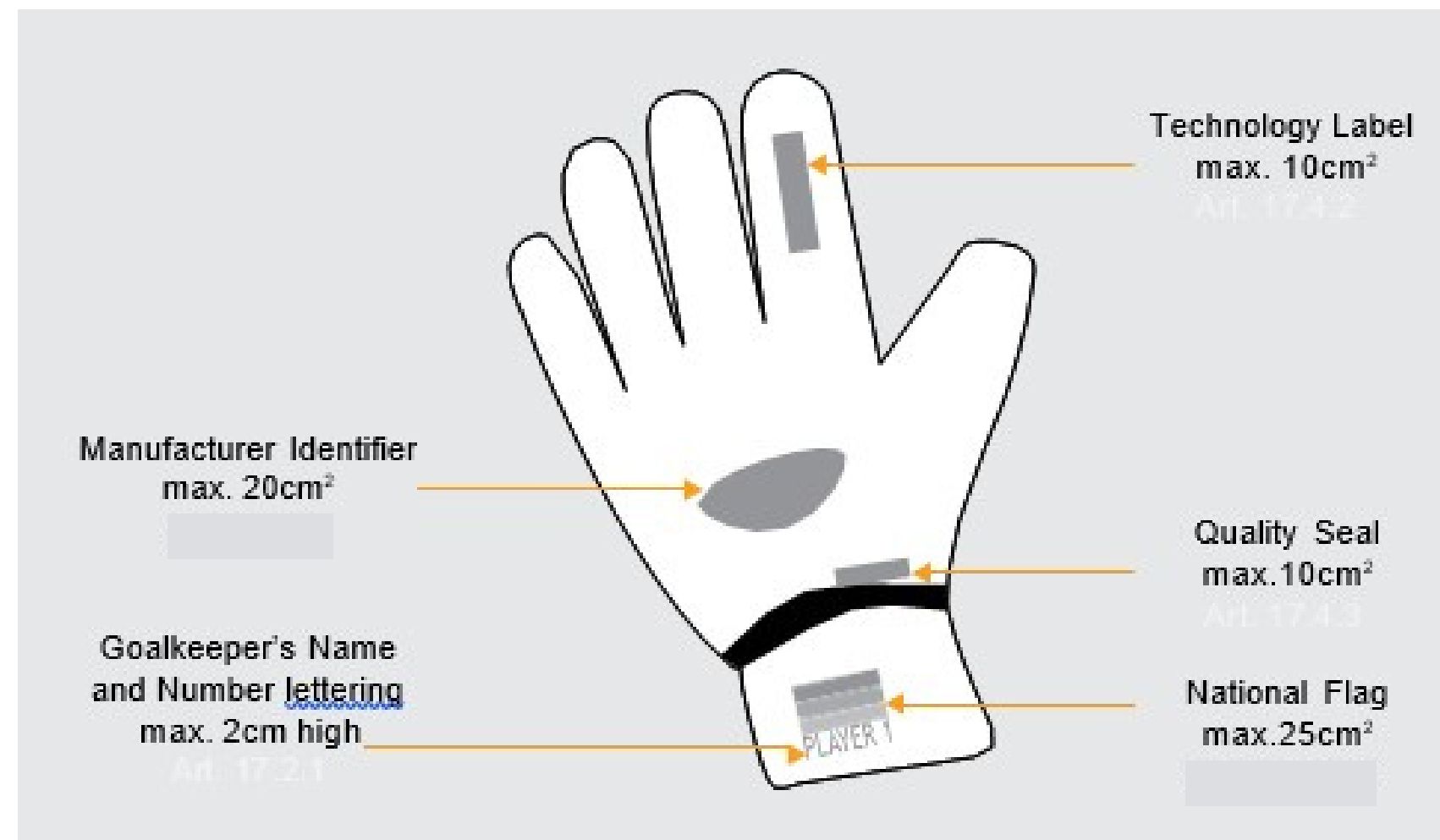
GLOVES

GOALKEEPERS' GLOVES

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.
2. Names and Numbers:
 - i. The goalkeeper's Name and number may each appear once on each goalkeeper's glove with numbering and lettering no higher than two centimeters (2 cm). They must be identical to the Name and Number on the goalkeeper's Shirt.
3. Team Identifiers:
 1. One (1) of the following Identifiers may be displayed once on each goalkeeper glove, in any position, as follows:
 - a. Team Emblem – no bigger than fifty square centimeters (50 sq. cm);
 - b. Team Name or Team Nickname – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2 cm);
 - c. City Name – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2cm);or

4. Manufacturer Identifiers:

- i. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20 sq. cm) may be displayed once on each goalkeeper glove, in any position.
- ii. One (1) Technology Label no bigger than ten square centimeters (10 sq. cm) may be displayed once on each goalkeeper glove, in any position.
- iii. One (1) Quality Seal may be displayed once on each goalkeeper glove, in any position, and must be no bigger than ten square centimeters (10 sq. cm).



GLOVES WORN BY OUTFIELD PARTICIPATING PLAYER

1. Outfield Participating Players on the same Team may wear gloves that differ in size and/ or other appearance. However, the gloves must:
 - i. be made by the Manufacturer that makes the Team's Playing Kit;
 - ii. 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
 - iii. not feature the Participating Player's Name or Number.
2. Team Identifiers:
 1. One (1) of the following Team Identifiers may be displayed on each glove, in any position, as follows:
 - a. Team Emblem – no bigger than twelve square centimeters (12 sq. cm);
 - b. Team Name or Team Nickname – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2 cm);
 - c. City Name (as applicable) – no bigger than twelve square centimeters (12sq. cm), with the lettering no higher than two centimeters (2 cm);or

3. Manufacturer Identifiers:

- i. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20 sq. cm) may be displayed once on each glove, in any position.
- ii. One (1) Technology Label no bigger than ten square centimeters (10 sq. cm) may be displayed once on each glove, in any position.
- iii. Two (2) Quality Seals may be displayed once on each glove, in any position, one (1) no bigger than ten square centimeters (10 sq. cm), the other no bigger than five square centimeters (5 sq. cm).

HEAD COVERINGS

CAPS

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.
2. Off the Field of Play, Outfield Participating Players and other Team Official 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.

