FIBA EUROPE LOGO ON PLAYING UNIFORMS

This Manual provides guidelines for the FIBA EUROPE LOGO application on playing uniforms. If the specific application you require is not illustrated, the basic principles of size, colour-use and clear area must still be followed.

A) GENERAL RULES

FIBA Europe logo (secondary version) must appear on the front of the shirts left side (see drawing) 10 cm below the top.
Both on coloured and white background, it should be without any Keyline effect.
Important: No other logo(s) must appear on this side of the shirt.
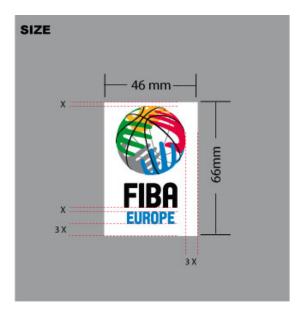

FRONT
coloured background

10cm
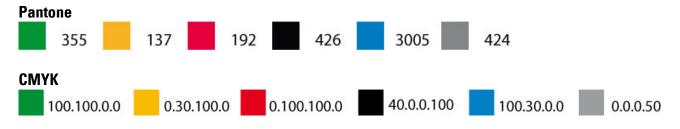
FRONT
white background

10cm

B) SIZE

x = 2mm
3x = 6mm

C) COLOURS

Wherever possible the logo must appear in its full colour version.
If the full colour version cannot be used the logo must be reproduced in the solid colour version.

Pantone

	355		137		192		426		3005		424

CMYK

	100.100.0.0		0.30.100.0		0.100.100.0		40.0.0.100		100.30.0.0		0.0.0.50

D) CLEAR ZONE

FIBA Europe logo should always be placed clear of other third party graphic elements. Clear zone should be 3x.

CLEAR ZONE

COMMON THINGS TO AVOID

The FIBA Europe logo is a valuable asset and its integrity should not be compromised. When displaying the logo, always use the master artwork provided and follow the specifications outlined in this style guide. A few examples of inappropriate logo usage are shown on this page. These examples do not illustrate every possible misuse of the logo. In general, follow these basic rules:

- ↘ Do not alter, recreate, or manipulate the logo or any of its elements in any way.
- ↘ Do not use any logo colours other than those specified in this style guide.
- ↘ Do not add "special effects" or other graphics to the logo artwork.

Don't use the logo with a frame

NO

Respect Clear Area

NO

NO

NO

Do not use the logo without all its elements (Background should be consistently white)

NO

Do not distort, skew or resize the elements of the logo

PRINTING TECHNIQUES AND EMBROIDERY TECHNIQUES

Please, let your jersey manufacturer read carefully these notes:

Screen printing

In screen printing the logo is printed onto fabric through a stencil held in place by a screen.
Logo to be used: solid colour, bitmap
Download FEsvsc.tiff

Direct to Garment (CMYK Logo)

It's essentially ink-jet printing for fabric. The logo is printed directly on the product. This state of the art process allows for millions of colours and shades to be applied on the item.
Logo to be used: CMYK, bitmap
Download FEsvfc.tiff

Embroidery (CMYK logo)

Embroidery is the process of sewing a digitised design onto garments.
Logo to be used: solid, vectorial
To download FEsvvfc.eps. please call directly FIBA Europe

Heat Transfer (CMYK – solid colour logo)

The material is cut and heat pressed onto the garment.
Download FEsvfc.tiff
Download FEsvsc.tiff