

THE HUNDRED

CLOTHING AND EQUIPMENT REGULATIONS



**England and Wales Cricket Board, Lord's Cricket Ground
St John's Wood, London, NW8 8QZ
England**

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1 GENERAL

1.1 These Clothing and Equipment Regulations (“**Regulations**”) set out the rules of the ECB governing, and the procedures applicable to, the control of design, colour and insignia on the clothing and equipment of Cricketers who play in The Hundred.

1.2 These Regulations will come into full force and effect on the Effective Date.

1.3 For the purpose of these Regulations:

Applicable Law means the law of England and Wales, and includes any regulatory restrictions (statutory or otherwise) on broadcast content in place from time to time;

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

Champions’ Emblem means a non-commercial design element (such as a star, a motif, an element of the Team Mark, or similar) to represent a previous competition win;

Cricket Discipline Panel means the panel of individuals responsible for adjudicating on regulatory cases on behalf of the ECB;

Commercial Mark means the trade mark or name of:

- (a) a company or commercial organisation (including the mark of a sponsor) other than the trade mark, name or house colours of the manufacturer of the cricket clothing or equipment concerned; or
- (b) a manufacturer of the cricket clothing or equipment concerned only where that manufacturer itself is also acting as a sponsor (and is therefore not included in the defined terms for **Manufacturer** or **Manufacturer’s Mark**);

Competition means The Hundred;

Competition Mark means the trade mark or name identifying the Competition;

Competition Sponsor means any company, entity or individual that is granted central sponsorship rights to the Competition by the ECB. For 2026 central sponsorship rights on kit have been granted to Vitality and KP Snacks;

Competition Sponsor Mark means the Commercial Mark of a Competition Sponsor;

Competition Principal Sponsor means the company, entity or individual that is granted the principal sponsorship rights to the Competition by the ECB. For 2026 the principal sponsorship rights have been granted to Compare the Market;

Cricketer means a person that plays for a Team in The Hundred;

Cricket Regulator means the body responsible for investigating and prosecuting breaches of ECB Regulations;

Disciplinary Procedure Regulations means the regulations governing the disciplinary procedure for regulatory cases brought before the Cricket Discipline Panel as in force and amended from time to time;

Disciplinary Tribunal means the panel appointed pursuant to the Disciplinary Procedure Regulations to deal with a particular disciplinary case;

ECB means England and Wales Cricket Board Limited;

ECB Regulations means the ECB's rules, regulations, playing conditions and codes as published and in force (and as amended and supplemented) from time to time;

Effective Date means 26 November 2025;

Hundred Team means a Men's Hundred Team or Women's Hundred Team;

Hundred Team Commercial Manager means the person at each Hundred Team that is responsible for all commercial matters affecting that Hundred Team;

Individual Commercial Mark means the trade mark or name of any company, entity or individual that is granted the right to sponsor an individual Cricketer or member of Support Staff;

Manufacturer means an entity which is carrying on a business engaged in either manufacturing or procuring the manufacture of cricket equipment and/or cricket clothing of the type in question and supplying it to a Cricketer, Hundred Team or on a commercial basis for sale to members of the public, and not also acting as a sponsor. An entity not otherwise within this definition will not be a "Manufacturer" for the purposes of this defined term solely by reason of it being associated in business with, or a company in the same group of companies, as the Manufacturer;

Manufacturer's Mark means the trade mark, symbol or name used by a Manufacturer to identify to members of the public the article of cricket equipment or cricket clothing in question as an article which has been supplied by that Manufacturer for sale as stated above;

Mark means any Commercial Mark, Competition Mark, Competition Sponsor Mark, Manufacturer's Mark and Team Mark when referred to as a collective;

Men's Hundred Team means any of the teams playing in the Men's Hundred from time to time;

Restricted Brand Sector means any of the following brand sectors of categories of goods and/or services:

- (a) betting or gambling;
- (b) tobacco or vaping (including e-cigarettes);
- (c) weapons or the sale of arms;
- (d) unregulated financial products or investments;
- (e) pornography or indecent/explicit imagery or videos;

(f) illegal or illicit goods/services;

(g) political or religious messaging;

(h) any sector that breaches Applicable Law; and

(i) any other sector notified to Teams by the ECB from time to time provided that any such new restricted sector will only be introduced if it applies to all Competitions and The Hundred.

