GENERAL GUIDELINES

Guidelines regarding authorised identifications
Winter Youth Olympic Games

Gangwon 2024

October 2023
# Table of contents

1. Introduction .................................................................................................................. 3
2. Definitions ...................................................................................................................... 4
3. General principles .......................................................................................................... 55
4. Size and Frequency of Authorised Identifications ...................................................... 66
5. Guidance on Placement .............................................................................................. 88
6. Items That Must Remain Unbranded ........................................................................... 88
7. Third Party Identifications ......................................................................................... 88
8. Designs .......................................................................................................................... 88
9. NOC Emblems and National Identity ........................................................................... 99
10. International Federation Identifications ................................................................. 99
11. Homologation Marks ................................................................................................. 99
12. Use of Gangwon 2024 Emblem and Gangwon 2024 Wordmark ............................ 9
13. Victory Ceremonies .................................................................................................... 1010
14. Responsibility for Compliance .................................................................................. 1010
15. Consequences of Infringement to the Guidelines .................................................. 1111
16. Submission Process .................................................................................................. 1111
17. Questions ................................................................................................................... 13
1. Introduction

The prohibition of any advertising and publicity in and above Youth Olympic Games sites (as expressed in the Olympic Charter) is one of the aspects that differentiate the Youth Olympic Games from other international events.

This is reflected in particular in Rule 50 paragraph 1 and Bye-Law 1 to Rule 50 paragraph 1 of the Olympic Charter, which the IOC has determined apply mutatis mutandis to the Youth Olympic Games, and which state that:

- *Except as may be authorised by the IOC Executive Board on an exceptional basis, no form of advertising or other publicity shall be allowed in and above the stadia, venues and other competition areas which are considered as part of the Olympic sites. Commercial installations and advertising signs shall not be allowed in the stadia, venues or other sports grounds.* (Rule 50 paragraph 1 of the Olympic Charter); and

- *No form or publicity, commercial or otherwise, may appear on persons, on sportswear, accessories or, more generally, on any article or equipment whatsoever worn or used by all competitors, team officials, other team personnel and all other participants in the Olympic Games, except the identification [...] of the manufacturer of the article or equipment concerned, provided that such identification shall not be marked conspicuously for advertising purposes [...].* (Bye-Law 1 to Rule 50 paragraph 1 of the Olympic Charter)

Placing the national and Olympic identity of young athletes at the forefront. This helps to further distinguish the Youth Olympic Games, whilst respecting the significant contribution that sporting manufacturers provide.

The International Olympic Committee (IOC) is therefore pleased to present the Guidelines regarding Authorised Identifications for the Winter Youth Olympic Games Gangwon 2024.

These Guidelines provide guidance on how Olympic Charter Rule 50 paragraph 1 is to be implemented, in particular but not limited to:

(i) as to when an identification is “marked conspicuously for advertising purposes” (and hence prohibited);

(ii) which types of identifications are allowed;

(iii) where such identifications may be placed; and

(iv) how many times such identifications may appear.

These rules apply to all the athletes, officials and other accredited persons within the Youth Olympic Games venues and sites. These Guidelines are not intended to restrict or otherwise impair new, innovative technological design features of *Items* (as defined below) if these are in conformity with the rules and regulations applicable for the sports concerned, the Olympic Charter and these Guidelines.

Notwithstanding the above, these Guidelines are to be used subject to the understanding that:

(i) in case of contradictions between these Guidelines and Rule 50 of the Olympic Charter, the latter
shall prevail;

(ii) the IOC Executive Board shall be the sole authority to finally determine whether the use of a name, designation, trademark, logo or any other distinctive sign complies with the Olympic Charter and these Guidelines; and

(iii) the IOC reserves the right to further interpret and/or supplement these Guidelines respecting the spirit and purpose of Rule 50 paragraph 1.

### 2. Definitions

For the purpose of these Guidelines:

“Authorised Identification” means any of the following identification:

<table>
<thead>
<tr>
<th>Name</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identification of the Manufacturer</td>
<td>Means the normal display of the name, designation, trademark, or logo or any other distinctive sign of the manufacturer of an Item (excluding encrypted or encoded supports, such as barcodes or QR codes, as well as URLs, social media accounts and hashtags), including, in particular, but without limitation, Exclusive Identifiers (as defined below).</td>
</tr>
<tr>
<td>NOC emblem</td>
<td>Means either (i) the institutional or (ii) the commercial emblem of a participating NOC, as approved by the IOC.</td>
</tr>
<tr>
<td>IF Identification</td>
<td>Means the official emblem of the IF and/or the official name of the IF.</td>
</tr>
<tr>
<td>Gangwon Emblem 2024</td>
<td>Means the official emblem of Winter Youth Olympic Games Gangwon 2024, as approved by the IOC.</td>
</tr>
<tr>
<td>Gangwon Wordmark 2024</td>
<td>Means the words “Gangwon 2024”.</td>
</tr>
<tr>
<td>Product Technology Identification</td>
<td>Means the technical identification (which shall not include any Identification of the Manufacturer, or any part thereof) used on Clothing to identify any fabric technology.</td>
</tr>
</tbody>
</table>

