## MUVJBL UNIFORM POLICY

| Policy number | 107 | Version <br> Drafted by | Adrian Campbell |
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| Approved by JRC |  |  |  |
| Responsible person | MUVJBL Staff | Chairperson on 1/3/16 <br> Scheduled review date <br> $28 / 2 / 17$ |  |

## Introduction

The MUVJBL Uniform Policy has been designed to provide Associations Administrators, Coaches, Delegates, Parents, Players and Team Managers a simple and concise Policy on what Uniform requirements are in place and what is deemed acceptable clothing during MUVJBL games.

## Purpose

The purpose of this policy is to ensure that a consistent approach is followed by all Venue Supervisors, Referee Supervisors and Referees when they are dealing with uniform queries during MUVJBL games.

## Policy

A player cannot play unless clothed in association playing uniform, exceptions will be granted in exceptional circumstances.

## GRADING PHASE ONE

During Grading Phase One, all associations should strive to meet the following criteria when issuing their teams with playing uniforms.

The uniform of all team members shall consist of:

- Singlets of the same dominant colour front and back. All players must tuck their singlet into their playing shorts.
- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee.

If Associations are unable to meet the above criteria they need to contact the MUVJBL Admin staff who may allow the following uniform changes.

- Associations to combine their old and new playing singlets so that all players have a singlet as long as they don't clash with the opposition team.
- Players to wear different colour shorts (e.g. half in black, half in navy blue) as long as the shorts don't clash with the opposition colours.


## Please note:

If permission is not given prior to the game, Venue Supervisors in consultation with the referees have permission to allow the above uniform changes on the night, as long as they believe there is no clash.

## GRADING PHASE TWO \& CHAMPIONSHIP SEASON

During Grading Phase Two and the Championship Season, all associations will be required to meet the following criteria when issuing their teams with playing uniforms.

The uniform of all team members shall consist of:

- Singlets of the same dominant colour front and back. All players must tuck their singlet into their playing shorts.
- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee.

If Associations are unable to meet the above criteria they need to contact the MUVJBL Admin staff and explain why. If the MUVJBL Admin believes there are exceptional circumstances they may give permission for associations to make alternate uniform arrangements.

## COMPRESSION GEAR \& UNDERGARMENTS

The MUVJBL will not allow players to wear full-length compression gear on their legs. Players can wear compression gear fitted with kneepads however you must be able to separate the kneepad from your skin shorts.

'Not Acceptable'

'Acceptable'

Kneepads must be black, beige or white in colour. The colour choice will be decided by the player's association to ensure that teams have uniformity if more that one player is wearing the kneepad compression gear.
The MUVJBL will allow players to wear upper body compression gear that is sleeveless and may be visible under their singlet provided they are black, beige or white in colour. The colour choice must be the same at the compression gear with kneepads to ensure that teams have uniformity with their compression gear.

'Acceptable'

'Not Acceptable'

'Not Acceptable'

Players will not be permitted to wear t-shirts in any MUVJBL games, however permission will be given by the MUVJBL Admin only in exceptional circumstances.
Arm sleeves are permitted if they are the same colour as the upper body compression gear.

## SINGLET NUMBERS \& BLOOD SINGLET

Players will be allowed to wear the numbers 1-99 during all MUVJBL games, the numbers 0 and 00 are only allowed to be worn as blood singlets.

If a blood singlet is required, players are allowed to wear the official playing uniform with 0 or 00 , alternatively they can also wear an article of clothing such as a t-shirt as long as it doesn't clash with the opposition team and poses no danger to opposition players.

## UNIFORM CONTRAST \& ALTERNATE UNIFORM REQUIREMENTS

Each Association is required to nominate their primary and contrasting secondary colours on the entry form which will be circulated to Associations and should be kept at the front office of each venue.

When your team is named first on the fixture, whether you are playing at home or a neutral venue, you are required to check the Contrast Listing on the website. If you are grouped in the same section as your opponent you must change your uniform.
Failure to ensure that your teams change when a Clash occurs will result in a financial penalty.

## SPONSORSHIP REQUIREMENTS

The MUVJBL sponsors for the competitions shall be recognised by the Associations. This may include the wearing of a logo on each uniform and the display of advertising signs at each venue. Any association wishing to have new advertising on their uniforms must notify the Administrator in writing and may be requested to provide a sample.

## Authorisation

<Signature of JRC Chairperson>
<Date of approval > 1/3/16
<Name of organisation> JRC Commission

