



## Team Uniform Requirements

All players will be required to have jerseys by June 20, 2017. Jerseys must be alike in color, trim and style prior to the deadline a shirt with a distinct number must be worn. Players who are required to change because of the blood rule may play without a team jersey. Numbers must be 0 – 99 with no duplication, printed on the back at least 6 inches high. If a player does not have a jersey on or after June 20, 2017 (and if no waiver applies), the player may not play. This is discretionary with the umpires upon agreement by the opposing coach.

Team Waivers: If a manager can show that jerseys were ordered prior to the deadline but have not arrived, a team waiver may be obtained from the Anchor Town office. The waiver should be presented to the opposing coach and the umpires.

Player Waivers: If a player registers with a team in the middle of the season and does not have a jersey, he or she will be granted an automatic 14-day waiver. The date on the player contract shall constitute the beginning of the 14-day period, and the team's copy of the player contract shall constitute the waiver. **During Championship play there will be no waivers for jerseys.**

Ball Caps: Ball caps and visors are optional. If worn, they must be worn properly, with the bill facing front. Plastic visors are not allowed. Anchor Town does not require caps or visors to be matching in style or color. No other headgear is allowed except in cold weather other than protective equipment.

Jewelry Rule: The umpire has the discretion to ban jewelry he or she deems dangerous.

**NO METAL CLEATS! This is an automatic out and ejection!**