

Illegal Jersey Policy

The UIL Football Rules Committee took action in 2015 to change the UIL Exceptions to the NCAA Football Playing Rules regarding legality of jerseys with numbers of a color that did not contrast with the underlying jersey color. By NCAA rule, each team must wear a jersey that has numbers that clearly contrast with the body of the jersey (Rule 1- 4.5-b). The number itself must clearly contrast, even if it has an outline or border. The number should be clearly visible from a significant distance, i.e. 40-50 yards. In 2015, the UIL decided effective with the 2017 season, schools would have to comply with the rule as written, and there would no longer be the UIL exception which permitted jerseys without contrasting numbers to be worn. The 2017 season is here and the exception was removed by the UIL. A process was set up which permitted schools to submit their jerseys for review before the season. UIL asked TASO to conduct the reviews, and TASO agreed to do so. The following jerseys, which were submitted for review, have been deemed to be illegal as the numbers do not sufficiently contrast (irrespective if any border around the number).

If a team wears an illegal jersey during a varsity game, the penalty will be assessed (a charged team timeout at the start of each period or overtime period that the jerseys are worn). Please pay attention to the actual jersey as many schools may have already changed the jersey or modified so the one they come out with might be different than the one in the images. If the jersey has been changed, crews will have to assess legality. If deemed illegal, assess the penalty. If deemed legal, permit use. If unsure, permit use and file an Incident Report to include pictures of the jersey, if possible.

Not all schools submitted jerseys for review. Crews may be confronted with a jersey that is clearly illegal or may be illegal. If clearly illegal, assess the penalty. If unsure, permit use and file an Incident Report to include pictures of the jersey, if possible