



# EQUIPMENT REGULATIONS

— 2024/2025 —



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## Definitions

In these Equipment Regulations, the terms listed below have the following meanings (unless the context specifically indicates otherwise):

City Name	The official name, including standardized abbreviations, of the city.
Club Emblem	The official emblem or logo selected by a Club to represent it.
Club Name	The Official Name of the Club, including standardised abbreviations thereof.
Club Symbol	Any symbol or graphic element other than the Club Emblem selected by a Club to represent it.
Competition	Any competition organized by The Football Association of Hong Kong, China, which includes without limitation, all Matches as set out on the Competition's fixture list, all activities on the Field of Play, opening ceremonies, presentation or closing ceremonies, press conferences or official functions connected therewith.
Equipment	Equipment worn or used in Competition, which includes without limitation, the compulsory equipment, other equipment or field equipment.
Futsal Law of the Game	The laws of futsal issued by Fédération Internationale de Football Association (FIFA).
Home Team	The playing team whose name first appears in respect of a Match of the Competition on the Competition's fixture list.
The Football Association of Hong Kong, China (HKFA)	The The Football Association of Hong Kong, China Limited, whose registered office is situated at 55 Fat Kwong Street, Homantin, Kowloon, Hong Kong.
Law of the Game	The laws of association football issued by the International Football Association Board (IFAB).
Manufacturer	An Equipment company that designs, produces and sells products bearing its own Trademarks.
Manufacturer's Trademarks	A Trademark of a Manufacturer which is displayed on Equipment.
Match(es)	A football match forming part of the Competition.
Official Kit	The home Playing Kit worn for Match(es).
Playing Kit	Playing Kit is composed of shirt, short and socks.

Referee	The referee, assistant referees and 4th official duly appointed by HKFA to officiate at the Match(es).
Reserve Kit	The away or other Playing Kit worn for Match(es) which is different from the Official Kit.
Sponsor Advertising	Any type of advertising on Equipment.
These Regulations	2024-25 HKFA Equipment Regulations
Visiting Team	The playing team whose name last appears in respect of a Match of the Competition on the Competition's fixture list.

## **Interpretation**

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

- (a) the words importing the singular number shall include the plural and vice versa;
- (b) the words importing any particular gender shall include all other genders;
- (c) References to statutory provisions shall be construed as references to those provisions as they may be amended or re-enacted;
- (d) The headings in these Regulations are for convenience only and shall not affect the interpretation;
- (e) Reference to persons shall include any legal person or corporation;
- (f) the provision of HKFA Constitution shall prevail in the event of any conflict with these Regulations, unless the context specifically indicates otherwise.

## A. General Provisions

### 1. Scope of Application

- 1.1 HKFA Equipment Regulations apply to all competitions organized by the The Football Association of Hong Kong, China Ltd. (“HKFA”). Participating teams must comply with these Regulations, unless otherwise stated herein.
- 1.2 These Regulations govern including but not limited to the equipment, manufacturer’s trademarks, sponsor advertising or slogans.
- 1.3 Participating teams and participants (including but not limited to the players, team officials, referees, competition staff) must wear or use the equipment as permitted by these Regulations to participate the match(es).
- 1.4 The relevant competition regulations may define further and/or stricter requirements than those set out in these Regulations. To the extent that the relevant competition regulations is inconsistent with any aspect of these Regulations, the relevant competition regulations shall take precedence.
- 1.5 Where no provision of these Regulations is applicable, the Law of the Game / Futsal Law of the Game or relevant competition regulations shall apply, where appropriate.
- 1.6 HKFA reserves the right to make the final decision on the use of equipment.

## B. Approval Procedure

### 2. Approval Process

- 2.1 Participating team is required to complete the playing kit registration (including shirt, shorts and socks) **5 working days before the first match of the respective competition**. Upon completion of the registration and approval procedures, the playing kit of Premier League teams shall be kept by HKFA for retention, whereas the teams of other competitions shall receive their playing kit by return. If the team fails to complete the registration before the deadline, it will be deemed to have not completed the registration. The following is the requirement for the kit registration on each competition:

Competition	Number of Registered Playing Kit for the Outfield Players	Number of Registered Playing Kit for the Goalkeeper
Premier League, Reserve League, First Division, Second Division, Third Division, Women’s League, Futsal League	At least 2 sets of kit (Home & Away)	At least 3 sets of kit (Home, Away & 2nd Away)
Premier Youth League, Youth League, Girls’ League	At least 2 sets of kit (Home & Away)	At least 2 sets of kit (Home & Away)

The colours of the home and away shirts and socks must have a clear colour contrast, regardless of the outfield players or goalkeepers.

- 2.2 A participating team that wears any unregistered shirts, shorts or socks will be deemed to be in violation of these Regulations.
- 2.3 HKFA shall prohibit any gambling, tobacco, liquor, political, religion, discrimination, abuse, personal messages, or other morally indecent information displayed on the equipment. Any violations will be referred to the Disciplinary Committee.

### **3. Add or Change on Kit Registration**

- 3.1 If the participating teams wants to add or change the registration (such as shirt, shorts or socks), the relevant team must complete the kit registration and 5 working days before the respective match.