Support Staff means any person employed or otherwise engaged by a Team to provide coaching, medical or operational support to their Cricketers;

Team means a Hundred Team;

Team Colours means the officially designated colours chosen to symbolise and visually identify a Team;

Team Mark means the trade mark or name used by a Team as its emblem and/or for marketing purposes;

Team Official means any trustee, director, chair, lead officer or chief executive (or equivalent of such categories of individual), as applicable, of a Team;

The Hundred means the ECB's domestic cricket competition in a "100-ball" format and **Men's Hundred** and **Women's Hundred** mean The Hundred games played by the Men's Hundred Teams and Women's Hundred Teams, respectively;

The Hundred Display Font means the font style supplied by the ECB which must be used for the name and number that appears on the back of a Cricketer's playing shirt; and

Women's Hundred Team means any of the teams playing in the Women's Hundred from time to time.

Unless the context otherwise requires, words in the singular will include the plural and vice versa.

- 1.4 Insignia will be measured according to their geometric shape, taking account of all elements of the logo/design (including borders and outlines). To calculate the surface area, insignia may be divided into several geometric forms and non-standard shapes will be measured as rectangles.
- 1.5 Any reference to "sweater" in these Regulations will be interpreted as including long sleeve sweaters and sleeveless sweaters.
- 1.6 By 31 January prior to the start of the Competition, each Team must submit to the ECB, and obtain approval of, computer-aided designs with scale marked of their proposed designs for each garment to be worn on the playing field by their Cricketers in the Competition. The submitted designs must include designs it is proposed will be worn on playing shirts, sweaters, trousers, caps/sunhats and any training kit. Designs must feature what is proposed for the front, back and (where relevant) sides of each garment, and clearly detail all use, size and design features of any proposed marks. Pantone colours must be listed, as well as all proposed text fonts. If a kit sponsor is not finalised by the 31 January submission deadline, kit designs must be submitted without marks from that sponsor and resubmitted for ECB approval as soon

as possible once the sponsoring organisations are confirmed. Teams must ensure there is sufficient lead time in case any changes are required.

- 1.7 The ECB will refer any breaches of these Regulations to the Cricket Regulator, together with its assessment of the severity and relative importance of the breach.
- 1.8 These Regulations should be read in conjunction with Appendix 1, which sets out in diagrammatic form what marks and logos are permitted in what size and position on particular items of cricket clothing. Appendix 1 is included for illustrative purposes only, and in the event of any conflict or inconsistency between the text of Regulations 3 and 4 and the diagrams in Appendix 1, the text of Regulations 3 and 4 prevails.

2 OFFENCES

- 2.1 It is an offence for a Team to fail to comply strictly with the criteria in these Regulations, including by failing to obtain the required ECB approval for any clothing and/or equipment used during The Hundred, as specified in these Regulations, and/or by permitting any of their Cricketers to wear and/or use clothing and/or equipment, in The Hundred, which has not been approved or provided (as applicable) by the ECB.
- 2.2 It is an offence for a Cricketer to fail to comply strictly with the criteria in these Regulations, including by wearing and/or using clothing and/or equipment, in The Hundred, which has not been approved or provided (as applicable) by the ECB.
- 2.3 It is an offence under these Regulations for any Cricketer or Team Official to assist, incite or encourage any Cricketer to commit a breach of Regulation 2.2 above.
- 2.4 It is an offence under the Regulations for a Team to allow any Cricketer that plays for that Team to wear any clothing and/or use any equipment during The Hundred that is not permitted under these Regulations.
- 2.5 A Team and/or Cricketer (or a Team Official in respect of any offence under Regulation 2.3) who commits an offence by breaching the Regulations is liable to have disciplinary proceedings brought against them in accordance with the Disciplinary Procedure Regulations.

3 PLAYING UNIFORM FOR THE HUNDRED

- 3.1 Regulations 3.2 to 3.14 apply to playing uniform worn during The Hundred.

