



# Lake Shore Youth Baseball

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## General Rules & Regulations

Revised July 31, 2019

### 1. Introduction

- a. Lake Shore Youth Baseball is an independent youth baseball organization in Anne Arundel County, Maryland. LSYB participates at the intramural (recreational) level in the Anne Arundel Baseball Cooperative (Co-Op). Gameplay Rules are designed around the Co-Op rules, the PONY league rules, and the current version of the Official Rules of Major League Baseball. Division Player Agents will review the rules annually. The gameplay year coincides with the calendar year (starts in Spring ends in Fall).
- b. Lake Shore travel teams (Gray Sox and Blue Sox) are based on individual age years starting at age 8 and continuing through age 18. Teams will usually participate annually in a league (ex. Mid-Atlantic Baseball Association or Chesapeake Baseball Association) in addition to tournaments. The gameplay year coincides with the school calendar year (starts in Fall, ends in Summer). Each team will be responsible for fundraising and team expenses.

### 2. Players & Divisions

- a. Player Eligibility
  - i. All children between the ages of 3 and 18 within the birthday age requirements, in good conduct standing, and not concurrently participating on other youth baseball organization teams are eligible to participate on Lake Shore baseball teams.
  - ii. Lake Shore Youth Baseball is a nondiscriminatory organization that prohibits discrimination based on disability, race, gender, creed, religion, or national origin.
- b. Intramural (Recreational) Divisions shall be composed of the following number of teams and players:
  - i. Little Gloves (age 3): 2-8 teams, 5-8 players/team
  - ii. Shetland (ages 4-5): 4-12 teams, 9-13 players/team
  - iii. Clinic (ages 6-7): 4-12 teams, 10-13 players/team
  - iv. Pinto (ages 7-8): 3-8 teams, 10-13 players/team
  - v. Mustang (ages 9-10): 3-8 teams, 10-13 players/team
  - vi. Bronco (ages 11-12): 3-8 teams, 10-13 players/team
  - vii. Pony (ages 13-15): 1-8 teams, 10-13 players/team
  - viii. Colt (ages 16-18): 1-8 teams, 10-13 players/team
- c. Travel Divisions shall be composed of the following number of teams and players:
  - i. Single year age divisions beginning at age 8 (8U, 9U, 10U,



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etc.)

- ii. The Gray Sox will be the most competitive team, while the Blue Sox will be the developmental competitive team.
- iii. Each team will be composed of 10-12 players based on the Manager's discretion. The Board of Directors must approve any exceptions.

### 3. Playing Fields

- a. All Lake Shore Athletic Park baseball fields will comply with specifications listed in the Anne Arundel Baseball Cooperative Rules. The following fields are compliant with the listed age divisions:
  - i. Little Gloves 1 & 2: Little Gloves Division
  - ii. Fields 6, 8, 9, 10: Shetland, Clinic, & Pinto divisions, 8U travel teams
  - iii. Fields 5, 7, 11: Mustang Division, 9U & 10U travel teams
  - iv. Fields 1, 4, 12: Bronco Division, 11U & 12U travel teams
  - v. Fields 2, 3: Pony & Colt divisions, 13U-18U travel teams
- b. The Scheduler on the Lake Shore Board is responsible for scheduling all events on baseball fields. The Scheduler will delegate responsibilities to other Board members at his or her discretion.
- c. Only personnel designated by the Lake Shore Head Groundskeeper are authorized to prepare and maintain all Lake Shore fields. Managers and coaches are not authorized to perform field maintenance without approval from the Head Groundskeeper.
- d. Managers wishing to use a Lake Shore field must contact the Scheduler to reserve it. Those with reservations will have first rights to use the field.
- e. All Managers are responsible for removal of personal belongings, equipment, and trash from the field and dugout areas. Trash must be placed in designated park trash and recycling bins or removed from the park complex. All unclaimed equipment will be delivered to a temporary Lost & Found, which will be located at the Snack Shack.
- f. No unauthorized vehicles are permitted on the baseball fields at any time. Violators will be prosecuted for damages.
- g. All field safety and damage concerns should be reported to the Head Groundskeeper and/or Safety Director within 24 hours of identification.