## **C. Compulsory Equipment**

### **4. Compulsory Equipment**

- 4.1 According to the Laws of the Game / Futsal Law of the Game, the compulsory equipment that each player must wear during a match is:
  - 4.1.1 shirt with sleeves (long or short sleeves),
  - 4.1.2 shorts (outfield players must wear shorts while goalkeepers can wear either shorts or tracksuit bottoms),
  - 4.1.3 socks,
  - 4.1.4 shinguards,
  - 4.1.5 footwear
- 4.2 Apart from the goalkeeper, the shirts, shorts and socks worn by the outfield players of the same team must be identical during the match.

### **5. Shinguards**

- 5.1 The Laws of the Game / Futsal Laws of the Game applies to the use of the shinguards.
- 5.2 The players of the same team may wear shinguards of different manufacturers and different visual appearance at their own discretion, provided that the shinguards must be worn inside the socks.

### **6. Footwear**

- 6.1 The Laws of the Game / Futsal Laws of the Game applies to the use of the footwear.
- 6.2 The players of the same team may wear footwear of different manufacturers and different visual appearance at their own discretion.

## D. Specifications on Playing Kit

### 7. Playing Kit

- 7.1 Playing kit is including shirt, shorts and socks. Participating teams must be registered in accordance with Article 2 of these Regulations.
- 7.2 The shirt, shorts and socks worn by the outfield players in the same team must be identical during the match. Regardless the goalkeeper is the starting player or the substitute, the shirt, shorts and socks worn by the goalkeepers must be identical during the match.

### 8. Colours

- 8.1 The colours of the shirts and socks of home kit and away kit of outfield player and goalkeeper must have a clear colour contrast. (ie. Where a team's Home Playing kit is predominantly dark in colour, at least one (1) equivalent Away Playing Kit should be predominantly light in colour, and vice versa; and the three (3) Goalkeeper Playing Kits must also have this arrangement.)
- 8.2 One (1) predominant colour must be visible on the front and back of the shirt, shorts and socks respectively. With the sole exception of vertically or horizontally stripped and chequered shirts using two (2) colours equally in a non-dominant manner will also be accepted to use, where the shirts must also meet the requirement listed in article 9.5.
- 8.3 The design of the jersey, shorts or socks may be watermarked, but the watermarked design cannot affect the legibility of the shirt / shorts number and player name. In addition, the watermarked design cannot present any manufacturer's trademark, sponsor advertising, slogans or related information in article 2.3 of these Regulations.



Stripped shirt using two (2) colours equally in a non-dominant manner



Chequered shirt using two (2) colours equally in a non-dominant manner



- 8.4 Participating teams shall bring all the registered playing kits (in accordance to the article 2.1 of these Regulations) for their outfield players and goalkeeper. Any violations will be referred to the Disciplinary Committee.
- 8.5 To avoid any clash of colours on each match, the players shall wear shirts and socks that have a clear colour contrast compared with the opponent team which enable referees to distinguish clearly between two teams. Teams may need to wear the combination of the playing kits if necessary. The referee will select the playing kit according to the following priority:
- 8.5.1 1st priority: the outfield players of the home team (except the goalkeeper);
  - 8.5.2 2nd priority: the outfield players of the away team (except the goalkeeper);
  - 8.5.3 3rd priority: the goalkeeper of the home team;
  - 8.5.4 4th priority: the goalkeeper of the away team.

Referee will reserve the final decision.

## **9. Numbers on Shirts and Shorts**

- 9.1 A number must appear on the back of the shirt which is clearly legible and the height of the number must be between 25cm and 35cm for men's competition and 20cm and 35cm for women's and youth competition. **The stroke width of the number must be between 3cm and 5cm.**
- 9.2 A number may also be displayed on the front of the shirt which is clearly legible and the height of the number must be between 10cm and 15cm. **The stroke width of the number must be between 1cm and 3cm.**
- 9.3 A number must appear on the front of the shorts on either leg of the shorts which is clearly legible, and the height of the number must be between 10cm and 15cm. **The stroke width of the number must be between 1cm and 3cm.**
- 9.4 A number must appear clearly on the shirt and shorts, and a player must wear a shirt and shorts with the same number printed on his shirt and shorts whenever he participates in a match. The location of the number on the shirt and shorts of the same team must be identical. Each number can only be used by one player and cannot be repeated.

- 9.5 The number appearing on the shirt and shorts must have a clear contrast with the colour of the shirt and shorts. This distinction may be achieved by displaying the numbers on a single coloured patch.



- 9.6 The number appearing on the shirt and shorts must be between from 1 to 99, and number 1 must be worn by a goalkeeper.
- 9.7 The Official Emblem may only appear once on the bottom of each figure of the number on the back of the shirt. Its size shall not exceed 5cm<sup>2</sup> and shall not affect the legibility of the number. Except for the Official Emblem, a number shall not contain any manufacturer's trademark, sponsor advertising, slogans or any third party elements.



- 9.8 The font, colour and size of the numbers appearing on the shirts and shorts worn by the players of the same team must be consistent respectively.
- 9.9 The colour of the number appearing on the shirt and shorts must be of a single colour. If necessary, a border may be added on the number appearing on the shirt and shorts.
- 9.10 The numbers may be sewn on or affixed to the kit item by heat transfer. The numbers may not be attached with velcro or other temporary means.

