



TATA IPL 2026 - CLOTHING AND EQUIPMENT REGULATIONS

A) INTRODUCTION

The objectives which BCCI seeks to achieve through these Clothing and Equipment Regulations (“Regulations”) are:

- to ensure a consistent approach and to treat all franchises equally;
- to ensure professional and appropriate standards of appearance of players and support staff;
- to protect the sponsorship rights of the league central sponsors and of franchises (including from ambush marketing);
- to allow an opportunity for players to obtain some revenue from controlled bat advertising; and
- to prohibit advertising connected with betting and/or gaming.

All franchises, players and the respective manufacturers of Cricket Clothing and Cricket Equipment used in the league must adhere to these Regulations, which apply to all Matches (including all friendly matches played by the franchises). Any clothing or equipment that does not comply with these Regulations is strictly prohibited. For the avoidance of doubt, a franchise may find itself in breach of these Regulations in circumstances where it issues equipment or clothing to a player or support staff that does not comply with the terms of these Regulations.

Appendix 2 sets out the disciplinary process for breaches of these Regulations. In addition, where any Match Official becomes aware of any clothing or equipment that does not comply with these Regulations, he shall be authorised to prevent the offending person from taking the field of play (or to order him from the field of play, if appropriate) until the non-compliant clothing or equipment is removed or appropriately covered up.

There shall be no requirement for the Match Official to provide a warning before a breach of these Regulations is established.

B) DEFINITIONS

General Manager (GM) Game Development, BCCI – means the person appointed by BCCI from time to time as the GM Game Development, BCCI (or his/her designee).

BCCI approved – in relation to any Logo, means approved by BCCI in accordance with the procedure set out below, as qualifying as a Manufacturer’s Logo, a Commercial Logo, a Team Logo or a Player’s Bat Logo (as the case may be) and as not being a Betting Logo, and as being otherwise in accordance with these Regulations.





BCCI Chief Executive Officer – means the person appointed by BCCI from time to time as the BCCI Chief Executive Officer (or his/her designee).

BCCI Honorary Secretary – means the person elected by BCCI from time to time as the BCCI Honorary Secretary.

Betting Logo – a Logo that is either perceived or likely to be perceived, by spectators and viewers, as being associated or connected in some way with betting, real money gaming or gambling of any kind.

Commercial Logo – any BCCI approved Logo other than a Team Logo, Manufacturer’s Logo and the IPL Tournament Logo.

Cricket Clothing – shirts, t-shirts, skins, trousers, sweaters, caps, hats, helmets, wristbands, headbands, sunglasses or other headwear.

Cricket Equipment – bats, pads, boots, shoes, gloves (batting or wicket-keeping), thigh pads, arm guards and other visible protective equipment.

Cryptocurrency – a digital currency in which transactions are verified and records maintained by a decentralized system using cryptography, rather than by a centralized authority. In this context, it also includes any blockchain service provider / application / Fan Tokens, that are directly/indirectly affiliated to the cryptocurrency sector.

ICC – means the International Cricket Council.

Logo – means any form of identification or branding including (without limitation) any corporate name, business name, internet domain name, title, flag, emblem, crest, mascot or trademark (whether registered or not and including any symbol, device or colour(s) which functions or is intended to function as a trademark).

Manufacturer – in relation to any item of Cricket Clothing or Cricket Equipment, “Manufacturer” shall mean any entity carrying on the business of both:

- manufacturing or procuring the manufacture of the Cricket Equipment or the Cricket Clothing of the type in question; and
- supplying it from readily available stock for sale throughout outlets of several kinds to members of the public in a country which is a member of the ICC, with the aid of published price lists and catalogues, and with profit directly from the sale of such Cricket Clothing or Cricket Equipment as its main aim.
- An entity not otherwise within this definition shall not qualify as a Manufacturer by reason of it being associated in business with, or a company in the same group of companies as a Manufacturer.

No entity shall qualify as a Manufacturer of any item of Cricket Clothing or Cricket Equipment by virtue of its involvement in the manufacture of Cricket Clothing or Cricket Equipment of any other type. In particular, (but without prejudice to the generality of the foregoing), no entity shall qualify as a Manufacturer of bats by reason of its manufacture of any other item of Cricket Equipment or Cricket Clothing.





An entity which as of October 2001 qualified as a “Manufacturer” under the ICC regulations at the time but which would not otherwise qualify as a Manufacturer hereunder shall be deemed to continue to qualify as a Manufacturer provided the Logo of any such entity shall not thereby qualify as a Manufacturer’s Logo if it is a Betting Logo.

Manufacturer’s Identification – a BCCI approved identification of the Manufacturer of the item of Cricket Equipment or Cricket Clothing in question excluding, however:

- any Logo which (notwithstanding some connection with a Manufacturer) is also (either at the time of its adoption or subsequently) a Logo of, confusingly similar to or which suggests a connection with any entity which is not a Manufacturer;
- any Betting/gambling/real money gaming logo;
- any direct/surrogate brand promoting any entity having any kind of association or operating/functioning in the cryptocurrency sector.

provided, however, that BCCI may (in its sole discretion) approve as a Manufacturer’s Identification, a Logo of an entity which, although not already a Manufacturer, is nevertheless a manufacturer of sports clothing and/or sports equipment other than Cricket Clothing and Cricket Equipment.

For the purpose of these Regulations, all Manufacturers’ Identification shall fall into one of the following four categories:

- Design Feature – means any design feature of a Manufacturer which is distinctive to that Manufacturer and is used for the purposes of brand identification and/or cosmetic appeal but which does not contain any Manufacturer’s Logo. Please note that a Design Feature may not be displayed on Team Clothing.
- Manufacturer’s Logo – means a BCCI approved Logo of a Manufacturer but shall not include any Design Feature.
- Official Product – means the label which identifies an item as an official product of the Manufacturer.
- Quality Feature – means the label of the Manufacturer which promotes a quality feature used by the Manufacturer.

Marketing Manager, BCCI - means the person appointed by BCCI from time to time as the Marketing Manager, BCCI (or his/her designee).

Match – any match in the IPL and any friendly match featuring an IPL team or as defined by the BCCI from time to time.

Personal Message – means any message conveyed by a player in the manner contemplated by clause C.6 below.

Playing Clothing – means the clothing provided by the franchise and worn by players during IPL Matches – being Playing Shirt, Playing Sweater, Playing Trousers and Playing Headwear.

