

HANDLING BODY FLUIDS DURING A CONTEST

Whenever a participant suffers a laceration or wound where oozing or bleeding occurs the game will be stopped at the earliest possible time and the participant will leave the field of play. The replacement of that player will be handled as described below.

DEFENSIVELY

1. Team may substitute following A.S.A. rules.
2. Team may play without the player(s) with no penalty.

OFFENSIVELY

1. While Batting
 - A. Team may substitute following A.S.A. rules.
 - B. Team may skip the spot in the batting order without penalty.
For coed, both a male and a female (female/male) must be skipped.
2. While On Base
 - A. Team may substitute following A.S.A. rules.
 - B. Team may replace the player with next available player moving backwards in batting order.

Once the player has been treated and the wound has been covered they may return to the game. If a substitute was used then the return must follow A.S.A. rules.

Treatment consists of cleaning the wound and surrounding area of all body fluids and covering the area with some form of bandage or wrap. If the bleeding or oozing is visible on any portion of any participants clothing then that clothing must either be removed, replaced or covered securely. If any body fluid can be seen it will not be considered treated.

If the affected player was not replaced by a substitute they have 10 minutes to treat the laceration or wound and return to the game. When the 10 minutes has expired the player must be ready to return to the game or be replaced by a substitute. If a substitute is not available and the team has an 11 player or 10 player lineup an automatic out will be declared each time that batting position is scheduled to bat as described in Items #4 in the District 11 By-Laws. If the team has less than 6 players it must forfeit.