“Item” means any piece of clothing, accessory or any other item used or worn by any Participant or otherwise appearing on the field of play or within other Youth Olympic Games venues and sites, of which in particular, but without limitation:

<table>
<thead>
<tr>
<th>Name</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accessory</td>
<td>Means any article that is of an accessory nature, worn or used by a Participant and which are not essential to the participation in the event (such as bags).</td>
</tr>
</tbody>
</table>
**General Guidelines**

<table>
<thead>
<tr>
<th>Clothing</th>
<th>Means any piece of attire (including, without limitation, competition clothing as prescribed within the rules of each sport) worn by a Participant, excluding Accessories and Footwear.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Footwear</td>
<td>Means shoes or boots worn by a Participant.</td>
</tr>
<tr>
<td><strong>Sports Equipment</strong></td>
<td>Means any sport-specific and necessary equipment used during sports competition which are essential to the participation in the event (such as skis, snowboards, skates, helmets, rifles, etc.).</td>
</tr>
</tbody>
</table>

“Exclusive Identifier(s)” means any design or sign (or part or variation thereof) used on Clothing, Sport Equipment or Accessories in the preceding edition of the Summer or Winter Youth Olympic Games.

“**Youth Olympic Games**” means the Winter Youth Olympic Games Gangwon 2024.

“**Participant**” means any person participating in the Youth Olympic Games, in particular but without limitation, athletes, officials, technicians (e.g. equipment technicians) and other accredited personnel.

“**Gangwon 2024**” means Gangwon 2024 Winter Youth Olympic Games Organising Committee.

“**Sport Brand**” means an *Identification of the Manufacturer* principally used in the business of manufacturing, sporting goods and which is (i) not principally used for non-sport products, (ii) not confusingly similar or identical to an identification used in another line of business, unrelated to sporting goods.

“**Clothing Brand**” means an *Identification of the Manufacturer* principally used in the business of manufacturing, providing, distributing and selling clothes and which is (i) not principally used for non-clothes products, (ii) not confusingly similar or identical to an identification used in another line of business, unrelated to clothes.

### 3. General principles

An **Authorised Identification** may only be used in compliance with the terms of the Olympic Charter, the present Guidelines or as further approved in writing by the IOC.

The IOC reserves the right to prohibit the use of any **Authorised Identification** on any given *Item* in order to ensure the spirit of the principles of the Olympic Charter and these Guidelines are respected.

Unless specifically mentioned otherwise hereinafter (in particular in the "Sport Specific Guidelines") or unless otherwise indicated in writing by the IOC, **the following general principles shall apply**:

- No use of any *Identification of the Manufacturer* may be made in a conspicuous way and no *Item* may be used for advertising purposes. An *Item* is in particular considered to be used for advertising purposes when the identification on such Item is not in relation to sport or is only featured or used for the purpose of conspicuous exposure during the Youth Olympic Games.
- No identification other than an **Authorised Identification** may appear on any *Item*.
- Only one *Identification of the Manufacturer* per Item shall be permitted.
- The general presumption is that, where the *Identification of the Manufacturer* is not a **Sport Brand** (or,
in the case of Clothing, a Clothing Brand), such identification constitutes conspicuous advertising and so shall not be permitted.

- Participants must refrain from contributing to or participating in any conspicuous advertising within Youth Olympic Games venues and sites, and in particular on the field of play.

4. Size and Frequency of Authorised Identifications

This section outlines the size and frequency an Identification of the Manufacturer shall respect, it being understood that:

- unless expressly excluded, the general principles and other principles outlined in these Guidelines apply as well in addition, and a particular item may be subject to specific sizes and identification display frequencies in accordance with the relevant sport specific implementation requirements.

