

Mount Seymour Little League Incident/Injury Report

Date:	Time:	Location:	
Name of Injured Person		Date of Birth:	
Name of Parent/Guardian	ı (if under 18):	Informed of Injury? YES/NO	
Address of Injured Person	<u> </u>		
Phone Number:	En	nail:	
Division:	Team Name:	Coach:	
Check all applicable respo	nses in each column:		
Who	Where	Other Volunteer Activities	
□ Player	☐ Practice	☐ Concession	
□ Coach	□ Game	☐ Field Prep	
□ Umpire	☐ Grandstand/Comm	on Area Other:	
☐ Volunteer	☐ Tournament		
☐ Spectator	☐ Tryout		
☐ Other:			
Position when injured:			
(e.g. pitcher, batter, in dugout e	etc):		
Type of Injury and Part of	Body:		
(i.e. fractured wrist, bruised anl	kle etc)		
Cause of Injury:			
(i.e. batted ball, hit by bat, slidii	ng etc)		
Description of the inciden	t:		
Treatment Given: ⊔ Medi	cal	First Aid	
Ambulance Attended: ☐ Y	'es □ No Injured Person Transp	oorted Yes No Hospital:	
Name of person reporting (print):		Signature:	
MSLL Safety Office (print):		Signature:	

MSLL Accident/Injury Reporting Procedures

What to Report

Any incident that causes any player, manager, coach, umpire, spectator or volunteer to receive medical treatment and/or first-aid must be reported to the MSLL Safety Officer. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or period of rest. Any player who, in the opinion of an umpire, coach or manager, suffers loss of consciousness or memory loss due to an accident should be immediately removed from the game and the parents or guardians advised to seek a medical evaluation immediately.

When to Report

All such incidents described above must be reported to the Safety Office within 48 hours of the incident. The Safety Office is Bruce Davis and can be reached at 604 729 3456 or safety@msll.ca.

Safety Office Responsibilities

Within 48 hours of receiving the incident report, the Safety Officer will contact the injured party or the party's parents and:

- Verify the information received
- Obtain any other information deemed necessary
- Check on the status of the injured party