## 10. Player Names

- 10.1 For all the participating teams of Premier League, the name of a player must be displayed on the shirt. For other participating teams except Premier League, the name of a player may be displayed on the shirt provided that such name must be positioned above the number on the back of the shirt, and that the height of the letters used for the player's name is between 5cm and 7.5 cm. Players' names must be identified by their surname or popular name. The name must also be at least 4cm above the player's number.



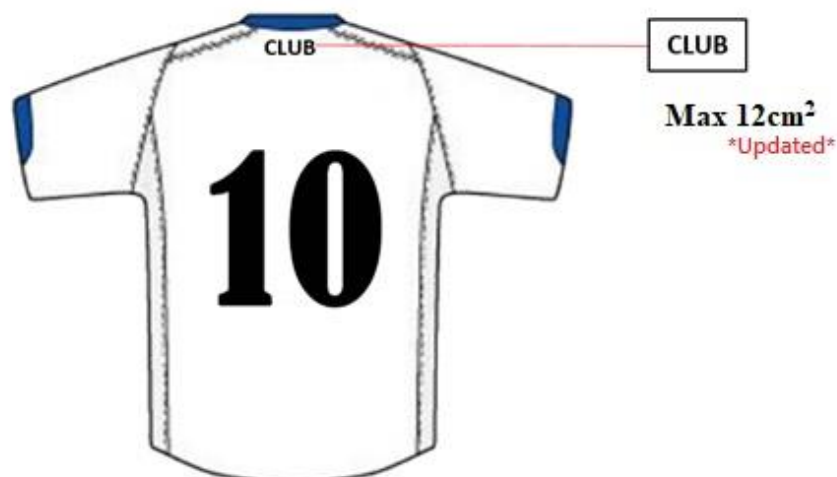
- 10.2 The colour of the player's name must be identical to the colour of the number appearing on the back of the shirt, and must be consistent for the whole team. The name must be clearly legible and positioned above the number on the back of the shirt. The player's name shall not contain any manufacturer's trademarks, sponsor advertising, slogans or any third party elements.
- 10.3 The colour of the player's name must be of a single colour. If necessary, a border may be added on the player's name.

## 11. Club Emblem

- 11.1 A club may display its club emblem, club symbol or club name on the shirt, provided that the total surface area does not exceed 100cm<sup>2</sup>.
- 11.2 A club may display its club emblem, club symbol or club name on the shorts, provided that the total surface area **does not exceed 50cm<sup>2</sup>**.
- 11.3 A club may display its club emblem, club symbol or club name on the socks, provided that the total surface area does not exceed 50cm<sup>2</sup>.

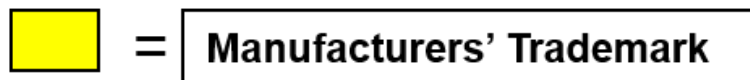


- 11.4 A club may display its club emblem, club symbol or club name in the collar zone at the back of the shirt for at most 1 time, provided that the total surface area **does not exceed 12cm<sup>2</sup>, with the lettering no higher than two cm (2cm)**.



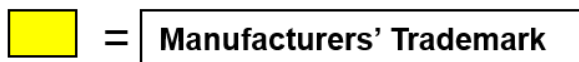
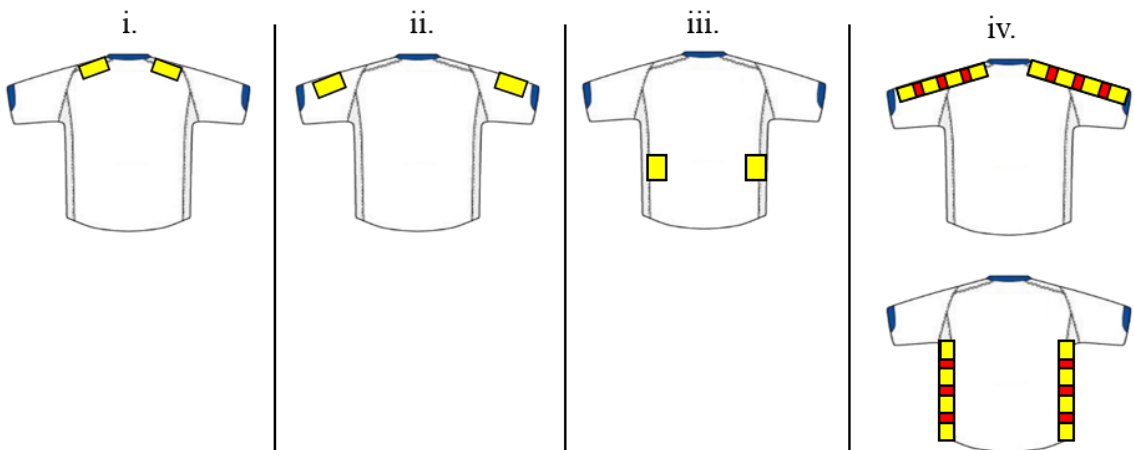
## 12. Manufacturer's Trademarks

- 12.1 A manufacturer may display its trademark on the front of the shirt for at most 1 time, provided that the total surface area of each trademark does not exceed 20cm<sup>2</sup>.

