

Section 5. Uniforms (Game Jersey and Pants)

Art. 1. The color, style and design of all teammates' game jerseys and game pants shall be alike.

Art. 2. Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and game pants and the away team shall wear dark game jerseys and game pants. This rule may be altered by mutual consent of the competing institutions. Team uniform and game jersey colors shall be defined by the color of the neutral zone. The majority of the color of the game pants shall be the color of the neutral zone.

Art. 3. The neutral zone(s) of the game jersey shall be of the same single color. A tonal design effect is permitted within the neutral zone(s) provided the tonal shift is not more than 15 percent of any one shade of color.

Art. 4. The neutral zone of the game jersey shall meet the following requirements:

- The front neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- The back neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 4 inches toward the bottom of the game jersey on both the front and back.



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- For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 4 inches toward the bottom of the game jersey on both the front and back.



Art. 6. There shall be no other letters, numbers, or decorative elements between a number and a name unless it is part of the institution's official logo.

Art. 7. There shall be no color or design restrictions outside the neutral zones.

Note: Starting with the 2012-2013 season, the uniform rules in Rule 3-5, shall be required.

Art. 8. Game jerseys shall be tucked in the game pants.

Note: The first time an official must tell a player to tuck in the game jersey, the official shall issue a warning to the head coach. The next time any player on the same team has the game jersey untucked, that player shall leave the game until the next opportunity to substitute. The official shall enforce this rule at the next dead ball after observing the violation.

Section 6. Undergarments

Art. 1. An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no cut-off sleeves or cut necklines). Both sleeves shall be of the same length and not extend beyond the elbows. No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt.

Art. 2. Undergarments shall not extend below the game pants and shall be of the same color to that of the game pants.

Note: Starting with the 2012-2013 season, the uniform rules in Rule 3-6 shall be required.

Art. 5. Only the following are permitted in the front and back neutral zones:

- a. A player or institutional name/mascot.
 1. No more than two identifying names or abbreviations may be placed on the front or back of the game jersey. The name(s) shall:
 - a. Identify the school, the school nickname or mascot, or the player's name;
 - b. Be placed horizontally.
 - c. Be placed no closer than 1 inch from the uniform number.
- b. A player number with Arabic numerals.
 1. Each team member's game jersey shall be numbered on the front and back. The number shall be located in the neutral zone(s).
 2. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55. Team rosters can include 0 or 00, but not both.
 3. The numbers on the front and back of the game jersey shall be centered horizontally in the neutral zone and be of the same color and style.
 4. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1-inch wide.
 5. Duplicate numbers are not permitted to be worn by members of the same team.
 6. The number shall be one single solid color that contrasts the neutral zone and may be bordered by no more than a ½-inch border of any color(s).
- c. An institution's or a conference's official logo/mascot and/or a commemorative/memorial patch meeting the size restrictions of Rule 3-8.3 and located between the apex of the front/back neckline and the shoulder seam. When the American flag is used, it can only be located between the apex of the front neckline and the shoulder seam on the left side of the game jersey and shall meet the size restrictions of Rule 3-8.3.

Section 7. Headbands and wristbands

Art. 1 Any item that goes entirely around the head, such as headbands or hair control devices shall:

- a. Be a single non-abrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic or rubber;
- b. Be single solid-colored, similar to the dominant color of the game jersey, white, black or beige;
- c. Be not wider than 2 inches;
- d. Bear one manufacturer's logo or one institutional logo/mascot that shall meet the restrictions of Rule 3-8.2. These logos shall appear only once; and
- e. Exclude hard items including, but not limited to, barrettes, beads and bobby pins.

Art. 2. Wristbands shall meet the same restrictions as headbands as stated in 3-7.1.

Art. 3. Wristbands and headbands shall be uniform to each other for the entire team.

Section 8. Logos, labels, trademarks, patches

Art. 1. A visible manufacturer's or distributor's label or trademark is not permitted on the game jersey or undershirt.

Art. 2. A single manufacturer's or distributor's normal logo, label or trademark appearing only once may be worn on the game pants and all other items of apparel excluding the game jersey and undershirt.

- a. The manufacturer's or distributor's logo, label or trademark shall be contained within a four-sided geometrical space (i.e. rectangle) that does not exceed 2 ¼ square inches.

Art. 3. The following shall not exceed 2 ¼ square inches:

- a. A manufacturer's or distributor's logo, label or trademark
- b. An institutional or conference logo/mascot.
- c. A commemorative or memorial patch.
- d. A flag.

Art. 4. When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located no more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space not to exceed 2 ¼ square inches. The following may be included in the identification label:

- a. The manufacturer's normal logo, label or trademark.
- b. Space for a team member's name and number.
- c. The institution's name or logo and/or the conference's name or logo.