Player’s Bat Logo – means a BCCI approved Logo of a sponsor of a player to be carried on the player’s bat; provided that such Logo shall not be either:

- of, or confusingly similar to, or likely to be perceived as suggesting a connection with:
- an entity which operates in a product category of any one of the league central sponsors or any of the player’s Franchise Principal Sponsors, or
- a Manufacturer, other than the Manufacturer of the bat that it is to be carried on;



- a Betting/ real money gaming/ gambling/ cryptocurrency/ tobacco logo, or
- a direct/surrogate brand promoting any entity having any kind of association or operating/functioning in the non-permissible categories mentioned above, or
- otherwise inappropriate as determined by BCCI in its sole discretion.

BCCI shall have the final say in determining whether any such conflict or circumstances exist and no player may pursue any action against BCCI or against his franchise should he be precluded from displaying a Player's Bat Logo by reason of the same.

Practice Clothing – means clothing worn by the players for practice sessions (e.g. tracksuits, sweatshirts, t-shirts, etc.).

Replica Clothing – means a copy of the Playing Clothing worn by the players during Matches, which is produced for retail sale or other commercial or promotional purposes.

Team Clothing – means the Playing Clothing (Playing Shirt, Playing Sweater, Playing Headwear and Playing Trousers) along with Practice Clothing and bibs.

Team Logo – a BCCI approved Logo of a franchise.

IPL Tournament Logo – the league Logo which incorporates the league marks and the name and/or Logo of the title sponsor.

C) GENERAL

C.1 Each franchise is entitled to determine the design for its Team Clothing, subject to compliance with these Regulations and approval by BCCI. Franchises should minimise the use of the colours white or cream in its Playing Clothing and Equipment – so as to provide a contrast to the colour of the cricket ball.

C.2 The colours, Logos and design of the Playing Shirts, Playing Sweaters, Playing Headwear and Playing Trousers shall be uniform to all members of the team. An exception to this is that Playing Shirt sleeves may be cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed.

C.3 Each franchise will be permitted to use a maximum of three different designs of Playing Clothing during each season. Each design needs to be approved by the BCCI. The Logos on each such design must be identical (design, position and size). The only variation is applicable in the case of the Commercial Logos, the details of which are mentioned in section D.4 of this document. Player jersey numbers should also remain the same. However, subject to BCCI approval, a player may change the number on the jersey.

C.4 During each Match, all players of each team must wear Playing Clothing whilst on the field of play. All members of the playing squad and support staff should wear Playing Clothing or Practice Clothing within the stadiums on match days.

C.5 Players and support staff attending post-match presentation ceremonies, press conferences and television interviews conducted before, during or after the Match must be in Playing Clothing or Practice Clothing (excluding vests and shorts) including shoes. Players attending the toss must be in Playing Clothing.

C.6 Players shall not be permitted to wear, display or otherwise convey Personal Messages through arm bands or other markings on the clothing or equipment, unless approved in advance by the player's franchise and the BCCI. Approval shall not be granted for messages which relate to political, religious or

racial activities or causes. BCCI shall have the final say in determining whether any such Personal Message is approved.

C.7 Visible tattoos (permanent or temporary) which incorporate any Commercial Logo or Manufacturer's Identification shall not be permitted.

C.8 Player Identification and Logos must be sewn on, fixed by heat transfer or sublimated onto Cricket Clothing and Cricket Equipment as appropriate. They may not be affixed by velcro or other temporary methods. In cases where it is not possible to exactly reproduce the Logos to a uniform size (e.g., sublimation), the Manufacturer must take account of the level of variance so that all Logos come within the maximum size restrictions set out in these Regulations.

C.9 It shall be prohibited under these Regulations for any individual to wear any clothing or use any equipment that has been changed, altered or transformed (whether to comply with these Regulations or otherwise) in any way that, in the opinion of any Match Official, undermines the professional standards that are required of all elite players. For example, and without limitation, it shall be prohibited to cover up or alter the appearance of clothing and equipment with sticking plaster or marker pens and/or to wear batting pads painted with a coloured paint that has faded or is flaking off.

C.10 Champions Emblem

The champions emblem may only be worn by previous champions. The number of champions emblems displayed shall signify the number of times the team has won the IPL (i.e. if team has won the IPL twice, it shall display the champions emblem twice). The emblem is to be placed in position N (above position C), as indicated in Diagram C, section F.

Please note that the franchises are permitted to showcase the champions emblem in any one of their team colours as defined in their respective brand guidelines.

The champions emblem file will be provided to the franchises by BCCI in .EPS format. Please refer to the IPL Brand Guidelines further details regarding usage of the champions emblem on the Playing Clothing.

C.11 Replica Clothing must not display any Logos that differ to those on the Playing Clothing. It can display either all or some of the Logos as they are, in terms of design, size and location, on the Playing Clothing.

C.12 Clothing and Equipment Approval

The designs of each item of Team Clothing along with batting and wicket keeping pads must be sent to BCCI for approval no later than 01 February 2026. The designs can be digital or printed and must show exact dimensions of each Logo on the clothing.

Any delay to this deadline will result in a fine that will be taken from central revenues as below:

- 1 –7 days delay: INR 10 Lakhs
- 8 –14 days delay: INR 15 Lakhs
- 15 –21 days delay: INR 25 Lakhs



A sample of each piece of finalised Team Clothing along with batting and wicket keeping pads must be sent to BCCI for approval no later than 20 February 2026. Any delay to this deadline will result in a fine that will be taken from central revenue as below:

- 1 –7 days delay: INR 10 Lakhs
- 8 –14 days delay: INR 15 Lakhs
- 15 –21 days delay: INR 25 Lakhs

In the event that commercial arrangements are still being finalized and therefore that not all Commercial Logos are known, the respective positions should be marked with the maximum Logo size for applicable open position.

Once approved no item of Team Clothing may be changed in any respect, save for the addition of any Commercial Logos which were open at the time of the approval (as long as these Logos are subsequently approved by BCCI and fit within the maximum prescribed areas).

In the event of sponsors being added to the clothing and equipment mid-season, the franchisee must give a minimum of 1 week notice before the updated kits debut along with physical samples for BCCI approval.

Each franchise must supply any item of any specific player's Team Clothing (whether the player is in the playing XI or not), if so requested by the BCCI sponsor servicing team before or after any Match – so that the clothing may be checked for full compliance with these Regulations. BCCI has the right to insist that any areas which do not comply with these Regulations be covered during Matches until the irregularities are resolved.

Notwithstanding any approval granted by BCCI in respect of any Team Clothing, no liability shall accrue to the BCCI towards any infringement claims or ownership disputes concerning the use of Logos by any team and it is the obligation and responsibility of each team to ensure that the use of any Logo in any Team Clothing is in compliance with law.