Playing shirts, sweaters and trousers

- 3.2 The design and colour of playing shirts, sweaters and trousers are at the discretion of each Team subject to (a) the ECB's prior approval under these Regulations, and (b) the following restrictions:
 - 3.2.1 Light colours (white, ivory or any light colour which is likely to make the sighting of a white ball difficult) may be used for piping, trim or contrast panels but must not represent more than 10% of the overall design of each garment.
 - 3.2.2 The colours and design of the playing shirts, sweaters and trousers must be uniform across all Cricketers representing a Hundred Team, with the exception that shirt sleeves may be cut to any length as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. In addition, the colours and design of the playing

shirts, sweaters and trousers must be uniform across Men's Hundred Teams and Women's Hundred Teams of the same name.

- 3.2.3 Trousers must be manufactured predominantly in one colour which constitutes more than 75% of the trousers. Secondary features such as piping, trim on the pocket insides and waistband are permitted.
- 3.2.4 Shirt designs must not affect, in any way, the delivery of any Competition Sponsor branding.
- 3.2.5 A collar is optional for shirts.
- 3.2.6 Shirt and sweater designs must be similar enough to ensure a consistency of presentation between those Cricketers wearing sweaters and those not.
- 3.2.7 Tonal design elements of a strictly non-commercial nature will be permitted. For clarity, this may include the Team Mark or Team name (or elements of the Team Mark or Team name) but not any Commercial Mark or Manufacturer's Mark.
- 3.2.8 Each playing shirt must include the Cricketer's name and number on the back of the shirt. Names and numbers are primarily intended for identification purposes. Numbers must consist of a maximum of two digits ranging from 1 to 99, with the height of each number being at least 7 inches (17.78 centimetres) and no taller than 10 inches (25.4 centimetres). Names must be the Cricketer's name as detailed in their player registration form or as otherwise approved by the ECB, with the height of each letter being at least 1.75 inches (4.45 centimetres) and no taller than 2.75 inches (6.99 centimetres). Names and numbers must be centred with the Cricketer's name appearing below their number, and the font style used must be The Hundred Display Font. The colour of the name and number must be suitably contrasting with the base colour of the playing shirt for maximum visibility. Each Cricketer must wear their own 'named' and 'numbered' playing shirt during a match, and no two Cricketers in a Team can wear the same number.
- 3.2.9 Subject to the ECB's prior approval, Teams who have won a previous year's tournament(s) are entitled to display the Champions' Emblem directly above the Team Mark on their playing shirts and playing sweaters. Teams are permitted to use any of their Team Colours for the Champions' Emblem, and may display as many such emblems as they have won titles for.
- 3.2.10 For special occasions (including commemorative or charity matches) additional allowances may be made for Teams to commemorate the occasion on the shirt on a strictly non-commercial basis, subject to the full discretion of the ECB. Written approval of such requests must be sought and received from the ECB more than two weeks prior to the event (except where exceptional circumstances mean this deadline cannot be complied with, in which case written approval must be sought as soon as reasonably possible).
- 3.2.11 The depiction of Team names in bold letters across the front or back of shirts and sweaters is not permitted.
- 3.2.12 It is the intention of the ECB to preserve the colourway of the umpires' shirts and jackets to ensure they stand-out on the field of play. The ECB will confirm the

colourway of the umpires' kit as soon as reasonably practicable in advance of the Competition and Teams must avoid similar colours and/or designs.

3.2.13 Any advertising and/or other insignia on playing shirts and sweaters must abide by the following requirements:

Team Mark:

- (a) Must not exceed 10 square inches (64.52 square centimetres) in area.
- (b) Must only be positioned on the upper left chest.
- (c) Only one Team Mark may be used on each playing shirt and sweater.

Manufacturer's Mark:

- (a) Must not exceed 10 square inches (64.52 square centimetres) in area.
- (b) May be positioned on either the upper right chest or on the non-leading sleeve arm (but not both) in whichever position a Team chooses not to have a Commercial Mark.
- (c) Only one Manufacturer's Marks may appear on each playing shirt and sweater.

