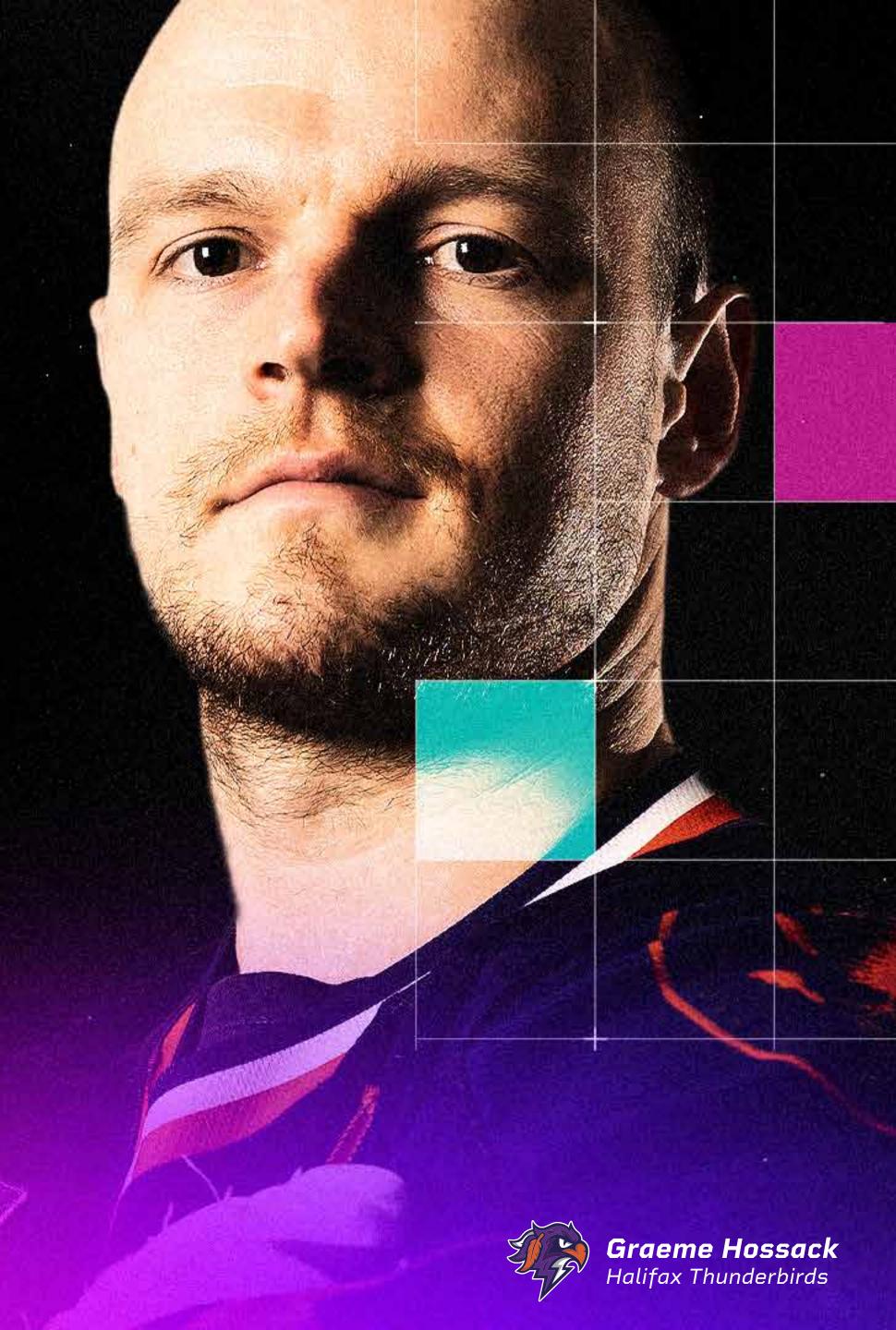


# 

History has brought us here. From the first game, to our first game 36 years ago.



