

## **NORTH AMERICAN HANDBALL DOUBLES RULES CORRECTION**

### **Re INJURIES**

**The existing Handball Doubles rules (dated January 2014), do not cover the situation where a player's partner causes the injury or nose bleed. This rewrite now covers that situation and will become effective January 1, 2015.**

#### **Revised Rule 9(c)**

If play is suspended by the Referee because of an injury to any of the players, the Referee must decide how the injury was caused.

If it is a self inflicted injury, such as cramp, a pulled muscle, being hit by his partner or bleeding, play may be suspended by the Referee once during a match for each individual player for a period not to exceed five minutes, after which time the player must resume play or his side shall default the game and if he is still unable to continue after a further two minutes, the match.

If the injury, or bleeding, is caused accidentally by an opponent, including bleeding, then the injured player must resume play within one hour from the point and game score existing at the time play was suspended or forfeit the match.

If the injury, or bleeding, is caused deliberately or by dangerous play by an opponent, resulting in the injured player being unable to continue the match due to the injury then the Referee shall award the match to the injured player. The Referee shall award the match to the injured player if, in the Referee's discretion such a sanction is warranted under Rule 15. "Unsportsmanlike Conduct and Dangerous Play" even where the injured player could continue play.

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#### **BLEEDING** (See Definitions)

A player, who is bleeding and whose bleeding has been self inflicted, or has been caused by the player's partner, must stem the bleeding within five minutes or continue play. Should a player be unable to stem the bleeding, or cover the wound if necessary to prevent transference to another player, or should the bleeding cause safety issues on the court (i.e., bleeding onto the court surface), failure to stem the bleeding, will result in the game being awarded to the opponents and after a further two minutes, if still unable to continue, the match.

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If the bleeding is caused by an accidental collision with an opponent, the player has up to an hour before he must resume play.

If the bleeding is caused deliberately or by dangerous play by one of the opponents, the bleeding player shall be awarded the match