<table>
<thead>
<tr>
<th>Item</th>
<th>Maximum size and frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accessories</td>
<td>Accessories may carry identifications as per the following, subject to Section 6 and any stricter IF rules which would prevail for each concerned sport, as indicated within the Sport Specific Guidelines and as long as such identifications are deemed not conspicuous by the IOC:</td>
</tr>
<tr>
<td>Armbands:</td>
<td>One Identification of the Manufacturer per item, with a maximum size of 6 cm².</td>
</tr>
<tr>
<td>Bag:</td>
<td>One Identification of the Manufacturer per item, not greater than 10% of the surface area of the item, to a maximum size of 60 cm².</td>
</tr>
<tr>
<td>Socks:</td>
<td>One Identification of the Manufacturer per item, with a maximum size of 10 cm².</td>
</tr>
<tr>
<td>Gloves:</td>
<td>One Identification of the Manufacturer per item, with a maximum size of 8 cm².</td>
</tr>
<tr>
<td>Headgear:</td>
<td>One Identification of the Manufacturer per Item, with a maximum size of 10 cm² or two Identifications of the Manufacturer per Accessory Item will be permitted, to a maximum size of 5 cm² each, placed above each ear.</td>
</tr>
<tr>
<td>Eyewear:</td>
<td>May carry the Identification of the Manufacturer as displayed on products sold on the retail consumer market at least six (6) months before the Youth Olympic Games, with the identifications permitted on the lenses so long as such identifications are engraved into the lens and not otherwise conspicuous.</td>
</tr>
</tbody>
</table>

For any accessories not listed above, the size of the Identification of the Manufacturer shall not exceed 6 cm².

| Clothing   | Unless provided otherwise in this section, the size of an Identification of the Manufacturer shall not exceed 30 cm² for Clothing. |
One additional identification, strictly limited to *Product Technology Identifications*, shall be permitted per Clothing item and shall not exceed 10 cm².

Where one-piece body suits are used in competition, each of the *Identification of the Manufacturer* and the *Product Technology Identification* shall be permitted once above and once below the waist, provided all other principles are respected.

One identification of the Manufacturer will be permitted on Zippers and Buttons, and should appear in the same colour as the concerned item (i.e. tone on tone), as long as such identifications are not otherwise conspicuous.

<table>
<thead>
<tr>
<th>Sports Equipment provided by the NOC or Athletes</th>
</tr>
</thead>
<tbody>
<tr>
<td>For any Sports Equipment supplied by the NOC or athlete, the size and frequency of an <em>Identification of the Manufacturer</em> shall be as displayed on Sport Brand equipment sold on the retail consumer market at least six (6) months before the Youth Olympic Games, subject to any stricter IF rules which would prevail for each concerned sport (as indicated within the Sport Specific Guidelines).</td>
</tr>
<tr>
<td>In principle, athletes’ names are not allowed on Sports Equipment unless listed as a technical requirement in the Sport Specific Guidelines or as displayed on equipment sold on the retail consumer market at least six (6) months before the Youth Olympic Games. Accordingly, personalised equipment is not permitted as this is not deemed to be general design and/or identification as displayed on products sold on the retail consumer market.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sports Equipment provided by Gangwon 2024</th>
</tr>
</thead>
<tbody>
<tr>
<td>For any Sports Equipment supplied by Gangwon 2024 the size of an <em>Identification of the Manufacturer</em> shall not exceed 10% of the surface area (up to a maximum of 60 cm²).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Footwear</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Footwear Items may carry the <em>Identification of the Manufacturer</em> as displayed on products sold on the retail consumer market at least six (6) months before the Youth Olympic Games, provided that such identifications are not otherwise conspicuous.</td>
</tr>
<tr>
<td>In principle, athletes’ names are not allowed on Footwear unless listed as a technical requirement in the Sport Specific Guidelines or as displayed on Footwear sold on the retail consumer market at least six (6) months before the Youth Olympic Games. Accordingly, personalised Footwear is not permitted as this is not deemed to be general design and/or identification as displayed on products sold on the retail consumer market.</td>
</tr>
</tbody>
</table>

Specific sizes and display frequency are applicable as per the Sport Specific Guidelines hereinafter.

In all instances where the *Item* contains elastic material (such as LYCRA®), the *Authorised Identification* size shall be measured stretched (e.g. as worn by the athlete).
5. Guidance on Placement

No Identification of the Manufacturer may appear on the neck or the collar or on the body (e.g. tattoo) of any Participant.

No Identification of the Manufacturer may appear in combination with any other Authorised Identification. Identifications of the Manufacturer may not appear close or adjacent to other Authorised Identifications, in order to avoid a composite logo effect or a repetitive effect. This applies also in case of several layers of Items worn by the same person or for one-piece body suits.