If they are in any doubt whether other items of clothing or equipment comply with these Regulations, franchises, players and Manufacturers may submit such other items for BCCI approval in advance of using such items in Matches. BCCI reserves the right to check any such items before, during or after Matches.

D) LOGOS

D.1 IPL Tournament Logo

Each franchise must display the TATA IPL Tournament Logo on the leading arm of its Playing Shirts, Training Shirts, Playing Sweaters and other non-playing match day clothing. Please make reference to the TATA IPL Brand Guidelines and the TATA IPL Tournament Logo Usage on Playing Shirt for further details.

D.2 Team Logo

Each franchise must display its Team Logo on the upper left front of the Playing Shirt, the Playing Sweaters, Training Shirt, other non-playing match day clothing and on the front of the Playing Headwear.





In addition to the above, teams will be permitted to have either their team name, team logo, opponent team initials and date or team campaign hashtag appear in Position S.

The team branding may appear either under the back of the Playing Shirt collar (above the Upper Logo on back of shirt) or along the centre back of collar or on one or other of the collar flaps. The placement must be consistent on all Playing Shirts. The area of any such team branding must not exceed 12 sq cm (1.86 sq inches). However, should a franchise choose the collar flap, the placement may be determined by the batsmen's leading arm. All the above-mentioned team branding elements on the playing shirt is subject to prior BCCI approval.

The Team Logo or name of the team should not contain any advertising and must not interfere with any elements of the player identification on the Playing Clothing.

D.3 Manufacturer's Identification

A Manufacturer's Logo may be placed in one of the approved positions on the Playing Shirt and Playing Sweater (positions A, B, D, E, F and H), Playing Trousers (positions L and M) and the Playing Headwear (positions I and J). Manufacturer's Identification may also be placed on Cricket Equipment and other items of Cricket Clothing.

In addition, one Official Product and one Quality Feature may be placed on each of the Playing Shirt, Playing Sweater and Playing Trousers – in each case on the outer seams of the clothing.

The Official Product and the Quality Feature cannot exceed 3.22cm² (0.5 square inches) in size. These labels should not be construed as an additional branding opportunity. Please refer to Diagram C (positions O and P) and Diagram D (position Q and R) in these Regulations for where the Official Product and the Quality Feature may be displayed on the Playing Shirt and Playing Trouser respectively.

Only one Manufacturer may be identified on each article of Cricket Clothing.

D.4 Commercial Logos

Commercial Logos may be placed in any of the approved positions on the Playing Shirt, Playing Sweater, Playing Trousers and the Playing Headwear.

Apart from the exception set out in the following paragraph, the position, brand and visual identity of each Commercial Logo on the Playing Clothing must remain the same throughout the season, unless approved in advance by the BCCI, at its sole discretion.

Franchise Principal Sponsors, whose Logo is displayed on positions A and/or H of the Playing Shirt, may display the Logos of two different brands on the Playing Shirt – one brand on the Playing Shirt that is worn by players for home Matches, the second brand on the Playing Shirt that is worn by players for away Matches. The two brands must be in the same business category and be part of the same group company. For any playoff Matches in which the franchise team plays, the franchise may display all the Logos as visible on the Playing Shirts worn by the players either for home or for away matches. There cannot be a mix of Logos from both Playing Shirts. The choice must be communicated to the BCCI by the 01 March 2026.





A franchise may display a Commercial Logo on its Playing Clothing which may conflict with any sponsor or supplier of the other team.

Franchises shall abide by any laws or local regulations which restricts the advertising of any product. No compensation shall be payable should a team or player be precluded from displaying any Commercial

Logos on Cricket Clothing or Cricket Equipment or elsewhere and a visiting team shall not pursue any action against the BCCI, host franchise or state association.

The franchise shall decide which Logos are placed on the Team Clothing and these Logos shall be common to and worn by each member of the concerned team. No individual Commercial Logos shall be worn by any player or support staff, save for the carrying of a Player's Bat Logo on bats, as provided herein.

D.5 Logo Spacing

There should be a minimum of 20mm of clear space between any two Logos or elements of player identification on any items of Cricket Clothing or Cricket Equipment.

D.6 Logo Size

A Logo's size shall be considered to be the area covered by one rectangle or two adjoining rectangles, where the axes of each rectangle are horizontal and vertical, in each case the smallest area that contains all elements of the Logo. The two rectangles must be stacked in such a way that they are neither separated nor overlapping. BCCI has the final right of approval on any Logo sizing.

As a last resort immediately before or during a Match, if any Logo is found by BCCI to exceed the maximum sizes set out in these Regulations, BCCI reserves the right to have the offending Logo area taped up, so that the Logo complies with the Regulations.

Diagram A, on this page shows two examples of the measurement of a Logo.

E) PLAYER IDENTIFICATION

Player Identification is the player's name and number as displayed on his Cricket Clothing.

E.1 Playing Shirt and Sweaters

A player's name and number must correctly reflect the identity of the player and must be positioned on the Playing Shirts and Playing Sweaters as indicated in Diagram B. The player's name and number must be entirely visible when the Playing Shirt is tucked into the Playing Trousers. There must be ample space between each letter and between the name and the number so that both name and number are clearly legible. The name must be positioned so as to not cross over any seams on the shirt.

Letters and numbers will be provided to franchises by BCCI as .EPS files in a variety of colours as shown in "letters and numbers" in Appendix I of these Regulations. Each number should be Hindu Arabic and be between 17cm to 22cm in height. Each letter should be from the English alphabet and be between 5cm to 8cm in height. If the design of the Playing Shirt is such that the name or number needs to be resized in order to comply with these Regulations, the franchise can seek BCCI approval to reduce the size of either the letters or the number or both. These may only be resized in scale (i.e. produced in the sizes given but their proportions should not be altered).





A custom cut of the font “Bricolage Grostesque Bold” is used for the letters in a player’s name. A custom cut of the font “Bricolage Grostesque ExtraBold” is used for the numbers. The “batsman icon”, which is the part of the TATA IPL Tournament Logo featuring a batsman, must be included in the bottom section of each of the numbers.

A player’s Playing Shirt number may be any number from “1” to “999”. Each player’s number shall be unique within the franchise playing squad. Subject to approval of BCCI, a franchise may elect one player in its playing squad to have no number on his Playing Shirt.

Players are restricted to using either their first name or surname on the Playing Shirt and Sweaters. Names must be positioned below the number on the back of the Playing Shirt. The names and numbers must not contain any advertising elements or brand names. A player may change the number on the jersey. Any changes to a squad member’s number after the opening match of the season needs to be advised 24 hours before a team’s next match. The use of nicknames or initials is strictly prohibited unless prior written approval is obtained from the BCCI.

