

# **NATIONAL HIGH SCHOOL SPORTS BLOOD RULES**

**BASEBALL (Rule 3-1-6)** A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgement. The re-entry rule applies to starters. If there is an excessive amount of blood on the uniform, it shall be changed before the individual participates again. *(See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.)*

**BASKETBALL (Rule 3-3-6)** A player who is bleeding, has an open wound, has an excessive amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the situation is corrected, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out. *(See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.)*

**FOOTBALL (Rule 3-5-10c)** The official discovers a player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. Such player shall be considered an apparently injured player as in rule 3-5-10a.

(Rule 3-5-10a) A time-out occurs when: an apparently injured player is discovered by the official while the ball is dead and the clock is stopped and for whom the ready-for-play signal is delayed, or for whom the clock is stopped. The player shall be replaced for at least one down, unless the halftime or an overtime intermission occurs. This time-out, if not charged, is an official's time-out. *(See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.)*

**SOCCER (Rule 3-3-2e, 1)** An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. That player shall leave the field, but may be replaced. *(See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.)*

**SPIRIT (Rule 2-1-14)** A participant who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to participation. *(See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.)*

**SWIMMING (Rule 3-2-6)** When it is detected that a competitor is bleeding, has an open wound, has any amount of blood on his/her suit, or has blood on his/her person, shall be directed to leave the contest until the bleeding is stopped, the wound is covered, the suit and/or body is appropriately cleaned, and/or the suit is changed before returning to participation. When this occurs prior to the start of a relay race, the start shall be delayed while the competitor receives proper treatment or is replaced by another legal entry off the relay entry card. Once a relay race begins and blood is detected in the starting area or on a competitor who is already in the water (except for the fourth swimmer when in the water), the race shall be stopped. The area and competitor shall be properly treated and the race resumed after an appropriate recovery period. If the bleeding cannot be stopped, the wound is not properly covered or there is no legal substitute on the relay card, the (individual or relay) team shall forfeit the race. (*See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.*)

**TRACK AND FIELD & CROSS COUNTRY (Rule 4-5-10)** A competitor who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person may complete the running event or field event trial. However, the competitor shall not participate further until appropriate treatment has been administered. (*See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.*)

**WRESTLING (Rule 8-2-7)** Any contestant who is bleeding will be charged with bleeding time. The number of time-outs for bleeding is left to the discretion of the referee. If bleeding is not controlled within a cumulative time of five (5) minutes, the match shall be terminated and his opponent shall be awarded the match by default.

If bleeding occurs as a result of unsportsmanlike conduct, illegal holds or unnecessary roughness and the bleeding contestant uses 5 minutes of bleeding time, the injured wrestler will be the winner of the contest by default.

Any cleanup necessary after bleeding has been curtailed is not counted against the maximum time limit of 5 minutes.

**(Rule 8-2-8)** The match shall be stopped for any wrestler who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to be treated until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. (*See Communicable Disease Procedure for Blood-Borne Infections in the NFHS rule book.*)