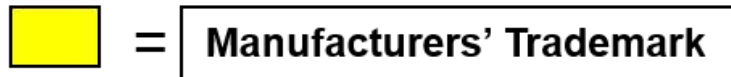
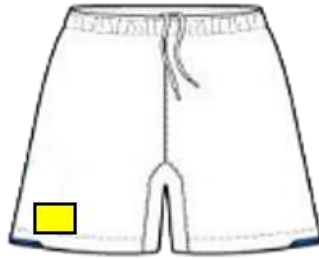


- 12.2 A manufacturer may additionally display its trademark on the shirt in one (1) of the following positions:

- 12.2.1. The trademark may display on the shoulder of the shirt, provided that the width of each trademark does not exceed 8cm.
- 12.2.2. The trademark may display on the sleeves of the shirt, provided that the width of each trademark does not exceed 8cm.
- 12.2.3. The trademark may display on the outer seams of the shirt, provided that the width of each trademark does not exceed 8cm.
- 12.2.4. The trademark may display in the form of strip of a repeated pattern with the maximum space not exceed 2cm between the trademarks on the shoulder, sleeves or the outer seams of the shirt (sleeve free zone for sleeve badge is not subject to this restriction), provided that the width of the strip does not exceed 8cm.



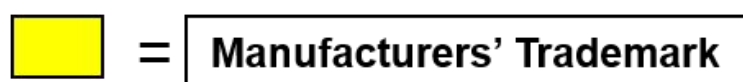
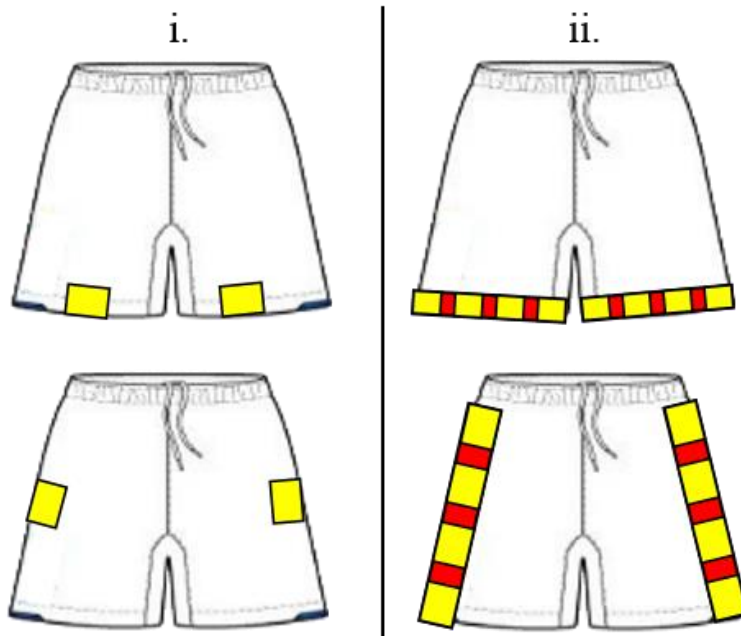
- 12.3 A manufacturer may display its trademark on either leg of the shorts for at most 1 time, provided that the total surface area of each trademark does not exceed 20cm<sup>2</sup>.



- 12.4 A manufacturer may additionally display its trademark on the shorts in one (1) of the following positions:

12.4.1. The trademark may display on the bottom edge or outer seams of the shorts, provided that the width of each trademark does not exceed 8cm.

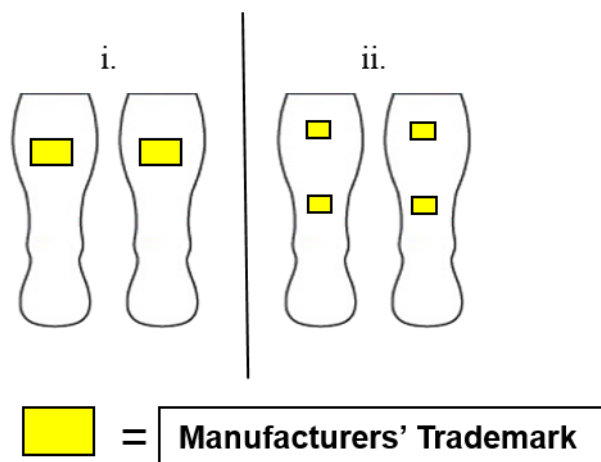
12.4.2. The trademark may display in the form of strip of a repeated pattern with the maximum space not exceed 2cm between the trademarks on the bottom edge or outer seams of the shorts, provided that the width of the strip does not exceed 8cm.



12.5 A manufacturer may display its trademark on each sock according to the following conditions:

12.5.1. The total surface area of each trademark does not exceed 20cm<sup>2</sup> if one (1) single trademark is displayed.

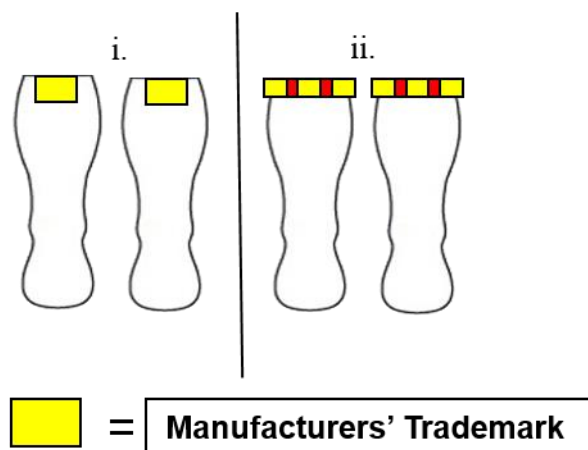
12.5.2. The total surface area of each trademark does not exceed 10cm<sup>2</sup> if two (2) trademarks are displayed.