This should be sent via email to:

hemang.amin@bcci.tv

ayush.mudgal@bcci.tv

talib.kara@bcci.tv

One rectangle

Size = a x b



Two rectangles

Size = (a x b) + (c x d)



Diagram B

E.2 Playing Headwear

Franchises are permitted to place a player’s order of representation number on the non-leading side of the Playing Headwear. For example, the 25th player to represent a franchise would be permitted to include the number “25” on his Playing Headwear. This number must be written in the “Bricolage Grostesque ExtraBold” font and its height must not exceed 2cm.



E.3 Playing Trousers

Player numbers may not be displayed on the Playing Trousers.

F) PLAYING CLOTHING

The colours and design of all elements of Playing Clothing (as approved by the BCCI) shall be uniform to all members of the same team.

F.1 Playing Shirt and Playing Sweaters

The approved positions for Logos on the Playing Clothing are as follows:

Position A - Main Logo on front of shirt

Position B - Upper right Logo on front of shirt

Position C - Team Logo on upper left front of shirt

Position D - Lower Logo on non-leading arm

Position E - Upper Logo on non-leading arm

Position F - Upper Logo on leading arm

Position G - TATA IPL Tournament Logo (on white background) on lower leading arm

Position H - Upper Logo on back of shirt

Position N - Champions emblem

Position O - Official Product label

Position P - Quality Feature label

Position S – Under the back of collar, or Centre back of collar, or one or the other Collar Flap (leading side of batsman).

For reference to the above position, please refer to Diagram C.

All Logos on the Playing Shirt must be replicated (the same design, size and position) on the Playing Sweater.

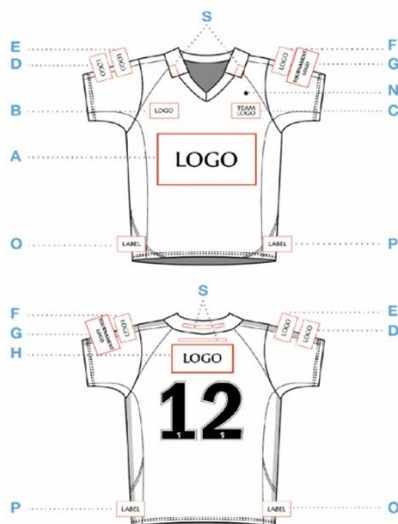


Diagram C

Team Logo

A franchise must display its Team Logo on its Playing Shirts, Playing Sweaters and other non-playing match day clothing in position C. The area of the Logo must not exceed 64.5sqcm (10 square inches).

In addition to the above, teams may have either their team name, team logo, opponent team initials and date or team campaign hashtag appear in Position S. The team branding may appear only once either under the back of the Playing Shirt collar (above the Upper Logo on back of shirt) or along the centre back of collar or on one or other of the collar flaps. The placement must be consistent on all Playing Shirts. The area of any such team branding must not exceed 12 sq. cm (1.86 sq. inches). However, should a franchise choose the collar flap, the placement may be determined by the batsmen's leading arm. All the above-mentioned team branding elements on the playing shirt is subject to prior BCCI approval.

Commercial Logos

A franchise may display up to six Commercial Logos on its Playing Shirts and Playing Sweaters in the following positions:

Position A - The area of the Logo must not exceed 206.45sqcm (32 square inches)

Position B - The area of the Logo must not exceed 64.5sqcm (10 square inches)

Position D - The area of the Logo must not exceed 64.5sqcm (10 square inches)

Position E - The area of the Logo must not exceed 64.5sqcm (10 square inches)

Position F - The area of the Logo must not exceed 64.5sqcm (10 square inches)

Position H - The area of the Logo must not exceed 206.45sqcm (32 square inches)

In place of two separate Logos in positions D and E, franchises may display one Logo covering both positions. The area of this Logo must not exceed 129sqcm (20 square inches)

Manufacturer's Identification

A franchise may display a Manufacturer's Logo on the Playing Shirt in any of the positions A, B, D, E, F or H, provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions O and P. For the avoidance of doubt, no Design Feature may be displayed on the Playing Shirt.

F.2 Playing Trousers

The approved positions for Logos on the Playing Trousers are:

Position L - On the front of the trousers on the right leg, halfway between waist and knee

Position M - On the front of the trousers on the left leg, halfway between waist and knee

Position Q - Official Product label

Position R - Quality Feature label

For reference to the above position, please refer to Diagram D on this page.

Commercial Logo

A franchise may display Commercial Logos in positions L and M. The area of each Logo must not exceed 64.5sqcm (10 square inches). There must be no Commercial Logo on the waistband of the trousers.

Manufacturer's Identification

A franchise may display a Manufacturer's Logo in either of positions L or M, provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions Q and R. No Design Feature may be displayed on the Playing Trousers.

F.3 Playing Headwear

The approved positions for Logos on the Playing Headwear are:

Position I - on the back of the headwear

Position J - on the leading side of the headwear – i.e., right side for a left-handed batsman and the left side for a right-handed batsman

Position K - Team Logo on the front of the headwear

For reference to the above position, please refer to Diagram E.

Playing Headwear includes helmets, caps and sunhats worn by the players during a Match. The Logos on each type of headwear must be consistent to all types. The colour of the headwear shall be uniform to all members of the same team.

The holder of the orange or purple cap must wear the cap whilst fielding.

Helmets

While the wearing of helmets is not mandatory in IPL, all helmets worn must be certified to BS7928:2013.



Team Logo

A franchise must display its Team Logo in position K. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial Logos

A franchise may display Commercial Logos in positions I and J. The area of each Logo must not exceed 38.71sqcm (6 square inches).

Manufacturer's Identification

A franchise may display one Manufacturer's Logo in position I if this position has not been used for a Commercial Logo. The area of the Logo must not exceed 38.71sqcm (6 square inches).

No Manufacturer's Logo may be displayed in any other position on the Playing Headwear (including on the helmet grill). No Design Feature may be displayed on the Playing Headwear.