### 4. General Conduct & Safety

- a. Players or adult volunteers who engage in unsportsmanlike conduct will be subject to ejection from a game at the umpire's discretion



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and a subsequent disciplinary hearing in front of the Lake Shore Board of Directors. Unsportsmanlike conduct includes but is not limited to the following:

- i. physical fighting and other threats of violence
  - ii. throwing of equipment
  - iii. abusive language or similarly derogatory activity
  - iv. delivery of a pitch in a state of anger
- b. Managers and umpires are responsible for notifying the division Player Agent and Safety Director within 24 hours of any player ejected from a game.
- c. Managers are responsible for the behavior of the team coaches, players, and spectators. The umpire may declare a forfeit by either or both teams because of continued inappropriate behavior after sufficient warning.
- d. Illegal equipment shall be removed from the game.
- i. Players are not permitted to use illegal headgear or footwear even if no other compliant equipment is available.
  - ii. Players must wear required safety equipment or be removed from the game until the proper equipment is obtained.
- e. Players and family members are required to disclose illnesses and injuries to Managers before the start of the game or practice or immediately upon occurrence during the course of play. If the player is under the care of a doctor, the Manager must be presented with a note from the doctor stating that the player is cleared for baseball activities.
- f. Under no circumstances will a manager, coach, or LSYB member dispense any medication, alcohol, drug prescribed or over the counter to any player, except a parent or guardian to his or her own child. Violation of this rule will result in immediate suspension pending a board review. Any 5 board members of which one must be the president will adjudicate within 24 hours of the reported incident. Failure to appear at the review will result in immediate expulsion wherein the proper authorities will be notified.
- g. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.
- h. The umpire shall suspend play any time when it is unsafe, because of weather conditions, darkness, conditions of the field, decorum of the game or otherwise.
- i. The sighting of lightning shall result in the IMMEDIATE SUSPENSION OF ALL GAMES ON ALL FIELDS. In the event of an evening game, the game shall not be resumed after 7:00 p.m. (on a



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lighted field the game shall not be resumed after 7:30 p.m.) at that time play shall be stopped. If the game is not considered complete, it may be resumed at a later date. However, for a morning or afternoon game, resumption of the game shall be at the discretion of the umpire, but in no case shall it be less than 30 minutes after the last sighted lighting bolt. When in doubt, play shall not resume. THIS IS A MARYLAND STATE LAW.

- j. Communicable Disease Procedures. See the addendum at the end of this set of Regulations. In general, follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

### 5. Penalties

- a. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league or a player who has been found to have violated his player contract with the league.
- b. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team Manager from the game. Both the player and the Manager shall be ineligible to participate in the next scheduled game played by the team.
  - i. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
  - ii. A player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
  - iii. In the event the Manager of an ineligible player refuses to remove the player from the lineup and the Manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
  - iv. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and Manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.



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- c. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

### 6. Volunteers & Staff

- a. Adult volunteers will contribute to the Lake Shore Youth Baseball objective mission and strive to improve the quality of the organization. They must pass a background check and behave in the most ethical manner possible in their official capacity with Lake Shore. They are not paid for their services. Volunteer roles include:
  - i. Board members
  - ii. Managers, coaches, Team Parents, & scorekeepers
  - iii. Event staff
- b. Lake Shore Youth Baseball Board of Directors may authorize the hiring of a paid part-time staff that will perform the following functions:
  - i. Umpires
  - ii. Field maintenance
  - iii. Snack Shack workers

### 7. Selection of Managers (Head Coaches)

- a. Selection of Intramural Managers
  - i. Adults interested in being the Manager (Head Coach) must state their desire to the appropriate division Player Agent via email before: 1) February 28th for the Spring season; 2) May 15th for the Summer season; and 3) before August 20th for the Fall season.
  - ii. If the adult is affiliated with a registered player, he/she must disclose the name of the player when declaring interest in the Manager position.
  - iii. All managers are required to complete and pass a background check as directed by the Lake Shore Safety Director.
  - iv. The division Player Agents will make Manager selections at their discretion and approval by the Board of Directors. The Player Agents will notify the selected Managers within 48 hours after player evaluations for the Spring season, by June 15th for the Summer season, and by August 25th for the Fall season.
  - v. Each adult may only be a Manager for one player pitch team across all age divisions during the season. The same adult may be an assistant coach on any additional player pitch teams in other age divisions. There are no restrictions for



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Little Gloves, Shetland, or Clinic team Managers (Ex. John Doe is a: Manager for a Pony team, Assistant Coach for a Mustang team, and a Manager for Shetland team.)

