

INDOOR NETBALL FEDERATION OF QUEENSLAND



BLOOD BIN RULE



1. PLAY MUST BE STOPPED IF THE UMPIRE NOTICES OR IS MADE AWARE OF ANY PLAYER WHO IS BLEEDING. THIS PLAYER **MUST** LEAVE THE COURT IMMEDIATELY TO BE TREATED.
2. THE WOUND MUST BE SECURELY COVERED AND ANY BLOOD STAINED CLOTHING OR FOOTWEAR MUST BE REPLACED TO THE SATISFACTION OF THE UMPIRE.
3. THE PLAYER MAY BE SUBSTITUTED – REFER TO RULE 6.2.b IN THE CURRENT INFA RULE BOOK.

THE PLAYER MUST REMAIN OFF COURT UNTIL THE COMMENCEMENT OF THE NEXT QUARTER WHEREBY THE INTERCHANGE RULE CAN BE APPLIED. CHANGES ARE OFFERED TO THE OPPOSING TEAM WHEN AN INJURED PLAYER IS REPLACED DURING THE QUARTER IN WHICH THE INJURY/ILLNESS/BLOOD BIN OCCURRED.

INJURY TIME **IS** PERMITTED.

4. IF THE TEAM ELECTS **NOT** TO UTILISE A SUBSTITUTE, NEITHER TEAM MAY MAKE POSITIONAL CHANGES.
- IF THE PLAYER CONCERNED IS THE CENTRE COURT PLAYER ONE POSITIONAL CHANGE IS PERMITTED BY THAT TEAM.

WHEN THE CENTRE COURT PLAYER RETURNS TO THE COURT, ALL PLAYERS MUST RETURN TO THE PLAYING POSITION THEY OCCUPIED PRIOR TO THE INJURY UNLESS THERE HAS BEEN AN INTERVAL OR STOPPAGE FOR INJURY OR ILLNESS.

5. BEFORE PLAY CAN RE-COMMENCE THE UMPIRE MUST ENSURE THERE IS NO BLOOD ON THE BALL, THE COURT OR ANY OTHER PLAYER.