Commercial Mark:

- (a) Two Commercial Marks are permitted as follows:
 - (i) one on the front of the playing shirt and sweater, which must not exceed 32 square inches (206.45 square centimetres) in area; and
 - (ii) one on either the upper right chest or on the non-leading sleeve arm (but not both) in whichever position a Team chooses not to have a Manufacturer's Mark, and which in either position must not exceed 10 square inches (64.52 square centimetres) in area.
- (b) One Competition Sponsor Mark for Vitality is required on the back of the playing shirt and sweater centred above the Cricketer's number, and must not exceed 32 square inches (206.45 square centimetres) in area. Patches featuring this Competition Sponsor Mark, complying with the size restrictions, will be supplied by the ECB. Alternatively, Teams may apply the Competition Sponsor Mark during the manufacture process with specific permission from the ECB who will supply the correct artwork. In this instance, strike off samples must be submitted for approval if requested by the ECB.
- (c) One Competition Sponsor Mark for KP Snacks is required on the leading sleeve arm of the playing shirt and sweater, and must not exceed 10 square inches (64.52 square centimetres) in area. Patches featuring this Competition Sponsor Mark, complying with the size restrictions, will be supplied by the ECB. Alternatively, Teams may apply the Competition Sponsor Mark during the manufacture process with specific permission from the ECB who will

supply the correct artwork. In this instance, strike off samples must be submitted for approval if requested by the ECB.

- (d) One Commercial Mark is permitted on the non-leading sleeve arm of the playing shirt, and must not exceed 10 square inches (64.52 square centimetres).

Competition Mark:

- (e) One Competition Mark is required within each number that appears on the back of the playing shirt and sweater, and must not exceed 2 square inches (12.9 square centimetres) in area.

3.2.14 Any advertising and/or other insignia on trousers must abide by the following requirements:

- (a) One Team Mark is permitted, which must be positioned between the waist and the knee and must not exceed 10 square inches (64.52 square centimetres) in area.
- (b) One Manufacturer's Mark is permitted, which must be positioned on the same leg as and below the Team Mark, and must not exceed 2 square inches (12.9 square centimetres) in area.
- (c) One Commercial Mark is permitted which must be positioned between the waist and the knee and must not exceed 10 square inches (64.52 square centimetres) in area. This must be positioned on the opposite leg to the Team Mark and Manufacturer's Mark.
- (d) Provided the Commercial Mark always appears on the opposite leg to the Team Mark and Manufacturer's Mark, Teams can position the Commercial Mark on the left or right leg at their discretion and this is not required to be the same across all Cricketers within a Team.

3.2.15 Any replica playing kit must not display Marks that differ from those appearing on the Team's playing kit as approved under these Regulations, save that Commercial Marks may be omitted from replica playing kit.

T-shirts and base layer garments

3.3 T-shirts and base layer garments are subject to no colour restrictions where the undergarment is not visible. Where a long sleeve undergarment is worn under a short sleeve playing shirt, it must be such a colour as to match back to the relevant playing kit. This colour must be nominated by Teams in advance of the season, and must be the same for all Cricketers in a Men's Hundred Team and Women's Hundred Team that shares the same Team name. Light colours (white, ivory or any light colour which is likely to make the sighting of a white ball difficult) are not permitted.

3.4 No visible Marks or other distinctive branding or design elements are permitted on playing t-shirts and base layer garments.

Shoes/boots

- 3.5 There is no restriction or requirement in relation to colour for shoes/boots.
- 3.6 Any advertising and/or other insignia on shoes/boots must abide by the following requirements:
- 3.6.1 Any number and size of Manufacturer's Marks are permitted anywhere on the upper shoe/boot but the Manufacturer's Mark(s) taken together must not exceed 30% of the total surface area of the upper side of the shoe/boot.
 - 3.6.2 One Manufacturer's Mark of any size may be displayed on the sole of the shoe/boot.
 - 3.6.3 Any written name, initials or word used as a Manufacturer's Mark must not exceed 2 square inches (12.9 square centimetres) in area.

Socks

- 3.7 Socks must be white, light grey or match the principal colour of the Team's playing kit.
- 3.8 Any advertising and/or other insignia on socks must abide by the following requirements:
- 3.8.1 One Manufacturer's Mark may appear on each sock and must be a maximum size of two square inches (6.45 square centimetres) in area.

