

MCL CLOTHING AND EQUIPMENT REGULATIONS

A) INTRODUCTION

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

- A) to ensure a consistent approach and to treat all franchises equally;
- B) to ensure professional and appropriate standards of appearance of players and support staff;
- C) to protect the sponsorship rights of the league central sponsors and of franchises (including from ambush marketing);
- D) to allow an opportunity for players to obtain some revenue from controlled bat advertising; and
- E) 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 breach these Regulations in circumstances where it issues equipment or clothing to a player or support staff which 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 first provide a warning before a breach of these Regulations can be established.

B) DEFINITIONS

MCL approved – in relation to any Logo, means approved by MCL 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.

MCL General Manager Cricket Operations – means the person appointed by MCL from time to time as the MCL General Manager Cricket Operations (or his/her designee).

MCL – Manager Marketing and Commercial – means the person appointed by MCL from time to time as the Manager Marketing and Commercial (or his/her designee).



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

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

Commercial Logo – any MCL approved Logo other than a Team Logo, Manufacturer's Logo and the Oxygen MCL Competition 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.

ICC – means the International Cricket Council.

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

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 trade mark (whether registered or not and including any symbol, device or colour(s) which functions or is intended to function as a trade mark).

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

- a) manufacturing or procuring the manufacture of the Cricket Equipment or the Cricket Clothing of the type in question; and
- b) 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 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 of Manufacturer shall not qualify as a Manufacturer by reason of its 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 MCL approved identification of the Manufacturer of the item of Cricket Equipment or Cricket Clothing in question excluding, however:



- A) 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; and

- B) any Betting Logo.

provided, however, that MCL 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 Manufacturer's 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 MCL 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.

Match – any match in the MCL and any friendly match featuring an MCL team.

Oxygen MCL Competition Logo – the league logo which incorporates the league marks and the name and/or logo of the title sponsor.

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

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

- A) of, or confusingly similar to, or likely to be perceived as suggesting a connection with:
- I) 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
 - II) a Manufacturer, other than the Manufacturer of the bat that it is to be carried on;
- B) a Betting Logo, or
- C) otherwise inappropriate as determined by MCL in its sole discretion.

MCL shall have the final say in determining whether any such conflict or circumstances exist and no player may pursue any action against MCL 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 MCL approved Logo of a franchise.

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 MCL. 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 design needs to be approved by the MCL. 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.

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 are expected to be in Playing Clothing or Practice Clothing (excluding vests and shorts). Players attending the toss are expected to be in Playing Clothing.

C.6 Players shall not be permitted to wear, display or otherwise convey messages through arm bands or other markings on the clothing or equipment, unless approved in advance by the player's franchise and the MCL. Approval shall not be granted for messages which relate to political, religious or racial activities or causes. MCL shall have the final say in determining whether any such 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.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 must be sent to MCL for approval no later than 1st January 2015. 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: USD 10K
- 7 –14 days delay: USD 15k
- 14 –21 days delay: USD 25k

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 MCL and fit within the maximum prescribed areas).

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 MCL sponsor servicing team before or after any Match – so that the clothing may be checked for full compliance with these Regulations. MCL 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 MCL in respect of any Team Clothing, no liability shall accrue to the MCL 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 MCL approval in advance of using such items in Matches. MCL reserves the right to check any such items before, during or after Matches.

D) LOGOS

D.1 Oxygen MCL Competition Logo

Each franchise must display the Oxygen MCL Competition Logo on the leading arm of its Playing Shirts and Playing Sweaters.

D.2 Team Logo

Each franchise must display its Team Logo on the upper left front of the Playing Shirt and the Playing Sweaters and on the front of the Playing Headwear.

The Team Logo and/or the name of the team may also be incorporated in the design of the Playing Shirts and Playing Sweaters.

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, Playing Trousers and the Playing Headwear. Manufacturer's Identification may also be placed on Cricket Equipment and other items 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 MCL, at its sole discretion.

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 MCL, 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. MCL 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 MCL to exceed the maximum sizes set out in these Regulations, MCL reserves the right to have the offending logo area taped up, so that the Logo complies with the Regulations.

