



# San Gabriel Valley Jr. All-American Uniform Policy

Equipment**	Colors**	Notes**
CLEATS	ALL	MOLDED 1 PIECE SOLES ONLY. SHOE COVERS ARE ALLOWED.
SOCKS	TEAM DEFINED COLOR	NO SHOW SOCKS & PINK ARE ACCEPTABLE.
PADS/GIRDLES	N/A	ALL TACKLE PLAYERS MUST WEAR 7 PADS (HIPS, THIGHS, KNEES, AND BUTT). FLAG REQUIRES KNEE PADS. GIRDLES/PANTS WITH PRE-SEWN PADS ARE APPROVED. <b><u>KNEE PADS MUST COVER ENTIRE KNEE (NO MODIFICATIONS)</u></b>
SPATTING	N/A	ONLY CAN BE USED UNDER THE UNIFORM OR SOCK (NOT VISIBLE).
UNIFORM	TEAM DEFINED COLOR	ALL PLAYERS MUST HAVE THE SAME COLOR SHIRT AND PANTS.
UNDER ARMOR & SLEEVES	BLACK, WHITE, OR TEAM COLOR	ALL UNDER ARMOR STYLE LONG SLEEVE SHIRTS OR LEGGINGS ARE APPROVED. PADDED OR NON-PADDED SLEEVES ARE APPROVED. <b><u>RECOMMENDED FOR BOTH ARMS BUT NOT REQUIRED.</u></b>
GLOVES	ANY	NO RESTRICTIONS IN TACKLE OR FLAG.
TOWELS	WHITE ONLY (PINK – OCT)	ALLOWED FOR USE BY THE FOLLOWING POSITIONS: CENTER, QB, WR, AND RB'S
HELMET STICKERS	N/A	ALL STICKERS, EXCLUDING TEAM LOGOS, MUST BE APPROVED BY CONFERENCE PRESIDENT
HELMET SHIELDS	CLEAR	PER CIF – ONLY CLEAR ARE ALLOWED
MOUTH PIECE	ANY (EXCEPT CLEAR, WHITE, RED)	SOLID ONE COLOR BASE. LOGOS OR MARKINGS ARE ALLOWED
EYE BLACK	BLACK OR TEAM COLOR	TEAM LOGOS ARE PERMITTED.
WRISTBANDS (SWEATBAND TYPE)	BLACK, WHITE, OR TEAM COLOR	MAXIMUM WIDTH IS 4". PLAYERS MAY USE PLAY CARD TYPE WRISTBANDS. FYI: FLAG DIV. MAY NOT WEAR HAND PADS OR ARM PADS.
LONG HAIR	N/A	IF IT EXTENDS OUT OF THE HELMET, MUST BE RESTRAINED IN THE REAR. <b><u>CAUTION: HAIR THAT EXTENDS ON THE UNIFORM IS CONSIDERED PART OF THE UNIFORM AND MAY INADVERTENTLY BE PULLED DURING PLAY</u></b>

**\*\* ANY PLAYER NOT MEETING THE ABOVE REQUIREMENTS WILL BE WITHHELD FROM PARTICIPATING UNTIL CORRECTED.**

**DURING OCTOBER: NOT ALL PLAYERS ARE REQUIRED TO WEAR PINK. PLAYER OPTION TO REMAIN IN TRADITIONAL UNIFORM COLORS.**