Caps and sunhats

- 3.9 Caps and sunhats have no colour restriction but must be consistent across all Cricketers in a Men's Hundred Team and Women's Hundred Team that shares the same Team name.
- 3.10 Any advertising and/or other insignia on playing caps and sunhats must abide by the following requirements:
- 3.10.1 One Team Mark is permitted on the front of a cap and/or sunhat but must not exceed 6 square inches (38.71 square centimetres) in area.
 - 3.10.2 One Manufacturer's Mark is permitted on the side or rear of a cap and/or sunhat but must not exceed 3 square inches (19.35 square centimetres) in area.
 - 3.10.3 One Commercial Mark is permitted on the side or rear of a cap and/or sunhat but must not exceed 3 square inches (19.35 square centimetres) in area.
 - 3.10.4 Numbers indicating a Cricketer's order of representation for their Team or milestone appearances may be included on a cap and/or sunhat in a suitable position. Such numbers must not be more than 1.5cm in height.

Turbans, hijabs and bandanas

- 3.11 Turbans, hijabs and bandanas must be plain white, plain black or match the principal colour of the Team's clothing.
- 3.12 Any advertising and/or other insignia on turbans and bandanas must abide by the same requirements as prescribed for caps and sunhats (see Regulations 3.9 to 3.10).

Training clothing

- 3.13 There are no design or colour restrictions on training clothing (including tracksuits and training shirts, sweatshirts and t-shirts), save that on the front of training shirts and sweaters only, no advertising and/or other insignia are permitted except the following Marks:
- 3.13.1 One Team Mark is permitted on the upper left chest and must not exceed 10 square inches (64.52 square centimetres) in area.
 - 3.13.2 One Manufacturer's Mark is permitted on the upper right chest and must not exceed 10 square inches (64.52 square centimetres) in area. For the avoidance of doubt, unlike with playing shirts and sweaters, there is no optionality around the positioning of the Manufacturer's Mark on training shirts and sweaters.
 - 3.13.3 One Competition Sponsor Mark for Vitality is required on the front of the training shirt and sweater, and must not exceed 32 square inches (206.45 square centimetres) in area. Patches featuring this Event Sponsorship Mark, complying with the size restrictions, will be supplied by the ECB. Alternatively, Teams may apply the Event Sponsorship Mark during the manufacture process with specific permission from the ECB who will supply the correct artwork. In this instance, strike off samples must be submitted for approval if requested by ECB.
- 3.14 Save as provided for by Regulation 4.2.2, Cricketers and Support Staff are not permitted to wear any Individual Commercial Mark on any item of clothing or equipment that may be visible.

4 EQUIPMENT FOR THE HUNDRED

- 4.1 Regulations 4.2 to 4.11 apply to equipment used during The Hundred.

Bats

- 4.2 Bats may include some colour, but all colours on the face of the bat must be restricted to the top 9 inches (22.9 centimetres). There are no restrictions to the use of house colours on the back or edge of bats. Any advertising and/or other insignia on bats must abide by the following requirements:
- 4.2.1 The Manufacturer's Mark is permitted on a bat, providing the bat Manufacturer is approved by the ECB. The Manufacturer's Mark must be restricted to the top 9 inches (22.9 centimetres) on the face of the blade of the bat. There are no restrictions on the use of Manufacturer's Marks on the back or edge of bats.
 - 4.2.2 A single Commercial Mark no greater than 10 square inches (64.52 square centimetres) in area may appear on the back of the bat, subject also to the approval of the Hundred Team Commercial Manager.
 - 4.2.3 Two sets of the Cricketer's initials are permitted. One set is permitted anywhere on the back of the bat. One set is permitted anywhere within the top 10 inches of the face of the bat. Such initials must not be more than 2cm (0.78 inches) in height.
 - 4.2.4 Betting Logos are not permitted on bats. In addition, Commercial Marks, advertising or any other insignia from and/or representing the following organisations are also not permitted on bats:

- (a) any company or entity which conflicts with the Competition Principal Sponsor (either the current sponsor or successor sponsors);
- (b) broadcasters; and/or
- (c) any organisation within a Restricted Brand Sector.

Pads

4.3 Pads (batting and wicket-keeping) must be a single, plain colour (other than white or any light colour which is likely to make the sighting of the white ball difficult) save for the straps which may be in the house colours of the Manufacturer. The colour of the pads must be consistent across all Cricketers in a Men's Hundred Team and Women's Hundred Team that shares the same Team name. The colour of the pads must be properly maintained. Discoloured or faded pads are not permitted.