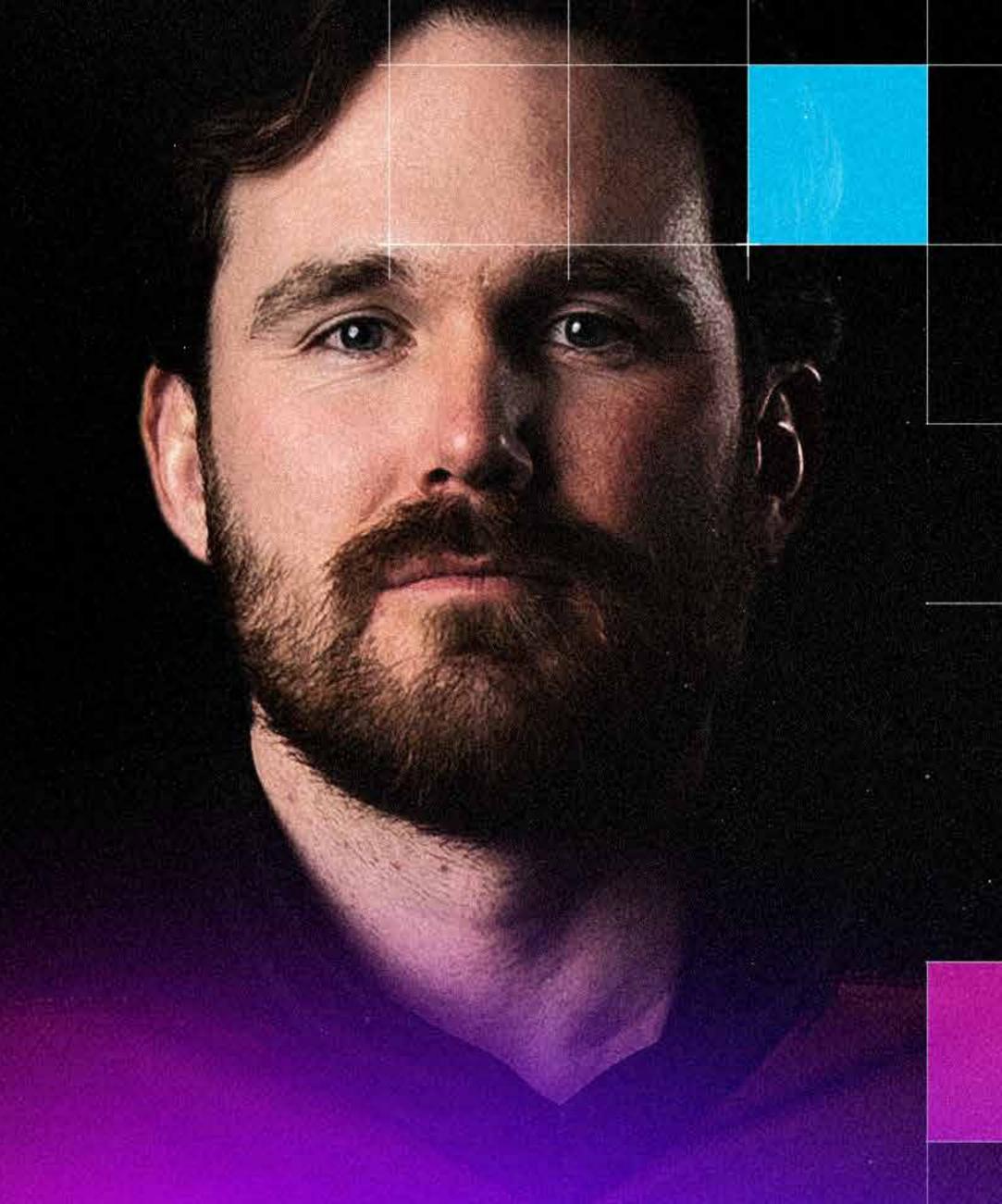
All the moments mattered.
They helped shape the game,
the players, the fans,
the communities,
and our future



It helped bring us here. the next SEASON. the next GAME. the next FACEOFF. the next SHIFT. the next HIT. the next SAVE. the next GOAL. the next calabiant



the next MAN UP.
the next LESSON.
the next VICTORY.
the next LEGEND.
the next CHAMPION.







# The Brand

our purpose, our belief, attributes and traits

### OUR PURPOSE

We strive to welcome, surprise, and energize new and existing fans, participants, and communities to our uniquely entertaining sport and game experience.

### OURBELIEF

We have something major going on, and now is our time to unbox our potential.