3. The Participating Player's Name and Number:

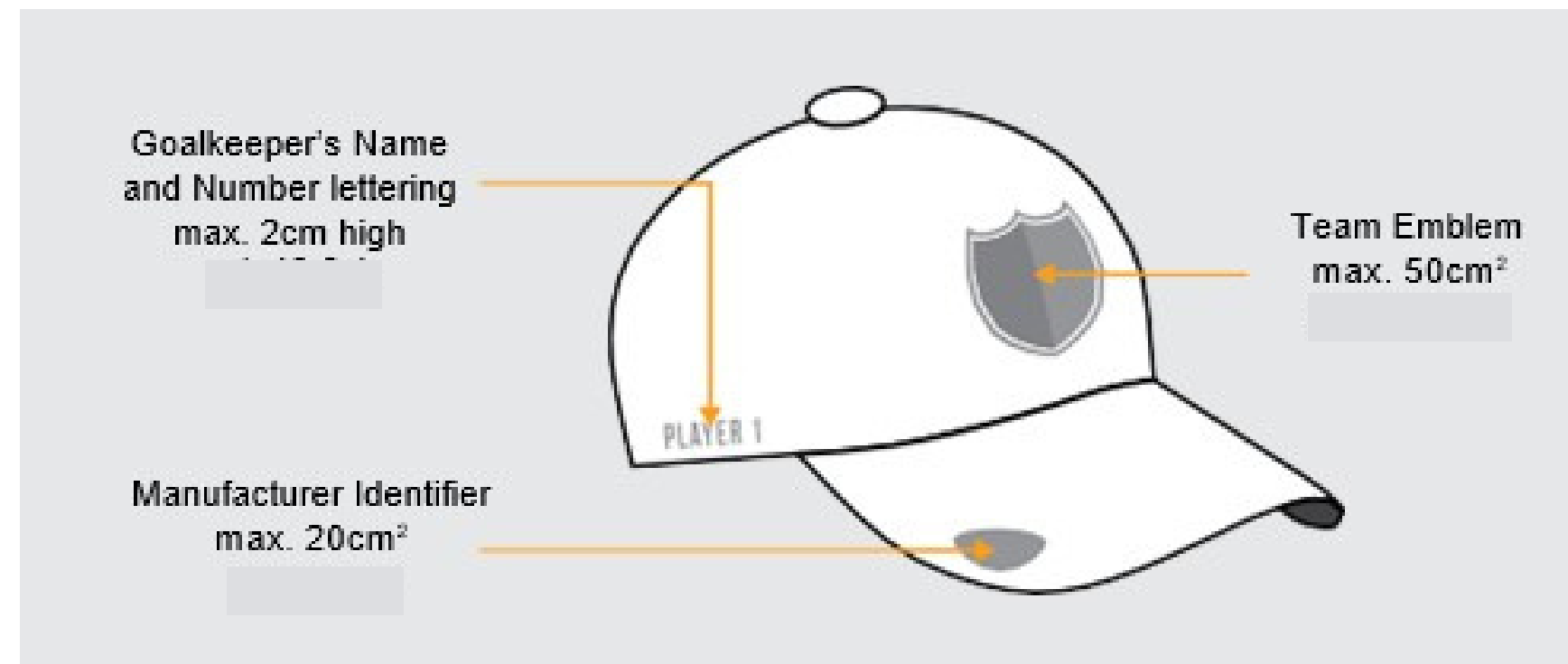
- i. The goalkeeper's Name and/or Number may each appear once on the goalkeeper cap with numbering and lettering no higher than two centimeters (2cm). They must be identical to the Name and number on the goalkeeper's Shirt.
- ii. The cap worn by an Outfield Participating Player off the Field of Play may also display the Participating Player's Name and/or Number.

4. Team Identifiers:

- i. 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 Team Official Delegation, as follows:
 - i. Team Emblem – no bigger than fifty square centimeters (50 sq. cm);
 - ii. Team Name or Team Nickname – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2cm);
 - iii. City Name (as applicable) – no bigger than twelve square centimeters (12sq. cm), with the lettering no higher than two centimeters (2cm);

5. Manufacturer Identifiers:

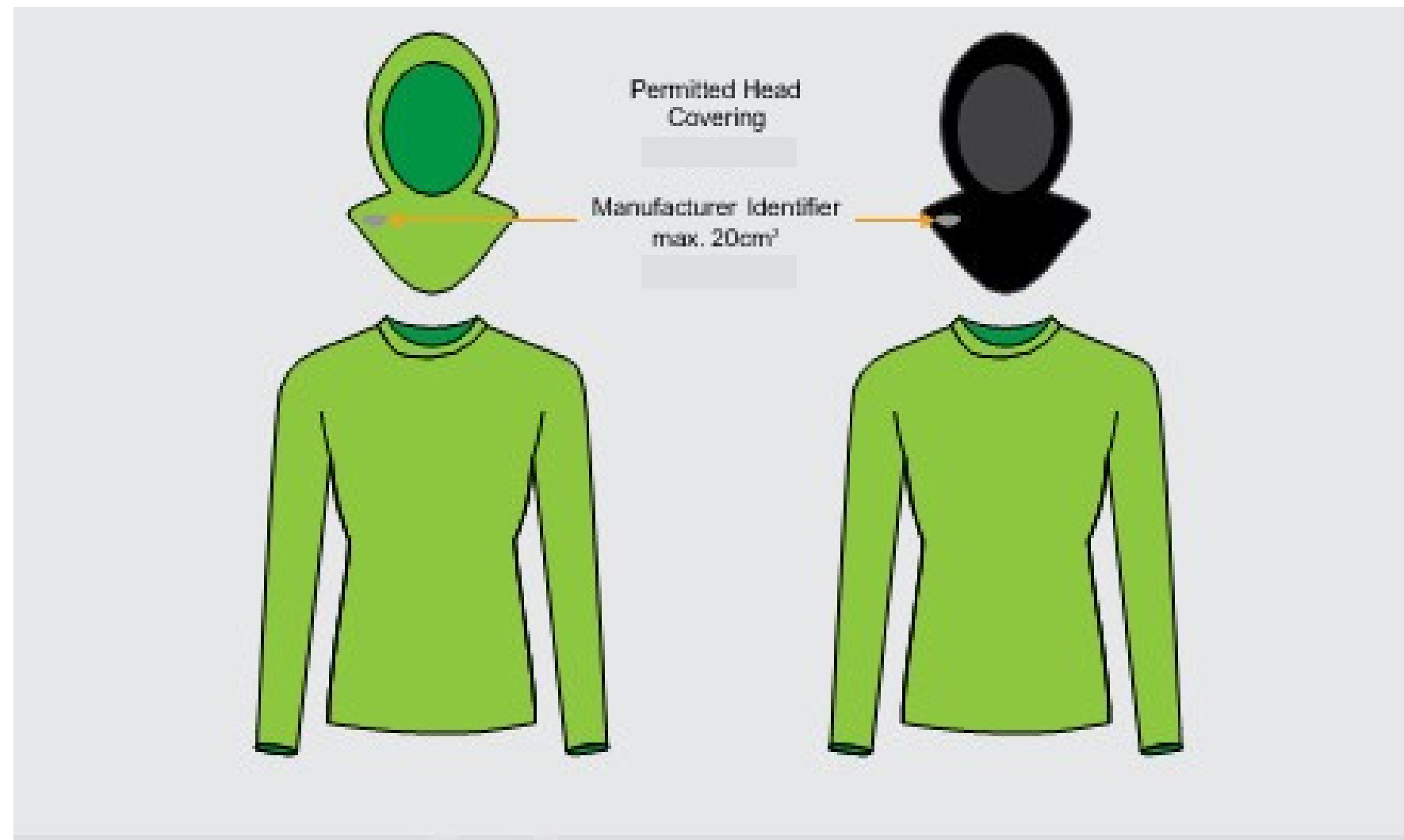
- i. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20sq. cm) may be displayed once anywhere on the goalkeeper cap/Team Official Delegation member's cap.
- ii. One (1) Technology Label no bigger than ten square centimeters (10 sq. cm) may be displayed anywhere on the goalkeeper cap/Team Official Delegation member's cap.
- iii. Two (2) Quality Seals, one (1) no bigger than ten square centimeters (10sq. cm), and the other no bigger than five square centimeters (5sq. cm), may be displayed (in each case, no more than once) anywhere on the goalkeeper cap/Team Official Delegation member's cap.



