



中國澳門籃球總會

Associação Geral de Basquetebol de Macau - China
Macau - China Basketball Association

澳門東望洋街塔石體育館

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OFFICIAL BASKETBALL RULES

4.3. Uniforms

4.3.1. The uniform of the team members shall consist of:

Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted.

All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.

Shorts of the same dominant colour front and back as the shirt. The shorts must end above the knee.

Socks of the same dominant colour for all players of the team. Socks need to be visible.

4.3.2. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.

The numbers shall be clearly visible and:

Those on the back shall be at least 20 cm high. Those on the front shall be at least 10 cm high. The numbers shall be at least 2 cm wide.

Teams shall use numbers 0 and 00 and from 1 to 99.

Players on the same team shall not wear the same number.

Any advertising or logo shall be at least 5 cm away from the numbers.

4.3.3. Teams must have a minimum of 2 sets of shirts and:

The first team named in the schedule (home team) shall wear light-coloured shirts (preferably white).

The second team named in the schedule (visiting team) shall wear dark-coloured shirts.

However, if the 2 teams agree, they may interchange the colours of the shirts.

4.4. Other equipment

4.4.1. All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

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

The following are not permitted:

Finger, hand, wrist, elbow or 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).

Hair accessories and jewellery.

The following are permitted:

Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.

Arm compression sleeves of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.

Leg compression sleeves of the same dominant colour as the shorts, or black, or white, but all players on the team must wear the same colour.

Headgear of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour. The headgear shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts

extruding from its surface.

Knee braces if they are properly covered.

Protector for an injured nose, even if made of a hard material.

Non-coloured transparent mouth guard.

Spectacles, if they do not pose a danger to other players.

Wristbands, maximum of 10 cm wide textile material of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.

Taping of arms, shoulders, legs etc. of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.

Ankle braces of transparent colour, or black, or white, but all players on the team must wear the same colour.

4.4.3. During the game a player may wear shoes of any colour combination, but left and right shoes must match. No flashing lights, reflective material or other adornments are permitted.

4.4.4. During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise.

4.4.5. Any other equipment not specifically mentioned in this article must be approved by the FIBA Technical Commission.