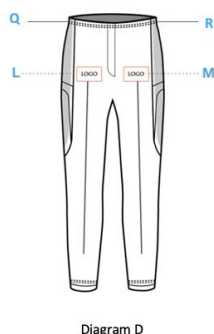


Diagram D

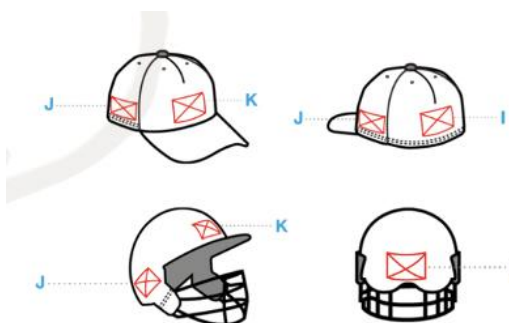


Diagram E

F.4 Practice Clothing

Only Practice Clothing issued by the team may be worn by the players and support staff at official team practice sessions and, along with Playing Clothing, within the stadium on Match days. Members of the playing XI and the substitute fielders may not wear Practice Clothing on the field of play during either innings of a Match. The Logos on the Practice Clothing should be the same in terms of design, size and location as on the Playing Shirt.

Team Logo

A franchise must display its Team Logo once in the equivalent of position C on each shirt, t-shirt, tracksuit top, sweatshirt which forms part of Practice Clothing.





Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on a team's Practice Clothing. It is however not mandatory that all such Commercial Logos or Manufacturer's Identification be displayed on the Practice Clothing. No Design Feature may be displayed on the Practice Clothing.

F.5 Bibs

Members of the playing squad who are not part of the playing XI and who are not on the field as a substitute fielder shall be required to wear a team bib at all times whilst on the field of play, in the dugout and in the area between the boundary and the perimeter boards.

The bibs must be sleeveless and of a different colour to that of the Playing Shirts. Please note that they should not be white or cream colour.

Team Logo

A franchise must display its Team Logo on each of its bibs in the equivalent of position C. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on bibs. It is however not mandatory that all such Commercial Logos and Manufacturer's Identification be displayed on the bib. The Logos on the bibs should be the same in terms of design, size and location as on the Playing Shirt. No Design Feature may be displayed on the bibs.

G) OTHER CLOTHING/TOWELS

G.1 Undergarments (Worn Under Playing Shirt)

Colour

To the extent that they are visible, undergarments shall be of the same colour as either the predominant colour of the Playing Shirt or the colour of the sleeve of the Playing Shirt.

Plain white undergarments may be worn provided they are not visible. Skin coloured bandages worn to protect the elbows are permitted.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification may be displayed. Any such visible identification must be covered by adhesive tape, a patch or any other material – in each case of the same colour as the undergarment, so that both the Logo and the patch itself are not visible.



A cluster of colorful, hand-drawn patterns in the top left corner, including a large blue sun-like shape, a green spiral, and various colored bands and swirls in orange, yellow, and pink.

G.2 Drying Towels

Drying towels are those carried by players on the field of play for the purpose of drying the ball.

Colour

The drying towels should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Team Logos

Teams may display their primary team logo once on the drying towels. The maximum size of the team logo shall not be more than 12 sq cms.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

G.3 Turbans And Bandanas

A bandana may only be worn as a cover to a turban or under a helmet.

Colour

Turbans and bandanas should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Team Logos

Teams may display their team logo once on the Bandanas. The maximum size of the team logo shall not be more than 12 sq cms.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

G.4 Headbands and Wristbands

Colour

Headbands and wristbands should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult, the decision of the Match Referee being final.

Commercial Logos

No Commercial Logos are permitted.



Manufacturers Identification

No Manufacturer's identification is permitted.

Team Logos

Teams may display their team logos once on the Headbands and Wristbands. The maximum size of the team logo shall not be more than 12 sq cms.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

G.5 Other non-playing match day Clothing (Zipper, Hoodie, etc.)

The colour and design of all elements on non-playing match day clothing shall be in line with the playing clothing. It is mandatory to have "Position C and G" as displayed in diagram C. The franchisees are permitted to display other commercial logos in accordance to the clause F.1

Usage

The playing squad including the substitute will not be permitted to wear other non-playing match day clothing during the match and pre match practice.

G.6 Socks (Player Right)

Colour

Socks shall be white, cream, light grey or the same colour as the predominant colour of the Playing Trousers.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on each sock. The area of the Logo must not exceed 12.9sqcm (2 square inches).

H) CRICKET EQUIPMENT

H.1 Shoes and Boots (Player Right)

Colour

There are no colour restrictions.



Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on the sole. There is no restriction on this Logo's size.

Any number and size of Manufacturer's Logos or Design Feature are permitted anywhere on the upper of the shoe/boot provided that they do not exceed 30% of the total surface area. Any written name, initials or word used as a Manufacturer's Logo shall not exceed 12.9sqcm (2 square inches).

H.2 Sunglasses/Eyewear (Player Right)

Integrated camera or AI-enabled eyewear will not be permitted on match days including but not limited to :

- Smart glasses with built in photo/video cameras (for example, Ray Ban/Meta style glasses and similar products from other brands).
- AI glasses that can capture audio, analyze surroundings, translate speech, or answer queries through a voice assistant or on device AI model, even if there is no visible display.
- AR/heads up display sports glasses that show real time information (tactics, ball tracking, biometric data, predictive prompts, etc.) that could give performance or decision-making advantages.

Colour

There are no restrictions on colour save that sunglasses strap/band must be of a single colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturers Logo may be displayed on either side of the frame. The area of the Logo must not exceed 3.22sqcm (0.5 square inch).

H.3 Bats (Player Right)

Colour

Apart from the inclusion of any commercial logo, manufacturer's identification and/or player initials each in accordance with the Regulations below there shall be nothing on the remainder of the front, back or sides of any bat which alters or otherwise affects the natural colour of the wood to any significant extent. Any player wishing to use a bat which may contravene this Regulation should consult with and seek BCCI's prior written approval, such approval to be given at BCCI's sole discretion.

Commercial Logo

One Player's Bat Logo is permitted on the back of the bat. The area of the Logo must not exceed 64.5sqcm (10 square inches) with all sides of the Logo being at least 2.54cm (1 inch) long.



Unless a player has an arrangement for a Player's Bat Logo as part of an existing agreement as disclosed in his player contract with the franchise, the entity's brand on the bat cannot be a company which operates within a product category that conflicts with any one of the league central sponsors, or any one of the team's Franchise Principal Sponsors or is otherwise inappropriate as determined by BCCI at its sole discretion.

