



## 2021-23 NCAA Women's Basketball SUPPLEMENTAL APPAREL GUIDE

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This guide is prepared to assist institutional personnel (coaches, administrators, equipment managers, etc.), conference offices, and officials with the rules concerning uniforms and other apparel. **It is not meant to be a substitute for the rule book.** If there is a conflict between this guide and the rule book, the rule book shall take precedence. Questions may be directed to the secretary-rules editor at [jonlevinson@icloud.com](mailto:jonlevinson@icloud.com).

### Uniforms (Rule Supplement, 1-22)

In general, the uniform rules are intended to positively impact the following needs:

- COACHING – Identification of an opponent's personnel when scouting on film and for in-game coaching strategy.
- OFFICIATING – Proper foul reporting; identification of disqualified players or players involved in an altercation, etc.
- IMAGE – How players appear on television/fan appeal.

### Game Jersey

- Shoulder panel is measured from the top of the shoulder/shoulder seam and extends a maximum of 5 inches toward the bottom of the jersey on both the front and the back.
- The neutral zone
  1. Extends from the shoulder panel to the bottom of the jersey on both the front and the back.
  2. Is a minimum of 12 inches wide measured 6 inches from the center of the neckline.
  3. Must be a single solid color.
  4. Is permitted to have a tonal shift design of no more than 15% of the neutral zone's color. **A tonal shift is a change in the original color of the neutral zone and remains a shade of that color.** Words, including institutional names, mascots, nicknames, logos, marks, and names intended to celebrate or memorialize persons, events, or other worthy causes are permitted. Commercial names, logos, marks, and slogans are prohibited.
  5. May contain no more than 2 identifying names on the front or back of the jersey.
    - a. Identify the name of the school, school nickname, mascot, player's name, or institutional logo.
    - b. May not be placed closer than 1 inch from the number.
    - c. Names intended to celebrate or memorialize persons, events or other worthy causes are permitted only in the back neutral zone (e.g., replace the player's name with "Kay Yow").
  6. Numbers must be a minimum of 4 inches high on the front and 6 inches high on the back

- a. The number must be a single solid color that distinctly contrasts the neutral zone (strikingly different in color and shade). **The border is not part of the number and does not make an illegal number legal.**
- b. The number may not be less than 1 inch wide.
- c. May be bordered by no more than a ½ inch border of any color(s).

#### 7. Institutional/Conference logos

One institutional logo and one conference logo (that fits within a four-sided geometrical shape with an area no larger than 4 square inches) is permitted on the game jersey: 1) at the apex of the neckline or shoulder panel on the front of the jersey or 2) the apex/center of the neckline on the back of the jersey **as close to the neckline as possible.**

- a. On the front of the jersey, it is permissible to have both an institutional and conference logo, provided one is at the apex of the neckline and one on the shoulder panel. **As authorized by the institution or conference, an additional commemorative or memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes) to be worn by a team is allowed as long as no safety hazard is created. The patch shall meet the restrictions of Rule 1-25.2 and must be placed on the front or sleeve of the uniform and may not interfere with any required markings. While not all team members are required to wear the patch, the patch must be identical for those who choose to wear the patch.**
8. A national flag is permitted between the apex of the neckline and the shoulder seam on the left side of the game jersey, provided it that fits within a four-sided geometrical shape with an area no larger than 4 square inches.
9. A memorial/commemorative **patch** that fits within a four-sided geometrical shape with an area no larger than 4 square inches is permitted on the game jersey: 1) at the apex of the neckline or shoulder panel on the front of the jersey or 2) the apex/center of the neckline on the back of the jersey as close to the neckline as possible.

**Summary: Any institutional or conference logo permitted on the front or back shoulder panel of the game jersey must fit inside a four-sided geometric shape whose area does not exceed 4 square inches.**

#### Game shorts

- A perceptible majority of the game shorts must be the color of the game jersey's neutral zone (clear to the naked eye).
- Institutional names, mascots, or logos are permitted on the game shorts.
  1. No limit to the number of logos on the game shorts or their size.
  2. Institutional names, mascots and logos count against the perceptible color of the game shorts.
- One manufacturer's logo (that fits within a four-sided geometrical shape with an area no larger than 2¼ square inches) is permitted on the game shorts.
- One conference logo (that fits within a four-sided geometrical shape with an area no larger than 4 square inches) is permitted on the game shorts.

#### Undergarments (Rule 1-23)

##### Undershirts

- Considered part of the game jersey and must be a color similar to the game jersey as defined by the neutral zone.

- Neckline and sleeves may not be altered.
- Sleeves must be the same length on an individual player.
- If the sleeves extend below the elbow, the shirt must be made of compression material **or** be tight-fitting on the arms.
- No logos of any type (excluding one manufacturer's logo that fits within a four-sided geometrical shape with an area no larger than 2¼ square inches), decorations, trim, commemorative patches, lettering, or numbering are permitted on the undershirt.
- Stitching which is not the same color as the undershirt is not permitted.

#### Undergarments (tights)

- May extend below the game shorts and must be white, black, beige or any color contained in the game jersey fabric (excludes the number, names or any logos).
- All teammates must wear the same color.
- The length of each leg of a player's tights must be the same length, but all players need not have the same length as each other.
- One manufacturer's logo (that fits within a four-sided geometrical shape with an area no larger than 2¼ square inches) is permitted on the game shorts.
- One institutional logo or mascot (that fits within a four-sided geometrical shape with an area no larger than 4 square inches) is permitted on undergarments that extend below the game shorts.
- Stitching which is not the same color as the undergarment is not permitted.

#### Headbands/Wristbands (Rule 1-24.1, .2)

- Must be a single nonabrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic or rubber.
- May not be wider than 2 inches from edge to edge.
- Must be a solid, single color: white, black, beige or any color contained in the game jersey fabric (excludes the number, names or any logos).
- May have ONE manufacturer's that fits within a four-sided geometric shape with an area no larger than 2 ¼ square inches or one institutional logo/mascot that fits within a four-sided geometrical shape with an area no larger than 4 square inches. The logo shall only appear once.
- Wristbands must meet the same requirements as headbands.
- Headbands and wristbands must be the same color and all team members must wear the same color.
- Concussion headbands worn for the prevention or maintenance of a concussion or concussion-like symptoms are illegal. CSMAS prohibits rules committees from issuing playing-rule waivers to permit these headbands to be worn.

#### Sleeves (Rule 1-24.4)

##### Arm sleeves

- Must be a solid color.
- May be white, black, beige or any color contained in the game jersey fabric (excludes the number, any names, or any logos).
- Teammates must wear the same color arm sleeves.
- One institutional logo or mascot (that fits within a four-sided geometrical shape no larger than 4 square inches) is permitted on an arm sleeve.
- One manufacturer's logo (that fits within a four-sided geometrical shape with an area no larger than 2¼ square inches) is permitted on an arm sleeve.

- Stitching which is not the same color as the sleeve is not permitted.

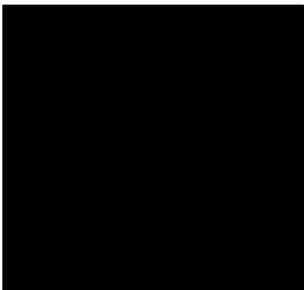
#### Leg/Knee sleeves

- Must be a solid color.
- May be white, black, beige or any color contained in the game jersey fabric (excludes the number, any names, or any logos).
- Knee pads (i.e., volleyball-type pads) are considered knee sleeves for the purpose of the rule.
- Teammates must wear the same color leg/knee sleeves, **except** if a knee sleeve is worn underneath a knee brace. If a knee sleeve is worn under a knee brace, the sleeve must be either 1) the same color as leg/knee sleeves worn by teammates, 2) black, white, beige or the color of the game pants if the player is the only player wearing a leg/knee sleeve or 3) the color of the knee brace regardless of whether teammates are wearing leg/knee sleeves.
- One institutional logo or mascot (that fits within a four-sided geometrical shape no larger than 4 square inches) is permitted on leg/knee sleeves.
- One manufacturer's logo (that fits within a four-sided geometrical shape with an area no larger than 2¼ square inches) is permitted on leg/knee sleeves.
- Stitching which is not the same color as the sleeve is not permitted.

