

2006-07 NCAA Women's Basketball Blood or Lost/Irritated/Displaced Contacts

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:

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. 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.

** Timeouts - When a 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. When the timeout request occurs during a dead ball when a media timeout would be administered, the granted team timeout shall become the electronic media timeout.

NOTE: If a player is injured to the extent that the coach or any other bench personnel is beckoned and/or comes on to the playing court, only options 2 and 3 are available.

Blood or Lost/Irritated/Displaced Contacts - Timing Clarification

Question: When timing the 20-second interval should the timer sound a horn at 15-seconds?

Answer: Yes. Originally it was thought that the warning horn wasn't necessary because no technical foul would be assessed at the conclusion of the 20 seconds, as is the case with a disqualified player. However, this would create two different timing procedures for the timer to follow, which isn't ideal or necessary. Therefore, we will request that the timer sound a warning horn at 15 seconds and the final horn at 20 seconds, just as they do with the disqualified-player procedure. The warning will merely indicate to the officials and the coach that the interval to "fix" the issue is about to conclude.