4.4 Any advertising and/or other insignia on batting pads must abide by the following requirements:

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

- (a) One Manufacturer's Mark, which must not exceed 4 square inches (25.81 square centimetres) in area, may be placed on the front of the pad either on:
 - (i) the instep or the knee roll (outside of the leg, not central); or
 - (ii) above the knee roll (outside of the leg, not central).
- (b) One Manufacturer's Mark, of any size, may be placed on the inside top of the pad.
- (c) One Manufacturer's Mark, which must not exceed 4 square inches (25.81 square centimetres) in area, may be placed on one of the pad straps.
- (d) Clads (a coloured cover that goes over a white pad) are permitted and, when used, the clad logo may replace the existing Manufacturer's Mark on the front of the pad. In such cases, the existing Manufacturer's Mark on the inside top of the pad and the pad straps are still permitted to be displayed. The colour of the clads must match the colour of the pads used by the Team.

4.4.2 Any advertising and/or other insignia on wicket-keeping pads must abide by the same requirements as specified for batting pads in Regulation 4.4.1 above, except that the single Manufacturer's Mark permitted on the front of each pad (per Regulation 4.4.1(a) above) must be placed at the top, centre of the wicket-keeping pad, above the knee roll.

Gloves

4.5 Batting and wicket-keeping gloves must have more than 50% of the protective area as white or the same colour as one of the suites of Team Colours. Any advertising and/or other insignia on gloves must abide by the following requirements:

Batting gloves:

4.5.1 Three Manufacturer's Marks, each of which must not exceed 2 square inches (12.9 square centimetres) in area, may be displayed on each batting glove as follows:

- (a) Two Manufacturer's Marks are permitted on the back of each glove.
- (b) One Manufacturer's Mark is permitted on the inside of the wristband of each glove.

Wicket-keeping gloves:

4.5.2 Two Manufacturer's Marks, which must not exceed 6 square inches (38.72 square centimetres) and 2 square inches (12.9 square centimetres) in area respectively, may be displayed on the back of each glove.

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

Headbands and wristlets

4.6 Headbands and wristlets must be plain coloured (other than white or any light colour which is likely to make the sighting of the white ball difficult) and no advertising and/or other insignia (including any Marks) are permitted.

Arm guards

4.7 Arm guards must be plain coloured (other than white or any light colour which is likely to make the sighting of the white ball difficult) save that the straps may be in the house colours of the Manufacturer. No advertising and/or other insignia (including any Marks) are permitted.

Helmets

4.8 Helmets must feature either a dome and a peak that are both of a single colour matching that of the Team's primary colour, or a single-coloured dome which is in the Team's primary colour and a peak that is black. Any advertising and/or other insignia on helmets must abide by the following requirements:

4.8.1 One Manufacturer's Mark may be displayed on the back or one side of the helmet and must not exceed 6 square inches (64.52 square centimetres) in area.

4.8.2 One Team Mark is permitted on the front and must not exceed 10 square inches (64.52 square centimetres) in area.

4.8.3 One Competition Mark is permitted on the side of the helmet and must not exceed 6 square inches (64.52 square centimetres) in area.

4.8.4 One Commercial Mark is permitted on the back of the helmet and must not exceed 6 square inches (64.52 square centimetres) in area.

4.8.5 Numbers indicating a cricketer's order of representation for their Team may be included on one side of the helmet and must not exceed 2 square inches (12.9 square centimetres) in area.

Thigh/shin pads

- 4.9 Thigh pads, shin pads and other equipment must only be worn under playing clothing and must not be visible. As such there are no restrictions on the colour of these items but no advertising and/or other insignia (including any Marks) on thigh pads, shin pads and/or any other protective body equipment are permitted to be visible, whether by showing through clothing or otherwise.

Bandages etc.

- 4.10 Bandages, strapping, taping, supports (and similar) must be a plain colour (other than white or any light colour which is likely to make the sighting of the white ball difficult). No advertising and/or other insignia (including any Marks) are permitted to be visible.