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 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 MCL as .EPS files in a variety of colours as shown in "letters and numbers" in Appendix I of these Regulations. A custom cut of the font "alinea incise" is used for the letters in a player's name. A custom cut of the font "franklin gothic" is used for 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.

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. With MCL approval, nicknames may be used in place of family names.



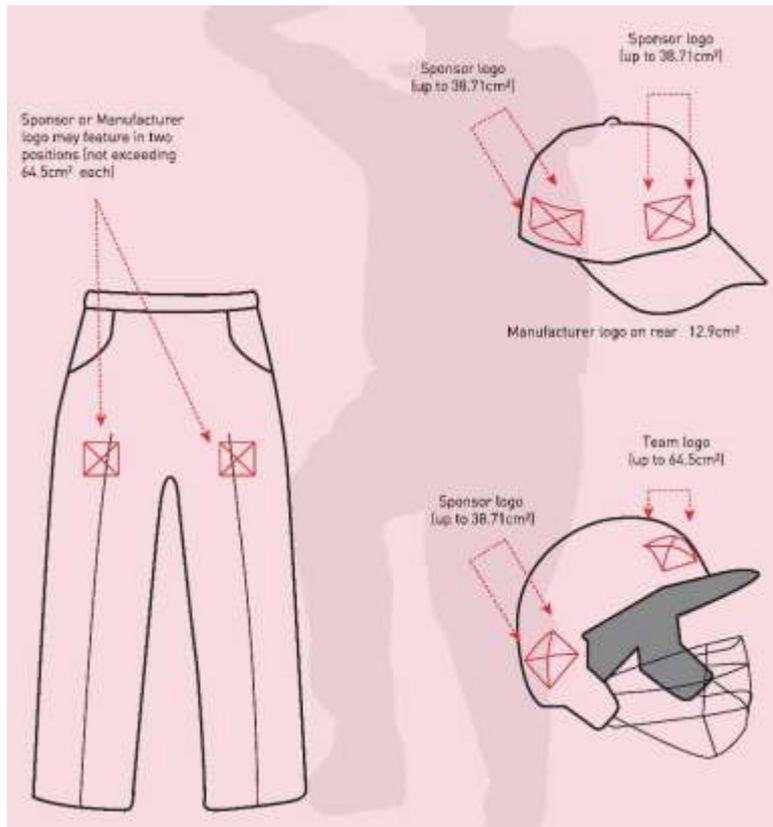
Diagram B

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 "alineia" font and its height must not exceed 2cm.