- vi. If there is an insufficient number of Manager volunteers, the division Player Agent will solicit candidates from volunteer Assistant Coaches. If insufficient Assistant Coaches volunteer, Managers in other player pitch divisions may volunteer. If the Player Agent is unable to secure the required number of Managers, registration fees will be refunded based on time of registration (early registrants will receive priority).

### b. Selection of Travel Managers

- i. Adults interested in being the Manager (Head Coach) must state their desire and specific team to the Lake Shore Executive Board by July 1st.
- ii. All managers are required to complete and pass a background check as directed by the Lake Shore Safety Director.
- iii. The Lake Shore Board of Directors will interview all Manager candidates in July and notify the candidates within seven days. The Board will select the person the members feel would best serve the players on the team and represent the Lake Shore organization.
- iv. Any adult in good standing with Lake Shore Youth Baseball may interview for a travel team Manager position.
- v. If necessary, selection of the new 8U travel team Managers can be delayed until after the player tryouts are completed in August.

## 8. Creation of Teams

- a. Approved travel team managers will select players for their teams on an annual tryout basis at their discretion. Tryouts will be held in July or August and supplemental tryouts will be held at the discretion of the Manager.
- b. Intramural Fall and Spring teams will be selected through a draft process.
  - i. The Shetland & Clinic Player Agents will conduct a blind draft for the Spring season. All other divisions will conduct an open draft.
  - ii. Since the Fall season is primarily focused on development, the division Player Agents shall permit as many coach requests and player protections as they deem appropriate. However, Managers should do their best to ensure that



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teams are fairly balanced by skill level and age. Players new to the age division should be distributed evenly across all teams. This will ensure that all Lake Shore teams will be competitive during the season.

- iii. Detailed Draft Rules and Procedures will be provided in an addendum at the end of this document.
- c. Intramural Spring team drafts are summarized as follows:
  - i. Registrar will provide a division roster with evaluation scores (if applicable) to each division Player Agent for the purpose of drafting a team.
  - ii. First round (determined by lottery) – each Manager must select his/her own child.
  - iii. Second round (reverse of first round) – Must select protected players (if applicable).
  - iv. Third through Twelfth rounds – repeat order of first and second rounds
  - v. Trades will be conducted within 15 minutes following the draft and must be approved by the Player Agent.
- d. Intramural Summer team Managers will select players for their teams on a tryout basis. Lake Shore will announce the tryout dates and locations for each age division via email, website, and social media. The Managers shall select players they feel represent the values of Lake Shore and will help field a competitive team in Summer tournaments. Additional rules for Summer teams will be provided in an addendum at the end of this document.

### 9. Equipment

- a. Baseballs - The Shetland Division will use a safety baseball. The Clinic Division is authorized to use either a safety baseball or a standard hard baseball. All other divisions will use a standard hard baseball approved by Lake Shore and the game's appointed umpire.
- b. Bats – Wood bats are authorized for all age divisions. Metal or composite bats must comply with the Lake Shore Gameplay Rules for each Intramural division or league/tournament rules for travel teams and Summer teams.
- c. Shoes – Divisions and travel teams shall follow the shoe requirements as listed in their appropriate gameplay rules. Alterations of cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited.
- d. Helmets – All batters, players in the on-deck batting area, base runners, and players in the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull. The headgear must be



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NOCSAE approved.

- i. Use of protective facemasks on protective headgear is required for all Shetland, Clinic, and Pinto divisions.
- ii. No decal other than the player's name, number, team name, or team logo shall be added to the protective headgear.
- e. Catcher Gear – Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Knee-savers are authorized for leg protective equipment.
- f. Athletic Cups – Managers will make every effort to encourage the wearing of protective athletic cups by all male players. Travel, Pinto, Mustang, Bronco, Pony, and Colt division catchers **MUST** wear an athletic cup when catching.
- g. Uniforms – Only Lake Shore-issued uniforms may be worn during games. Uniforms will consist of a hat & shirt (3-12U Intramural w/ minor league or major league logo), gray pants, and team colored socks. This rule prohibits the wearing of shorts (defined as trousers which do not cover the knees of the wearer) or full length slacks by the players.
- h. Jewelry – No jewelry shall be worn by any player, except for medical identification.
- i. Electronic Devices – Cell phones or any other type of communication device cannot be used on the field of play. Use of photography or video equipment on the playing field during a game is prohibited.