Attributes and Traits

#### **ATTRIBUTES**

STORIED YET CONTEMPORARY GRITTY YET
BOLD

ELITE YET
ACCESSIBLE

MEASURED YET RELENTLESS

**TRAITS** 



GRITTY

**EMERGING** 

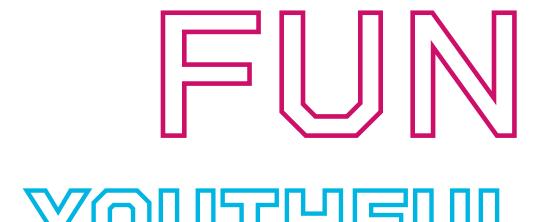
DYNAMIC

POTENTIAL

FORWARD
INVITAG

NEXT







ATTENTIVE

# 

motifs, primary, secondaries, black and white, usage, team icons



Brand Guidelines Motifs



#### **FOUNDERS SHIELD**

The Founders Shield protects the Morning Star and other League insignia displayed inside its powerful boundaries, reflecting the honorable warrior spirit of lacrosse's Indigenous Founders who created the game throughout North America centuries ago.

#### **APEX INITIALS**

The rebuilt League acronym logomark conveys both the elite nature of our fast-paced game, and the aspirational summit we strive to attain - becoming The Next Major League.

#### **MORNING STAR**

Lacrosse's Founders believed that the People of the Sky "were so restless and traveled so much t hat they made trails in the heavens," except for one.

The resolute Morning Star reminds the League that while its growth journey will lead to many places the Morning Star shines, a bright future awaits the League and its Clubs as they travel together on this enlightened path to success.



Primary Logos Page — 13



The Primary Icon is the lead/default logo that is appropriate to use across all platforms and context. The Primary Icon can appear on all printed and digital communications from signage to social media. It must be clear and readable regardless of the application.

The Icon is a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Do not place Primary Logo directly on Dark or Light Gray to avoid losing the edge of the Founders Shield.























Guidelines Primary Logos



## NATIONAL LACROSSE LACAGUE

#### PRIMARY LOGO

The Primary Logo serves as the primary option in executions where the intended target or audience is unfamiliar with the National Lacrosse League. The Primary Logo can appear on all printed and digital communications, such as paid media, broadcast media, advertisements, and community events.

Page — 14

The Logo is a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Do not place Primary Logo directly on Dark or Light Gray to avoid losing the edge of the Founders Shield.

#### PRIMARY WORDMARK

The Primary Wordmark is an ownable mark of the NLL brand. Usage is focused on internal areas such as presentations, memos, emails and other business communications. The wordmark can be used in outward facing creative, so long as there is an NLL or team related mark as well.

The Wordmark is a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Use requires additional brand approval



Secondary Logos Page — 15



#### **MORNING STAR**

The Morning Star logo is taken directly from the bottom of the Founder Shield. Due to its rich story and meaning, this particular brand mark should be reserved for specific use cases, generally related to Indigenous heritage or story telling.

The logo is a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Use requires additional brand approval



#### LEAGUE INITIALS

The League Initials is taken directly from the top of the Founders Shield and is an abbreviated form of the Primary Wordmark. Usage is focused on internal areas such as presentations, memos, emails and other business communications.

The Initials is a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Use requires additional brand approval



#### **Brand Guidelines**

#### USE

Any of the logos, both primary and secondary, can be knocked out to a two-color option. The logos should **never** take on any other color., including NLL Club-specific colorways.

Logos should only be knocked to two-color when requested by an external partner or when absolutely necessary. Any logo with a knocked out treatment should be clearly legible.

\*Wordmark on global may be flipped to white on dark backgrounds

Black and White Logos Page — 16









































Brand Guidelines Logo Usage

#### MINIMUM SIZE

In print applications, no logo should ever appear smaller than 0.75" in height.

In digital applications, no logo should ever appear smaller than 75 pixels in height.

#### **CLEAR SPACE**

The area surrounding any of the National Lacrosse League logos should be clear of any other elements to maintain its legibility and integrity. The amount of clear space necessary to maintain the clarity of the logos should be proportional to the width of the "N" figure in all the logos.

#### **VIOLATIONS**

All logos are deliberately designed to appear as presented and should not be tweaked or modified in any way. To the right are examples of how brand marks should not be used.



0.75"



**DIGITAL** 

**PRINT** 







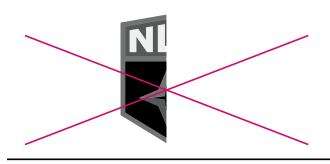
DO NOT STRETCH OR DISTORT



DO NOT EXTRUDE.



