



NMCA

POLICY

NMCA POLICY - BLOOD RULE

1. Each team shall have in their possession a properly stocked first aid kit.
2. Where a player during the course of a game, suffers any injury which causes bleeding, then the umpire - or in his absence – the captain or team manager, must retire the player from the game until such time as First Aid has been administered to prevent further bleeding.
3. The player cannot resume playing until the bleeding has stopped or the wound has been securely covered.
4. Any clothing stained with blood must be replaced with clean regulation clothing before the player can resume.
5. A batsman who is injured and has temporarily retired as above and who is unable to return after the fall of the ninth wicket, shall be deemed to be "Retired Hurt" and the innings of the batting side shall be deemed closed.
6. A maximum of 10 minutes shall be allowed for the batsman to receive First Aid and resume playing.
7. Where an injury occurs to a batsman involved in the tenth wicket partnership a maximum of 10 minutes shall be allowed in order for the batsman to receive First Aid and resume playing. If the batsman is unable to continue within the 10 minutes then he shall be deemed "Retired Hurt" and the innings shall be closed.

Where the injury occurs within 10 minutes of the scheduled tea break, tea shall be taken immediately with no extra time being added. If the batsman is unable to continue after the tea interval he shall be deemed "Retired Hurt".

8. There shall be no reduction in the number of overs to be bowled when time is lost due to blood rule.
9. Where an umpire is injured, sub-clauses (b), (c) and (d) shall apply. If the umpire cannot resume his duties the batting side shall supply an umpire until such time as the umpire is able to resume.
10. Clubs are required to have clearly displayed in their clubrooms emergency phone numbers for ambulance; doctor/clinic; nearest hospital.