### 10. Gameplay Rules

- a. For Division-specific gameplay rules, see the current version of the Lake Shore Gameplay Rules, Anne Arundel Baseball Cooperative Rules, and/or the published rule set for the league/tournament in which each team is participating.
  - i. The Intramural Best-in-House Tournament will adhere to a modified version of the Lake Shore Gameplay Rules.
  - ii. The Tournament Director will ensure that a rule sheet is provided for all travel and Summer tournaments hosted at Lake Shore.
- b. Adult coaches, if properly dressed in a uniform specified by a league, may be used in either or both the first and third base coaching boxes. Only players (Pony and Colt only) in baseball uniform and wearing helmets shall be used as base coaches when



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adult coaches are not used.

- c. A coach or coaches shall not switch coaching boxes during an inning.
- d. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- e. In Clinic and Pinto division games, only the Manager may approach the junior umpire for the explanation of a call.
- f. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
- g. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter. (Only in Mustang, Bronco, Pony, and Colt)

### 11. Scheduling & Game Stoppage

- a. The Scheduler is responsible for creating the regular season schedule, maintaining the field reservation schedule, and creating the Intramural Best-in-House tournament schedule.
  - i. Each team shall be scheduled for not less than 12 regular season games.
  - ii. All Intramural divisions (except for Little Gloves and Shetland) will play in a post-season tournament to determine the division champion.
- b. For rescheduling postponed or suspended games, both Managers will coordinate with the Scheduler and Player Agent to reschedule for the earliest possible date. Managers are responsible for contacting the Head Umpire or Junior Umpire Coordinator to ensure an umpire will be assigned to the rescheduled game.
- c. No team shall play more than two games in a calendar day.
  - i. Shetland teams shall not play more than one.
- d. If a game is stopped for any reason by an umpire or league official, and the game has not reached the innings described in the Gameplay Rules, the game shall be suspended, rescheduled by the Scheduler, and resumed from the point of stoppage.
- e. In games that are replayed following suspension, players that were not in attendance at the time of stoppage will be added to the bottom of the lineup. Players that were in the initial game but cannot attend the resumed game shall be skipped over in the lineup without penalty of an out.
- f. Weekend evening games and weekday games will begin no earlier than 5:45pm. Weekend daytime games will begin as scheduled.



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- g. Curfew times for fields without lighting will be as follows:
  - i. Opening Day through April 30 - 8:00pm
  - ii. May 1 through May 14 – 8:15pm
  - iii. May 15 through May 31 – 8:30pm
  - iv. June 1 through end of the season – 8:45pm
  - v. Curfew for games on fields with lights will be 10:30pm
- h. Games will be ruled a forfeit by umpires if one or both teams have not met required gameplay rules within 15 minutes of the scheduled start time.

### 12. Umpires & Scorekeeping

- a. Assignment of umpires for the Mustang through Colt Intramural divisions and travel games will be the responsibility of the Head Umpire.
- b. Assignment of junior umpires for the Clinic and Pinto Intramural divisions will be the responsibility of the Junior Umpire Coordinator.
- c. Both managers are responsible for contacting the Head Umpire or Junior Umpire Coordinator in the event an umpire does not show up at a game within 15 minutes of the scheduled start time.
- d. When there is no official umpire to officiate a game, and the managers cannot agree on a substitute, the game will be postponed. However, a board member's on-sight appointment shall constitute an official umpire for the game. No manager is permitted to umpire his own game unless both managers agree before the start of the game.
- e. In the event of a single umpire to a game (Pony or Colt), the appointed umpire shall be designated "Umpire in Chief" and he may at his option designate one or more "Field Umpires" to assist him, provided that the field umpires have received the approval of the Head Umpire for that game. Lacking the prior approval of the Head Umpire, designated field umpires may be accepted by the approval of both managers prior to the start of the game. Once the game is started, neither Manager can have a field umpire removed from the game.
- f. The Home Team will be the game's official scorekeeper and is required to record at bats, hits, runs, errors, strikeouts, bases on balls, innings pitched in by each pitcher and actual starting time of games.
  - i. Both teams will keep a scorebook in case questions or disputes. However, in the event of a dispute, the home team scorebook will be the official record.
- g. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the



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game, but the failure of the scorer to do so has no effect upon the rules.