PERMITTED HEAD COVERINGS

1. The only other head coverings that may be worn by Participating Players on the Field of Play are the Permitted Head Coverings.
2. 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:
 - i. be either the same colour as the Dominant Colour on the Participating Player's Shirt or it must be black;
 - ii. not feature the Participating Player's Name or Number or any abbreviation of them;
 - iii. not feature any Team Identifier or Decorative Element; and
3. not compromise the safety of the Participating Players on either Team in any way. For example:
 - a. it must not be attached to the Shirt;
 - b. may not have any form of fastening mechanism around the neck; and
 - c. no part(s) of it may extend out from the surface of the head covering.

4. 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 centimeters (20 sq. cm), which must blend in with the rest of the Permitted Head Covering.



HAIRBANDS, HEADBANDS AND WRISTBANDS

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:
 - i. 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
 - ii. not feature the Participating Player's Name or Number or any abbreviation of them.

2. Team Identifiers:
 - i. One (1) of the following Team Identifiers may be included in any position on each hairband, headband, and/or wristband, as follows:
 - a. Team Emblem – no bigger than twelve square centimeters (12sq. cm);
 - b. Team Name or Team Nickname – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2 cm);
 - c. City Name (as applicable) – no bigger than twelve square centimeters (12 sq. cm), with the lettering no higher than two centimeters (2cm); or

3. Manufacturer Identifiers:

i. 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:

- i. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20 sq. cm) may be displayed once on each headband and/or wristband, in any position;
- ii. one (1) Technology Label no bigger than ten square centimeters (10 sq. cm) may be displayed once on each headband and/or wristband, in any position; and/or
- iii. two (2) Quality Seals, one (1) no bigger than ten square centimeters (10 sq. cm), and the other no bigger than five square centimeters (5sq. cm), may be displayed once on each headband and/or wristband, in any position.

UNDERGARMENTS

1. Under their Playing Kit, 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:

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

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

a. is of the same Dominant Colour as the item it is underneath;

b. does not display Team Identifiers, Manufacturer Identifiers, or Decorative Elements; and

iii. does not display any Sponsor Advertising.

2. An item designed to house electronic performance and tracking systems is not considered an Undergarment

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

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

5. An Undergarment may display one (1) Team Identifier.

6. An Undergarment that is not visible outside or beneath the Playing Kit may display Manufacturer Identifiers as follows:

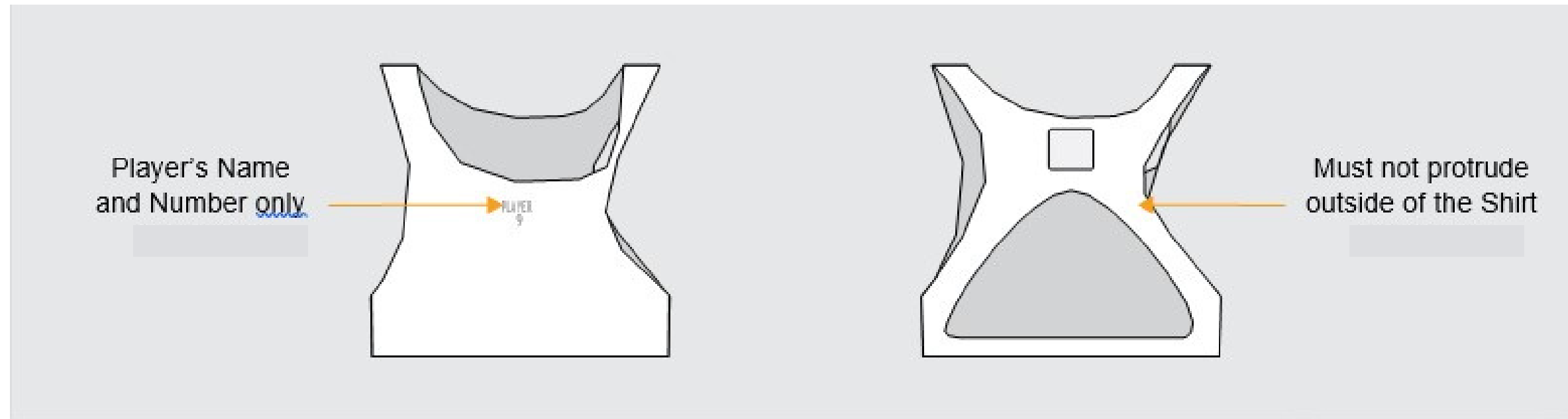
- i. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20 sq. cm) may appear once on the front and/or the back of an undershirt or sports bra, positioned anywhere other than in the Collar Zone.
- ii. One (1) Manufacturer Identifier no bigger than twenty square centimeters (20 sq. cm) may appear once anywhere on underwear, undershorts, or thermal shorts
- iii. One (1) Technology Label no bigger than ten square centimeters (10 sq. cm) may be displayed once on each Undergarment, in any position.
- iv. Two (2) Quality Seals, one (1) no bigger than ten square centimeters (10 sq. cm) and the other no bigger than five square centimeters (5sq. cm), may be displayed on each Undergarment, in each case no more than once in any position.