DO NOT TILT OR ROTATE



DO NOT CROP



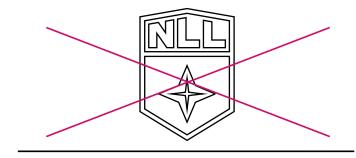
DO NOT CHANGE COLORS



DO NOT MAKE TRANSPARENT



DO NOT ALTER ELEMENTS



DO NOT OUTLINE





**Team Icons** Page — 18

#### **TEAM ICONS**

The Team Icons are lead/default brand identifiers that are appropriate to use across all platforms and context at the League level.

These unique brand identifiers can appear on all printed and digital communications from signage to social media. It must be clear and readable regardless of the application.

When using two or more Icons in a composition, all logos must be equal in size and treated the same. Team logos must appear on a team approved color or league brand approved colors.

Team logos are a purposefully designed piece with meaning and definition behind it, and it should not be redrawn, tweaked, or modified in any way.

\*Use of an alternate team mark requires additional brand approval

























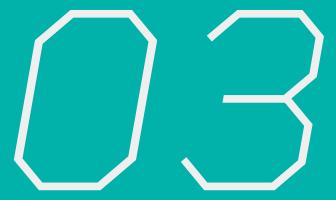






# COLOIS

offical, secondary, team palettes



Offical colors

#### OFFICIAL COLORS

The official colors derive from the Primary Logo of the League. The colors contrast the secondary palette and allow flexibility and timelessness.

The official palette will help contrast the primary color palette by providing timeless colors and helping aid in flexibility.

!	Black	Graphite	Dark Gray	Light Gray	Morning Star Gray
	Black C	425 C	424 C	428 C	Cool Gray 1C
	HEX <b>010101</b>	HEX <b>545859</b>	HEX 707372	HEX c1c6c8	HEX efeff0
	RGB 1/1/1 CMYK 0/0/0/100	RGB <b>84 / 88 / 89</b> CMYK <b>0 / 0 / 77</b>	RGB <b>112 / 115 / 114</b> CMYK <b>0 / 0 / 61</b>	RGB <b>193 / 198 / 200</b> CMYK <b>2 / 0 / 0 / 18</b>	RGB <b>239 / 239 / 240</b> CMYK <b>0 / 0 / 6</b>

Secondary Colors
Page — 21

#### SECONDARY COLORS

The secondary colors mirror those found in the aurora borealis, a nod to our North Star, found in the Primary Logo.

The secondary palette will help bring a bright spectrum of colors that will contrast brilliantly with the timeless NLL logo.

Midnight Sky	Bright Blue	Glowing Green	Radiant Red	Pulsating Purple	Lustrous Yellow
5395 C	306 C	326 C	214 C	241 C	388 C
HEX 091f2c RGB 9/31/44 CMYK 100/44/0/76	HEX 00b5e2  RGB 0/181/226  CMYK 75/0/7/0	HEX 00b2a9 RGB 0/178/169 CMYK 87/0/38/0	HEX ceOf69 RGB 206 / 15 / 105 CMYK 0 / 100 / 34 / 8	HEX af1685 RGB 175 / 22 / 133 CMYK 27 / 100 / 0 / 2	HEX e0e722 RGB 224 / 231 / 34 CMYK 14 / 0 / 79 / 0



**Team Palettes** Page — 22

#### **TEAM PALETTES**

each of the clubs for the NLL brand.

The team colors are the primary and secondary choices of The team palette will be used when necessary to help better identify clubs within creative.