Manufacturer's Identification

The Manufacturer's Identification can be displayed on the bat in the following positions:

- Front of bat: any number and size of Manufacturer's Logos and/or Design Feature may be displayed but only within the top 22.86sqcm (9 inches) of the front of the bat, measured from the centre of the top of the face of the bat. No maximum size of the Logo(s) and/or Design Feature as long as they fit within this space.
- Back of bat: any number and size of Manufacturer's Logos and Design Feature may be displayed on the back of the bat provided that they do not exceed 50% of the total surface area of the back of the bat. When required to be carried by a Manufacturer, any statutory wording is to be placed on the back of the bat and to be of discreet design only (subject to relevant statutory provisions).
- Edges of Bat: any number of Manufacturer's Logo and/or Design Feature may be displayed on either or both edges of the bat but only with in the top 9 inches.

Player Initials

Two sets of player's initials are permitted on the bat. One set is permitted anywhere on the back of the bat and the other is permitted anywhere within the top 10 inches of the face of the bat. Such initials shall not be more than 2cm (0.78 inches) in height.

H.4 Batting and Wicket-keeping Pads (Player Right)

Colour

Pads shall be the same colour as one of the colours of the Playing clothing, but may not be white or any light or reflective colour which is likely to make the sighting of the white ball difficult. The straps of the pads may be in the house colours of the Manufacturer.

A secondary colour on the pad may be added subject to fulfilling the following conditions:

- The front area of the pads (**see batting pad diagram below, for front and side reference**) must be of one colour of the playing clothing.
- The second colour of the playing clothing may only be on the sides of the pads.
- The second colour of the playing clothing may only have a combined surface area total of up to 10% presence on the pads.
- All of the 10% should be spread and not be used in one block of colour.
- No part of the knee roll (front or side) may have a second colour of the playing clothing.
- If an umpire raises the issue of the second colour hampering decision making, the franchise could be asked to cover the second colour up.

The colour of the pads shall be uniform to all members of the same team. The colour of the pads must be properly maintained. Discoloured or faded pads will not be permitted. BCCI reserves the final right of approval on colour and design.





Commercial Logos

No Commercial Logos are permitted on batting or wicket keeping pads.

Manufacturer's Identification on Batting Pads

- Three Manufacturer's Logos may be displayed on each pad as follows:
- one on the front of the pad, either on the instep or on the outside of the knee roll or immediately above the outside of the knee roll.
- The area of the Logo not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)

A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features

Manufacturer's Identification on Wicket Keeping Pads

Three Manufacturer's Logos may be displayed on each pad as follows:

- one on the front of the pad, either immediately above the centre of the knee roll or at the bottom of the pad immediately above footwear. The area of the Logo not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)
- A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features.

H.5 Batting Gloves (Player Right)

Colour

More than 50% of the protective area of the glove must be white, or the same colour as the base colour of the relevant team's playing shirt.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Three Manufacturer's Logos may be displayed on each glove as follows:

- two on the back of the glove with the area of neither Logo exceeding 12.9sqcm (2 square inches).
- one on the inside of the wristband with the area not exceeding 12.9sqcm (2 square inches).
- Design Features are permitted on the wristband and on the back of the glove. There is no restriction on the number, size or position of such Design Features.



H.6 Wicket Keeping Gloves (Player Right)

Colour

There are no colour restrictions

Commercial Logos

No Commercial Logos re permitted.

Manufacturer's Identification

Two Manufacturer's Logos may be displayed on the back of each glove. The area of one such Logo shall not exceed 38.71sqcm (6 square inches) and that of the other shall not exceed 12.9sqcm (2 square inches).

Any visible stitching, ventilation, stencil effect, or other design aspect of the glove which is in the shape or form of the Manufacturer's Logos shall be considered as one of the permitted Logos.

H.7 Armguards

Colour

Armguards shall be plain white or of the same colour as one of the colours of the Playing Shirt. The straps may be in the house colours of the Manufacturer.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

H.8 Face Protectors

Colour

Face protectors shall be of one plain colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed in any position not exceeding 12.9sqcm (2 square inches).



H.9 Thigh Pads, Shin Pads and Other Body Protective Equipment

Colour

No restriction on colours. These items must be worn under Playing Clothing and shall not be visible.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

I) PERSONAL PROTECTIVE EQUIPMENT (PPE)

Team Logo

A franchise may display its Team Logo on each of its Personal Protective Equipment (PPE) i.e. gloves and face mask. There is no restriction on the size of the Logo.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted. No Design Feature may be displayed on any equipment.





APPENDIX 1 (of Clothing and Equipment Regulations) – FONTS FOR PLAYER IDENTIFICATION

**A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z . , -**

0 1 2 3 4 5 6 7 8 9

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z . , -

0 1 2 3 4 5 6 7 8 9





APPENDIX 2 (of Clothing and Equipment Regulations) – DISCIPLINARY PROCESS

ARTICLE 1 – REPORTING AN ALLEGED OFFENCE

1.1 Any one of the following individuals can report an alleged offence under the Regulations by lodging a report in the manner described in Article 1.2 below (a 'Report'):

1.1.1. any Umpire officiating in a Match;

1.1.2 any Match Referee officiating in a Match; or

1.1.3 GM, BCCI Game Development

1.2 A Report must be lodged by way of an e-mail to the IPL Chief Operations Officer. All Reports must (a) clearly identify the person lodging the Report; (b) identify the relevant Match in which the breach was alleged to have been committed; and (c) identify the franchise or the individual, whether that be a player or support staff, who is alleged to have committed the offence.

1.3 All Reports must be lodged with the IPL Chief Operations Officer within 24 hours of the conclusion of the relevant Match unless unforeseen and unavoidable circumstances render this impractical.

1.4 Where a player, support staff or franchise is alleged to have committed more than one breach of the Regulations during a Match (whether arising out of the same set of facts or otherwise), then a separate Report should be filed in accordance with

this Article 1 for each of the breaches that are alleged to have been committed.

ARTICLE 2 – NOTIFICATION PROCEDURE

2.1 Where the IPL Chief Operations Officer receives a Report, he will promptly conduct a review within 24 hours of receipt to determine whether the player, support staff or franchise named in the Report has a case to answer.

2.2 If the initial review of the Report reveals that there is no case to answer, then the IPL Chief Operations Officer shall notify the person who filed the Report of that fact, and the matter shall not proceed any further.