SPECIAL EQUIPMENT

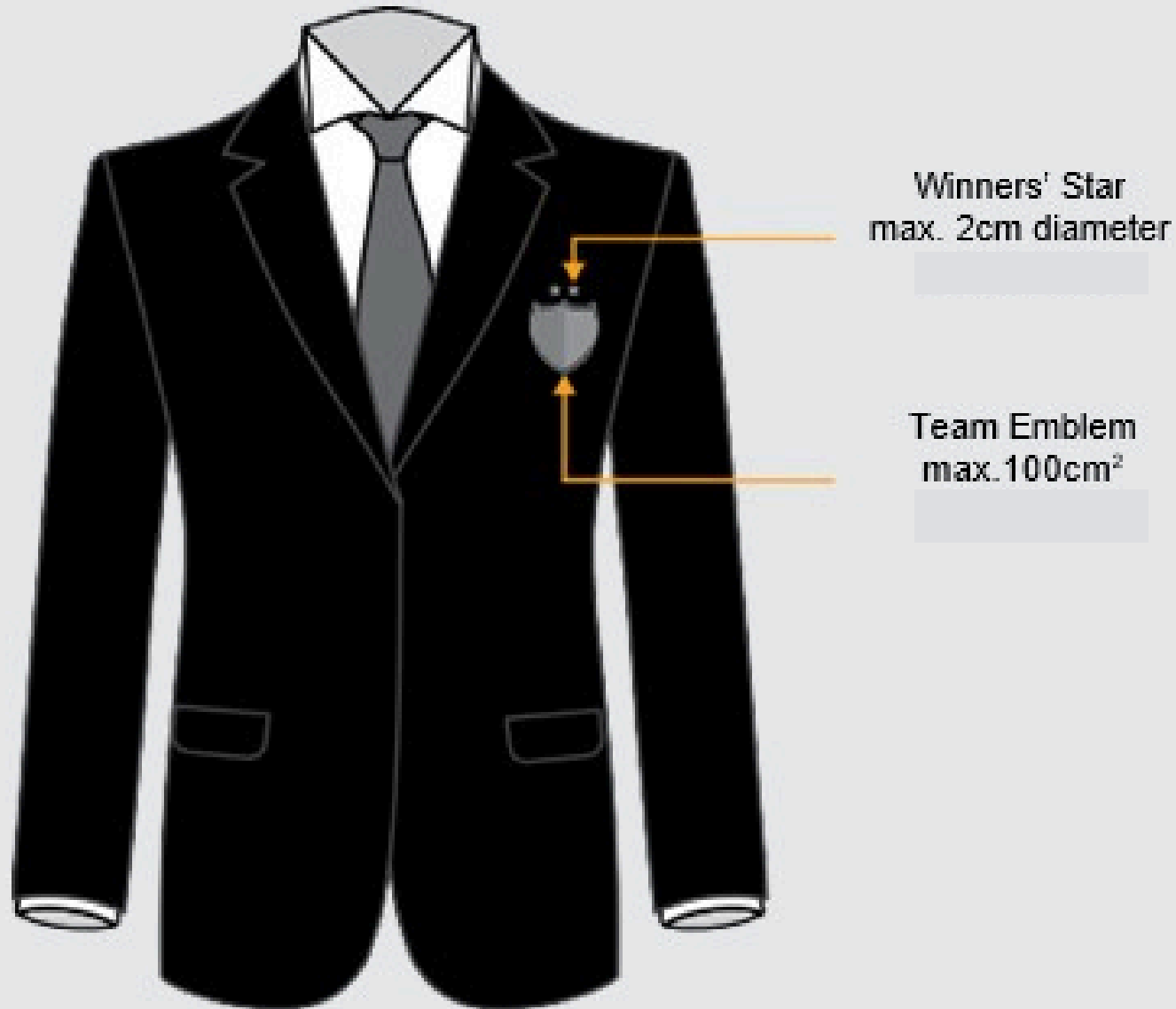
1. Equipment covered by these Regulations and used by Participating Players for medical reasons during a Match – such as protective headgear, protective facial masks, knee and arm protectors, eyewear, and medical casts or splints– must:
 - i. be approved by the AIFF in writing to use;
 - ii. not feature the Participating Player’s Name or Number or any abbreviation of them; and
 - iii. not display any Team Identifier, Manufacturer Identifier, Decorative Element, Sponsor Advertising or other words or marks unless the AIFF so permits.
2. Electronic performance and tracking system equipment may be worn by Participating Players during a Match covered by these Regulations as follows:
 - i. They must be certified and approved for use under the FIFA Quality Programme for Wearable Electronic Performance and Tracking Systems.
 - ii. They must be worn underneath the Shirt and (unless agreed by the AIFF) must not protrude outside of the Shirt.
 - iii. 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.

- iv. They may display the Participating Player's Name and Number once.
- v. They may not display any Team Identifier, Manufacturer Identifier, Decorative Element, or Sponsor Advertising.



