

ILLNESS, INJURY and BLEEDING (2014 Singles Rules)

	CATEGORY	OPTIONS	RULE #
ILLNESS			
1	Illness	Continue play immediately or concede the game in progress and take the 90-second interval, then resume play or concede the match	14.1.1
2	Vomit on court	If court is unplayable, ill player loses the match	14.1.2
3	No Injury	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.1
4	Recurrence of injury	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.3
5	Recovery time not taken immediately	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.2
INJURY			
6	Self-Inflicted	3 minutes. Then concede that game and take the 90-second interval then resume play or concede the match	14.3.1
7	Contributed	15 Minutes. Then further 15 minutes at the discretion of the Referee	14.3.2
8	Opponent-Inflicted, Accidentally Caused	If the injured player is unable to continue - match to opponent 15 minutes. Rule 15 must be applied against the opponent who caused the injury If the injured player is unable to continue - match to the injured player	14.3.3.1
9	Opponent-Inflicted, Deliberate/Dangerous Play/Action	If the injured player can continue - Rule 15 must be applied against the opponent If the injured player is unable to continue - match to the injured player	14.3.3.2
BLEEDING			
10	Blood & No injury	1. Reasonable time to treat the bleeding. Then, 2. Continue play or concede 1 game, take the 90-second interval and then continue play, or concede the match	14.4.1 14.4.4
11	Blood & Self-Inflicted Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Injury rule. 3 minutes. Then, concede that game and take the 90-second interval then resume play, or concede the match	14.4.1 14.3.1
12	Blood & Contributed Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Contributed Injury rule. 15 minutes. Then further 15 minutes at the discretion of the Referee. If the injured player is unable to continue - match to opponent	14.4.1 14.3.2
13	Blood & Opponent-Inflicted, Accidentally Caused Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Opponent-Inflicted, Accidentally Caused Injury rule. 15 minutes. Rule 15 must be applied against the opponent who caused the injury. If the injured player is unable to continue - match to the injured player	14.4.2 14.3.3.1
14	Blood & Opponent-Inflicted, Deliberate/Dangerous Play/Action	Match to the injured player	14.4.3
15	Unable to stop bleeding	Reasonable time to treat the bleeding. Then concede 1 game and take the 90-second interval and then resume play, or concede the match Note 1: This applies to Self-Inflicted bleeding and Contributed bleeding situations Note 2: 14.4.4 does not apply to Opponent-Inflicted bleeding, where the match is awarded to the injured/bleeding player.	14.4.4
	Rebleeding	Concede the game in progress and take the 90-second interval for further treatment. If the bleeding has not then stopped, the bleeding player must concede the match	14.4.5