

## FEDERATION OPERATIONAL POLICY No 4

### Player and Referee Uniforms

#### 1. General

- 1.1. Successful promotion of the game in the international arena is dependent on the physical appearance and presentation of participating players and officials. This particularly applies to Tier 1, Tier 2 and Tier 3 Events in accordance with Federation Operational Policy No 1 – Classification of Events however the intent should also be applied to other Tiered Federation Events. A professional appearance of Member country NTA representative teams participating in all competitions is mandatory.
- 1.2. Although there may be situations where domestic circumstances to the contrary may benefit Member countries, especially financially and related to significant sponsorship, there remains a need to establish and maintain a high standard with regards to the nature and design of individual player or referee uniforms.
- 1.3. Sponsorship of Member country NTA representative teams and the promotional and financial aspects associated with sponsorship insignia on player or referee uniforms is acknowledged. However any sponsorship slogan, text, motif, logo or similar inclusion on any player or referee uniform used at a Federation Event must be appropriate and must meet the Federation requirements as described in paragraphs 4 and 5 of this policy.
- 1.4. Because of the similarity of respective national sporting colours of many Member countries there is potential for player uniform conflict and the respective policy details are contained in paragraph 3, below.
- 1.5. Member country NTA player uniform design and colour for use in Tier 1, Tier 2 and Tier 3 Federation Events must be registered with the Federation. Completion of the registration process includes receipt of acknowledgement and approval from the Federation as detailed in paragraph 6, below. Registration also includes endorsement of any sponsorship slogan, text, motif, logo or similar inclusion on or within playing attire. Uniform registration must be initiated not less than three (3) months prior to the respective event.
- 1.6. All player uniforms used by Member country teams in every match at a Federation Tier 1, Tier 2 or Tier 3 event must be the same design and colour. The particular design of player uniforms used in mixed division events may differ from those in single gender matches however each gender in mixed divisions must wear the same design and colour.
- 1.7. Member country national representative team uniforms must meet Federation requirements as detailed in this policy. This policy applies to the design of player and referee uniforms for all Tier 1, Tier 2 and Tier 3 Events. Players not meeting the requirements of this policy will not be permitted to participate in Federation Tier 1, Tier 2 or Tier 3 events.

## 2. Uniform Design Requirements

- 2.1. All player uniforms must meet the requirements of current Federation Playing Rules. This applies to both upper and lower garments, to one-piece uniforms, to playing numbers, to any headwear (caps or visors), to footwear (shoes and socks) and to any other item that may affect safety or influence team uniform design.
- 2.2. Player uniform colours are expected to meet the national (sporting) colours of the respective Member country unless the respective Member country NTA has formally agreed by resolution to vary those colours and subsequently advised the Federation.
- 2.3. Registered and approved player uniform design and colours for Federation Member countries will be displayed on the Federation web site.
- 2.4. Any new Member country player uniform design and colour should avoid the registered design and colours of registered uniforms of other Member countries. Should a Member be unsure whether another Member has registered a similar player uniform design and colour they should access the Federation web site and are advised to seek further advice from the FIT Secretary General. Such advice should be sought well in advance of ordering or producing respective Member country player uniforms.
- 2.5. Player uniform design and colours must avoid the promulgated design and colour of the Federation referees officiating at respective events. All player uniforms must avoid the use of predominately white colour in the upper garment. Designs with more than 50% white in the upper garment will likely not be approved and should be avoided. Official referee design and colour will be promulgated on the Federation web site. Any change to Federation referee uniform design and colour will be advised to Member country delegates.
- 2.6. Player numbering on Member country uniforms must meet Federation Playing Rules size and positioning requirements. Only two digit numbering is allowed and multiple numbers or other characters are not permitted.
- 2.7. Socks are part of a player's uniform and must meet registered design and colour requirements. Short socks are recommended. Long socks are optional however a combination of both long and short socks within any one team is not permitted.
- 2.8. Headgear is part of a player's uniform. Caps or sun-visors must meet registered colour requirements. Players may wear either a cap or a sun-visor however only one style of cap or one style of sun-visor may be worn by team players.
- 2.9. Compression garments may be worn beneath playing uniforms but are not permitted to significantly protrude beyond external playing uniforms or significantly vary the approved uniform colour or design. Knee or ankle braces may also be worn provided they are not harmful and do not conflict with registered uniform colours.
- 2.10. Medical strapping may be worn. Other specific aids may be worn provided a doctor's certificate has been produced for the respective player and the certificate endorsed by tournament officials, and providing the item meets the safety criteria under current Federation Playing Rules.
- 2.11. Match referees are to be supplied with respective team uniform designs and are responsible to inspect player uniforms prior to matches. Players not meeting registered uniform requirements are not allowed to compete.

