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TO:	ALL MATCH OFFICIALS
FROM:	FFV Referees Department
DATE:	December 1st 2009
SUBJECT:	EYE WEAR

The (FIFA) Laws of the Game require referees to apply Law 4, The Players' Equipment, in regard to eyewear & safety.

Safety

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery).

The referee therefore must make a decision on glasses in regard to that law. To make the best decision possible the referee should check players as early as possible before the match so that all aspects are considered and a decision is not rushed just before kick off or even after the game has commenced. Check players EARLY.

The following elements reduce any risk and meet safety requirements. They should be read as ALL together, or as MANY AS POSSIBLE>

- 1) Must be **securely attached** so there is no risk of working loose, being snagged by another player, presenting a strangle hazard, or depositing the item on or over the field of play. Attachment should withstand potential ball impact.
- 2) All edges, arms, corners, frames should be rounded to minimise the risk of jabbing / spiking to other players, especially but not limited to, the face and eye area.
- 3) Lenses should NOT be glass due to shatter potential, risk to wearer eye on collision, risk to others from fragments, impossible to recover all splinters from ground. Plastic lenses are no risk.
- 4) There should be **NO exposed metal parts or edges** (recessed small screws and other smooth incorporated panels present no hazard)
- 5) Best options are protective sports glasses or contact lenses (latter usually not available to young players)

In providing guidance to parents of junior players with vision correction equipment, the emphasis is that the referee must decide on the day. The LAW doesn't state the above points, they are guides only.

If a referee has time to take these points into account it is most likely that he/she will allow the player to play. It is however still his decision on the day and during play he may also consider HOW the player is playing e.g. aggressive challenges, competitive headers etc.