E.3 Playing Trousers

Player numbers may not be displayed on the Playing Trousers



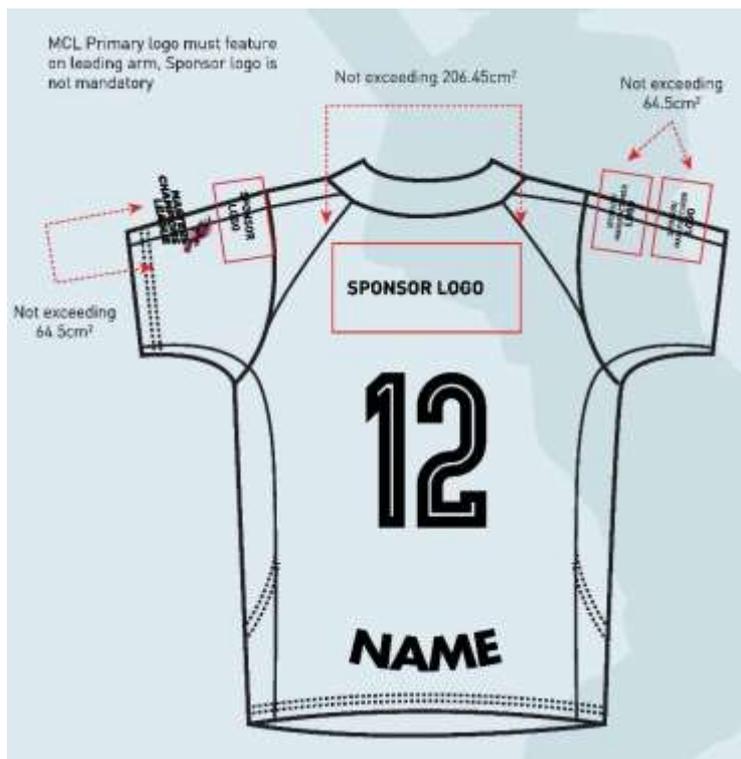
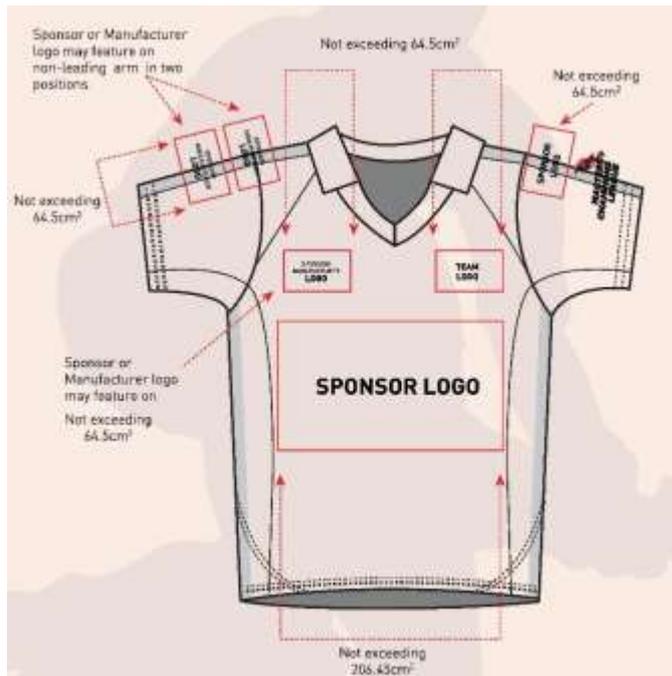
F) PLAYING CLOTHING

The colours and design of all elements of Playing Clothing (as approved by the MCL) 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:

- Main Logo on front of shirt
- Upper right Logo on front of shirt
- Team Logo on upper left front of shirt
- Lower Logo on non-leading arm
- Upper Logo on non-leading arm
- Upper Logo on leading arm
- Oxygen MCL Competition Logo (on white background) on lower leading arm
- Upper Logo on back of shirt



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

Team Logo

A franchise must display its Team Logo once on its Playing Shirts and Playing Sweaters in position. The area of the Logo must not exceed 64.5sqm (10 square inches).



Commercial Logos

A franchise may display up to six Commercial Logos on its Playing Shirts and Playing Sweaters

Manufacturer's Identification

A franchise may display a Manufacturer's Logo on the Playing Shirt provided this position has not been used for a Commercial Logo. 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:

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

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

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.

F.3 PLAYING HEADWEAR

The approved positions for Logos on the Playing Headwear are mentioned earlier

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.

Team Logo

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

Commercial Logos

A franchise may display Commercial Logos. The area of each Logo must not exceed 38.71sqcm (6 square inches) with all sides of the Logo being at least 3.81cm (1.5 inches)

Manufacturer's Identification

A franchise may display one Manufacturer's Logo on the back of the helmet. The area of the Logo must not exceed 38.71sqcm (6 square inches) with all sides of the Logo being at least 3.81cm (1.5 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.

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 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

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.

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.

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.

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.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

G.5 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.

And either:

- (a) Two further Manufacturer's Logos may be displayed elsewhere on the shoes/boots – one of which shall be on the tongue. The area of each of these further Logos must not exceed 12.9sqcm (2 square inches). Additionally, stripes and Design Features are permitted provided that they shall be in a maximum of two colours.
or
- (b) 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 (PLAYER RIGHT)

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)

Commercial Logo

One Player's Bat Logo may be carried 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 MCL 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: either
 - (a) any number of Manufacturer's Logo and/or Design Feature may be displayed on either or both edges of the bat but only within the top 9 inches, or
 - (b) one Manufacturer's Logo and/or one Design Feature may be displayed on the two edges of the bat not exceeding 50% of the total area of the relevant edge.

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 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.

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. MCL 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, immediately above the centre 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.

