

INJURY CODE

1. Where a player suffers an injury during the course of a game which causes bleeding, then the Umpires, (or captains or junior team managers where no umpire is present), shall decide that player must immediately retire from the game until such time as First Aid has been administered to prevent further bleeding. He cannot resume playing unless the bleeding has stopped or the wound is securely covered.
2. A batsman who is injured and has temporarily retired under clause 1, and who is unable to return after the fall of the ninth wicket, shall be deemed Retired Hurt and the innings of the batting team deemed closed.
3. Where an injury occurs to a batsman involved in the tenth wicket partnership, a maximum of ten minutes will be allowed in order to comply with clause 1. Where this injury occurs within ten minutes of the scheduled tea adjournment, tea shall be taken immediately with no extra time being added. If that batsman is unable to resume within the ten minute time limit or at the end of the tea break, then he shall be deemed to be Retired Hurt and the innings of the batting team deemed closed.
4. There shall be no reduction to the number of overs to be bowled when time is lost due to an injury.
5. All home teams shall provide a First Aid Kit - Rule 7(d) - to be available to both competing teams. Shall kit shall contain as a minimum: Bandages, Cotton Wool, Gauze, Adhesive Plaster, Band-aids, Closures, Scissors, Tweezers, Antiseptic, Disposable Gloves, Disposable Plastic Bags, Ice Pack.
6. Each team scorebook - Rule 7(d) shall have names, addresses and phone numbers of three local doctors available to give emergency treatment during the course of a match.