



PLAYERS EQUIPMENT

Jewellery

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are strictly forbidden and must be removed. Using tape to cover jewellery is not acceptable. The only exception to this policy is players are permitted to wear medical alert bracelets or necklaces but they must be '**taped securely**' to the player with the information showing to allow for medical treatment. Referees are also prohibited from wearing jewellery (except for a watch or similar device for timing the match).

Undergarments

Jersey or shirt with sleeves – if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt. If sleeve has multiple colours (stripes), the team must nominate one colour and all undergarments if worn must be the same colour.

Shorts – if undershorts or tights are worn, they must be of the same main colour as the shorts. Long tight are now permitted, they must be of the same colour as the shorts.

NOTE: Skin colored undergarments is not allowed. Undergarments must be of the same colour as of Shorts or Jersey, different shades of a colour is not recognised as the same colour.

Sports Manufactures are supplying shorts with compression undergarments as one unit. They are only permitted to be worn if the undergarment is the same colour as the shorts.

Clash of colours

Clash of socks colour – The home team must change their socks. If the home team is unable to change socks, the game is **NOT TO BE PLAYED**. Referee is to be paid full Match Fees and a report must be sent to the SAASL and SAASRA.

Clash of shorts colour – The home team has to change shorts. If unable, the game is played and a report is sent to the SAASL and SAASRA.

Goalkeepers are not permitted to wear Black only tops. It is advisable that Goalkeepers have two or three different colour tops. Goalkeeper's tops shall not clash with each other.

Electronic Equipment

The use of radio communication systems between players and/or technical staff is not permitted. Players are not permitted in wearing Heart Rate Monitors and GPS devices.

Shin Guards

What is a shinguard?

In Law 4 shinguards...

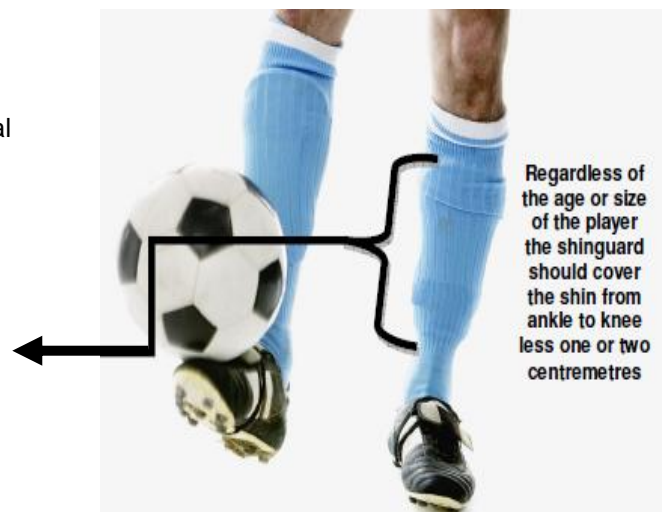
- are covered entirely by the stockings
- are made of rubber, plastic or a similar suitable material
- provide a reasonable degree of protection

What does provide a reasonable degree of protection mean?

- Shinguards should cover the length of your leg, from ankle to knee minus one or two centremetres at each end.
- They should offer maximum protection to players.

Why wear shinguard?

- A shinguard, provides protection against a large range of very serious leg injuries.
- The core function of a shin guard is to spread load over wider areas, thus reducing the local impact force of kicks, tackles or blows.



Each ground must have two technical areas clearly marked. The technical areas needs to be large enough to accommodate the required number of seats (10 per area) and extend 1 meter on either side of the designated seated area (minimum 6 meters wide and 3 meters deep) and the technical area must be at least 1 meter from the side line. The home team must supply enough seats to accommodate named substitutes and team officials (maximum of 10 seats for each technical area) If no seating is available, all persons must be seated on the ground.

Only a maximum of 10 people are allowed inside the technical area (5 named substitutes and 5 Team Officials). The occupants of the technical area must be clearly identified prior to the game starting and their names need to be recorded on the Team Sheet or Match Day Report Form provided by the referee. The occupants of the technical area must wear distinctive clothing or ID tags (Substitutes – Bib. Team Officials - ID tags). No other person is permitted inside the technical area this also includes a player who was sent-off during the game or prior to the game starting.

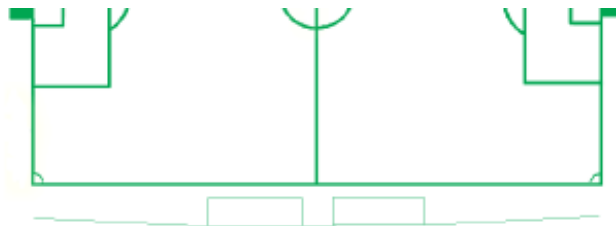
All persons inside the technical area must be seated, and only one person is allowed to stand and provide coaching advice to his team and must remain inside the technical area. Substitutes are permitted to leave the area only for the purpose of warming up.

NOTE: 2012 Law changes state that the coach and other officials indicated on the team list (with the exception of players or substitutes) are deemed to be team officials.

If shading is erected behind the Technical Area so that it provides shading for Substitutes and Team Official. This area then becomes part of the Technical Area and no spectators are allowed within this area.

Honour Lines

Clubs are advised to mark out honour lines for spectator control. The honour lines should be at least 1 meter from the side line. If there is a technical area on that side of the ground. The Honour line must be behind the technical area and tapered towards the corner areas.



STEWARDS / CLUB OFFICIALS

Club Marshall – required at every SAASL fixture.

- **One Club Marshall** to be present visible & adjacent to their own Club's technical area (coaches area) at all times and at ALL fixtures within the SAASL – provided by both Home and Away Clubs – this includes Senior, Reserve, C teams and Over 35's Fixtures.
- Must report to Match Referee prior to the game. Name to be recorded on team sheet.
- Wear the Yellow Club Marshall Vest and Officials ID pass provided by the League
- Club Marshalls must comply with the Code of Conduct and complete the duties required
- Responsible for the conduct of own spectators, players, club officials and to assist the Referee where required

Club Officials - this is in addition to the Club Marshal for Senior fixtures only.

- **Two Club Officials** to be present visibly adjacent the pitch at all times & at ALL Senior fixtures within the SAASL – to be provided by both Home and Away Clubs.
- Must report to Match Referee prior to the game. Name to be recorded on team sheet.
- Wear the Club Officials ID pass provided by the League
- Club Officials must comply with the Code of Conduct and complete the duties required
- Responsible for the conduct of own spectators, players, club officials and to assist the Referee where required

NOTE: They are not permitted to stay inside the technical area.

Hot Weather – Mid half drink breaks

If required to have a drink break during each half. Players are not permitted to leave the field of play. Substitutes, club officials and coaching staff are not permitted to enter the field of play. Drinks can be handed to players from the sideline as well as instructions given from the sideline.