#### ALBANY **FIREWOLVES**

195 C		7502 C	
HEX	7a303f	HEX	d0b787
RGB	122 / 48 / 63	RGB	208 / 183 / 135
СМҮК	0 / 100 / 60 / 55	CMYK	0/8/35/10

#### COLORADO MAMMOTH

202 C		429 C	
HEX	8a2432	HEX	аЗааае
RGB	138 / 36 / 50	RGB	163 / 170 / 174
СМҮК	0/100/61/43	СМҮК	3/0/0/32

**NO SECONDARY** 

#### LAS VEGAS **DESERT DOGS**

BLACK C	
HEX	010101
RGB	1/1/1
CMYK	0/0/0/100

#### PHILADELPHIA WINGS

4525 0		425 C	
HEX	c5b783	HEX	54585a
RGB	197 / 183 / 131	RGB	84 / 88 / 90
CMYK	0/7/39/17	CMYK	0/0/0/77

#### SASKATCHEWAN **RUSH**

360 C		BLACK C	
HEX	70bf4a	HEX	010101
RGB	112 / 191 / 74	RGB	1/1/1
СМҮК	58 / 0 / 80 / 0	CMYK	0/0/0/100

#### BUFFALO **BANDITS**

165 C		VIOLET C	
HEX	ff671f	HEX	440099
RGB	255 / 103 / 31	RGB	68 / 0 / 153
СМҮК	0/59/96/0	СМҮК	98 / 100 / 0 / 0

#### GEORGIA **SWARM**

1235 C		2965 C	
HEX	ffb81c	HEX	002855
RGB	255 / 184 / 28	RGB	0 / 40 / 85
CMYK	0/29/91/0	СМҮК	100/38/0/64

#### NEW YORK **RIPTIDE**

338 C		282 C	
HEX	6eceb2	HEX	041e41
RGB	134 / 206 / 188	RGB	4 / 30 / 65
СМҮК	47 / 0 / 32 / 0	СМҮК	100 / 68 / 0 / 54

#### ROCHESTER KNIGHTHAWKS

574 C		BLACK C	
HEX	4d5a31	HEX	010101
RGB	77 / 90 / 49	RGB	1/1/1
CMYK	34 / 0 / 81 / 71	СМҮК	0/0/0/100

#### TORONTO ROCK

293 C		485 C	
HEX	003da5	HEX	da291c
RGB	0/61/165	RGB	218 / 41 / 28
СМҮК	100/57/0/2	СМҮК	0/97/100/0

#### CALGARY ROUGHNECKS

430 C		BLACK C	
HEX	97999b	HEX	010101
RGB	151 / 153 / 155	RGB	1/1/1
СМҮК	5/0/0/45	CMYK	0/0/0/100

#### HALIFAX THUNDERBIRDS

2607 C		179 C	
HEX	582c83	HEX	dc582e
RGB	88 / 44 / 131	RGB	220 / 88 / 46
СМҮК	81 / 100 / 0 / 7	СМҮК	0 / 79 / 100 / 0

#### PANTHER CITY LACROSSE CLUB

268 C		BLACK 6C	
HEX	582c83	HEX	101820
RGB	88 / 44 / 131	RGB	16 / 24 / 32
СМҮК	82 / 100 / 0 / 12	СМҮК	100 / 35 / 0 / 100

#### SAN DIEGO **SEALS**

267 C		1235 C	
HEX	62269e	HEX	ffb819
RGB	98 / 38 / 158	RGB	255 / 184 / 25
СМҮК	89 / 100 / 0 / 0	CMYK	0/29/91/0

#### VANCOUVER **WARRIORS**

872 C		BLACK C	
HEX	8c734c	HEX	010101
RGB	140 / 115 / 76	RGB	1/1/1
СМҮК	30 / 40 / 70 / 0	CMYK	0/0/0/100

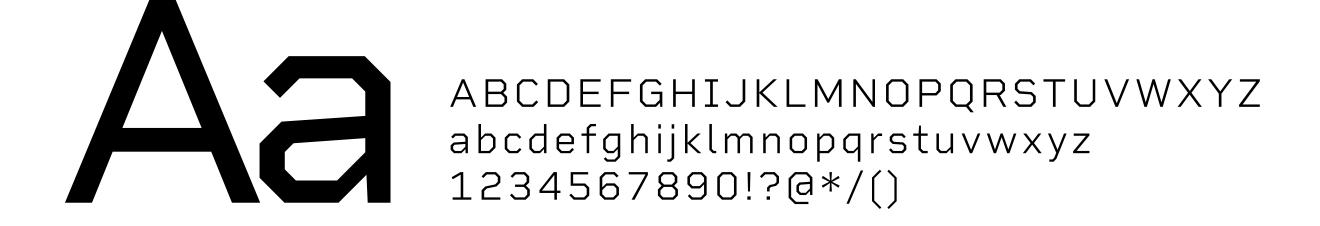


# Typography

brand typeface, secondary font

Brand Typeface Page — 24

### RIGID SQUARE BRAND TYPEFACE



The new primary font library features seven weights and 14 total font styles that resemble the angled contours of the refreshed Morning Star and Founders Shield. The bold typeface projects an edgier, more powerful look matching the new brand direction.

