



DEFINITIONS

Players' clothing is anything players wear.

A player wears a jersey, shorts and underwear, socks and boots.

Detailed information relating to the permitted specifications for clothing and studs may be found in IRB Specifications (Regulation 12).

4.1 ADDITIONAL ITEMS OF CLOTHING

- (a) A player may wear supports made of elasticated or compressible materials which must be washable.
- (b) A player may wear shin guards which conform with IRB Specifications (Regulation 12).
- (c) A player may wear ankle supports worn under socks, not extending higher than one third of the length of the shin and, if rigid, from material other than metal.
- (d) A player may wear mitts (fingerless gloves) which must conform to IRB Specifications (Regulation 12).
- (e) A player may wear shoulder pads which must bear the IRB Approval Mark (Regulation 12).
- (f) A player may wear a mouth guard or dental protector.
- (g) A player may wear headgear which must bear the IRB Approval Mark (Regulation 12).
- (h) A player may wear bandages and/or dressings to cover or protect any injury.
- (i) A player may wear thin tape or other similar material as support and/or to prevent injury.



4.2 SPECIAL ADDITIONAL ITEMS FOR WOMEN

Besides the previous items, women may wear chest pads which must bear the IRB Approval Mark (Regulation 12).

4.3 STUDS

- (a) Studs of players' boots must conform with the IRB Specifications (Regulation 12).
- (b) Moulded rubber multi-studded soles are acceptable provided they have no sharp edges or ridges.

4.4 BANNED ITEMS OF CLOTHING

- (a) A player must not wear any item that is contaminated by blood.
- (b) A player must not wear any item that is sharp or abrasive.
- (c) A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under this Law.
- (d) A player must not wear jewellery such as rings or earrings.
- (e) A player must not wear gloves.
- (f) A player must not wear shorts with padding sewn into them.
- (g) A player must not wear any other item which does not conform with the IRB Specifications for such clothing (Regulation 12).
- (h) A player must not wear any item that is normally permitted by Law, but, in the referee's opinion that is liable to cause injury to a player.

- (i) A player must not wear a single stud at the toe of the boot.
- (j) A player must not wear communication devices within that player's clothing or attached to the body.
- (k) A player must not wear any additional item of clothing that does not conform to IRB Regulation 12.

4.5 INSPECTION OF PLAYERS' CLOTHING

- (a) The referee or the touch judges appointed by or under the authority of the match organiser must inspect the players' clothing and studs for conformity to this Law.
- (b) The referee has power to decide at any time, before or during the match, that part of a player's clothing is dangerous or illegal. If the referee decides that clothing is dangerous or illegal the referee must order the player to remove it. The player must not take part in the match until the items of clothing are removed.
- (c) If, at an inspection before the match, the referee or a touch judge tells a player that an item banned under this Law is being worn, and the player is subsequently found to be wearing that item on the playing area, that player is sent off for misconduct.

Sanction: A penalty kick is awarded at the place where play is restarted.

4.6 WEARING OTHER CLOTHING

The referee must not allow any player to leave the playing area to change items of clothing, unless these are bloodstained.