Wound Management and Prevention of Infection

Skin cuts, abrasions and/or wounds are common in contact sports. Players, coaches, referees, managers, parents/guardians should be vigilant in protecting players from infection, as many bacteria replicate fast once they enter a wound. In fact, they can replicate several times over a few hours. Accordingly, whenever a player, coach, referee, or manager becomes aware of an abrasion in the skin due to player-player contact or player-field contact (turf, goal, benches, etc.) the following procedure is recommended.

- As soon as possible (within minutes of the injury) the wound should be tended to.
- Whenever possible, play should be stopped and the player administered by a person trained in first aid.
- If necessary, the player should be moved from the playing field for treatment.
- The wound should be washed with soap and water thoroughly. If soap and water are not available, antiseptic washes or towelettes should be used.
- Sterile gauzes should be used to remove debris and dirt.
- After thoroughly cleansing the wound, an antibacterial disinfectant or sanitizing solution should be applied.
- Once bleeding is controlled, an antibacterial ointment and bandage should be applied.
- The player can re-enter the game if the wound is appropriately bandaged, bleeding has stopped and visible blood is covered.
- After the athletic event (game or practice), the player and parent/guardian should be notified of the need for proper wound care and what to look for regarding signs and symptoms of a developing infection.
- If the wound is not healing properly*, appropriate medical attention should be sought without delay.
- * Signs and symptoms of infection include the development of: redness, swelling (i.e., small red bumps that resemble pimples, boils or spider bites), drainage, fever, area is warm to the touch, and possibly foul odor.

This information was compiled by Craig S. Miller DMD, MS, Lisa Combs R.N. and Dr. Richard Greenberg (Infectious Disease Specialist at UK)