The font will primarily be used in subheads and in body copy, but its various weights allow it to stand as a header font as well.

nes Secondary Fonts

# DHARMA GOTHICE SECONDARY/HEADLINE TYPEFACE

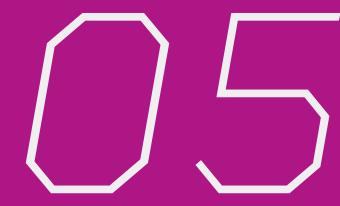


## ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890!?@\*/()

Dharma Gothic E contrast every quality Rigid Square has to offer. Tall, rounded, bold, and loud, Dharma E will help balance creative. The variety of weights help make Dharma Gothic E more flexible. The font should be used in the main headers allowing creative to be loud and bold.

## Assets

backrounds, gradients, color leaks, constellation grid, team codes





Brand Guidelines Backgrounds

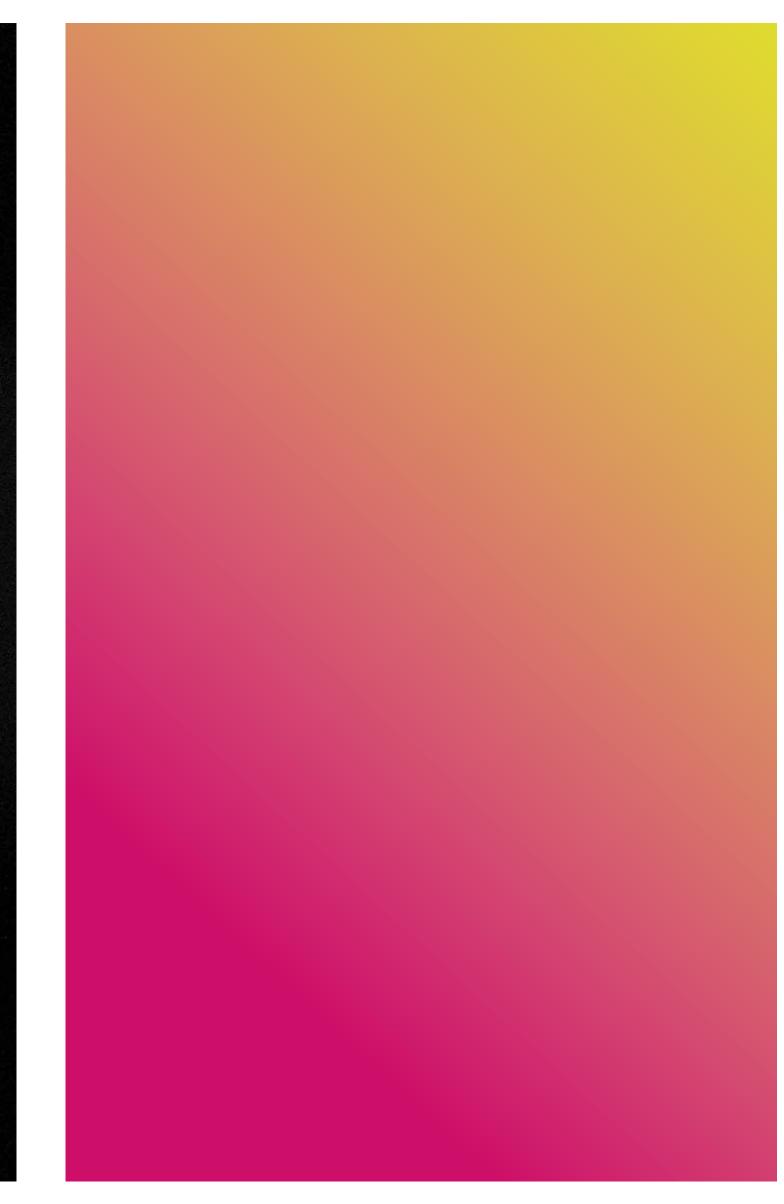
#### **BACKGROUNDS**

The **Starry Night background** will serve as the brands primary background for all creative needs. In the event of print, creative can default to a solid black background.

The Starry Sky features a simplified design of a clear, starry night sky. Guided by its Morning Star, the NLL's brightest star will always be visible in any creative composition.

**Gradients** may be used as a secondary full background but must include the Starry night background in some creative aspect. Full gradient backgrounds are **reserved for digital creative only**.





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Brand Guidelines

#### GRADIENTS

**Gradients** will help bring vigor and energy to the bright campaign colors and drive home the emphasis of the arurora borealis.

They will help emphasize the bright colors and bring visual energy to compositions. Gradients can be used as accents or a full background.