Sunglasses

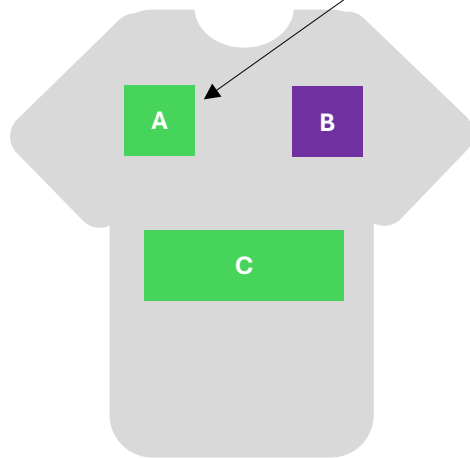
- 4.11 Sunglasses may be any colour. Any advertising and/or other insignia on sunglasses must abide by the following requirements:
- 4.11.1 Two Manufacturer's Marks are permitted, made up of a total of one on either side of the frame, each not exceeding 0.5 square inches (3.22 squared centimetres) in area.

Appendix 1 to Clothing and Equipment Regulations for The Hundred

- Playing Shirts and Sweaters

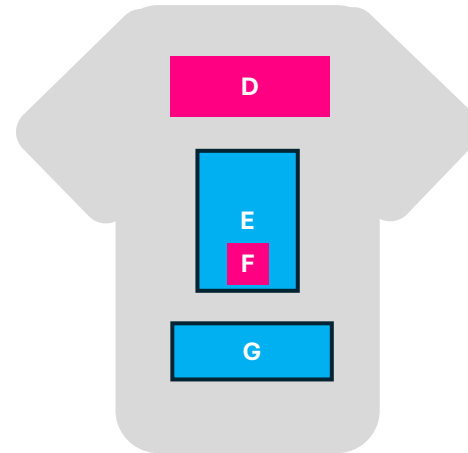
- Either a Commercial Mark or a Manufacturer's Mark (**but not both**) can be displayed in these positions

Front profile



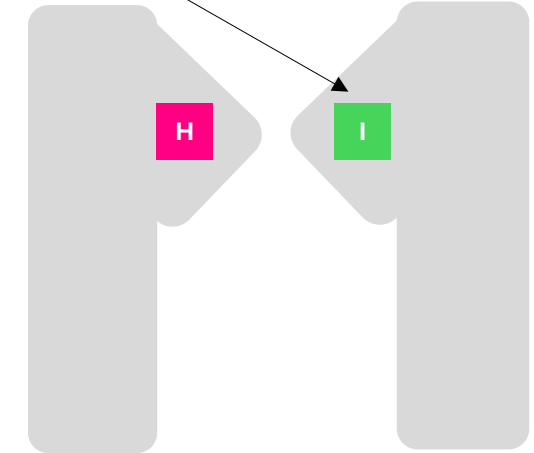
Slot	Size	Mark
A*	Max 10 in ²	Manufacturer's or Commercial Mark
B	Max 10 in ²	Team Mark
C	Max 32 in ²	Commercial Mark

Rear Profile



Slot	Size	Mark
D	Max 32 in ²	Competition Sponsor Mark 2026: Vitality
E	H: min 7 in – max 10 in	Player Number (Hundred Font)
F	2 in ²	Competition Mark
G	H: min 1.75 in – max 2.75 in	Player Name (Hundred Font)

Side Profile



Slot	Size	Mark
H	Max 10 in ²	Lead Sleeve Competition Sponsor Mark: KP Snacks
I*	Max 10 in ²	Non-lead Sleeve Commercial or Manufacturer's Mark

