

8.28. INJURED PLAYERS

8.28.1.

In the event of an injury, a player may leave the field at the closest point of exit, providing it is safe to do so. The Team Manager must inform the opposition that this has occurred before the player can be replaced. Any Under 12 to Under 17.5 player not departing via the interchange gate may not return to the field, unless they were accompanied by a Medical Officer or Trainer. This rule is intended only to remove an injured player safely off the ground.

8.28.2.

Unless the player is capable and conscious enough to place themselves on the stretcher without assistance, the injured player shall be attended to by a suitably trained and certified Medical Officer in the practice of use of a stretcher prior to removal of that player from the playing surface.

8.28.3.

In the event of a player being removed via a stretcher, the following procedure is to take place:

8.28.3.1.

The timekeeper shall stop the clock at the time a stretcher crosses the boundary line and the Field Umpire has called time.

8.28.3.2.

The timekeeper shall restart the clock at the time the Field Umpire recommences play and calls time on.

8.28.3.3.

The timekeeper shall record the timeout and the time of the quarter at which point the clock was stopped.

8.28.4.

Where a match is stopped due to injury, the decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. The decision will be made to cause minimal impact on the starting time of any subsequent matches.

8.28.4.1.

When play is ready to resume, if less than 50% of the remaining original match time is available for play, then the match may be rescheduled at the discretion of SANFL Juniors Competition Management.

8.28.4.2.

When play is ready to resume, if more than 50% of the remaining original match time is available for play, then the match will be shortened accordingly ensuring any subsequent match starts on time.

8.28.5.

In the event that the time taken to attend to the injured player exceeds ten (10) minutes from the timeout, the following will apply:

8.28.5.1.

If the quarter ends during the delay, time will be called for the quarter, and play will recommence for the next quarter.

8.28.5.2.

If the final quarter is in progress and the stretcher is called for, a decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. If the stretcher has been called for by an authorised person, then the player will be removed from the playing field via the most direct route for play to recommence and the injured player may be replaced through the interchange.