



# UNIFORM RULES

## 2020 FIBA AND BIG V VARIATIONS TO THE RULE: **Specific BIG V Rules in ORANGE**

### 4.3 Uniforms:

#### 4.3.1 The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- T-shirts, regardless of the style, are not permitted to be worn under the shirts.
- Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all team members. Socks need to be visible.

**BIG V:** allow socks to NOT be of the same dominant colour, and DO NOT require socks to be visible.

#### 4.3.2: Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.

The numbers shall be clearly visible and:

- Those on the back shall be at least 20 cm high.
- Those on the front shall be at least 10 cm high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

#### 4.3.3: Teams must have a minimum of 2 sets of shirts and:

- The first team named in the schedule (home team) shall wear light-coloured shirts (preferably white).
- The second team named in the schedule (visiting team) shall wear dark-coloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

**BIG V:** By 5:00pm on the Monday prior to a fixtured game, the home Association must send a welcome note to the visiting Association and a copy to the League office to notify of arrangements for the game, in particular uniform colour to ensure a clash does not occur. This shall be in the League prescribed format and include, but not be limited to:

- Home team uniform colour.
- Visiting team responsible to change uniforms in the event of a colour clash with the home team uniforms, i.e. the home team should wear their preferred uniform.

### 4.4: Other equipment

**4.4.1:** All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

**4.4.2:** Players shall not wear equipment (objects) that may cause injury to other players.

• **The following are not permitted:**

- Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Hair accessories and jewellery.

COMMENT: BIG V have recommended the following by-laws regarding Wearing of Gloves, Fingernails, Hair Accessories, Braids, Jewellery and Headgear for the safety of players

**Gloves:**

Gloves may be worn by players as long as they;

1. Are appropriate for basketball.
2. Do not give additional reach, or grip.
3. Do not in any other way give an unfair advantage to the wearer.
4. Are in no way dangerous to other players.

The use of gloves to avoid cutting fingernails is allowable under the current rules of the game, if they conform to the above requirements.

**Fingernails:**

If an official establishes that a player has fingernails that could cause abrasions to other players, they must enforce the player to;

1. Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger).
  2. Cover the protruding fingernails with a suitably protective device such as medical strapping tape. (The tape must be applied in such a manner that no sharp edges or corners are created by the taping).
- The player may not participate until such time that the referee is satisfied that the nails are appropriately covered.
  - Where the protective device (e.g. Strapping tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that she (he) can no longer participate in the game, unless the fingernails are closely cut to eliminate the threat of causing abrasions to others.

**Hair Accessories:**

- To clarify what is considered acceptable, players **are permitted** to take the court wearing "bobby pins" and/or "one touch" or "snap" clips to hold their hair back. These items pose no threat of injury to any player on the court (see attached photo).
- Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increased size (see attached photo).
- If items in a player's hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as (by rule) they pose no threat of injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

**Braids:**

- If a player (male or female) has their hair braided, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid.
- Due to injury that may be caused, players are not permitted on the court with free braids in their hair.
- Players are not permitted to cover their braids with a bandana. This guideline includes plaited ponytails.

**Jewellery:**

Referees should monitor all player's appearance prior to the commencement of the game, in particular, look out for rings, bracelets, necklaces, earrings and obvious body piercing jewellery.

If an official establishes that a player has jewellery and / or body pierced jewellery the following interpretation shall be applied.

Players who wear Jewellery which is visible and could cause injury to themselves or to other players shall be instructed as follows;

1. Any player wearing an object that might cause injury (such as those objects listed above) must be politely told of the existence of the rule (referees should not presume that a player is aware of the rule) and be asked to remove the object prior to taking the court.
2. If a player claims that a particular item cannot be removed, the referee should instruct the player that (s)he must cover the object with a suitably protective device such as medical tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
3. Where the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that (s)he can no longer participate in the game, unless they remove the jewellery.

The referee should prohibit the player from participating in the game in the following circumstances:

1. A referee is not convinced that such a protective measure will adequately overcome the risk of injury;
2. Suitable protective measures are not available;
3. The player refuses to remove or cover the offending object

Any player who seeks to participate in defiance of any of the above directions by a referee should be disciplined as per the association's/ competition's rules.

### **Headgear:**

Protective Helmets: No player is permitted to play with headgear which according to FIBA rules, includes protective helmets.

COMMENT: If a BIG V basketball player, provides a formal request from a medical practitioner indicating an appropriate exemption where a player provides medical evidence to wear a helmet for their protection shall be approved if the helmet is;

1. Appropriate for basketball.
2. Do not in any way give an unfair advantage to the wearer.
3. Are in no way dangerous to other players.

### **The following are permitted:**

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Arm and leg compression sleeves.
- Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.

Religious head gear, provided it is black, white or same dominant colour of playing singlet, may be worn during BIG V games (common sense must be used in these situations)

- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Non-coloured transparent mouth guard.

COMMENT: BIG V decided **not to** implement the enforcement of the requirement for non-coloured transparent mouth guards.

- Spectacles, if they do not pose a danger to other players.
- Wristbands and headbands, maximum of 10 cm wide textile material.
- Taping of arms, shoulders, legs etc.
- Ankle braces.

All players on the team must have all their arm and leg compression sleeves, headgear, wristbands and headbands and tapings of the same solid colour.

BIG V does not require wristbands and headbands and tapings to be the same solid colour.

**4.4.3** During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.

COMMENT: BIG V decided not to implement the enforcement of the requirement for left and right shoes to be matching.

**4.4.4** During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise.