

**Players' Numbering**

ARTICLE 2. a. All players shall be numbered 1 through 99. Any number preceded by zero ("0") is illegal.

b. No two players of the same team shall participate in the same down wearing identical numbers.

c. Markings in the vicinity of the numbers are not permitted.

**PENALTY [a-c]—Live-ball foul. Five yards from the previous spot [S23].**

d. When a player enters the game after changing his jersey number, he must report to the referee, who then informs the opposing head coach and announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct. [S27]. (A.R. 1-4-2-I)

e. Two players playing the same position may not wear the same number during the game.

**PENALTY [d-e]—Live-ball foul, unsportsmanlike conduct. 15 yards from the previous spot [S27]. Flagrant offenders shall be disqualified [S47].**

**Mandatory Equipment**

ARTICLE 3. All players must wear the following mandatory equipment:

- a. Helmet. SEE 4A BELOW
- b. Hip pads. " 4B "
- c. Jersey. " 4C "
- d. Knee pads. " 4D "
- e. Mouthpiece. " 4E "
- f. Pants. " 4F "
- g. Shoulder pads. " 4G "
- h. Socks. " 4H "
- i. Thigh guards. " 4I "

**Specifications: Mandatory Equipment SECTION 4**

ARTICLE 4. a. *Helmets*. 1. The helmet must be fitted with a facemask and a secured four- or six-point chin strap, all points of which must be secured whenever the ball is in play.

2. Helmets for all players of a team must be of the same color and design.

3. Helmets must carry a warning label regarding the risk of injury and a manufacturer's or reconditioner's certification indicating satisfaction of National Operating Committee on Standards for Athletic Equipment (NOCSAE) test standards. Reconditioned helmets shall show recertification to indicate satisfaction with the NOCSAE test standard.

b. *Hip Pads*. Hip pads must include a tailbone protector.

c. *Jersey*. 1. Design. The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. It must conform with Rules 1-4-5 and paragraph 3 below. The jersey must be full-length and

tucked into the pants. Vests and/or a second jersey worn concurrently during the game are prohibited.

2. **Color.** See Rule 1-4-5 for specifications regarding colors of jerseys.
3. **Numerals.** The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively, of a color that itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number. All players of a team shall have the same color and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers. (*Note: This rule change takes effect for FBS institutions in 2013 and for FCS, Division II and Division III institutions in 2014.*)
- d. **Knee Pads.** Knee pads must be at least 1/2-inch thick and must be covered by pants. It is strongly recommended that they cover the knees. No pads or protective equipment may be worn outside the pants.
- e. **Mouthpiece.** The mouthpiece must be an intra-oral device of any readily visible color. It must not be white or transparent. It must be made with FDA-approved base materials (FDCS) and cover all upper teeth. It is recommended that the mouthpiece be properly fitted.
- f. **Pants.** Players of a team must wear pants of the same color and design.
- g. **Shoulder pads.** There are no specifications for shoulder pads. (See Appendix E)
- h. **Socks.** Players of a team must wear socks or leg coverings that are identical in color and design (**Exceptions:** Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers).
- i. **Thigh guards.** There are no specifications for thigh guards. (See Appendix E)

#### **Jersey Color and Design**

ARTICLE 5. a. Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design.

1. The visiting team shall wear white jerseys; however, the home team may wear white jerseys if the teams have agreed in writing before the season.
2. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied:
  - a. The home team has agreed in writing prior to the game; and
  - b. The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.
3. If on the kickoff at the start of each half, the visiting team wears a colored jersey in violation of the conditions specified in paragraph 2 (above), it is a foul for unsportsmanlike conduct.

