

2-Piece Uniform Has Been Approved

(11/28/2018)

I do expect a learning curve – it is important for officials to do their pre-meet inspections / meetings with athletes to hopefully avoid embarrassing moments and loss of points.

Shorts designed for wrestling

- Includes board shorts and compression shorts
- Must have a minimum 4” inseam and not extend below knee.
- Shorts designed for wrestling must have elastic band / and drawstring
- No exposed belt loops / drawstrings / zippers / snaps / buttons / or pockets
- Suitable undergarment is required under shorts designed for wrestling. / must cover buttocks and groin
- Must be school issued
- May be worn over a singlet
- May be worn with a compression shirt

Shirts

- Compression shirts may be worn under a singlet (not over a singlet) / no need to be a solid color
- Compression shirts may be worn with compression shorts or shorts designed for wrestling
- May not extend over the elbow or cover the elbow
- Minimum 3” tail is required (so it may be tucked in)
- Must be school issued
- Females wearing this must wear an undergarment that covers breasts

Singlets

- Traditional 1 piece is still legal
- School issued
- Females must have undergarment (breasts)

Misc.

- Full length tights w / stirrups may be worn under shorts designed for wrestling
- Undergarments must be tight fitting / do not need to be solid color / unadorned / not below knee
- 1 manufacturer’s logo/trademark or promotional reference and American flag / uniform piece – this includes head gear and hair cover
- No commemorative patches without WIAA approval
- On each item of uniform - one manufacture logo 2.25 inches square and the American flag (2 x3” max)

Clean uniform rule – along with school names and mascots, uniforms may include the first and last name of the wrestler (1 time) on the uniform, displayed in a sportsmanlike manner and in a suitable location. No sayings, clichés, or advertisements. Manufactures logos are described in the rulebook. No commemorative patches unless WIAA approved.