Team Logo

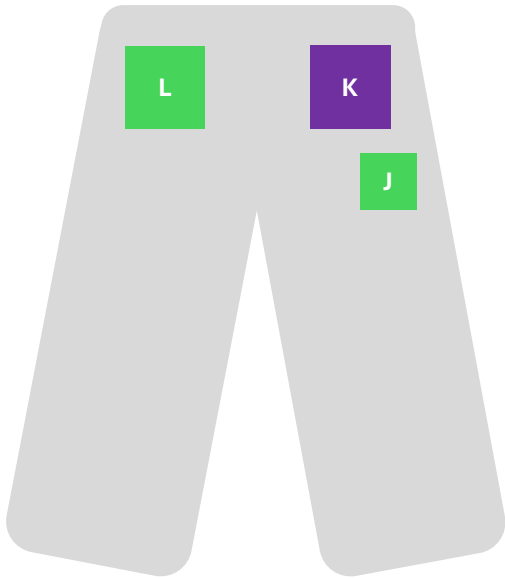
Team Partners

Central Partners

Player ID

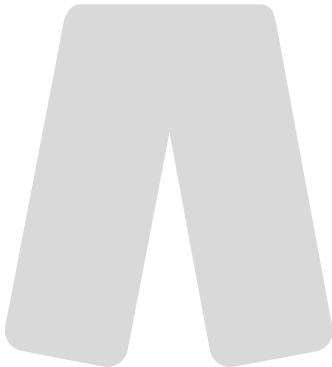
- Trousers

Front profile



- Where a Commercial Mark (L) is included, the Commercial Mark (L) must be on one leg with the Team Mark (K) and Manufacturer’s Mark (J) on the other leg.
- There is no specification as to whether that is left or right and can vary by player, to accommodate lead/non-lead positioning.

Rear Profile*



Side Profile*

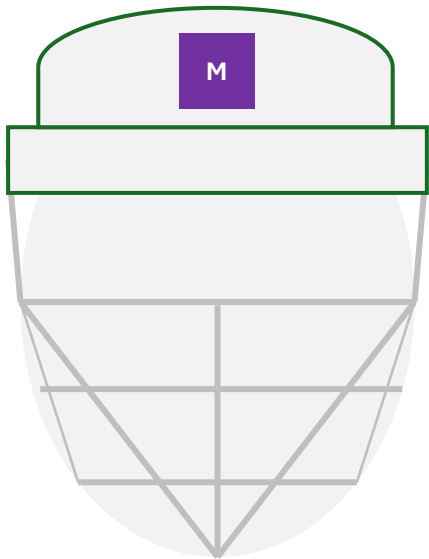


* Both the Rear and Side profiles remain clear of any Marks

Slot	Size	Mark
J	Max 2 in²	Manufacturer Mark
K	Max 10 in²	Team Mark
L	Max 10 in²	Commercial Mark

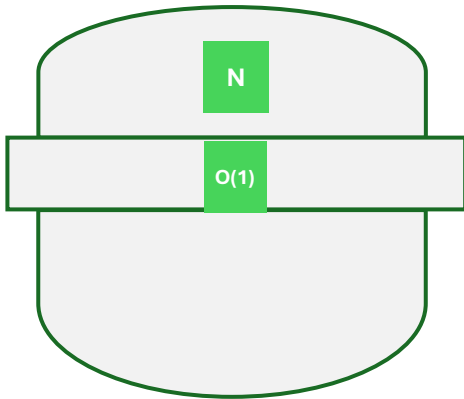
- Helmets

Front profile



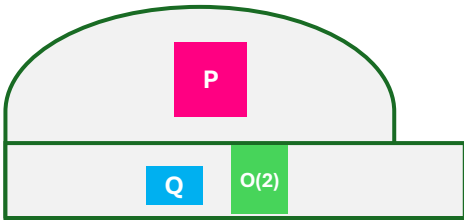
Slot	Size	Mark
M	Max 10 in ²	Team Mark

Rear Profile



Slot	Size	Mark
N	Max 6 in ²	Commercial Mark
O(1)	Max 6 in ²	Manufacturer's Mark

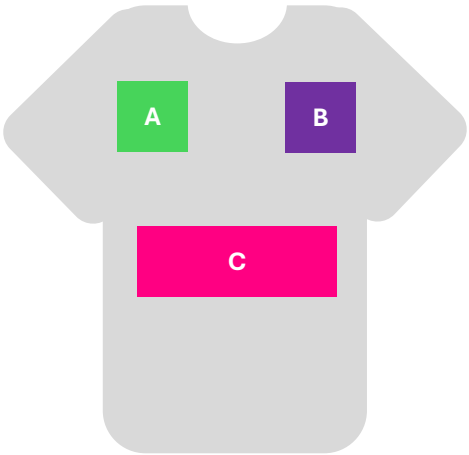
Side Profile



Slot	Size	Mark
P	Max 6 in ²	Competition Mark
Q	Max 2 in ²	Player ID
O(2)	Max 6 in ²	Manufacturer's Mark

- Training Shirts and Sweaters

Front profile



Slot	Size	Mark
A	Max 10 in²	Manufacturer's Mark
B	Max 10 in²	Team Mark
C	Max 32 in²	Competition Sponsor Mark 2026: Vitality

Rear Profile



Side Profile