No more than three (3) colors should be used in a gradient. The gradients should always maintain a smooth transition between colors.

\*Gradients require additional brand approval for print projects

Gradients Page — 28





**Brand Guidelines Color Leaks** 

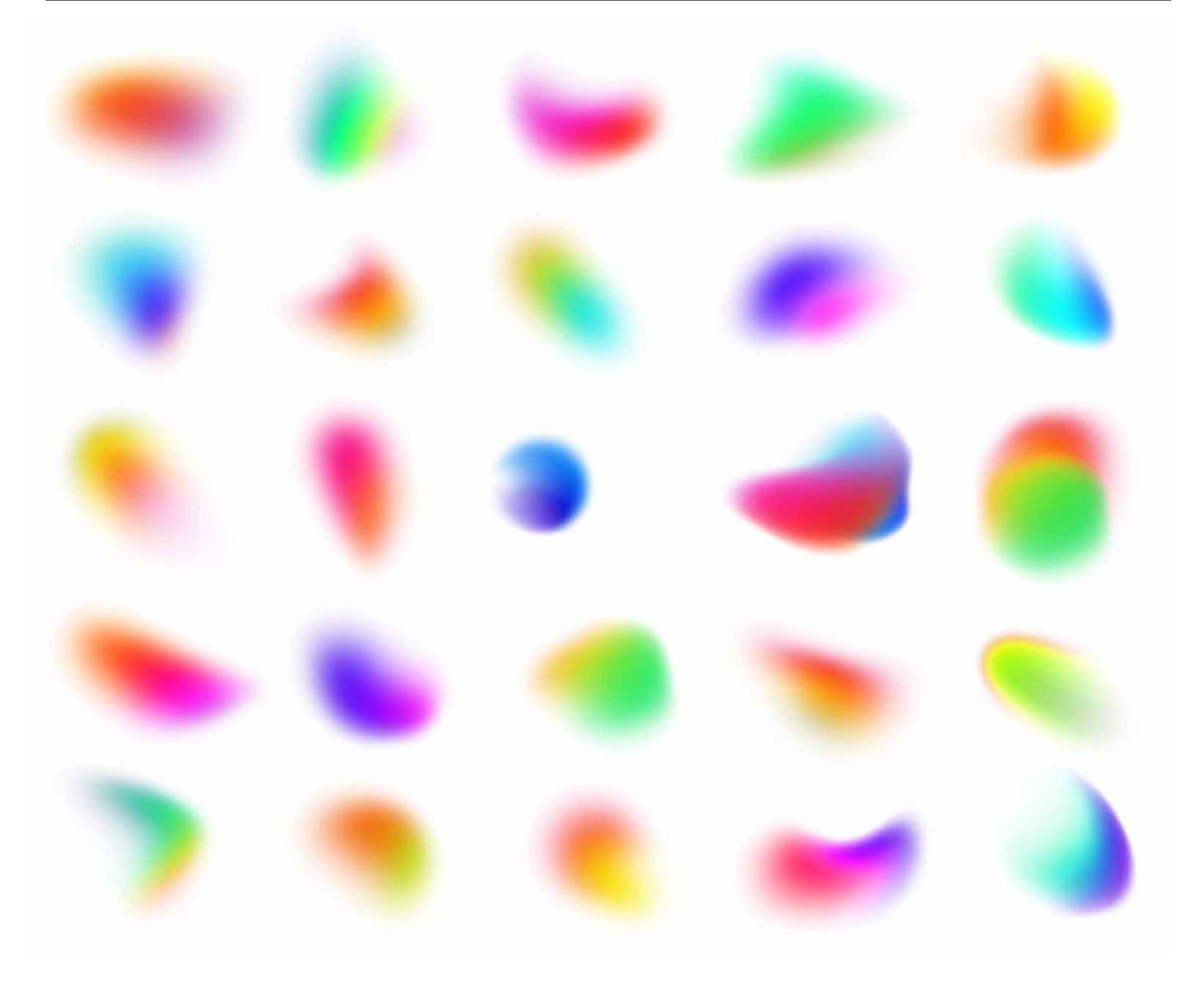
#### **COLOR LEAKS**

**Color Leaks** will help infuse color into creative compositions that use the Starry Night background as the main focus. The color leaks will help exemplify the aruora borealis' light streaks by bringing in streaking, bright, colors into NLL creative.