6. Items That Must Remain Unbranded

With regard to the prohibition of use of Identification of Manufacturers that constitute conspicuous advertising under Bye Law 1 to paragraph 1 of Rule 50, certain items, due in particular to their potential for abuse in the context of product placement or advertising on the field of play, should at all times remain unbranded and/or not feature any Identification of the Manufacturer (by covering any existing Identification of the Manufacturer) if brought by the Participant on the field of play or in camera view.

Consequently, the following Items may not feature any Identification of the Manufacturer: headphones, water bottles, coolers, umbrellas, towels, bandages (i.e. kinesio tape), contact lenses, earplugs, mouth guards, nose clips, face masks and face shields. This list may be amended and completed when necessary by the IOC. Any such updates shall be communicated by the IOC to NOCs and IFs in good time.

7. Third Party Identifications

No third party reference or name, including the names or nicknames of Participants or any other persons (unless listed as a technical requirement in the Sport Specific Guidelines), designation, trademark, logo, corporate design or color scheme (including, but not limited to, those of sponsors, National Federations, public or governmental authorities, and clubs) or any other distinctive sign (whether direct or indirect, such as QR codes or barcodes) may appear on any Item.

The use of URL, social media accounts, and hashtags is not permitted on any items worn during the Youth Olympic Games.

The use of certain Authorised Identifications (such as IF Identifications, the Gangwon 2024 Emblem or the Gangwon 2024 Wordmark) is limited and restricted to certain Items only and may not be used otherwise as specifically indicated herein.

All Items must be those which are normally worn or used by a Participant.

8. Designs

 Designs of Items must comply with the specifications of these Guidelines. In particular, a design may be used for one Summer and one Winter Youth Olympic Games but must be changed before the following edition, as the case may be.

Authorised Identifications or any portion or variations thereof (such as graphic and/or text that serve as concept extensions) cannot be used in designs (e.g., repetitions, extensions, distortions, watermarks, patterns, etc.) of Items.
For the avoidance of doubt drawings, colour schemes, combinations, patterns, prints, letters, numerals, geometric elements, slogans, taglines, words or designs that derive or refer or otherwise create the impression that they are identical or similar to an Identification of the Manufacturer (including, in particular, Exclusive Identifiers), may not be used in designs of Items for the Youth Olympic Games.

9. NOC Emblems and National Identity

Subject to the above, NOCs are encouraged to use their national colours, name, flag and emblems, as well as NOC Emblems (hereinafter “National Identifications”), in order to visually enhance the national identity of their Items. NOCs have the right to choose the National Identification(s) which will be used by their delegations on Clothing (for instance, NOC emblem or national flag).

No maximum frequency or sizes are applied to National Identifications, unless limitations are imposed within a specific sport’s technical regulations (please refer in particular to the Sport Specific Guidelines for more details).

No Item may feature the wording or lyrics from national anthems, motivational words, public/ political messaging or slogans related to national identity.

NOCs, in particular the NOC of the country hosting the Winter Youth Olympic Games (in the present case, the Korean NOC), may not use the “Look of the Games” in any way which creates confusion between the Gangwon 2024 workforce and the athletes and delegation officials of their national Olympic team.

10. International Federation Identifications

As per the Olympic Charter, IF Identifications are only authorised for use on uniforms worn by IF officials; this includes all categories of IF staff as well as technical officials.

For Clothing worn by IF officials, one IF Identification per Item shall be permitted, with a maximum size of 30 cm².

11. Homologation Marks

If any identification is necessary for safety reasons and is prescribed within IF rules and regulations (e.g. “CE” or a similar non-commercial certification logo) and included within the Sport Specific Guidelines, such identification will be permitted on the Item, in a location that allows technical verification by officials.

12. Use of Gangwon 2024 Emblem and Gangwon 2024 Wordmark

NOCs and IFs may enhance the Olympic Identity of their uniforms (Clothing only) by using the Gangwon 2024 Emblem or Wordmark on a limited basis, provided the following conditions are observed. In general, the Gangwon 2024 Emblem and the Gangwon 2024 Wordmark must:

- be sourced directly from Gangwon 2024 and used in accordance with the Gangwon 2024 Marks Usage Guidelines;
- not be used for any commercial purposes including, but not limited to, licensed and replica merchandise;
- only be used once per Item of Clothing, with a maximum size of 30 cm²;
In particular,

- It is forbidden to associate the Gangwon 2024 Wordmark with an Identification of the Manufacturer.

- When used in conjunction with the NOC Emblem or IF Identification, the Gangwon 2024 Wordmark should be positioned under the NOC Emblem or IF Identification with a distinctive gap or separation between the Gangwon 2024 Wordmark and the NOC Emblem or IF Identification or separated by a small dividing line. The Gangwon 2024 Wordmark can only be reproduced in its entirety as defined in the Marks Usage Guidelines or in a generic font (i.e. Arial, Helvetia, etc.).

