

Flowchart:
Referee's decisions under **Rule 14**

BLEEDING, ILLNESS, DISABILITY or INJURY.

<i>Incident</i>	<i>Referee action</i>	<i>Recovery time</i>	<i>Decision</i>	<i>Rule</i>
Bleeding	Stop play. Allow time to staunch bleeding, cover wound or change clothing. Allow play to continue, once bleeding stopped.	Referee discretion	Allot time	14.4.1
Bleeding Opponent inflicted Accidentally	Stop play. Apply Conduct rule 15	Referee discretion	Apply Rule 15 Allot time	14.4.2
Bleeding Opponent inflicted Deliberate	Stop play. Award Match to injured player	None	Award match	14.4.3
Bleeding recurrence	Stop play. Award game and allow 90 second interval between games.	None	Award game to opponent	14.4.5
Bleeding unstoppable	If after 90 second interval between games bleeding continues Referee awards the match.	None	Award match to opponent.	14.4.5
Illness or disability	Require the player to play on, concede the game, taking the 90 second interval between games, or concede the match	None directly	Player decides	14.1
Injury	Confirm injury is genuine. Decide category of injury, announcing this to players.		Decide category	14.2
Either: Self-inflicted	Allow initial recovery time	3 minute	Allow time	14.3.1
	If additional recovery time is required, award that game to the opponent and allow 90 second interval.	90 sec	Award game	14.3.1
Or: Contributed	Allow recovery time.	15 minutes	Allot time	14.3.2
	If additional time is required, extend by 15 minutes	15 minutes	Allot time	14.3.2
	If injured player is still unable to resume, award match to opponent.	None	Award Match	14.3.2
Or: Opponent inflicted Accidentally	Apply Rule 15. Player allowed 15 minutes to recover. If player unable to continue after allotted time, award the injured player the match.	15 minutes	Apply Rule 15, Allot time Award match	14.3.1
Opponent inflicted Deliberate	Apply Rule 15. If player is unable to continue, award match to injured player	None	Apply Rule 15. Award Match	14.3.2