



Uniform Requirements

TEAM UNIFORMS NEED TO MATCH

Team members need to wear the same, matching uniform for all games



NUMBERS NEED TO BE ON THE FRONT & BACK OF THE JERSEY

Numbers need to be easily readable and permanently affixed to the jersey. Taped or drawn on numbers will need to be replaced



NO PROFANITIES OR OFFENSIVE IMAGERY IS ALLOWED

This includes the name of the team. Please be considerate of all people when choosing your jersey



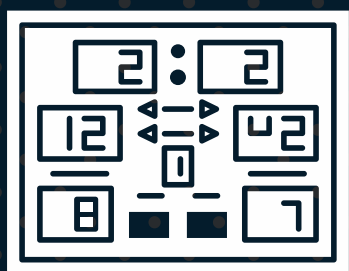
IDEALLY, TEAMS SHOULD HAVE REVERSABLE TOPS

We have a lot of social teams, so having the option to reverse your singlet, will make it easier for the referees and your team mates during the game



POINT PENALTIES FOR INCORRECT UNIFORM ARE APPLIED

If you or a team mate is out of uniform the other team will receive 2 points (per item). This includes, pockets, incorrect shorts colour or incorred numbers.



Uniform & Late

Penalty Points

INCORRECT UNIFORM POINTS

If you or a team mate is out of uniform you can still participate in the game, but the other team will receive 2 points, per incorrect item.

For example, If your team mate is wearing a grey instead of white jersey, the opposition team will receive 2 points for not being in correct uniform.

Ideally, uniform points should be applied at the beginning of the game, but they can be applied at any point during the game. The referees will make sure that all parties are aware that they have been applied.



LATE POINTS

If you or one of your team members prevent one of your scheduled games from beginning on time, and the opposing team was ready to go, they will receive 2 points for each minute your team was late.

For example, If two of your 5 players have shown up to your 8:00 pm game late by 3 minutes, preventing the game from starting, your opposition will receive 6 points for being late.

Late points are ideally applied once the game starts, but sometimes it's forgotten. Because of this the points can be applied at any point during the game, or immediately after the game. Both teams will be made aware they have been applied.

In a situation where you/your opposition shows up at half time, you can still play the second half, but the win will go towards the team that arrived on time. This will be represented on PlayHQ by the score 0 v 20.

