

SUNCOAST UMPIRES ASSOCIATION 2009 – 2010 UNIFORM POLICY

HAT:

PLATE: fitted navy blue combo {4 stitch} (recommended) **NO BEANIES**

BASE: fitted navy blue long bill {6 or 8 stitch} (recommended)

High school games:

The Blue FHSAA shall be embroidered on the front of the hat. The small FHSAA shield shall be embroidered on the back of the hat.

All other SUA games:

The white approximately 1 1/4" BLOCK SUA shall be embroidered on the hat. Navy Blue is mandatory. Black SUA hats may be worn at the official's option with Black or Cream jerseys. Note: Both officials must wear identical hats.

Note: NO ADJUSTABLE HATS ARE PERMITTED.

FHSAA Hats or patches may only be worn for FHSAA sanctioned events. FHSAA fines apply. Refer to Official's guidebook for details.

SUA hats may only be worn for all other SUA contracted leagues or teams or booked by SUA booking agent as a special event i.e. showcase events. SUA hats may NOT be worn for any game not contracted by SUA. Nominal fine to be determined by Board of Directors should violation occur.

JERSEY:

HIGH SCHOOL:

FHSAA Shield patch (one supplied each year by FHSAA upon registration) shall be attached to the left pocket.

Navy Blue 3-button pullover short sleeve jersey with red/white/blue piping. Navy Blue with Red/white/blue collar piping **long sleeve** jersey may be worn.

Powder Blue 3-button pullover short sleeve jersey with navy blue/white piping.

Note: BOTH OFFICIALS MUST WEAR IDENTICAL COLOR/PIPING JERSEYS.

All other SUA Games

For all other SUA contests, officials have discretion as to what 3-button pullover jersey they wish to wear. SUA mandates officials own Navy Blue jerseys and Powder Blue jerseys as worn for FHSAA contests. All other colors are at officials' option to purchase only.

Acceptable colors are

- Navy Blue with Red/White/Blue piping (mandatory)
- Powder Blue with Navy Blue/White piping (mandatory)
- MLB Delta Blue with Black collar/white piping (optional)
- Cream with Black piping (optional)
- Black with White piping (optional)
- Red with Blue/white/red piping (very optional)

Officials' shirts must match, i.e. for the light blue shirts, both officials must either have Navy Blue/White piping, or both officials must have Black collar/white piping. Powder Blue with Navy Blue/White piping is mandatory equipment, Black Collar/white piping is at official's option only.

There are to be NO patches, numbers, or other identifying insignias worn on the jersey for non-FHSAA contests.

TEE-SHIRT:

PLATE: Any color is permissible, Navy blue is preferable.

BASE: Navy blue tee shirt. Black tee shirt should be worn if possible with Cream and Black jerseys.

Note: NO writing is to be visible through the shirt.

Note: NO long sleeves are to be worn under a short sleeve shirt.

Note: NO red tee shirt is to be worn with powder blue pullover.

PANTS: 2009

Heather gray slacks with belt loops are mandatory equipment. Dark grey (MLB sage grey, sometimes referred to as charcoal, dark, or poly-wool) slacks are optional. **Both umpires must match.**

Wide-leg plate slacks are **MANDATORY** for plate assignment.

Pants : 2010

MLB Sage Grey, mostly referred to in catalogues as charcoal grey, dark grey, MLB grey, or poly-wool) mandatory in 2010. **NO HEATHER GREY AFTER 1/1/2010.**

BELT:

Black leather or patent leather 1 3/8 to 1 1/2 inch wide belt with plain buckle.

NO cloth, web or plastic belts permitted.

SOCKS:

Black.

No white socks, if worn, shall show.

SHOES: MOSTLY black shoes worn properly per assignment.(baseball specific only)

PLATE: Proper shoe (baseball specific) with steel toe. (studded bottom recommended)

BASE: Studded sole (or pattern) recommended to provide stability while running.

PROTECTIVE EQUIPMENT:

PLATE: Chest protector, mask with extended throat guard, protective cup, (males only) leg guards and plate shoes. **MANDATORY.**

BALL BAGS:

Navy Blue or gray cloth. Black cloth bags may be worn with Black or Cream jerseys only. Blue not recommended for these colors. Grey is ok for all color jerseys. **If two (2) bags are worn, they SHALL MATCH.**

SHALL MATCH.

Note: Nylon ball bags are NOT permitted.

COLD WEATHER UNIFORM:

JACKET:

The SUA jacket is a MLB navy blue pullover with Red/White shoulder stripe. Piping is navy blue only. **No other jacket color combination may be worn.** The vast majority of our cold weather games are FHSAA games. Only one official may choose to wear a jacket if desired, however partner **MUST** wear Navy blue jersey as described above. **No other color jersey permitted to be worn if partner is in a jacket**

PLATE COAT:

Navy blue. (BASEBALL SPECIFIC)

THERE ARE TO BE NO PATCHES WORN ON JACKET OR PLATE COAT, INCLUDING FHSAA SHIELD PATCH FOR HIGH SCHOOL GAMES. FHSAA DOES NOT MANDATE PATCHES FOR JACKETS.

PLATE:

Plate coat or pullover jacket worn on the outside of clothing. A navy blue turtleneck may be worn with the outer jacket or coat.

BASES:

Jacket worn on the outside. Navy blue turtleneck may be worn with the jacket.

TURTLENECK:

Navy blue.

Note: Long sleeves SHALL NOT be worn under a short sleeved shirt.

GLOVES:

Navy blue or black.

JEWELRY:

All jewelry is prohibited (including watches) with two (2) exceptions: wedding bands and medic alert ID's. Wedding bands (not recommended) may be worn at your discretion. Medic alert ID's must be taped to the skin yet still visible.

SUN GLASSES:

If worn: shall be Oakley M frames, Gargoyle Legends, or other baseball specific sunglasses and/or Oakley style. All frames shall be black or gray in color.

BEARD:

If worn, shall be kept neatly trimmed.

FACIAL HAIR:

If worn, shall be kept neatly trimmed.

NOTE: On all shirts and jackets, no patches, emblems or numbers are permitted.

Exception: The FHSAA patch is mandatory for high school games.

APPROVED