NON-PLAYING ITEMS

FORMAL ATTIRE



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:

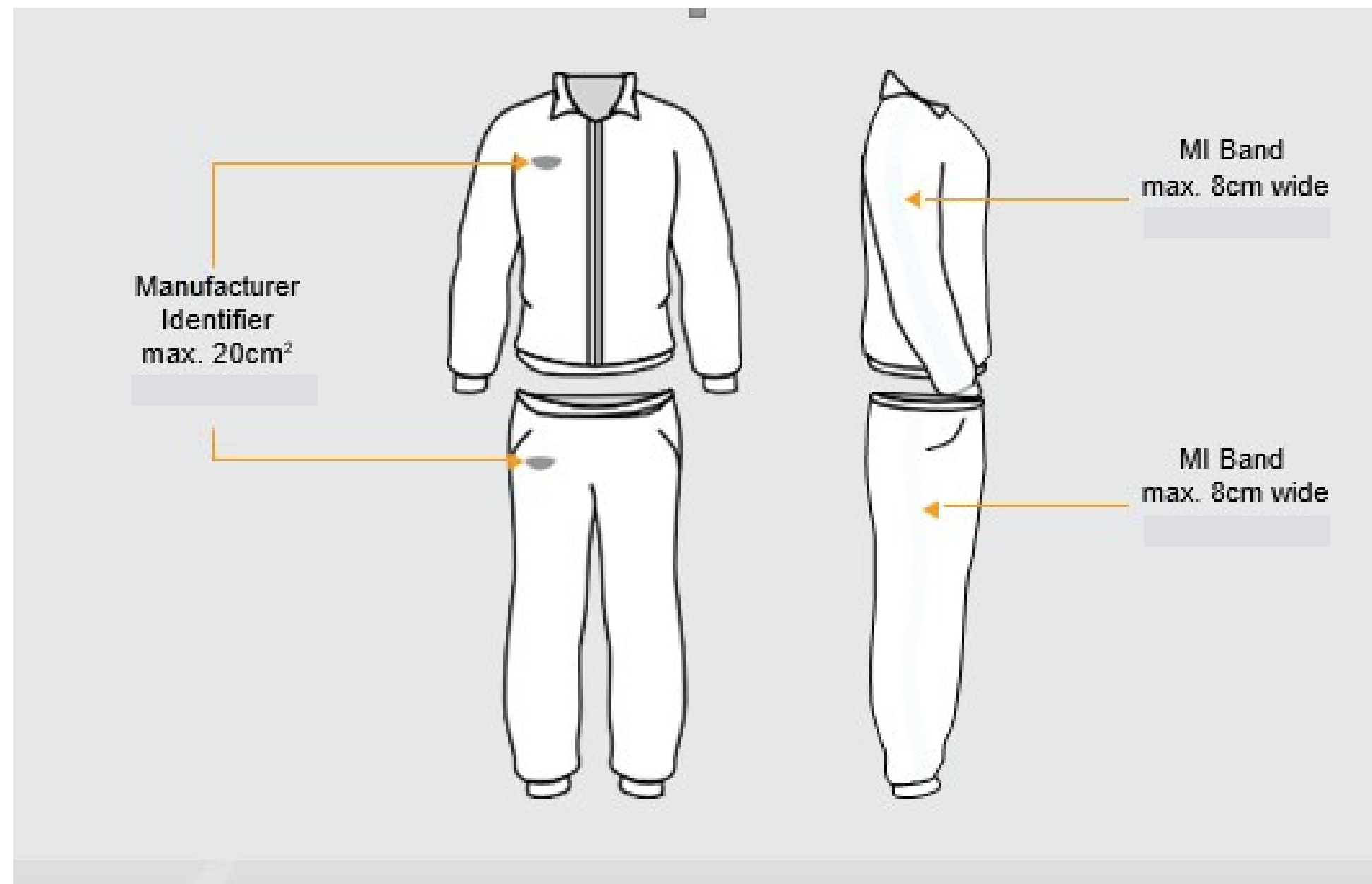
- i. Team Identifiers no bigger than one hundred square centimeter (100 sq.cm) in any position and quantity.
- ii. ‘Winners’ Stars’, but only if adjacent to a Team Emblem. Each individual star must be no greater than two centimeters (2 cm) in diameter and separate stars must be positioned no more than two centimeters (2 cm) apart.

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

OUTERWEAR

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”). Formal & Celebratory Attire is not included in the definition of Outerwear.
2. Each item of Outerwear may display:
 - i. Team Identifiers in any size, quantity, and positioning;
 - ii. ‘Winners’ Stars of any size, which must be adjacent to a Team Emblem or Team Symbol. Separate stars must be positioned no more than two centimeters (2cm) apart;
 - iii. up to five (5) Manufacturer Identifiers as approved by the AIFF in writing, in any position, each no bigger than twenty square centimeters (20 sq. cm);
 - iv. (on upper body Outerwear) up to two (2) MI Bands, as follows:
 - i. around the end of the Sleeves; and
 - ii. 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);

- iv. (on lower body Outerwear) up to two (2) MI Bands, as follows:
 - i. around the bottom edge; and
 - ii. along the Lateral or Outer Seam, provided that it is not wholly visible when viewed from the front or the back (as worn).
- v. one (1) Technology Label, in any position, no bigger than ten square centimeters (10sq. cm);
- vi. two (2) Quality Seals, in any position, one (1) no bigger than ten square centimeters (10 sq. cm) and the other no bigger than five square centimeters (5sq. cm); and provided always that the Outerwear worn by members of the Team Official 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.
- vii. Sponsor Advertising may be displayed on any Outerwear.