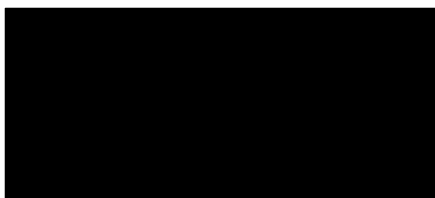
#### Size restrictions (Rule 1-25.1 and .2)

Rule 1-25.1 requires a manufacturer's or distributor's logo, label, or trademark to fit within a four-sided geometrical space (i.e., a rectangle) and the area may not exceed 2¼ square inches. This also includes any material which is outside the logo when it is affixed as a patch and is not directly screened/embroidered onto the uniform or supplemental apparel. Below are two examples of what 2¼ square inches looks like:

**Example 1:** The box's dimensions are 1½ inches wide by 1½ inches high, which equals an area of 2¼ square inches. If the logo/patch is circular, the diameter may not exceed 1½ inches.



**Example 2:** The rectangle's dimensions are 2 ¼ inches wide by 1 inch high, which equals an area of 2¼ square inches.



Rule 1-25.2 requires the following items to fit within a four-sided geometrical space (i.e., a rectangle) and the area may not exceed 4 square inches.

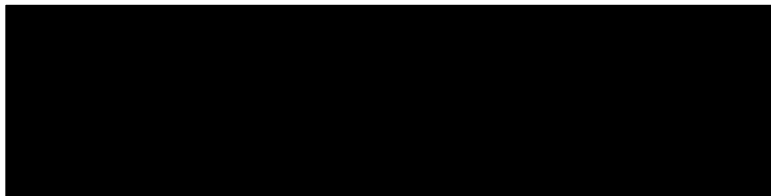
- An institutional or conference logo/mascot
- A commemorative or memorial patch
- A flag

This also includes any material which is outside the logo when it is affixed as a patch and is not directly screened/embroidered onto the uniform or supplemental apparel. Below are two examples of what 4 square inches looks like:

**Example 1:** The box's dimensions are 2 inches wide by 2 inches high, which equals an area of 4 square inches. If the logo/patch is circular, the diameter may not exceed 2 inches as it must fit inside the box.



**Example 2:** The rectangle's dimensions are 2 ¼ inches wide by 1 inch high, which equals an area of 2 ¼ square inches.



**Play 1:** A1 is wearing (a) a ½-inch wide band around her head with multiple manufacturers' logos that appear at one-inch intervals around the band or (b) a 3-inch-wide band around her head.

**Ruling 1:** This is illegal in (a) and (b). In (a), a manufacturer's logo may only appear one time on the headband. In (b), the maximum width of a head band is 2 inches. In both (a) and (b), A1 is not permitted to play until the headband is corrected.

**Play 2:** A1 is wearing a headband that has small, soft plastic sequin-like attachments.

**Ruling 2:** This is illegal. While headbands may be made from pliable plastic, they may not be adorned or decorated with any extra material.

**Play 3:** A1 is wearing a white arm sleeve and A2 is wearing a black leg/knee sleeve.

**Ruling 3:** Legal. Arm sleeves are not required to be the same color as leg/knee sleeves.

**Play 4:** Team A's uniforms consist of white game jerseys (as defined by the neutral zone) with green and blue trim. Four Team A players are wearing black leg/knee sleeves. A1 is wearing:

- a white undershirt
- a blue arm sleeve
- green tights that extend below the game pants
- a purple knee brace
- a purple knee sleeve under her knee brace

Is A1 legally attired?

**Ruling 4:** Yes. A1's undershirt is a color similar to the color of the game jersey, her arm sleeve is a color contained in the game jersey, her tights are a legal color because green is a color contained in the game jersey, there is no restriction on the color of a knee brace, and her knee sleeve is the same color as the knee brace.

**Play 5:** A1 is wearing a sleeve that has a camouflage pattern on it.

**Ruling 5:** The sleeve is illegal. A sleeve must be a single, solid color.

**Play 6:** May A1 wear a white volleyball-type kneepad if her teammates are wearing black leg/knee sleeves.

**Ruling 6:** No. All leg/knee sleeves and knee pads must be the same color.

**Play 7:** Team A's uniforms have a manufacturer's logo on the left leg, plus additional logos on the inside of the waistband.

**Ruling 7:** A manufacturer's logo may only appear one time on the game shorts. While it is illegal for the waistband logos to be on the shorts, provided they are not visible, there is no penalty. The rule does not differentiate between the visible uniform and what may be on the reverse side of the uniform. Players shall be asked to roll the waistband in such a manner to hide any logos on the inside of the waistband.