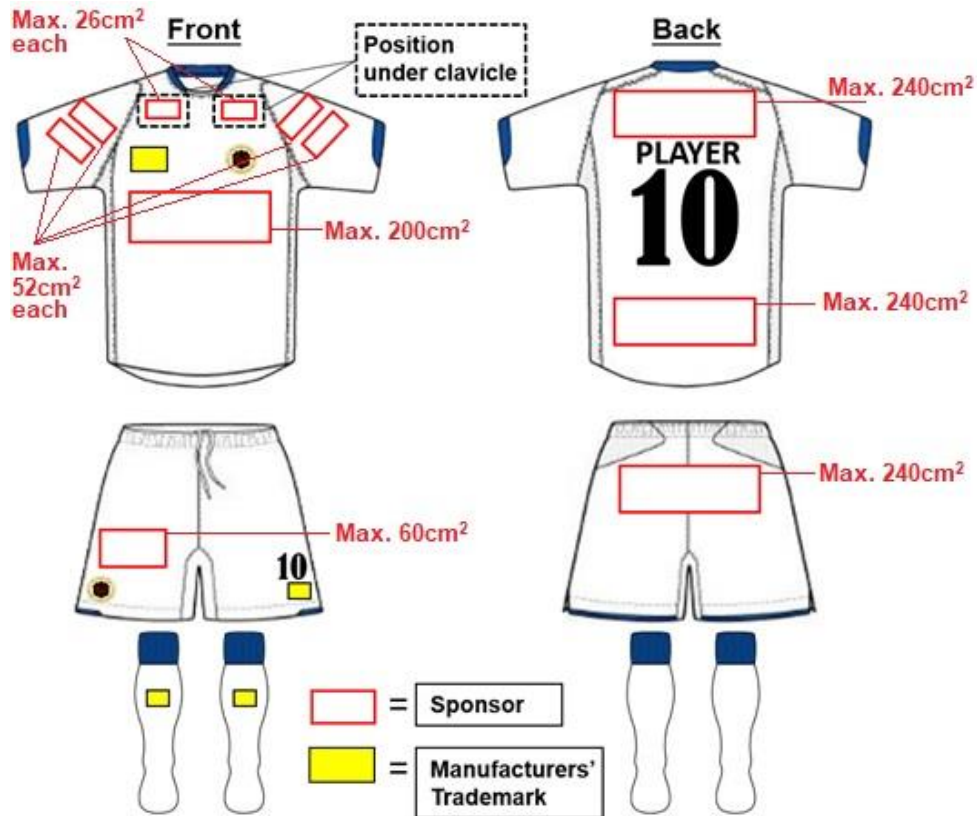
12.6 A manufacturer may additionally display its trademark on each sock in one (1) of the following positions:

12.6.1. The trademark may display on the top edge of each sock, provided that the width of each trademark does not exceed 5cm.

12.6.2. The trademark may display on the top edge of each sock in the form of strip of a repeated pattern with the maximum space not exceed 2cm between the trademarks on the sock, provided that the width of the strip does not exceed 5cm.



### 13. Sponsor Advertising



- 13.1 One sponsor advertising or slogan may be printed on the front of the shirt, provided that the total surface area of such sponsor advertising or slogan **does not exceed 200 cm<sup>2</sup>**.
- 13.2 Two sponsor advertising or slogans may be printed on the back of the shirt, provided that one is on the top and the other is at the bottom and the total surface area of each sponsor advertising or slogan does not exceed 240 cm<sup>2</sup>.
- 13.3 Two sponsor advertising or slogans may be printed on the front of the shirt, provided that one is under the left clavicle and the other is under the right clavicle and the total surface area of each sponsor advertising or slogan does not exceed 26 cm<sup>2</sup>.
- 13.4 Two sponsor advertising or slogans may be printed on each sleeve, provided that the total surface area of each of each sponsor advertising or slogan does not exceed 52 cm<sup>2</sup>.
- 13.5 One sponsor advertising or slogan may be printed at the front of the shorts (on the side without the number appearing on it), provided that the total surface area of such sponsor advertising or slogan does not exceed 60 cm<sup>2</sup>.
- 13.6 One sponsor advertising or slogan may be printed at the back of the shorts, provided that the total surface area of such sponsor advertising or slogan does not exceed 240 cm<sup>2</sup>.
- 13.7 There shall be no sponsor advertising, other logos or slogans appearing on the socks except for a club's emblem, name or the manufacturer's trademark.
- 13.8 The height of the letters of sponsor advertising or slogan must not exceed 10 cm.



## 14. Customization of Shirts for Matches

14.1 A club may print the following match information in the chest level on the front of the shirt, provided that the total surface area does not exceed 50 cm<sup>2</sup> and the height of the letters for the match information does not exceed 2cm:

- 14.1.1. Club Emblem, Club Symbol or Club Name of the participating teams
- 14.1.2. Match Date
- 14.1.3. Match Venue
- 14.1.4. Competition Name or Competition Logo



## E. Other Equipment

### 15. Captain's Armband

- 15.1 Team captain must wear the captain's armband during the match.
- 15.2 Captain's armbands shall remain free of, and shall not produce the visual effect of a manufacturers' trademarks, sponsor advertising or slogan, except for the word "captain" or an abbreviation or translation thereof or the emblem of the club.
- 15.3 The official captain's armband exclusively provided by HKFA for the relevant competition must be worn by the team captain during the match.



### 16. Sleeve Badges

- 16.1 The official sleeve badges exclusively provided by HKFA for the relevant competition must be displayed in the sleeve free zone on the right which cannot be covered by any sponsor advertising or slogans.



The official sleeve badge of 2023-24 Hong Kong Premier League

## **17. Gloves worn by Outfield Players**

- 17.1 The outfield players may wear gloves, the gloves shall be separate from the shirt.
- 17.2 Each glove of an outfield player may display the manufacturer's trademark for at most 1 time, and the total surface area of each manufacturer's trademark shall not exceed 20 cm<sup>2</sup>.
- 17.3 Neither the name (nor abbreviation) nor the number of a Participating Player may be displayed on the gloves.
- 17.4 Club Emblem, Club Symbol, Club Name, National Flag, Country Name, or City Name may display one (1) single type of identification on each outfield participating player gloves for at most 1 time. The size of the type of identification shall not exceed 12cm<sup>2</sup>.

## **18. Goalkeeper Gloves**

- 18.1 Goalkeepers may wear gloves in a match. The goalkeepers of the same team may wear different goalkeeper gloves.
- 18.2 Each glove of a goalkeeper may display the manufacturer's trademark for at most 1 time, and the total surface area of each manufacturer's trademark shall not exceed 20 cm<sup>2</sup>.
- 18.3 The name and/or the number of the goalkeeper may appear once on each goalkeeper glove. The letters used shall not exceed 2cm in height.
- 18.4 Each glove of a goalkeeper may display one (1) single type of identification and shall be displayed for at most 1 time, chosen from:
  - 18.4.1. Club Emblem - Maximum size of 50cm<sup>2</sup>;
  - 18.4.2. Club Symbol - Maximum size of 50cm<sup>2</sup>;
  - 18.4.3. Club Name - Maximum size of 12cm<sup>2</sup> and the letters used shall not exceed 2cm in height;
  - 18.4.4. National Flag - Maximum size of 25cm<sup>2</sup>;
  - 18.4.5. Country Name/City Name - Maximum size of 12cm<sup>2</sup> and the letters used shall not exceed 2cm in height.

## **19. Goalkeeper Cap**

- 19.1 A goalkeeper may wear a goalkeeper cap in a match. The goalkeepers of the same team may wear different goalkeeper caps.
- 19.2 Each goalkeeper cap may display the trademark of a manufacturer for at most 1 time, and the total surface area of each manufacturer's trademark shall not exceed 20 cm<sup>2</sup>.
- 19.3 The name and/or the number of the goalkeeper may appear once on the goalkeeper cap. The letters used shall not exceed 2cm in height.
- 19.4 Each goalkeeper cap may display one (1) single type of identification and shall be displayed no more than once, chosen from:
  - 19.4.1. Club Emblem - Maximum size of 50cm<sup>2</sup>;
  - 19.4.2. Club Symbol - Maximum size of 50cm<sup>2</sup>;
  - 19.4.3. Club Name - Maximum size of 12cm<sup>2</sup> and the letters used shall not exceed 2cm in height;
  - 19.4.4. National Flag - Maximum size of 25cm<sup>2</sup>;
  - 19.4.5. Country Name/City Name - Maximum size of 12cm<sup>2</sup> and the letters used shall not exceed 2cm in height.

## **20. Items worn under Shirts and Shorts**

- 20.1 Player may wear undershirt or undershorts during the match. The Laws of the Game / Futsal Laws of the Game applies to the use of the undershirt or undershorts.
- 20.2 In the event that a player is wearing a short-sleeve shirt, a long-sleeve undershirt worn under the playing kit must be of the same visual appearance as the long-sleeve shirt worn by other players of the same team.
- 20.3 The colour of items worn by outfield players under the shirts and shorts must be consistent for the whole team.
- 20.4 No sponsor advertising or slogans can be displayed on the items worn by players under the shirts and shorts.
- 20.5 An undershirt may display the manufacturer's trademark with one (1) positioned on the front and one (1) on the back. The size of the manufacturer's trademark on the undershirt must not exceed 20cm<sup>2</sup>. Any manufacturer's trademark displayed on an undershirt shall not be visible when worn under a shirt.
- 20.6 Undershorts may display one (1) manufacturer's trademark. The size of the manufacturer's trademark on the undershorts must not exceed 20cm<sup>2</sup>.

## **21. Headband, Wristbands, Arm and Knee protectors**

- 21.1 A player may wear a headband, wristbands, arm and knee protectors in a match, provided that the player shall not wear a neck brace, a scarf in sporting style or a similar item.
- 21.2 Each of such headband or wristbands may display the manufacturer's trademark no more than once, and the total surface area of each manufacturer's trademark shall not exceed 20 cm<sup>2</sup>.
- 21.3 Club Emblem, Club Symbol, Club Name, National Flag, Country Name or City Name may display one (1) single type of identification on headband or wristbands, and displayed no more than once, provided that the total surface area of such emblem does not exceed 12 cm<sup>2</sup> and the lettering does not exceed 2cm in height.
- 21.4 The arm and knee protector should not have any parts or protruding elements extend out from the surface.
- 21.5 No manufacturer's trademark, sponsor advertising, slogans or any third party elements to be displayed on arm and knee protector.
- 21.6 In Futsal Competitions, the Futsal Laws of the Game applies to the use of the arm and knee protector.