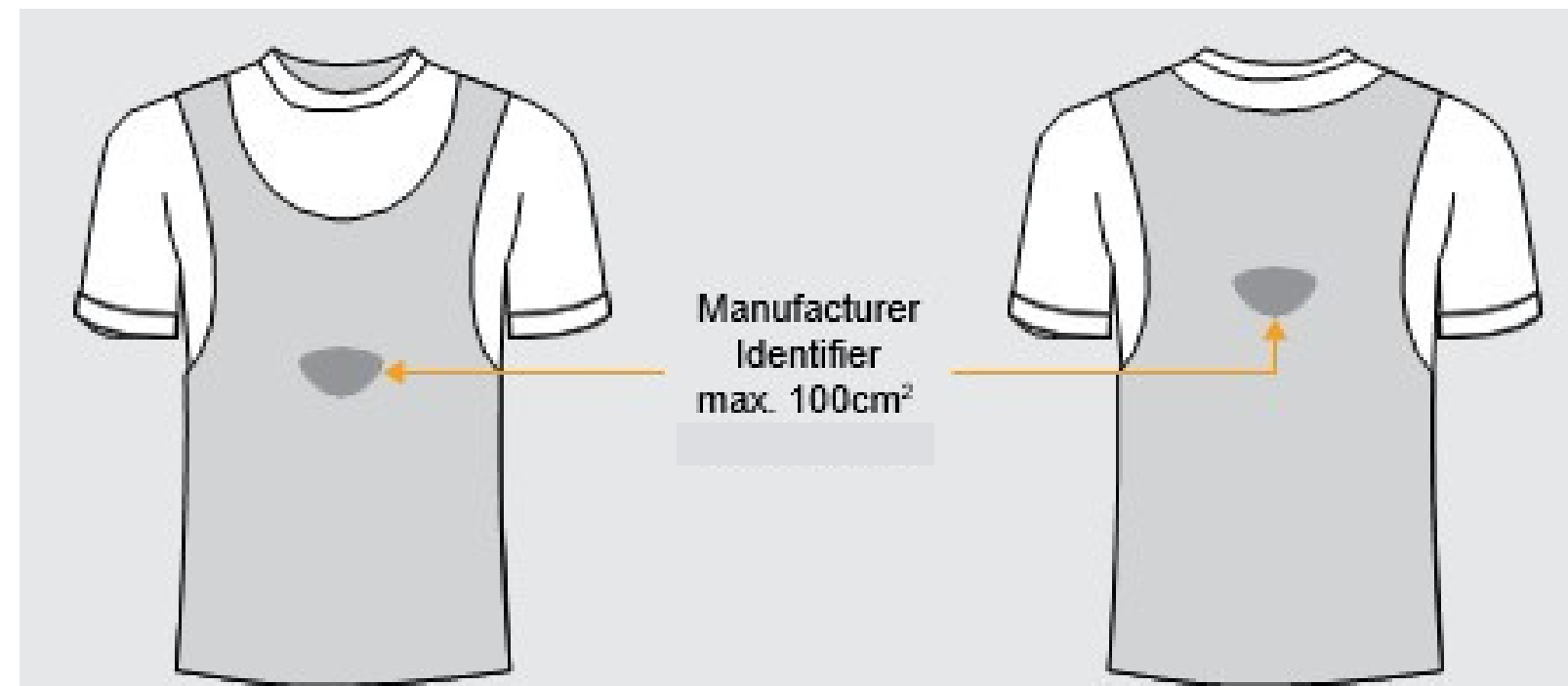


WARM-UP AND SUBSTITUTE BIBS

1. In AIFF Club Competitions, the AIFF 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

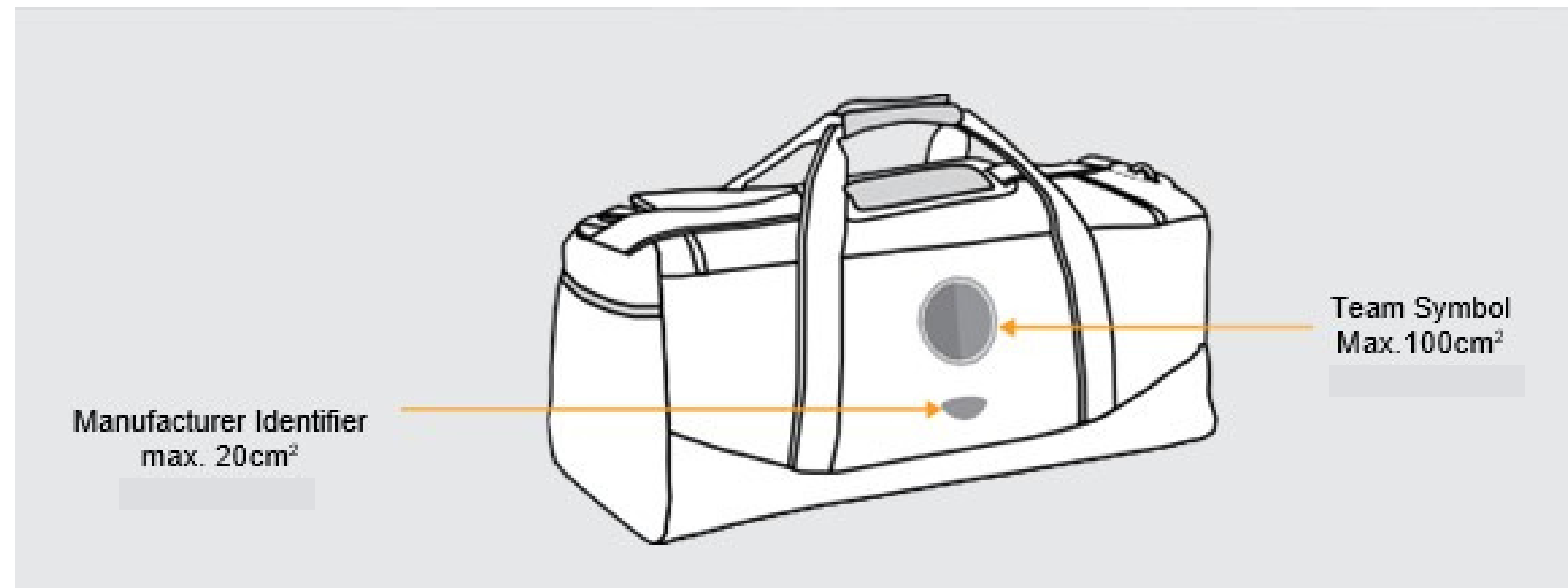
2. In any other case, bibs used by Teams:

- i. must be clearly distinguishable in colour from the Shirts of both Teams and from the shirts worn by the Match Officials;
- ii. may not display the Participating Player's Name or Number or any abbreviation thereof;
- iii. may display one Team Identifier in any size and quantity and in any position on the bib;
- iv. may display one (1) Manufacturer Identifier no bigger than one hundred square centimeters (100 sq. cm) once in any position on the front of the bib, and once in any position on the back of the bib;
- v. may not display any Sponsor Advertising; and
- vi. must not contain any political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind.



