

**ABSTRACT OF THE DISCLOSURE****WEARABLE COMPUTER FOR SPORTS PLAYERS**

A system and method for sensing that an athlete or his/her athlete garment has been contacted in an illegal fashion during a sporting event. Examples of illegal contact include holding in soccer and American football and can be determined by the relative motion of or forces applied to an athlete's garment. By mounting sensors on an athlete's garments, a wearable computer transmits information to an officiator of a competition.

**FIG. 1**