**PENALTY:** Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty

is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27]

- b. Other than the player's number, the jersey may only contain:  
Player's name; school name; NCAA Football logo; sleeve stripes; insignia for school, conference, mascot, postseason-game, memorial, or the military; or an American or state flag.
- c. Any insignia must not exceed 16 square inches in area (i.e., rectangle, square, parallelogram), including any additional material (e.g., patch).
- d. A border around the collar and cuffs not more than 1 inch wide is permissible, as is a maximum 4-inch stripe along the side seam (insert from the underarm to pants top).
- e. If a colored jersey contains white, it may appear only as any of the items listed in par. b above.
- f. Jerseys may not be taped or tied in any manner.

### **Optional Equipment**

ARTICLE 6. The following items are legal:

- a. *Towels and Hand Warmers.*
  1. Solid white towels no smaller than 4" by 12" and no larger than 6" by 12" with no words, symbols, letters, or numbers. Towels may bear the team logo. They may also contain a single manufacturer's or distributor's normal label or trademark not to exceed 2-1/4 square inches in area. Towels that are not solid white are not permitted.
  2. Hand warmers worn during inclement weather.
- b. *Gloves.*
  1. A glove is a fitted covering for a hand having separate sections for each finger and thumb, without any additional material that connects any of the fingers and/or thumb, and that completely covers each finger and thumb. There is no restriction on the color of gloves.
  2. Gloves must have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association, unless made of unaltered plain cloth.
- c. *Eye shields.* Eye shields must be clear not tinted, and made from molded or rigid material. Eyeglasses and goggles also must be clear and not tinted. No medical exceptions are allowed.
- d. *Insignia.*
  1. Persons or events may be memorialized by an insignia not greater than 1-1/2 inches in diameter on the uniform or helmet.
  2. Institutional decals are allowed on helmets.
- e. *Eye Shade.* Any shading under a player's eyes must be solid black with no words, numbers, logos or other symbols.
- f. *Game information.* Any player may have written game information on the wrist or arm.

### **Illegal Equipment**

ARTICLE 7. Illegal equipment includes the following (See Appendix E for additional details):

- a. Equipment worn by a player that could endanger other players.
- b. Tape or any bandage other than that used to protect an injury, subject to the approval of the umpire.
- c. Hard, abrasive or unyielding equipment that is not completely covered and padded, subject to the approval of the umpire.
- d. Cleats that extend more than ½ inch from the base of the shoe (See Appendix E for full specifications). (Rule 9-2-2-d)
- e. Any equipment that could confuse or deceive an opponent.
- f. Any equipment that could provide an unfair advantage to any player.
- g. Adhesive material, paint, grease or any other slippery substance applied to equipment or a player's person, clothing or attachment [*Exception*: Eye shade. (Rule 1-4-6-e)].
- h. Uniform attachments other than towels (Rule 1-4-6-a).
- i. Rib pads, shoulder pad attachments and back protectors that are not totally covered.
- j. Visible bandannas worn on the field outside the team area (A.R. 1-4-7-I and II).

#### **Mandatory and Illegal Equipment Enforcement**

- ARTICLE 8. a. No player wearing illegal equipment shall be permitted to play.
- b. If an official discovers illegal equipment, the team shall be charged a team timeout. If equipment becomes illegal through play, the player may not participate until corrections are made. There will not be a charged team timeout.
  - c. Each of the first three infractions in a half carries a charged team timeout, if timeouts are available. Any infraction after a team has exhausted its timeouts is a foul for delay of game and carries a five-yard penalty.

#### **\* Coaches' Certification**

ARTICLE 9. The head coach or his designated representative shall certify in writing to the umpire before the game that all players:

- a. Have been informed what equipment is mandatory by rule and what constitutes illegal equipment.
- b. Have been provided the equipment mandated by rule.
- c. Have been instructed to wear and how to wear mandatory equipment during the game.
- d. Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game.

#### **Prohibited Signal Devices**

ARTICLE 10. Players may not be equipped with any electronic, mechanical or other signal devices for the purpose of communicating with any source (*Exception*: A medically prescribed hearing aid of the sound-amplifier type for hearing-impaired players).

**PENALTY**—Administer as a dead-ball foul. 15 yards at the succeeding spot. Player is disqualified [S7, S27 and S47].