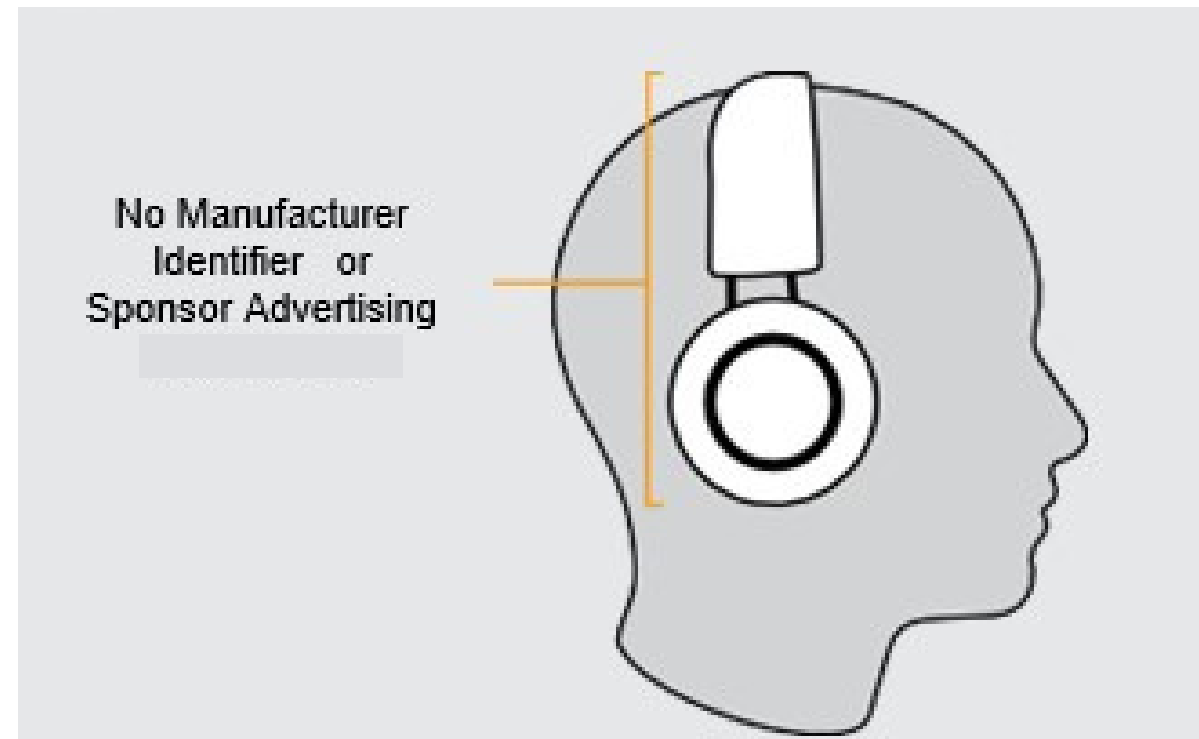
BAGS AND OTHER ITEMS

1. Bags used by Team Official Delegations within the Controlled Access Areas (including medical bags, equipment bags and ball bags) in AIFF Club Competitions:
 - i. may display Team Identifiers (in each case no bigger than one hundred square centimeters [100 sq. cm]) in any position and quantity;
 - ii. in the case of equipment bags only, may display one (1) Manufacturer Identifier no bigger than twenty square centimeters (20 cm²) once in any position;
 - iii. may not display any Sponsor Advertising; and
 - iv. must not contain political, religious, controversial, derogatory or insulting words, images, statements or other commercial messages of any kind.



2. Any other items used by Team Official Delegation members within the Controlled Access Areas (including, by way of example, personal devices, personal bags, accessory clothing items, and other fashion accessories) in AIFF Club Competitions:

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



CELEBRATORY ATTIRE

1. A Team may wear T-shirts commemorating their qualification for or their winning of an AIFF Club Competition (“Celebratory Attire”). Such Celebratory Attire:

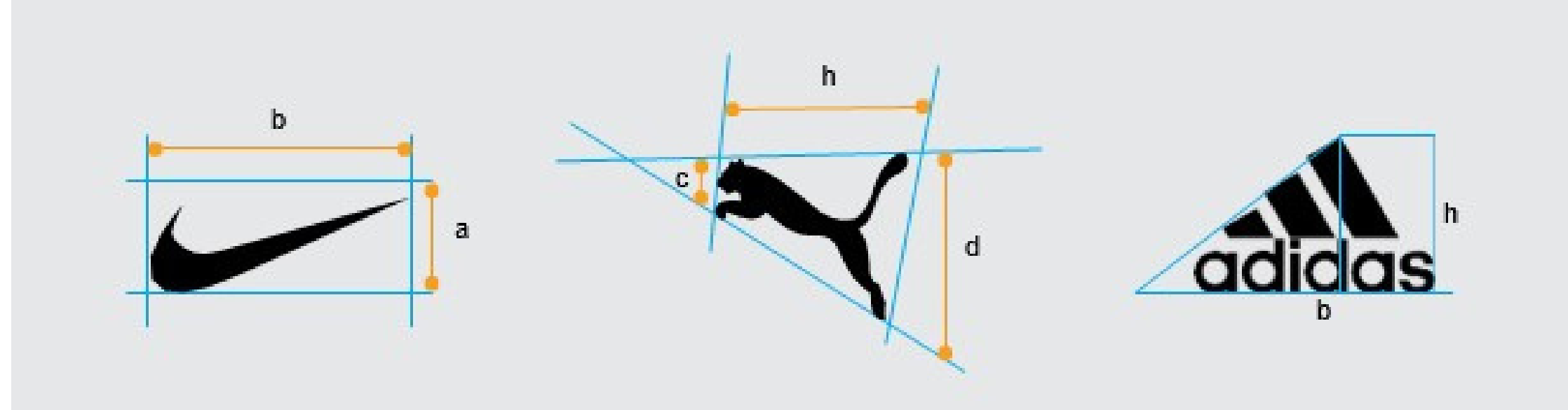
- i. must all be made by the same Manufacturer;
- ii. may display Team Identifiers in any size, position, and quantity;
- iii. may display ‘Winners’ Stars’ of any size, which must be displayed adjacent to a Team Emblem or Team Symbol, each star no more than two centimeters (2cm) apart;
- iv. may display the same Manufacturer Identifier as the one on the Playing Kit only once in any position, but no bigger than twenty square centimeters (20sq. cm); and
- v. may not display any Sponsor Advertising.

2. Celebratory Attire may only be worn on the Field of Play after the following official AIFF activities have taken place (during which the Team must wear the Shirts they wore during the Match in question):

- i. the trophy presentation;
- ii. official AIFF photographs; and
- iii. official media appearances.

