



IFSC UNIFORM CODE

1. Introduction

- 1.1. The International Federation of Sport Climbing (IFSC) recognises that team uniforms are a key representation of a nation's identity and of professionalism in competition. As athletes and officials represent their national federation on a global stage, it is important that their clothing and equipment present a unifying association. This code ensures consistency, compliance, and respect for these principles, providing clear guidelines for teams and member federations.

2. General

- 2.1. Team members must wear the uniform of their member federation when representing their member federation in public during the course of a competition.

NOTE: Athletes warming up in an area closed to the public are not required to wear team uniforms when in the warming up area.

- 2.2. Each member federation must submit the design of their uniform, or any changes in the uniform, for approval by the IFSC before use in international competitions. Applications for approval should follow the guidelines set out in Appendix 1 (*Uniform Submission Guidelines*).
- 2.3. The use by a team of unapproved uniforms may result in financial sanction on the member federation. Breach of this code by individual team members will make them subject to in-competition sanction.
- 2.4. Certain competitions may impose uniform requirements additional to those described in this code. Team officials and athletes participating in such competitions must ensure compliance with both this code and any additional restrictions.

EXAMPLE: Events held under the jurisdiction of the International Olympic Committee (IOC) are subject to provisions within the Olympic Charter which place greater restrictions on advertising and commercial markings than are described in this code.

- 2.5. Member federations may place additional limitations on the display of National Identification and/or Commercial Markings. Where multiple codes or regulations apply, the stricter of these will prevail.
- 2.6. Any technical equipment worn or used by an athlete when on the Field of Play must comply with the provisions of Appendix 2 (*Markings on Technical Equipment*).

3. Uniform Requirements

- 3.1. Team uniforms should adopt colours or design patterns which are commonly associated with the team's country, or which have a historic association with the team. Uniform designs must be easily distinguishable between member federations. The IFSC may disallow the use of colours/patterns where these are not easily distinguished from the approved uniform of another member federation. Uniform colours must be the same for both genders.
- 3.2. Team uniforms must include a long-sleeved top or jacket and long trousers. Uniforms must also include short-sleeved upperwear (t-shirt and/or singlet styles are permitted) and shorts. Design details and fitting should be appropriate for each gender.



- 3.3. Uniform garment combinations permitted during the competition are shown in Table 1 (*Team Uniform Guidelines*).

NOTE: Individual athletes may choose to wear any combination of the garments shown in Table 1 when competing. e.g. any top may be combined with either long trousers or shorts.

- 3.4. All uniform garments must comply with the provisions of this code relating to the display of National Identification and Commercial Markings.

4. National Identification

- 4.1. Team uniforms must include on each upperwear garment:
- on the front of the garment, either on the left or right breast, a National Identification marking(s) and/or the short-name of the member federation/team with a maximum total area of 40cm², and
 - on the reverse of the garment, the Country Code (preferred) or the name of the country in lettering between 4cm-6cm height and not more than 15cm width. The positioning of the code/name should allow an unobscured view of the code/name when the competitor is wearing an A5 (landscape) bib. An optional image of national flag may be placed in the back.
- 4.2. National Identification markings may be placed on other garments of the team uniform, with each item limited to one marking, up to a maximum area of 30 cm².
- 4.3. National Identification markings in breach of the requirements of this code shall be removed or covered (as applicable) in accordance with the instructions given by the Event Delegate for the competition (or the appointed official acting in that capacity).

5. Commercial Markings

- 5.1. Commercial Markings include Manufacturer Identification markings, Product Technology Identification markings, and/or Sponsor Identification markings, whether permanent or temporary in nature, on any clothing, technical equipment, or a person.

NOTE: Body art (permanent or temporary) may be treated as Commercial Markings where the design/content of the art creates an association with any equipment manufacturer or commercial sponsors.

- 5.2. Athletes and team officials may not display any Commercial Markings connected with tobacco or related products, gambling, or betting. The IFSC reserves the right to review and prohibit the display of Commercial Markings where the IFSC considers such materials inconsistent with the image, values, or reputation of the sport.
- 5.3. Should an athlete wear two pieces of clothing of the same nature during a competition, e.g., t-shirt under a singlet and/or leggings under a pair of shorts, the under garment, if visible, must be clean and free of any markings.
- 5.4. Commercial Markings may be placed on the front/side of upperwear with a maximum total area of 300cm². Any Commercial Markings must be separated from National Identification markings, with a minimum 5cm separation.

NOTE: Identifications necessary for safety reasons (e.g. CE and similar non-commercial certification logos) in a location that allows technical verification by officials will not be treated as Commercial Markings.



- 5.5. Commercial Markings may be placed on legwear with a maximum total area of 200cm². Any Commercial Markings must be separated from National Identification markings, with a minimum 5cm separation.
- 5.6. In addition, a Manufacturer Identification in the form of a design mark may be used once or repeatedly as a strip not exceeding 10cm in width on any uniform garment provided such use does not, in the opinion of the IFSC, in its discretion, dominate or unduly detract from the appearance of the garment. The design mark can be placed in the following locations: across the bottom of the sleeves/legs; on the outer seam of the sleeves; or down the outer seams of the garment.
- 5.7. Commercial Markings in breach of the requirements of this code shall be removed or covered (as applicable) in accordance with the instructions given by the Event Delegate for the competition (or the appointed official acting in that capacity).



Glossary

Commercial Markings has the meaning given in paragraph 5 (Commercial Markings).

Country Code means the three-letter code recognised by the IOC for the relevant country.

