

## Babe Ruth Softball Tournament Uniform Requirements

In addition to the uniform requirements indicated in the *2005 Babe Ruth Softball Rules and Regulations* book, the following requirements shall also apply.

### Manager/Coaches:

The Manager and Coaches must each have a matching jersey which matches their players, including containing a number (6" minimum height) on the back and the Babe Ruth Softball patch on the left uniform sleeve or on the upper left chest of the jersey. Coaches may wear "coach's shorts" as long as the coach's shorts are the same color, match each other and are in general color coordination with the team colors.

Coaches may wear either ballcaps or visors, which match each other and are in general color coordination with the team colors.

### Players:

The following items are considered part of the complete "uniform" and must match for each player on the team:

**Sliders** (shorts worn under the uniform short);

**Uniform short (or pant);**

**Uniform jersey** (top), with number (6" minimum height) on the back and the Babe Ruth Softball patch on the left uniform sleeve or on the upper left chest of the jersey;

**Uniform socks;**

**Jersey** (top);

Note: Jerseys may contain Sponsor name or Player name on the back. To the degree possible, jerseys must be "tucked" at all times while during games.

### **Headgear:**

If players choose to wear headgear, they must match; but every player is not required to wear one. Example: If the players decide to wear visors, then any player wearing headgear must wear the visor and in the correct intended position. Visors and ballcaps cannot be worn at the same time... must be one or the other.

### **Personal Uniform items:**

The following items are considered individual items and do not need to match from player to player.

Arm protection guards;

Wrist bands;

Batting gloves;

Hair pieces (ribbons, ties, etc.)-they cannot be medal or hard plastic.

Knee pads;

Shoes;

Shoe laces.

Note: Shoulder "ties" are considered a part of the uniform and if worn must match from player to player. If one player uses them, then all players must use them.