### 3. Potential Uniform Conflict

- 3.1. Where more than one Member country has the same or similar national (sporting) colours and where potential conflict in uniform colour or design may occur, acceptance of any new player uniform colour or design will be subject to the following:
  - 3.1.1. When a potentially conflicting design is received, the FIT Secretary General may negotiate with respective countries to resolve any conflict, with any necessary decision on the matter remaining the prerogative of the FIT Board; and
  - 3.1.2. Preference for a particular design will normally be given to the Member country NTA that has the longest continuous Federation membership and has the longest current, registered player uniform design and colour; and
  - 3.1.3. A new Member country NTA or the Member country with the least period of continuous Federation membership will be required to adapt or amend the preferred player uniform design to avoid conflict with player uniform design of all other Member countries, or with Federation referee uniforms.
- 3.2. A Member country may produce and use a second or “reverse colour” player uniform as long as paragraphs 2 to 5 apply and provided the Federation uniform registration requirements detailed in paragraph 6 below, have been met.
- 3.3. Playing uniforms should avoid designs that are primarily white in colour.
- 3.4. Indicative, sample player uniform design requirements for player uniforms (sleeveless) are shown at Appendix 1.
- 3.5. Reserved.

### 4. Federation and Country Logos

- 4.1. The upper half of the front of playing uniforms is reserved for FIT, Member country NTA and team recognition, including shields and logos, except as specified in paragraph 5 and providing the requirements of paragraph 5.1 are met.
- 4.2. Country and / or an individual player’s name may only be positioned on the back of the upper garment provided that the individual player’s number is clearly visible and the requirements of paragraph 5.2 are met.
- 4.3. The respective Member country NTA logo, shield or appropriate team name should be positioned on the left breast area of the upper garment, approximately half-way between the edge of the sleeve and the garment mid-line. The size is to be of an approximate dimension of not more than 10 cm wide and 10 cm high, depending on shape.
- 4.4. For Tier 1, Tier 2 and Tier 3 Events the FIT logo must be worn. The FIT logo, in the stacked (vertical) format should be positioned on the right breast area of the upper garment, approximately half-way between the edge of the sleeve and the garment mid-line, of a size approximately the same as that for the Member country NTA logo, shield or appropriate team name. The size difference between the Member country NTA logo, shield or appropriate team name and that of the FIT logo (including text) must be less than twenty percent (20%), with design balance the objective.
- 4.5. If the right breast area is used by the Member country for the country logo, shield or appropriate team name, then the FIT logo must be positioned on the opposite, left breast

area of the upper garment, approximately half-way between the edge of the sleeve and the garment mid-line, of a size approximately the same as that for the Member country NTA logo, shield or appropriate team name in accordance with paragraph 4.4 above.

- 4.6. If the right breast area is allocated to a domestic sponsor in accordance with paragraph 5.1 and sub-paragraphs 5.2.2 and 5.2.3 below, and the left breast area is used by the Member country for the country NTA logo, shield or appropriate team name, then the FIT logo must be positioned as close to centrally as possible on the front of the upper garment, of a size approximately the same as that for the Member country NTA logo, shield or appropriate team name in accordance with paragraph 4.4 above.
- 4.7. Player uniforms designed for use in Tiered Federation Events may be used in non-Federation events at the discretion of the respective Member country NTA.
- 4.8. Reserved.

## 5. Sponsorship

- 5.1. A sponsor/s name/s or logo/s may be positioned on the upper half of the upper garment. The size difference between the FIT logo, the Member country NTA logo, shield or appropriate team name and the sponsor/s name/s or logo/s (including text) must be less than twenty percent (20%), with design balance the objective. Any such sponsor/s name/s or logo/s must not conflict in size with the FIT logo or the Member country NTA logo, shield or appropriate team name.
- 5.2. A sponsor/s name/s or logo/s may be positioned on the lower front of the upper garment or on the front and / or back of the lower garment of player uniforms provided the following criteria apply:
  - 5.2.1. The size of any sponsor/s logo/s or name/s must not occupy more than twenty-five percent (25%) of the visible space of the upper garment, nor be large enough or of a different colour to change the overall Member country player uniform design, colour/s or appearance; and
  - 5.2.2. The name/s, icon/s or nature of the sponsor logo/s are considered appropriate by the FIT Board; and
  - 5.2.3. The sponsor name/s or logo/s must not conflict with any name/s or logo/s of a Federation sponsor.
- 5.3. Sponsor/s name/s or logo/s may be positioned on the sleeve of player uniform upper garment or on socks provided the requirements of 5.2.2 and 5.2.3 are met.