## **22. Warm-up Bibs**

- 22.1 The colour of warm-up bibs must have a clear contrast with the playing kit of both teams during the match.
- 22.2 Each warm-up bib may display the trademark of a manufacturer for at most 2 times, and the total surface area of each manufacturer's trademark shall not exceed 100 cm<sup>2</sup>.
- 22.3 One sponsor advertising or slogan may be printed on the warm-up bib, provided that the total surface area of such sponsor advertising or slogan does not exceed 240 cm<sup>2</sup>.
- 22.4 The official warm-up bibs exclusively provided by HKFA for the relevant competition must be used by the teams during the match.

### **23. Items covered on Socks**

- 23.1 Player may apply items on the socks (e.g. ankle guard or ankle tape) which must comply with the requirements set out in The Laws of the Game / Futsal Laws of the Game.

### **24. Other Protection Items**

- 24.1 If it is necessary for a player to use other protection items such as a protective mask, head covers or goggles, an application must be sent to the HKFA by way of a letter, with a sample submitted for approval **4 working days** before the match, unless otherwise stated in the relevant competition regulations. HKFA shall issue a confirmation letter once the protection item is approved. Referee has the right to check the protection item before the match, and take the final decision regarding to the usage of the protection item by the player.
- 24.2 No manufacturer's trademark, sponsor advertising or any third party elements to be displayed on the protection items.

### **25. Use of Electronic Performance and Tracking System (EPTS) Devices**

- 25.1 If any team would like to apply for the use of the EPTS device, an application must be sent to the HKFA by way of a letter, with a sample submitted for approval 2 working days before the match. HKFA Secretariat shall issue a confirmation letter once the EPTS device is approved. Referee has the right to check the EPTS device before the match, and take the final decision regarding to the use of the EPTS device by the player.
- 25.2 EPTS devices must meet the requirement listed on the The Laws of the Game / Futsal Laws of the Game.
- 25.3 The data to be collected by an approved EPTS devices, or any interpretation of it, may only be used by the respective team and/or the individual player for performance monitoring purposes (including physical, technical and tactical data) and by no means for any commercial purpose and/or in association with any third party.
- 25.4 In order to protect the integrity of, and HKFA's rights in, the competition, HKFA may impose further restrictions on the use of the data collected by an approved EPTS device.
- 25.5 Except EPTS, Players (including substitutes/substituted and sent off players) are not permitted to use or wear any form of electronic or communication equipment.

## 26 Permitted Head Coverings

- 26.1 The only other head coverings that may be worn by players in the match are the permitted head coverings.
- 26.2 The permitted head covering must be either the same color as the dominant color of the player's shirt, or it must be black.
- 26.3 The permitted head covering must not have the player's name, number, abbreviations, club emblem or any decorative elements.
- 26.4 The permitted head covering must not compromise the safety of the player on either team in any way. Such as, it must not be attached to the shirt, it may not have any form of fastening mechanism around the neck, and no part(s) of it may extend out from the surface of the head covering.
- 26.5 If (but only if) the manufacturer of the permitted head covering is also the manufacturer of the player's playing kit, the permitted head covering may feature one (1) the manufacturer's trademark no bigger than 20cm<sup>2</sup>, which must blend in with the rest of the permitted head covering.



## **F. Closing Provisions**

### **27. Disciplinary Measures**

27.1 If any Club, team official or player violates any articles or fails to comply with the requirements set out in these Regulations, the relevant matter will be referred to the Disciplinary Committee for handling. The Disciplinary Committee will impose sanctions on each incident, including but not limited to the following:

26.1.1. Written warning;

26.1.2. Suspension;

26.1.3. A fine not exceeding HK\$10,000.00.

### **28. Language**

28.1 In the case of any discrepancy in the interpretation of the English and Chinese texts of these Regulations, the Chinese text shall be authoritative.

