## SMAMF MENS BASKEBBAL E-MMDUSES UNIFORM EUIDELINE

## HEADBANDS

- Only one non-abrasive and unadorned permitted.
- Must be cloth, elastic, fiber, soft leather, pliable plastic or rubber.
- Must be single color [white, black, beige or dominant color of jersey).
- Must not exceed 2 inches in width.
- One manufacturer's logo or one institutional logo/mascot permitted.
- No hard items permitted.
- Must be unadorned; e.g., no decorations such as bows, tails or knots.


## UNDERSHIRTS

- Considered part of game jersey.
- Color must be similar to neutral zone of game jersey.
Sleeves may be different lengths and may extend below the elbows.

No logos, decorations, patches, ettering or numbers permitted, excluding one manufacturer's logo that may not exceed $21 / 4$ square inches.

Same color must be worn
by teammates.

- Medical waiver from rules committee is required for long-sleeved undershirts if the color is different from what is worn by teammates, or undershirt is different from neutral zone of jersey.


## GAME JERSEYS

- See Rule Book Diagram (Rule l-22.6].
- Neutral zone must be of same single color.
- Tonal shifts of $15 \%$ permitted in neutral zone.
- Player or institutional name/mascot/logo/designation may be horizontal, arched or set at an angle, subject to restrictions in Rule 1-2....a.1.b.
- Institutional/conference logo, captain's patch or commemorative/memorial patch permitted on front apex of neckline or right/left front of the jersey no closer than 1 inch from any name/logo.
- Institutional/conference/memorial patch may appear on back at neckline but not on both front and back.
National flag of NCAA institution may appear on left shoulder panel.
- Names intended to celebrate/memorialize persons, events or worthy causes permitted in back neutral zone of game jersey and once on the right/left front of the jersey no closer than 1 inch from any name/logo or apex of neckline.
- Game jersey must be tucked into game shorts.
- An additional commemorative/memorial patch is permitted in Rule l-22.7.c.

ARM SLEEVES

- Must be solid color (white, black, beige or any color in jersey).
- Same color must be worn by teammates.


## SHORTS

Perceptible majority of color must be same as neutral zone of jersey.

- One conference logo permitted.

The waistbands of game shorts may not be rolled to show the manufacturer's logo.

## UNDERGARMENTS/TIGHTS

- May be white, black, beige or color of game shorts.
- One institutional logo/mascot may appear on tights.
- Same color must be worn by teammates.
- Both legs of the tights need not be the same length.
- Not all teammates must wear the same length of tights.


## MISCELLANEOUS

All manufacturer's logos, labels and trademarks on uniform or apparel may not exceed $21 / 4$ square inches.

- No logos of professional sports entities may appear on any uniform, article of apparel or equipment.
- Manufacturer's logo, label or trademark may appear once on shorts, once on jersey and once on any article of apparel.
Only one institutional logo or mascot may appear on an arm sleeve, knee sleeve or leg sleeve.
- Players are not permitted to wear microphones

An institutional logo/mascot, a conference logo, a commemorative/memorial patch or flag may not exceed 4 square inches.