## 6. Registration Requirements

- 6.1. Each Member country NTA is required to complete and submit a player uniform registration form (see Appendix 2) as soon as possible prior to the first Federation Event in which that country intends to use a particular player uniform design or colour. It is strongly recommended that the player uniform registration process is completed prior to player uniform order, production and / or procurement.

- 6.2. A player uniform registration form must be submitted not less than three (3) months prior to participation in any subsequent Federation Event and only if there has been a change to the colour, style or design of the previously registered playing uniform of the respective Member country NTA. A change includes any re-positioning of a logo or any amendment to any sponsorship inclusion, deletion or attachment.
- 6.3. Registration of uniform design is complete once approval of the design by the FIT Board has been confirmed and advice notified in writing to the Member country NTA. Each registered player uniform design will subsequently be promulgated on the Federation web site.
- 6.4. Any request for registration of player uniform design or colour that may not meet the requirements of paragraphs 2 to 5 must be directed for decision to the FIT Board through the FIT Secretary General.

## 7. Referee Uniforms

- 7.1. Referee uniforms are to be of the colour, style and design as recommended by the Federation Referee Commission through the FIT Referee Commission Chair and as approved by the FIT Board.
- 7.2. Respective referee level badges will be affixed to the left breast area of the upper garment in accordance with the Federation Referee Policy.
- 7.3. The Federation logo, in the stacked, vertical format will be positioned in the right breast area of the upper garment, in a location and size as indicated for playing uniforms in paragraph 4.4 above, in accordance with the Federation Referee Policy.
- 7.4. Any Federation sponsorship/s name/s or logo/s may be positioned on any part of Federation referee uniforms deemed appropriate by the FIT Board subsequent to a recommendation by the FIT Referee Commission.
- 7.5. Reserved

## 8. Application of Policy

- 8.1. This uniform policy applies to Member countries participating in Tier 1, Tier 2 or Tier 3 Federation Events.
- 8.2. Any matter of interpretation of, or matter not provided for in this policy, shall be determined by the FIT Board.
- 8.3. This updated policy was endorsed by the Federation Board on 7<sup>th</sup> March 2012 and the policy and any subsequent amendment of this policy, will take effect immediately upon communication of same to Member country NTA through the respective NTA Delegates.
- 8.4. The policy is due for review in December 2014.

Attachments: Appendix 1 – Player Uniform Design Guidelines – Image  
Appendix 2 – Player Uniform Registration Form  
Appendix 3 – FIT Referee Uniform

## Player Uniform Design Guidelines

(Samples ONLY)



Men's Playing Uniform



Women's Playing Uniform – Alternate Logo Positions

## PLAYER UNIFORM REGISTRATION: FIT MEMBER COUNTRIES

**MEMBER COUNTRY:**

**NAME OF PERSON SUBMITTING FORM:**

**DATE OF SUBMISSION:**

### UNIFORM DESIGN AND COLOURS

ITEM of UNIFORM	COLOUR	COMMENT / DETAILS
Upper Garment Primary Colour		
Upper Garment Secondary Colour		
Upper Garment Other Colour		
Lower Garment Primary Colour		
Lower Garment Secondary Colour		
Lower Garment Other Colour		
Player Number Colour		

**Note:** If a one piece uniform, please complete as for a two piece uniform.

### SPONSORSHIPS

Sponsor Name	Description as displayed on player Uniform
	(e.g. Logo only or Name and Logo)
	(e.g. Logo only or Name and Logo)

**Note:** Please supply colour images of the front and back of the player uniform and return this form to FIT Secretary General for registration and publishing on FIT web site.

File Name of Attached Image/s:

(Once Registration is acknowledged and recorded, the image will be placed on the Federation Web Site)



Appendix 3

## **FIT REFEREE UNIFORM**

(RESERVED)