2014-15 NCAA Women’s Basketball
PROCEDURES FOR INJURY OR BLOOD,
LOST/IRRITATED/DISPLACED CONTACTS

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The following information is intended to clarify how to administer situations in which a player is injured, has blood or a lost/irritated/displaced contact.

**INJURY:** It does not matter if the official stops play for the injury (5-10.6 thru 9) or play has been stopped for another reason (foul, violation, etc.), the procedure is the same.

1. If a player is injured, the official shall determine if she is ready to play immediately. If so, she may remain in the game.
2. If she is not ready to play immediately, and bench personnel have been beckoned onto the court (3-6.3.d), allow as much time as needed to treat the player. (Note: DO NOT start the 20-second timer while the player is being attended to.)
3. Once the player leaves the court, the official will inform that player’s head coach that he or she may exercise one of two options (3-6.3.d and .e):

**Option 1:** Request a timeout*. If the head coach chooses this option, the injured player must be ready to play when the final horn sounds ending the timeout (5-14.12.2). If she is not, the coach must immediately choose option 2 below (3-6.3.e).

**Option 2:** Replace the player with a substitute. When the coach provides an immediate substitute, there is no need to start the timer. If there is any delay, the official shall direct the timer to begin the 20-second interval. If a substitute is not provided at the end of the interval a direct technical foul shall be charged to the head coach (10-4.5). The injured player may not re-enter the game until the next legal opportunity to substitute after the clock has started (3-6.1.j).

* Timeouts - When a team-called timeout is granted for an injured player, the following are in effect:
  a. The player shall be permitted to resume play only when her team was granted the timeout (3-6.3.e).
  b. If the player is not ready to resume play at the end of the timeout and a substitute is required, the opponents are permitted to counter with a substitution (3-6.3.e).
  c. If an opponent is also injured at the same time, to the extent that bench personnel is beckoned on to floor, both players are permitted to remain in the game if either team requests and is granted a timeout (A.R. 57).
  d. Media Timeout. When a player is injured in a media-timeout window, the above procedures should be followed. If the player is not ready to play immediately, the head coach has the same two options (be charged with a timeout or substitute). If the coach wants to call a timeout, it shall be charged and will run concurrently with the media
timeout, as in 5-14.12.b.2. If it is the first 30-second timeout of the second half, it shall be a media timeout, as in 5-14.12.b.1. The media timeout alone DOES NOT buy any player back into the game. If they don’t want to use a timeout, a substitute must report to the scorer before the media timeout begins.

**BLOOD OR LOST/IRRITATED/DISPLACED CONTACT:** When a player has blood on her person/uniform* or has a lost**/irritated/displaced contact lens, the official will inform that player’s head coach that he or she may exercise one of three options (3-6.3.a, .d and .e):

**Option 1:** Keep the player in the game. If the situation can be remedied in 20 seconds, the player may remain in the game. If the coach chooses this option, the official shall inform the timer to start the 20-second interval. The affected player must be ready to play when the final horn sounds (with a warning at 15 seconds) ending the 20-second interval. If she is not, the coach must immediately choose option 2 or 3 below.

**Option 2:** Request a timeout***. If the head coach chooses this option, the affected player must be ready to play when the final horn sounds ending the timeout. If she is not, the coach must immediately choose option 3 below.

**Option 3:** Replace the player with a substitution. The affected player may not re-enter the game until the next legal opportunity to substitute after the clock has started.

* Blood Saturated Uniform – A player with blood on her uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, that player may immediately resume play if within the 20-second interval. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform must be changed before the player shall be permitted to return (3-6.3.b). If this can be done within the 20-second interval, the player may immediately return. If not, the coach must immediately choose option 2 or 3 above.

** Lost Contact - If a coach wants to keep a player in the game with a lost contact, they may only look for the contact for a maximum of 20 seconds. If they want to continue to look for longer than 20 seconds, the coach only has two options: 1) call a timeout to keep that player in the game, or 2) replace that player with a legal substitute. The contact may continue to be looked for during the timeout period and, just as with a bleeding player, if the lost-contact player is not ready to play at the conclusion of the timeout, an immediate substitution must be made.

*** Timeouts - When a team-called timeout is granted for any of the above conditions, the following are in effect:

a. The player shall be permitted to resume play only when her team was granted the timeout.

b. If the player is not ready to resume play at the end of the timeout and a substitute is required, the opponents are permitted to counter with a substitution.

c. If opponents incur one of the above conditions at the same time, both players are permitted to remain in the game if either team requested and was granted a timeout.

d. **Media Timeout.** When a player has a blood/contact issue in a media-timeout window, the head coach has the same three options. If they want to keep the player in the game, the situation must be remedied in 20 seconds. If it is remedied in the 20-second interval, the media timeout may then begin. If the situation can’t be remedied, they still have options 2 and 3 (be charged with a timeout or substitute). If they want to call a timeout, it shall be charged and will run concurrently with the media timeout, as in 5-14.12.b.2. If it is the first 30-second timeout of the second half, it shall be a media timeout, as in 5-14.12.b.1. The media timeout alone DOES NOT buy any player back into the game. If they don’t want to use a timeout, a substitute must report to the scorer before the media timeout begins.