Wearable Technology

As an exception to the NCAA-approved Coach-to-player communication through the helmet, the UIL football rules committee approved wearable technologies. **Coach-to-player communication will be allowed through one-way wearable technologies in UIL football games for the 2025 season with some necessary restrictions.** Teams may use wearable technology such as watches, wristbands, and belt-packs to communicate in-game calls only. Again, this **is not the coach-to-player helmet communication,** but utilizing wristband-like technology to communicate play calls to your athletes. **Other than the actual wearable device on the student-athlete, the use of technology is limited to the coaching booths and locker rooms – no sideline or team area use is allowed during the game. Transmission of play calls from the coach to the player shall be made from the press box ONLY.** The game officials will not be responsible for enforcing restricted sideline use. Still, the officials are expected to report any known or suspected violation of this rule to the UIL in their game report. (*Violations will follow UIL protocols of being sent to the DEC, with the possibility of game forfeiture.*)

Key Points:

- There will be no limit on the number of student-athletes who can wear a wearable technology device during competition.
- There will be no cut-off on the data flow from player to coach.
- Coach-to-player communication may only take place with **one-way wearable technology, not including helmet communication or VOICE TRANSMISSION.**
- Calls must be transmitted from the pressbox (pressbox area) and cannot be initiated on the sideline per our existing technology guidelines.
- Tablets and electronic devices other than the one-way devices the student-athletes wear are still NOT permissible on the sideline or in the team area.
- If you have any questions about permissible systems that can be utilized, please contact AJ Martinez (<u>ajmartinez@uiltexas.org</u>), our assistant athletic director responsible for football, prior to purchasing.







