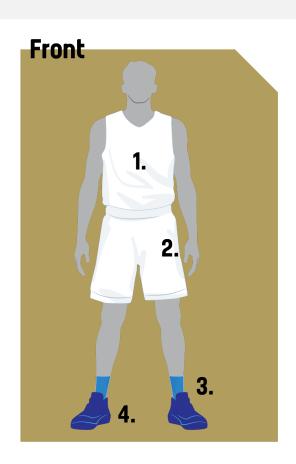


# PLAYER'S UNIFORM

GUIDELINES / OBR2022 version 1.0

#### **PLAYER'S UNIFORM**



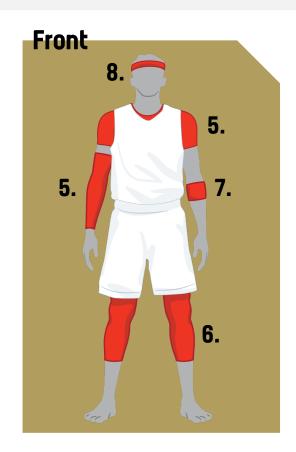


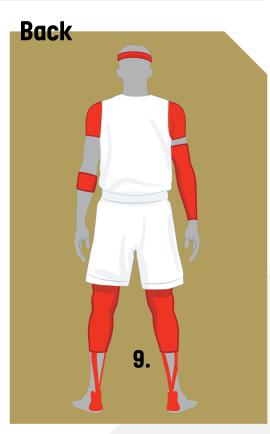
The uniform of all team members shall consist of:

- (1) Shirts and (2) shorts of the same dominant colour.
- **►** If shirts have sleeves they must end above the elbow.
- ► The shorts must end above the knee
- (3) Socks of the same dominant colour for all team members. Socks need to be visible.
- (4) Shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.

### PLAYER'S UNIFORM / ACCESSORIES







The following are permitted:

All players on the team must have all their

- (5) arm and (6) leg garments, including undershirts\* and undershorts, made of compression material
- (7) wrist- and (8) headbands\*\* and
- (9) tapings of the same solid colour.
  - \* Non-compression shirts (regular T-shirts) are not permitted.
- \*\* Wearing of scarf-style headbands is not permitted.



### PLAYER'S UNIFORM / OTHER EQUIPMENT







The following are permitted in any colour:

- (10) Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- (11) Knee braces if they are properly covered.
- (12) Ankle braces.
- ► Protector for an injured nose, even if made of a hard material.
- Spectacles, if they do not pose a danger to other players.
- (13) Non-coloured transparent mouth guard.

## **PLAYER'S UNIFORM**