H.5 BATTING GLOVES (PLAYER RIGHT)

Colour

The protective areas of the glove shall be predominantly white or of the same colour as one of the colours of the 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 are 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.

APPENDIX 1 – FONTS FOR PLAYER IDENTIFICATION



APPENDIX 2 – 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 an Match;
 - 1.1.2 any Match Referee officiating in an Match; or
 - 1.1.3 the MCL – COO
- 1.2 A Report must be lodged by way of an e-mail to the MCL General Manager Cricket Operations. 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 MCL General Manager Cricket Operations within 24 hours of the conclusion of the relevant Match.
- 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 MCL General Manager Cricket Operations receives a Report, he/she must promptly conduct a review 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 MCL General Manager Cricket Operations 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 MCL General Manager Cricket Operations shall promptly provide a copy of the Report, together with copies of video snapshot evidence supporting the Report and the Notice of Charge form to the following individuals:
 - 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); and
 - 2.3.3 the CEO / COO 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 / COO of the relevant franchise (or his/her designee).
- 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 MCL General Manager Cricket Operations 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 comply with the sanctions set out in Article 4), in which case adjudication shall not be required and no further action shall be taken; 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 MCL Chief Operating 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 MCL Chief Operating Officer shall not hold an oral hearing. However, should the MCL Chief Operating 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) assist him in this regard. In considering the matter, the MCL Chief Operating Officer shall be entitled to consult with the MCL legal department.
- 3.2 Save in exceptional circumstances, the MCL Chief Operating 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; within 24 hours of receipt of the 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 MCL General Manager Cricket Operations.

- 3.3 The MCL Chief Operating Officer's 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 MCL General Manager Cricket Operations determines that there is a case to answer in accordance with Article 2.1, in issuing the Notice of Charge, he shall specify (on Form Not 1) the appropriate sanction to be imposed on the player, support staff or franchise (as appropriate).
- 4.2 In addition, where a matter comes before the MCL Chief Operating Officer in accordance with either Article 2.4.2 or 2.4.3, and he determines that an offence under these Regulations has been committed, he 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 MCL General Manager Cricket Operations or the MCL Chief Operating 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 MCL 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 MCL General Manager Cricket Operations or MCL Chief Operating Officer (as appropriate) has established whether this is a repeat offence within the relevant MCL Season, then he shall go on to take into account any other factors that he 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.

CATEGORY OF OFFENCE	FIRST OFFENCE	ONE PRIOR OFFENCE IN PREVIOUS SANCTION PERIOD / CURRENT SEASON	TWO PRIOR OFFENCES IN PREVIOUS SANCTION PERIOD / CURRENT SEASON	THREE PRIOR OFFENCES IN PREVIOUS SANCTION PERIOD / CURRENT SEASON

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 100% of the Match Fee.
Manufacturer's Logo	A fine of 20% of the Match Fee.	A fine of 50% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.
Commercial Logo	A fine of 20% of the Match Fee.	A fine of 50% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.
Betting Logo	A fine of 50% of the Match Fee.	A fine of 100% of the Match Fee.	A one Match suspension.	A minimum of two Matches suspension.
FRANCHISE				
All categories	Warning and/or a fine up to a maximum of USD 10,000/-	A fine up to a maximum of USD 10,000/-	A fine up to a maximum of USD 15,000/-	A fine up to a maximum of USD 15,000/-

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 the number of matches played.

- 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 MCL General Manager Cricket Operations or the MCL Chief Operating 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 MCL General Manager Cricket Operations or the MCL Chief Operating 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 MCL General Manager Cricket Operations or the MCL Chief Operating 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 MCL) within one calendar month of receipt of the decision imposing the fine. However, MCL 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, he 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 has paid, in full, all amounts forfeited under these Regulations, including any fines that may have been imposed against him/her.

ARTICLE 5 – APPEALS

No Appeals.

ARTICLE 6 – GOVERNING LAW

- 6.1 These Regulations are governed by and shall be construed in accordance with the law as decided by the MCL Governing Council. Strictly without prejudice to the provisions relating to Dispute Resolution at Articles 3 of the Regulations, all disputes pertaining to the Regulations shall be subject to the exclusive jurisdiction of the Courts of the country as decided by the MCL Governing Council.