2.3 If the initial review of the Report reveals that there is a case to answer, then the GM Game Development, BCCI shall within the next 24 hours provide a copy of the Report, together with copies of the photographic/video snapshot evidence supporting the Report and the Notice of Charge form to the following individuals including the proposed sanction to be imposed on the player, support staff or franchise (as appropriate):

2.3.1 the player or support staff named in the Report (where relevant);

2.3.2 the Team Manager of the relevant player or support staff named in the Report (where relevant);

2.3.3 the CEO of the franchise (or his/her designee) to which the relevant player or Support staff is affiliated, or, in the case of a breach by the franchise itself, the CEO of the relevant franchise (or his/her designee); and





2.4 The Notice of Charge shall specify that the player, support staff or franchise (as relevant) shall have the following options which must be exercised through notice to the IPL Chief Operations Officer within 24 hours of receipt by the player, support staff or franchise of the Notice of Charge:

2.4.1 he/it may admit the offence charged and accede to the sanction proposed in the Notice of Charge (which sanction shall be of the sanctions set out in Article 4), in which case adjudication shall not be required and no further action shall be taken save for enforcement of the sanction; or

2.4.2 he/it may admit the offence charged but dispute the sanction proposed in the Notice of Charge, in which case the matter shall proceed to adjudication in accordance with Article 3; or

2.4.3 he/it may deny the offence charged, in which case, the matter shall proceed to adjudication in accordance with Article 3.

2.5 Where the player, support staff or franchise either disputes the sanction proposed under Article 2.4.2, or denies the offence charged under Article 2.4.3, his/its response to the Notice of Charge must be supported by a written statement, in English, explaining why the player, support staff or franchise does not accept the proposed sanction or admit the offence (as appropriate). He/It should include with this written statement, any documentary evidence that he/it wishes to rely on in support of his/its argument.

ARTICLE 3 – THE DISCIPLINARY PROCEDURE

3.1 Where a matter proceeds to adjudication under Article 2.4.2 or 2.4.3, then the case shall be referred to the BCCI Chief Executive Officer who shall decide the matter solely on the basis of the Notice of Charge and any written statement filed by the player, support staff or franchise (as appropriate) in accordance with Article 2.5. The BCCI Chief Executive Officer shall not hold an oral hearing. However, should the BCCI Chief Executive Officer consider that further information is necessary to allow him to make his decision, he shall be entitled to obtain such further information before making his decision, and where requested, the relevant player, support staff or franchise (as appropriate) shall assist him in this regard. In considering the matter, the BCCI Chief Executive Officer shall be entitled to consult with the BCCI legal department.

3.2 Save in exceptional circumstances, the BCCI Chief Executive Officer shall notify his written reasoned decision, setting out: (a) the finding as to whether an offence under the Regulations has been committed; (b) the sanction, if any, to be imposed (in accordance with Article 4); (c) details of which Match or Matches any suspension is to be applied to; and (d) any right of appeal that exists pursuant to Article 5, within 48 hours of receipt of the full response to the Notice of Charge. A copy of the decision shall be sent to the CEO of the player or support staff's franchise (or his/her designee) and the GM Game Development, BCCI.

3.3 Subject only to the rights of appeal under Article 5, the BCCI Chief Executive Officer decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

ARTICLE 4 – SANCTIONS

4.1 Where the player, support staff or franchise (as appropriate) admit the offence and accede to the sanction proposed in a Notice of Charge in accordance with Article 2.4.1 then the sanction imposed shall be as set out in such Notice of Charge.

4.2 Where a matter comes before the GM Game Development BCCI in accordance with either Article 2.4.2 or 2.4.3, and he/she determines that an offence under these Regulations has been committed,





he/she will be required to impose an appropriate sanction on the player, support staff or franchise (as appropriate).

4.3 In order to determine the sanction that is to be imposed in each case, the GM Game Development, BCCI or the BCCI Chief Executive Officer (as appropriate) must first consider whether the player, support staff or franchise (as appropriate) has previously been found guilty of an offence in the same category under the Regulations (or any predecessor regulations) in any Matches since the start of the IPL season in the preceding calendar year (together the “Previous Sanction Period”) prior to the Match on which the alleged offence took place.

NOTE: For example, if a player is found to have breached these Regulations in respect of a Commercial Logo, he shall only be considered to have committed a repeat offence if, in the Previous Sanction Period, he was found guilty of a breach of these Regulations in relation to any Commercial Logo. If the previous breach had related, for example, to a Manufacturer’s Logo, it would not count as a repeat offence for the purposes of this Article 4.3.

4.4 Once the GM Game Development, BCCI or BCCI Chief Executive Officer (as appropriate) has established whether this is a repeat offence within the relevant twelve month period, then he/she shall go on to take into account any other factors that he/she deems relevant and appropriate to the mitigation or aggravation of the nature of the offence (including, without limitation, the nature and frequency of any previous offences under the Regulations) before determining, in accordance with the following table, what the appropriate sanction should be.

NOTE: For the purposes of this Appendix 2, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant season/year (as appropriate) divided by 14.

CATEGORY OF OFFENCE	FIRST OFFENCE	ONE PRIOR OFFENCE IN PREVIOUS SANCTION PERIOD	TWO PRIOR OFFENCES IN PREVIOUS SANCTION PERIOD	THREE PRIOR OFFENCES IN PREVIOUS SANCTION PERIOD
PLAYERS & SUPPORT STAFF				
Personal Message	Reprimand	A fine of 25% of the Match Fee.	A fine of 50% of the Match Fee.	A fine of 75% of the Match Fee.
Manufacturer’s Logo	A fine of 50% of the Match Fee.	A fine of 75% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.



Commercial Logo	A fine of 50% of the Match Fee.	A fine of 75% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.
Betting Logo	A fine of 75% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.	A minimum of two Matches suspension.
Non-Compliant Helmet	First Warning.	Second Warning.	A one Match suspension.	A two Match suspension.
FRANCHISE				
All categories	Warning and/or a fine up to a maximum of Rs. 15 lakh	A fine up to a maximum of Rs. 15 lakh	A fine up to a maximum of Rs. 15 lakh	A fine up to a maximum of Rs. 15 lakh

4.5 Where a player or support staff has been suspended for a specific number of Matches, the suspension will be applied in accordance with the following principles:

4.5.1 In imposing any suspension of any number of Matches on a player or support staff, the GM Game Development, BCCI or the BCCI Chief Executive Officer shall select the Matches which are the most proximate (i.e., nearest in time) to the date on which the decision to suspend the player or support staff is made (the "Suspension Date"). However, where selecting the most proximate Match(es) would result in the suspension being applied in relation to a Match in which the Player would not participate or would, at the Suspension Date, not be likely to participate in each case as a result of the Player being involved in International Duty then the GM Game Development BCCI or the BCCI Chief Executive Officer shall in imposing the suspension choose the next most proximate Match(es).