### **29. Amendment and Interpretation of the Regulations**

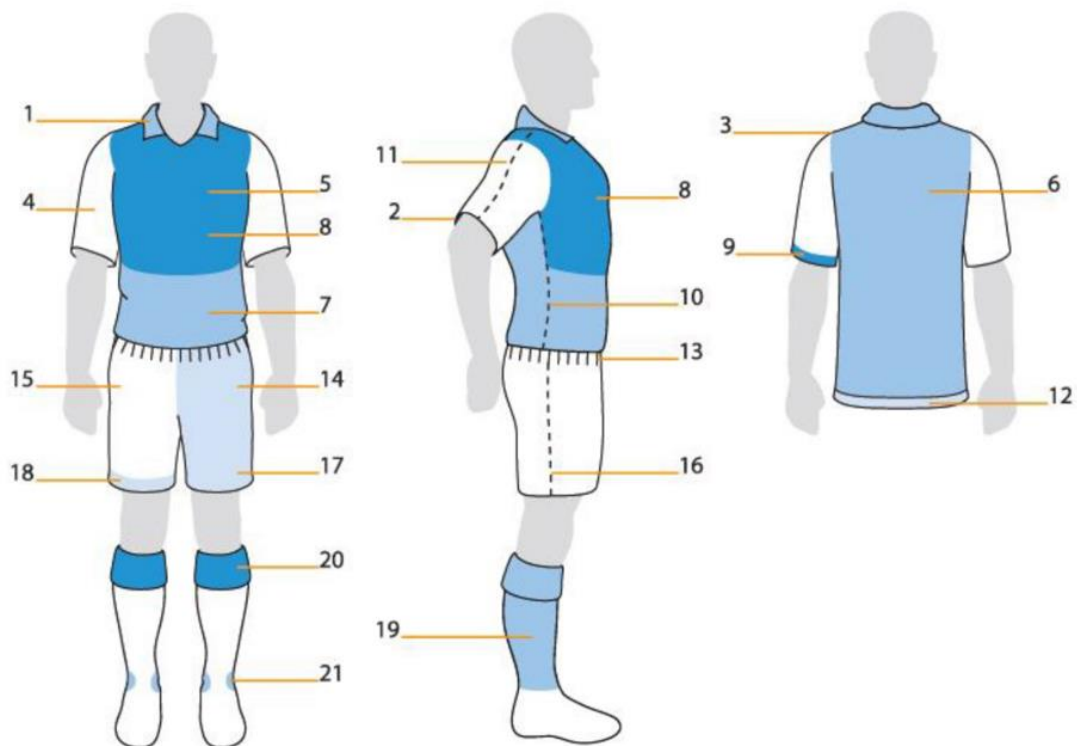
29.1 The Board of Directors of HKFA shall have the right to make amendments, additions, deletions and to interpret any article in these Regulations.

#### **Appendix A: Garment Related Terms**

#### **Appendix B: 2024/2025 Season – Playing Kit Registration Form**



## Appendix A: Garment Related Terms



### Shirt:

1. Collar
2. Elbow Point
3. Shoulder Point
4. Sleeve
5. Front
6. Back
7. Torso
8. Chest
9. Sleeve Bottom
10. Outer Seam
11. Sleeve Seam
12. Bottom Edge

### Shorts:

13. Waistband
14. Left Leg
15. Right Leg
16. Outer Seam
17. Front
18. Bottom Edge

### Socks:

19. Socks
20. Top Edge
21. Ankle

# The Football Association of Hong Kong, China Limited

## 2024/2025 Season – Playing Kit Registration Form

Team Name: \_\_\_\_\_ Competition: \_\_\_\_\_

Kits Colour	Outfield Player			Goalkeeper		
	Shirts	Shorts	Socks	Shirt	Shorts	Socks
Home						
Away						
2nd Away						

Item	Position	Size
Club Emblem/Name on Shirts (Optional)		Area cm <sup>2</sup>
Club Emblem/Name on Shorts (Optional)		Area cm <sup>2</sup>
Club Emblem/Name on Socks (Optional)		Area cm <sup>2</sup>
Players' Numbers on Shirts	Back (Compulsory)	Height cm
Players' Numbers on Shorts	Front (Compulsory)	Height cm
Players' Numbers on Shirts	Front (Optional)	Height cm
Players' Name on Shirts	Back (Optional)	Height cm

Manufacturer Trademark	Position	Size
Manufacturer Trademark on Shirt	Position 1:	Area/Width cm <sup>2</sup> /cm
	Position 2:	Area/Width cm <sup>2</sup> /cm
Manufacturer Trademark on Shorts	Position 1:	Area/Width cm <sup>2</sup> /cm
	Position 2:	Area/Width cm <sup>2</sup> /cm
Manufacturer Trademark on Socks	Position 1:	Area/Width cm <sup>2</sup> /cm
	Position 2:	Area/Width cm <sup>2</sup> /cm
	Position 3:	Area/Width cm <sup>2</sup> /cm

Sponsor Advertising	Printing & Category	Size
Front of Shirt	Printing: (Category: )	Area cm <sup>2</sup>
Back of Shirt (Upper)	Printing: (Category: )	Area cm <sup>2</sup>
Back of Shirt (Lower)	Printing: (Category: )	Area cm <sup>2</sup>
Left clavicle	Printing: (Category: )	Area cm <sup>2</sup>
Right clavicle	Printing: (Category: )	Area cm <sup>2</sup>
Sleeves (Left 1)	Printing: (Category: )	Area cm <sup>2</sup>
Sleeves (Left 2)	Printing: (Category: )	Area cm <sup>2</sup>
Sleeves (Right 1)	Printing: (Category: )	Area cm <sup>2</sup>
Sleeves (Right 2)	Printing: (Category: )	Area cm <sup>2</sup>
Front of Shorts	Printing: (Category: )	Area cm <sup>2</sup>
Back of Shorts	Printing: (Category: )	Area cm <sup>2</sup>

Full Name & Signature  
 Club's President/Chairman/Secretary (please delete as appropriate)

Contact Person: \_\_\_\_\_

Contact Number: \_\_\_\_\_ Date: \_\_\_\_\_

Club's Chop

For HKFA only

Approve/Disapprove

Remark: \_\_\_\_\_

