



# Mercantile Cricket Association

## Player Safety

### Bleeding Protocols

Any injury causing bleeding to a player or umpire should have immediate first aid administered to prevent further bleeding.

1. If bleeding is not significant, and treatment is readily available, with minimal time loss, then the wound can be treated and covered on the ground.
2. If the bleeding is more serious, the injured person should receive treatment off the ground and shall not return to the field unless the bleeding has ceased and is covered. If treatment causes a batsman to retire then the Laws of Cricket apply.

### Injured Player or Umpire Protocols

#### Injured Batter

1. If an Injury occurs in a 10<sup>th</sup> wicket partnership the umpires will allow a reasonable time (up to 15 minutes) for the injured batter to obtain treatment. If after 15 minutes the batter is unable to resume their innings they shall be recorded as 'retired not out' and the innings shall end.
2. If the Injury occurs in a 10<sup>th</sup> wicket partnership within 30 minutes of a scheduled interval with the batter is unable to resume within 2 minutes, the interval shall be taken immediately. If the batter cannot resume after the interval, they shall be recorded as 'retired not out' and the innings shall end.
3. If an injured batter has retired and is unable to return after the fall of the 9th wicket, they shall be recorded as 'retired not out' and the innings shall end.

#### Injured Umpire

If an umpire sustains an injury and must leave the field for treatment, a competent person from the batting side shall take their place until the injured umpire is able to resume. In a two-umpire appointment the competent person from the batting side shall officiate at the bowler's end (Square Leg) only.

### Concussion and Head Trauma Protocols

The primary and only concern in any assessment shall be the health, safety and welfare of the Participant suspected of having suffered a head or neck trauma/concussion. Any participant receiving a blow to the head or neck (either bare, while wearing protective equipment or whiplash type mechanism), has potential for head or neck trauma. Concussion is established through the reporting of symptoms and/or observation of signs. Symptoms are generally subjective to the individual e.g. dizziness, headache or nausea or objective and observable e.g. loss of consciousness, altered balance, amnesia, disorientation, uncontrolled fall.

#### The Procedure is

1. The match situation is not relevant in the management of the participant if concussion is suspected or diagnosed.
2. RECOGNISE whether the impact may have caused a concussion, noting that effects might not be immediate
3. REMOVE the participant for the rest of the match.
4. RECOVER by having the participant seek medical advice before resuming play and return to play only after a medical clearance.
5. Helmets should be replaced immediately in accordance following an impact.

### Air Quality (Smoke, pollution) Protocols

Umpires designate a responsible person (usually the batting captain or a non-playing club official to monitor the Air Quality via the website, <https://www.epa.vic.gov.au/EPAirWatch> every 60 minutes.

The website gives an hourly reading of particle pollution (PM2.5), at about 20-25 mins past each hour. The reading to be used will be the closest for each ground (the website calculates this).

1. Play is suspended if the reading is 200+
2. If play is suspended or the start is delayed, the players must go inside a pavilion, and if no pavilion is conveniently accessible, the in a car.
3. If the next EPA reading (60 minutes from delay or suspension of play) does not drop below 200, ask the captains how long they are willing to wait. When both captains agree play for the day is abandoned.
4. Play Will Be Abandoned if the Reading Is 370+
5. Over calculations apply according to the playing conditions for the match.



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### Extreme Heat Protocols

When temperature reaches 40 °C or more, umpires are obligated to suspend play according to MCA RULE 8.7 (c). NO EXCEPTIONS. If a total of 60 minutes has been lost due to extreme heat; then the match shall be abandoned, however BOTH captains may agree to end the match earlier.

1. Umpires designate a responsible person (usually the batting captain or a non-playing club official to monitor the temperature from <http://m.bom.gov.au/> or the BOM mobile app every 20 – 30 minutes.
2. The home team is responsible to have an abundance of cool drinks available. A back up plan is required so that drinks do not run out or become warm.
3. On days of extreme heat, drinks breaks need to be frequent, every 30 minutes or less depending on circumstances. Drinks breaks should occur and if possible, in the shade.
4. Under no circumstances are cups to be dipped into drinks containers. Cups must be washed after use or disposed of. If drinks are contaminated by dipping umpires must report the incident to the MCA Secretary
5. On days of extreme heat, if requested, umpires can hold the batsman's or bowlers' drink containers if they wish to save time.

### The Laws of Cricket and Extreme Heat

The temperature does not need to reach the designated 40 °C as in MCA Rule 8.7 (c) for umpires to suspend play. Umpires can apply Law 2.7 to ensure the safety of players. If players or umpires are struggling with heat below 40 °C, then umpires should suspend play under Law 2.7 & 2.8 - 'it is solely for the umpires together to decide whether. weather...or exceptional circumstances (e.g. heat) mean that it would be dangerous or unreasonable for play to take place. If there are only a few overs to go or a few runs to make player safety should take precedence.

### Extreme Weather (Lightning and High Wind) Protocols

Players' health and safety is the priority in times of electrical storms, high dangerous winds and extreme heat. Umpires must exercise a duty of care to all participants.

#### Lightning

1. Play should stop when flash to bang count is 30 seconds or less, as this indicates that lightning is 10km away, and there is significant risk that the next lightning strike could be at the location where the flash/bang occurred.
2. In the event of an active thunderstorm or electrical storm in the immediate vicinity of the ground, play is to cease IMMEDIATELY and all players and umpires are to find safe shelter without delay. Safe shelters include cars or large substantial buildings with electric or telephone wiring and/or plumbing that provides a safe current to the ground. Players and others should not remain in open areas or take refuge beneath trees.
3. When the lightning has ceased for a minimum of 15 minutes after the last lightning strike then play can resume.

#### High Dangerous Winds

1. Common sense is required. If wind gusts are so high as to be deemed potentially dangerous eg it is observed that large objects are being moved by extreme wind gusts then play should cease immediately.
2. All players and umpires are to find safe shelter without delay. Safe shelters include cars or large substantial buildings. Players and others should not remain in open areas or take refuge beneath trees.