4.5.2 If a Match for which a Player or Support staff has been suspended is cancelled, postponed or otherwise abandoned prior to the commencement of such Match (being the bowling of the first ball) then the Match shall not be deemed to have formed part of the suspension and the most proximate next Match shall (subject, in the case of a Player, to the same exception and procedure as described in the preceding paragraph for any Match in which such Player is unable or is not likely to be able to participate as a result of International Duty) be deemed to be a Match to which the suspension applies. If a Match for which a Player or support staff is suspended commences (i.e. the first ball is bowled) then that Match shall count as one of the number of Matches which is the subject of the suspension whether such Match is completed or not.



4.5.3 The following examples (included for illustrative Purposes only) have been included to seek to assist the GM Game Development, BCCI or the BCCI Chief Executive Officer in applying suspensions under the Regulations but shall not bind them.

Example 1

Situation: Player A is suspended for 4 Matches. The franchise for which the player has played in the relevant season has two further Matches in the season and has not qualified for the playoff Matches. The Player is expected to be unavailable for the first six Matches of the team in the following season by reason of International Duty.

Suspension: Player A is suspended from playing in the two remaining Matches in the current season and the seventh and eighth Matches of the franchise in the next season. If Player A moves to another franchise for the next season, he would be suspended for the seventh and eighth Matches of his new team in the next season.

Example 2

Situation: Player B is suspended for 5 Matches. The franchise for which the player has played in the relevant calendar year (a) has one Match remaining in the league and (b) qualifies for the playoff Matches as a result of its performance in that one remaining Match in the league and (c) is eliminated after one playoff Match. The Player is not affected by International Duty in relation to either the remaining Matches in that season or the following season.

Suspension: Player B is suspended for his franchise's one remaining Match in the league, the one playoff Match featuring his franchise and the first three Matches of the following season featuring his franchise.

4.6 Where a fine is imposed against a player or support staff, then such fine must be paid: (a) by the player or support staff (and not any third party, including the franchise); (b) to the player or support staff's franchise (for onward transmission to BCCI) within one calendar month of receipt of the decision imposing the fine. However, BCCI will consider any request from any player or support staff to make payment of such fines over a prolonged period of time on the grounds of financial hardship. Should any fine (or agreed part-payment or instalment thereof) not be paid to the relevant franchise within such deadline or by the time of the next agreed payment date, the player or support staff may not play, coach or otherwise be involved in any capacity in any Match until such payment has been satisfied in full.

4.7 Where a player or support staff has had a suspension imposed against him/her, he/she may not play, coach or otherwise participate or be involved in any capacity in the Match(es) which are covered by the application of his suspension as determined in accordance with Article 4.5.

NOTE: For the avoidance of any doubt, a player who has had a suspension imposed against him shall not, during the Matches which are covered by his suspension:

- a) be nominated as, or carry out any of the duties or responsibilities of, a substitute fielder; or
- b) enter any part of the playing area (which shall include, for the avoidance of doubt, the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

In addition, a support staff so sanctioned shall not be permitted to enter the player's dressing room (including the viewing areas) during any Match covered by his suspension. Players so sanctioned, however, will be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the relevant Match is not within the player area described in (b) above (for example, no such player shall be permitted access to an on-field 'dug-out').





Finally, any player or support staff so sanctioned shall not be prevented from attending any post-match ceremonies or presentations taking place anywhere on the field of play or otherwise following the conclusion of any Match covered by his/her suspension.

4.8 Once any suspension has expired, the player or support staff will automatically become re-eligible to participate in Matches provided that he/she has paid, in full, all amounts forfeited under these Regulations, including any fines that may have been imposed against him/her.

ARTICLE 5 – APPEALS

5.1 Appeals from decisions in relation to which a reprimand and/or fine is imposed.

5.1.1 Decisions made under these Regulations by the BCCI Chief Executive Officer in relation to which a reprimand and/or fine is imposed shall be non-appealable and shall remain the full and final decision in relation to the matter.

5.2 Appeals may only be made from decisions in relation to which a suspension is imposed.

5.2.1 Decisions made by the BCCI Chief Executive Officer in relation to which a suspension is imposed may be challenged solely by appeal as set out in this Article 5.2. Such decision shall remain in effect while under appeal unless the BCCI Honorary Secretary properly convened to hear the appeal orders otherwise.

5.2.2 The only parties who may appeal a decision of this nature shall be the player, or support staff found guilty of an offence under these Regulations.

5.2.3 Any notice to appeal under this Article must be lodged with the BCCI Honorary Secretary within 24 hours of receipt of the written decision of the BCCI Chief Executive Officer (the “Notice of Appeal”). In cases where a player or support staff files a Notice of Appeal, a copy of such notice will also be provided to the CEO of the franchise (or his/her designee) to which the player or support staff is affiliated. The Notice of Appeal shall include a written statement setting out, in detail, the grounds for appeal of the decision, together with any documents on which the player or support staff wishes to rely in support of the appeal.

5.2.4 Thereafter, the BCCI Honorary Secretary shall decide the matter solely on the basis of the Notice of Appeal and supporting documents, and the original Notice of Charge. The BCCI Honorary Secretary shall not hold an oral hearing. However, should the BCCI Honorary Secretary consider that further information is necessary to allow him to make his decision, he shall be entitled to obtain such further information before making his decision, and where requested, the relevant player or support staff shall assist him in that regard. In considering the matter, the BCCI Honorary Secretary shall be entitled to consult with the BCCI legal department.

5.2.5 Save in exceptional circumstances, the BCCI Honorary Secretary shall notify his written reasoned decision, setting out: (a) the finding as to whether an offence under the Regulations has been committed; (b) the sanction, if any, to be imposed (in accordance Article 4); and (c) details of which Match or Matches any suspension is to be applied to, within 48 hours of receipt of the receipt of the Notice of Appeal. A copy of the decision shall be sent to the CEO of the player or support staff’s franchise (or his/her designee) and the GM Game Development, BCCI.

5.2.6 Any decision made by the BCCI Honorary Secretary under this Article 5.2 shall be the full, final and complete disposition of the matter and will be binding on all parties.



5.3 No appeal in relation to an accepted sanction.

5.3.1 For the avoidance of doubt, where a player, support staff or franchise admits the offence charged and accedes to the sanction specified in the Notice of Charge in accordance with the procedure described in Article 2.4.1, the player, support staff or franchise waives his/her/its right to any appeal against the imposition of such a sanction.

ARTICLE 6 – GOVERNING LAW

6.1 These Regulations are governed by and shall be construed in accordance with Indian law. Strictly without prejudice to the provisions relating to Dispute Resolution at Articles 3 and 5 of the Regulations, all disputes pertaining to the Regulations shall be subject to the exclusive jurisdiction of the Courts in Mumbai, India.