MEASUREMENT PROCEDURE

1. 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.
2. Manufacturer Identifiers are measured as individual geometric forms when the distance between the various elements does not exceed half centimeter (0.5 cm).
3. The following diagrams and related descriptions provide examples of the measurement procedure:
 - i. Manufacturer logo:
 - a. Logo 1: The Nike logo size is calculated using the formula “a” x “b”
 - b. Logo 2: The Puma logo size is calculated using the formula (“c” + “d”)/2 x “h”
 - c. Logo 3: The adidas logo size is calculated using the formula (“b” x “h”)/2



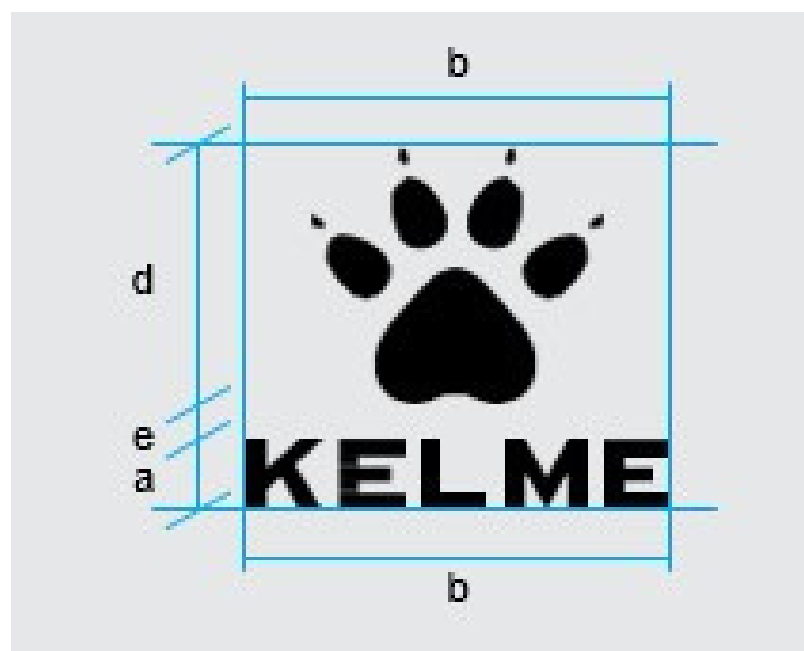
4. Manufacturer composite mark:

i. 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”

b. The design mark size, which is calculated using the formula “b” x “d”

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



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

- i. the surface area of the Sponsor Advertising, if it is printed directly on the Shirt or on a patch that is the same colour as the Shirt; or
- ii. if the patch is not the same colour as the Shirt, the surface area of the patch.

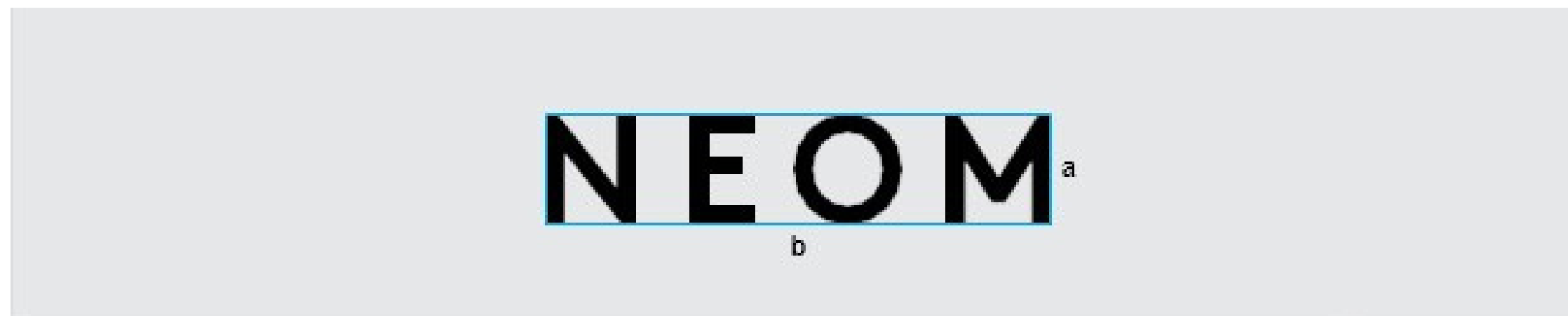
6. Sponsor Advertising size is measured as several individual geometric forms when made up of more than one (1) separable line of text or consisting of a logo and text separately (the distance between the various elements must not exceed five centimeters (5cm).

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



ii. Sponsor Advertising on a colored patch:

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



ii. Sponsor Advertising containing more than one (1) constituent part is measured by adding together the size of the two (2) separate parts, measured as follows:

a. Two (2) words calculated as (“a” x “b”) + (“c” x “d”)

b. Word and logo calculated as (“a” x “b”) + (area of the circle “c”)

c. The distance (“d”) between the word and the logo may not exceed five centimeters (5 cm)





VISION 2047

BATTALIA
MALADAPATI

GOO'S DVK E2



Karolika Bank



KALYAN
JEWELLERS

AIFF CLUB KIT EQUIPMENT REGULATIONS 2024-25



SL. NO.	PARTICULARS	SIZE (sq.cm.)	LOGO AREA JUSTIFICATION
A FRONT			
1	CLUB LOGO	81	A - LEFT SIDE CHEST OF THE PLAYING SHIRT (9CM HIGH x 9CM WIDE)
2	MANUFACTURER'S LOGO	64	B - RIGHT SIDE CHEST OF THE PLAYING SHIRT
3	KIT SPONSOR	40	G - UNDER COLLAR LOGO (NOT ALIGNED)
4	LEAGUE LOGO	100	C - RIGHT SLEEVE (12H X 9WD)
5	SLEEVE PATCH	120	F - LEFT SLEEVE (60 FOR EACH IN CASE OF 2 SPONSORS)
6	KIT SPONSOR	200	D - BELOW UNDER COLLAR LOGO
7	SHORTS NUMBER	HEIGHT: 10 - 15 (cm)	J - RIGHT SIDE OF SHORT (Mangal Bold)
8	SHORT CLUB LOGO	50	I - LEFT SIDE OF SHORT
9	SOCKS	50	L - MANUFACTURER LOGO
B BACK			
1	BACK SPONSOR	200	E - ABOVE PLAYER NUMBER
2	PLAYER NAME	HEIGHT: 6.8 (cm)	BELOW PLAYER NUMBER (Mangal Bold)
3	PLAYER NUMBER	HEIGHT: 25-30 (cm)	ABOVE PLAYER NAME (Mangal Bold)
4	SHORT - BOTH SIDE	64	K & H - ANY LOGO AT THE BOTTOM

***LOCATION B CAN BE USED FOR A COMMERCIAL LOGO.
*LOCATION B CAN BE EXCHANGED WITH LOCATION G.
SIZES WILL REMAIN THE SAME FOR BOTH THE POSITIONS.**