

UNIVERSITY OF STRATHCLYDE SPORTS UNION

TEAMWEAR POLICY

Updated by: Date: USSU Executive Committee September 2018

1. General

1.1 The University of Strathclyde Sports Union (USSU) is responsible for the official kit supplier of all member sports clubs.

1.2 All clubs must use the official USSU kit supplier as their leisure and playing kit provider.

1.3 This allows all clubs to purchase leisure and playing kit, ensuring all clubs have access to a standardised design which will help promote their club, the University of Strathclyde and USSU.

1.4 Clubs must wear official kit supplier leisure and playing kit to all official engagement, fixtures and training*.

2. Specifics

2.1 All Club members are required to exclusively wear official clothing supplier whilst representing the University of Strathclyde at any event, tournament or fixture.

2.2 All bulk bespoke playing kit and leisurewear orders are to be made through the Sports Union and official clothing supplier.

2.3 Standard leisurewear orders are to be made through the official clothing supplier Website.

2.4 The official home playing kit colour is maroon**.

2.5 The official away playing kit colour is navy**.

2.6 The official crest all clubs should use the University of Strathclyde crest.

2.7 USSU will sign off any bespoke orders before they can be made. Questions

3. Breaches

Breaches in this policy may result in a disciplinary hearing, carried out by the SU Disciplinary Committee.

Details of the Disciplinary Committee can be found in the USSU Constitution. In less severe cases the USSU President will determine the disciplinary action to be taken. Any breach of the procedure will result in one or more sanctions as detailed within the USSU Code of Conduct.

*The only exception to this is if the official clothing supplier does not provide playing kit/leisure kit for your sport. All orders with other suppliers must still be cleared by USSU.

** The only exception to this is if National or International Governing body regulations state otherwise.