- The Gangwon 2024 Emblem may be used on competition, IF Technical Delegates (field of play) and NOC Clothing and must absolutely appear alone. It is forbidden to associate the Gangwon 2024 Emblem with any other Authorised Identification (such as an Identification of the Manufacturer or an NOC Emblem or IF Identification). The Gangwon 2024 Emblem can only be reproduced in its entirety as defined in the Gangwon 2024 Marks Usage Guidelines.

13. Victory Ceremonies

No Sport Equipment or Accessories may be brought to the victory ceremonies, except as permitted by this section 13. These rules also apply to interviews, with the exception of the mixed zone when used as an exit from the competition area, or if the Sport Equipment is worn by the athlete (e.g. helmet).

As a general principle, athletes participating in ceremonies are required to wear appropriate and compliant NOC uniform (including face masks, if applicable). For specific sports uniform requirements, please refer to the Victory Ceremony Guidelines table.

With regard to accessories brought to the victory ceremonies:

a) personal Accessories normally worn on a daily basis (such as watches or jewellery) may be worn during ceremonies, but not if they are worn for advertising, product placement or endorsement purposes; and

b) other Accessories must not be taken to, or must not be visible during, the relevant ceremony. For example, mobile phones must be kept out of sight throughout the entire duration of the relevant ceremony (whether in the athlete’s pockets or otherwise). Other items, such as headphones, flags and point-of-view (POV) camera devices, should not be taken to the ceremony.

For further information regarding the rules applicable to uniforms worn by athletes during victory ceremonies, please refer to the Ceremony Uniform Guidelines found on NOCnet.

14. Responsibility for Compliance

NOCs shall be primarily responsible for ensuring that all Items worn or used by the members of their delegation comply with the terms of the Olympic Charter and these Guidelines.

Under the supervision of the IOC and with the support of OCOG personnel, the IFs, in accordance with Bye-Law 1.6 to Rule 46 of the Olympic Charter, shall implement a system of enforcing the compliance of Items (such as Sports Equipment) in relation to their respective sport.
15. Consequences of Infringement of the Guidelines

Without prejudice to any other sanctions that the IOC may consider to impose, any Authorised Identification or Item used in violation of the terms of the Olympic Charter or these Guidelines shall be removed or covered (as applicable) in accordance with the instructions given by representatives of the IOC, Gangwon 2024 or the relevant IF.

Any breach of the terms of the Olympic Charter, these Guidelines or instructions given by authorised representatives in relation to compliance with these Guidelines, may (in the most severe cases) lead to disqualification of the athlete and/or withdrawal of the accreditation of the Participant concerned, as well as other proportionate sanctions, including non-sporting sanctions, in accordance with the decision of the IOC or the technical rules of the respective sport, and subject to the relevant provisions of the Olympic Charter.

16. Submission Process

The IOC has set up a procedure for Items to be reviewed and offer assistance to the NOCs and IFs. Submissions should be made via the “RELAY” submission tool, details of which shall be notified to the NOCs and IFs by the IOC through the Gangwon 2024 Authorised Identifications page on NOCnet.

Opening and Closing Ceremony uniform submission is mandatory, whereas general NOC team apparel uniform submission is not mandatory. However, it is highly encouraged to submit uniforms to minimise any possible Youth Olympic Games Games-time issues. Once a submission has been made through the online tool, NOCs and IFs will be notified of the “reviewed” or “non-compliant” status of their submitted Items.

Several IFs impose an obligatory submission process and review of uniforms worn by athletes and/or teams for technical and/or homologation reasons. For further information regarding the process followed by each sport, please refer to the Sport Specific Guidelines.

17. Questions

For any questions, please do not hesitate to contact the IOC at authorisedidentifications@olympic.org.
Measuring Authorised Identifications

Regular shapes
Where the Identification of the Manufacturer appears as a rectangle or square, the mathematical rules used to calculate the surface area of the shape will be applied.

\[
\text{Area} = a \times b
\]

Irregular shapes
Where the Identification of the Manufacturer is an irregular shape, a rectangle or square will be traced around the identification, and the mathematical rules used to calculate the surface area of the rectangle or square shall be applied.

\[
\text{Area} = a \times b
\]

Combined shapes
Where the Identification of the Manufacturer combines the manufacturer name with the manufacturer logo, a rectangle or square will be traced around the combined identification and the surface area of the rectangle or square shall be calculated in its entirety.

\[
\text{Area} = a \times b
\]