No more than two (2) different color leaks should be used in a single composition. The color leaks should not be recolored in any way, but can be distorted and skewed to help add depth and diversity.

\*Color leaks are not to be used on full gradient backgrounds

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#### **CONSTELLATION GRID**

The Constellation Grid is a tertiary element in creative. A nod to constellations found in the starry sky, itremains horizontal and vertical to allow flexibility during the creative process.

The grid may be infused with color, by filling a box with a singular color. No more than three (3) boxes should be filled with color. The grid itself should not take on a color other than white or black, but can be distorted, skewed to help diversify the asset in creative. The element may also have parts removed to create a different pathway or constellation, but never have any elements added to it.

Constellation Grid Page — 30

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Brand Guidelines Team codes

#### **TEAM CODES**

**Team codes** can be used to help identify a team across a multitude of creative. A form of differentiating cities within the league, the league has a official list of team codes that identify each of its markets.

The team codes may be used across various forms of creative throughout the league, including broadcast, social, digital, and even print. The identifiers should be reserved for instances where space is limited and hard to include the full city names and should never be used by themselves. Reserve team codes for when referring to multiple clubs or markets in a single piece of creative.































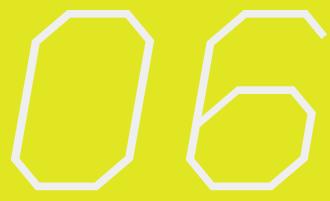






# Applications

mockups

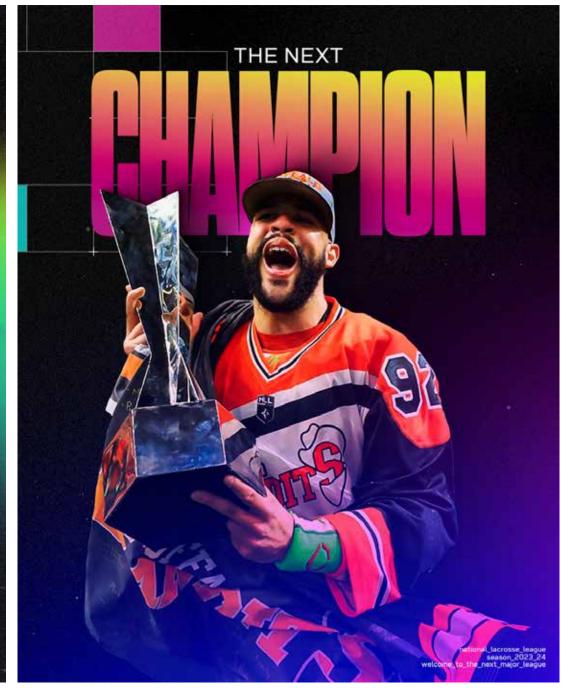


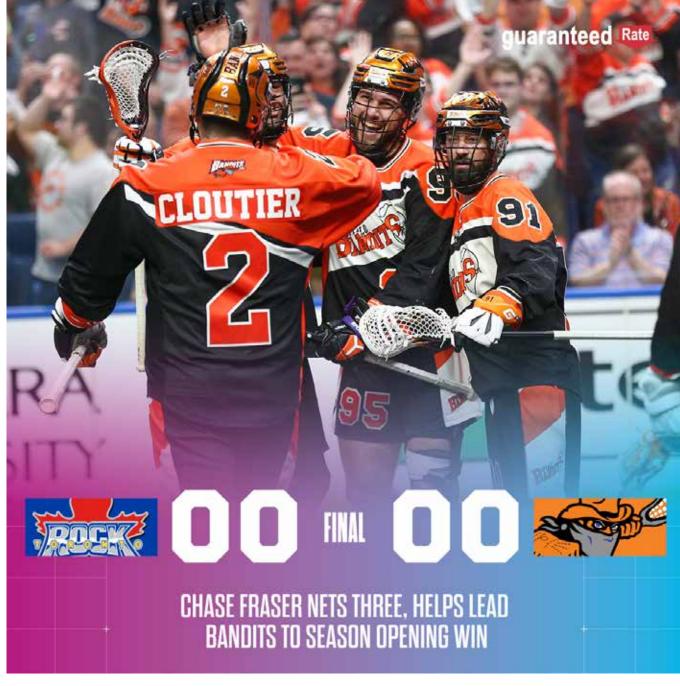


rand Guidelines Mockups













Mockups Page — 34