Manufacturer Identification means the normal display of the name, designation, trademark, logo, or any other distinctive sign of the manufacturer of an item.

NOTE: Encrypted or encoded elements such as barcodes, QR codes, URLs, social media accounts, and/or hashtags, are not permitted under this code.

National Identification means either the logo of the member federation or an image of their national flag (or national symbol), or a combination of these.

Product Technology Identification means technical identification marks (*excluding* any Manufacturer's Markings or element of such) used on clothing or technical equipment to identify any design or fabric technology used in its design/production.

Sponsor Identification means any name, designation, trademark, logo or any other distinctive sign of a commercial sponsor who is not the manufacturer of the item.

Tabel 1 – Team Uniform Guidelines

	Headgear	Upperwear				Legwear		Footwear	
		Jacket	L/Sleeve	S/Sleeve	Singlet	Long	Short	Closed	Open
Pre-Competition									
Opening Ceremonies	✓	✓	(3)		✓	(3)	✓		
Technical Meetings	✓	✓	✓		✓	✓	✓	✓	✓
On-FOP activities									
Observation	✓	✓	(2)	(2)	✓	✓	✓	✓	(4)
Presentations	✓	✓			✓	✓	✓	✓	
During and following play	(1)	✓	✓	✓	✓	✓	✓	✓	
Post-Competition									
Flower Ceremonies	✓	✓	✓	✓	✓	✓	✓	✓	
Medal Ceremonies	✓	✓			✓		✓	✓	
Closing Ceremonies	✓	✓	(3)		✓	(3)	✓	✓	
Press Conferences	✓	✓	✓		✓		✓	✓	

Notes

- 1: Competitors may wear climbing helmets, but not other headgear, when climbing
- 2: The Jury President may allow short sleeve garments to be worn where appropriate for the temperature or other conditions
- 3: Team uniforms for ceremonies must be consistent, with all members wearing the same type of upperwear and legwear. The Event Delegate may allow short-sleeved garments to be worn where appropriate for the temperature or other conditions.
- 4: Competitors may wear open-toed footwear where collective observation periods are closed to the public

Appendix 1 – Uniform Submission Guidelines

To ensure that all uniforms meet the required standards for approval, please follow the submission guidelines outlined below. Each uniform must be presented with comprehensive details, including drawings, styles, colors, text, and graphics. Incomplete submissions will not be reviewed.

1. Drawings of Garments

Front View:	Include a drawing of the front view of each garment.
Back View:	Include a drawing of the back view of each garment.
Side Views:	If applicable, submit drawings of both the left and right sides.
3D Perspective	(recommended): A 3D rendering or perspective drawing of the garment may help clarify design intent.

NOTE: All drawings should be to scale and should specify the size represented (e.g., Small, Medium, Large).

2. Style Variations

Garment Styles:	If the uniform includes multiple styles (e.g., different cuts or fits), submit separate drawings for each.
Details of Variants:	Ensure that variations in fit, such as gender-specific cuts (e.g., men's/women's), and special styles are clearly depicted.

3. Color Renderings

Submitted document should include full-colour renderings of each garment. All colour combinations must be shown. Pantone or colour codes for each colour used should be included.

4. Logos, Text Blocks & Graphics

Applications must provide clear, high-resolution images and the position of any logos, badges, graphics, or other artwork used on the uniform. It must also include exact measurements (in cm) of all text blocks and graphics of the markings/identifications printed, embroidered, or otherwise applied on the uniform. The location of each text block and graphic on the garment must be shown.

Applications must specify the typeface and font size for all text on the uniform. If the text or graphics are scaled differently across various sizes (e.g., S, M, L), include details for each size.

5. Submission Format

All drawings, renderings, and measurements must be submitted digitally in PDF format. Any graphics/images should be high resolution (300dpi minimum) to ensure clarity of details.

Each file must be clearly named with the year, Country code, gender, garment type and perspective.

EXAMPLE: 2025-KOR_MEN_TSHIRT_FRONT.PDF

6. Additional Information

If the uniform includes special features (e.g., heat-regulation fabrics, moisture-wicking technology), provide relevant documentation. If available, submit technical specifications that outline garment construction, including stitching methods and seam types.



7. **Submission Deadline**

All materials must be submitted at least 4 weeks prior to the first day of the team's first intended competition of the season. Earlier submission is strongly encouraged to facilitate timely review and approval.

Any changes to the approved uniform during the season must be communicated to the IFSC at least 4 weeks before the team's next intended competition where the new uniforms will be worn.

9. **Contact Information**

For any questions or additional information, please contact the IFSC Sport Department at sport@ifsc-climbing.org.

Appendix 2 – Markings on Technical Equipment

1. Helmets

Climbing helmets may carry Manufacturer's Markings and Product Technology Identification as sold on the retail consumer market.

2. Harnesses

Climbing harnesses may carry Manufacturer's Markings and Product Technology Identification as sold on the retail consumer market.

No Sponsor Identification is permitted.

3. Footwear

Climbing footwear may carry Manufacturer's Markings and Product Technology Identification as sold on the retail consumer market.

No Sponsor Identification is permitted.

4. Chalk Bag and Chalk bottles

Chalk bags and chalk bottles may carry Manufacturer Identifications and Product Technology Identification as sold on the retail consumer market.

5. Accessories (e.g., bag, hat, towel, binoculars, cleaning or protection accessories, etc.)

Any other accessories brought onto the Field of Play may carry Manufacturer's Markings, Product Technology Identification, and/or Sponsor Identification with a maximum total area for all items of 100cm².

The towel must remain unbranded.