

REFEREE'S DECISIONS UNDER RULE 14  
ILLNESS, INJURY AND BLEEDING

Incident	Referee Action	Recovery Time	Decision	Rule
<b>Bleeding</b>	<p>Stop Play. Decide if bleeding was accidentally caused by opponent. If so apply Rule 15 (Conduct). If bleeding is caused by opponent's deliberate or dangerous play or action, award match to injured player.</p> <p>If accidentally caused by opponent or self-caused, allow reasonable time to staunch bleeding, cover wound and, if necessary change clothing. Allow play to continue once bleeding stopped and wound is covered. If bleeding unstopable within time permitted, player may concede game and take the 90-second interval and then continue play or concede the match.</p>	Reasonable time for treatment	<p>If cause by opponent's deliberate or dangerous play, award match to injured player</p> <p>Decide what is reasonable time.</p> <p>Permit concession of one game if player cannot stop bleeding within the reasonable time.</p>	14.4.1
Bleeding recurrence	Stop play. Player can concede one game and take the 90 second interval between games.	None	Player concedes a game	14.4.4
Bleeding unstopable	If after 90 second interval bleeding continues player must concede the match	None	Player concedes match	14.4.4
<b>Illness</b> (such as cramp, nausea, breathlessness, asthma)	<p>Player may concede the game in progress and take the 90 second interval between games, or concede the match</p> <p>If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.</p>	None	<p>Player decides</p> <p>Award match to opponent if player makes the court unplayable</p>	14.1
<b>Injury</b>	Confirm injury is genuine. Decide category of injury, announcing this to players		Decide category	14.2.2
Self-inflicted	Allow initial recovery time	3 mins	Allow time	14.3.1
	If additional recovery time is required, player may concede one game and take the 90 second interval. If unable to continue, player must concede the match.	90 sec	Player concedes game and, if unable to continue, the match	14.3.1
<b>Contributed</b>	Allow 15 minute recovery time	15 mins	Allot time	14.3.2
	If additional time is required referee may allow a further 15 minutes. If player is then unable to continue, the match is awarded to the opponent.	15 mins	Allot time Award match to opponent if player unable to continue	14.3.2

Opponent inflicted - Accidental	Decide if the injury is accidentally cause by opponent. If so, apply Code of Conduct, Rule15. Player is permitted 15 minutes to recover.	15 mins	Apply Rule 15 penalty	14.3.3 .1
	If injured player is unable to resume play after 15 minutes, match is awarded to injured player		Award match to injured player	
Opponent inflicted – from deliberate or dangerous play	If injured player requires any time for recovery, the match is awarded to the injured player. If injured player is able to continue without delay, Rule 15 (Conduct) must be applied	None	Injured player plays on or is awarded the match if unable to play	14.3.3 .2