

# WDNA Minor Injury and Blood Policy

## **RULE 7: Stoppages**

### **7.1 Injury or Illness**

- (i) Play may be stopped for injury or illness, after a call for time by an on Court player. The decision to stop play and when to stop play should be at the discretion of the Umpire.
- (ii) To stop play the umpire shall blow the whistle signal the Timekeepers to hold time.
- (iii) When a player is injured or ill a stoppages of up to two (2) minutes is allowed, from when time is held, to decide whether the injured or ill player is fit to continue. This decision shall be left to the team's officials.
- (iv) During a stoppage for injury or illness both teams may make substitutions and/or team changes if desired. However, in this case the injured or ill player for whom play was stopped must be involved in that team's substitutions and/or team changes (refer rule 6.1.1)
- (v) To restart play the umpire shall signal the timekeepers and blow the whistle for play to be resumed.
- (vi) The game is continued from the post where the ball was when play was stopped other than when: -
  - (a) the ball is out of Court, in which case a Throw In istaken;
  - (b) the umpire is unable to say who was in possession of the ball, or the ball was on the ground when play was stopped, in which case a toss up is taken between any two opposing players allowed in that area, where the ball was when play was stopped;
  - (c) the stoppage is due to Obstruction or Contact, in which case a Penalty Pass or Penalty Pass or Shot is awarded where the infringer was standing, except where this places the non-offending team at a disadvantage, when the penalty shall be taken where the obstructed or contacted player was standing.
- (vii) After a stoppage for injury or illness, when no substitution is made for a player unable to resume play, the injured or ill player may not enter the game while play is in progress but, after notifying the umpire, may take the court: -
  - (a) immediately after a goal has been scored. In this case the player must play in the playing position left vacant;
  - (b) at a stoppage for injury or illness (refer to 7.1 and 7.2)
  - (c) immediately following an interval.

*Penalty for Rule 7.1 (vii)*

*Free pass to the opposing team where the ball was when play was stopped. The player concerned shall leave the Court until the next goal is scored or until the next interval.*

## **7.2 Blood Policy**

- (i) An umpire is required to hold time when a player who is bleeding is noticed and no on Court play has called time.
- (ii) To stop play the umpire shall blow the whistle and signal the timekeepers to hold time.
- (iii) Normal injury time and procedures shall apply [refer to Rule 7.1 (iii) – (viii)]. In addition:
  - a. the wound must be adequately covered;
  - b. blood stained clothing shall be removed or cleaned;
  - c. the ball and the court shall be cleaned if necessary.
- (iv) To restart play the umpire shall signal to the timekeepers and blow the whistle for play to be resumed.

## **7.3 Emergencies**

- (i) Play may be stopped by an umpire for any extraordinary circumstance which may be deemed an emergency. This may include:-
  - a. the equipment;
  - b. the court; or
  - c. wet weather.
- (ii) To stop play the umpire shall blow the whistle and signal the timekeepers to hold time.
- (iii) The umpire shall decide the length of time for the stoppage and shall ensure that play is restarted as soon as possible {refer Rule 7.1 (vi)}.
- (iv) To restart play the umpire shall signal to the timekeepers and blow the whistle for play to be resumed.