



## VJBL PROTECTIVE EQUIPMENT RULE

Players shall not wear equipment (objects) that may cause injury to other players.

The following are not permitted:

Finger, hand, wrist, elbow forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.

Objects that could cut or cause abrasions (fingernails must be closely cut)

### **Nose / Face / Head Protection**

Permission may be given by the VJBL only in exceptional circumstances. A medical clearance to play certificate and an example of the type of equipment will be required before any consideration will be looked at. A certificate of approval may then be issued for the player to show as proof of permission when requested by a Referee or Referee advisor. Medical clearance to play certificate will need to be renewed at the start of each season if this is an on-going condition.

### **Gloves**

A Medical Certificate is required and a certificate of approval will be issued for the player to show as proof of permission when requested by a Referee or Referee advisor. Medical Certificate will need to be renewed at the start of each season if this is an on-going condition.

When approval has been given, gloves may be worn if:

1. They do not give additional reach, or grip,
2. Do not in any other way give an unfair advantage to the wearer,
3. Are in no way dangerous to other players.

### **Wristbands:**

Athletic sweatbands are permitted.

### **Medical information wristbands**

Medical information wristbands may be worn by players if they are;

1. In no way, dangerous to other players
2. Covered using medical strapping tape or an athletic sweatband.

### **Headbands**

Headbands may be worn by players if they are;

Maximum five (5) cm in width, made of non-abrasive, unicolor cloth, pliable plastic or rubber.

### **Eye Glasses**

Eye Glasses may be worn provided that approved safety glass is fitted and that a form of elastic band is used to prevent loss or movement on the head.