- h. No score is kept in Shetland. Only use scorebook for purposes of keeping the batting order correct.

### 13. Protests

- a. Managers are not permitted to file a protest based on an umpire's judgment call (ex. Strike zone, out or safe calls, darkness)
- b. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing (along with \$50.00 collateral) to the chief umpire within 48 hours of the completion of the game. If the protest is upheld the \$50.00 collateral will be returned.
- c. Umpires should make a public announcement to the crowd when a game is being played under protest.
- d. If the Lake Shore Rules & Decisions Committee upholds a protest, the game concerned shall be replayed from the point of protest.
- e. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion or umpire-directed suspension of the game shall forfeit all rights to protests as prescribed in this section.

### 14. Intramural Spring Draft Procedures Addendum

- a. The division Player Agent (or designated Board representative) will organize and host a player draft within seven days following Spring player evaluations. The Player Agent will review the playing rules with all of the managers, assign team names by his/her method of choice, and conduct a player draft.
  - i. Only the selected managers are allowed to attend the draft.
  - ii. Assistant Coaches (affiliated with an approved protected player) are authorized to attend or stand-in with the approval of the Player Agent.
- b. The Player Agents will provide managers with a roster of all players eligible for drafting within the division. This roster will include the following information at a minimum:
  - i. First & last names of each player
  - ii. Age as of August 31 of the current season
  - iii. Evaluation scores (if applicable)
  - iv. Comments (volunteers, coach requests, player requests, etc.)
  - v. Note: Player Agents will only provide managers with parent contact information for their drafted players.



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- vi. Player Agents will provide coach requests to that Manager only, not to the group.
- c. The order of the draft will be determined by lottery, with even rounds held in reverse order (odd number rounds 1 to x, even number rounds x to 1).
- d. The Player Agent will identify all manager-associated children and protected players prior to starting the draft to avoid any controversy or confusion.
- e. Managers will protect their own child as the first round selection. Managers without child players may protect a player from the age division that meets the protection requirements. Managers with multiple children in the age division will discuss protection rules with the Player Agent before the draft.
  - i. When a manager has two children in the same age group, the second round pick will be used on the Manager's second child.
  - ii. If in the course of the draft a player is chosen who has a brother/sister in the same age bracket, the pick two rounds later will be forfeited. (example, if a player with a brother in the division is picked in the 4th round, the brother automatically becomes that team's 6th round pick).
  - iii. Once the sons/daughters and protected players have been identified and selected, the remainder of the draft will proceed in order.
- f. Each Manager may elect to protect a player from the age division in addition to his/her own child. If they do, they must select this player in the second round of the draft. Managers must notify the Player Agent of their desired protected player before the draft begins.
  - i. In order for a player to be eligible for pre-draft protection, the player's family must request the specified coach either during registration or via email to the Player Agent.
  - ii. Players without a coach request are not eligible for pre-draft protection.
  - iii. If a protected player has a sibling in the same age division, the Manager is required to select the sibling with the fourth round pick.
- g. All non-protected players will be placed into an open draft. Managers should make every attempt to honor as many coach requests as possible, but it is not required.
- h. Some players will be associated with a team sponsor. Any coach that drafts this type of player is required to receive that team assignment, no exceptions.



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- i. Managers will draft their teams based on their personal preferences.
  - i. While not required, managers are highly encouraged to select an even number of players from each age.
- j. Teams will continue to pick in order until all players are chosen.
- k. Managers are permitted one initiated trade within 15 minutes following conclusion of the draft.
  - i. Player Agents must approve the trade.
  - ii. Trades are not permitted after leaving the draft without express permission of the Player Agent.
- l. Any players who register for the league after the draft has taken place will be added to the next team in the draft order until all teams reach the maximum number of players.

### **15. Communicable Disease Procedures Addendum**

- a. While risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:
  - i. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
  - ii. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
  - iii. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
  - iv. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- b. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- c. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
- d. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- e. Contaminated towels should be properly disposed of/disinfected.