

## Bleeding, Illness, Disability or Injury Referee's Line of Thinking - Rule 13

Incident	Referee action	Rule
<b>Illness</b>	Require the player to play on or concede the game and take the game interval for recovery, or concede the match.	<b>13.1.1</b>
	If a player vomiting or other action causes the court to become unplayable the match is awarded to their opponent	<b>13.1.2</b>
<b>Injury</b>	Confirm injury is genuine. Decide the category of injury, announcing this to the players and spectators.	<b>13.2</b>
<b>Not genuine</b>	Play on or concede the game, taking the game interval for recovery and then resume play or concede the match.	
<b>Self-Inflicted</b>	Allow up to 3 minutes recovery time. If additional time is required, concede the game, taking the game interval for recovery and then resume play or concede the match.	<b>13.2.4.1</b>
<b>Contributed Accidental action by both players</b>	Allow up to 15 minutes recovery time. Injured player must resume play or concede the match.	<b>13.2.4.2</b>
<b>Opponent inflicted  Caused solely by the Opponent Accidentally</b>	Apply Rule 14. Player is allowed up to 15 minutes to recover. If player is unable to continue after allotted time, award the injured player the match.	<b>13.2.4.3.1</b>
<b>Opponent inflicted  Caused by the Deliberate or Dangerous play or action by opponent</b>	If the injured player is able to continue WITHOUT delay, Apply Rule 14 (Conduct)  If the injured player is unable to continue without delay, award the injured player the match.	<b>13.2.4.3.2</b>
<b>Bleeding</b>	If the blood flow is sufficient that it can be transferred from a player to their opponent or the court, play must stop. If not, or the injury is a scrape, graze or nick with no blood flow, play must continue.  Where there is a stoppage in play, the player must leave the court and the referee must ensure that the injured players returns in the shortest time possible.  The court must be cleaned and bloodstained clothing replaced	<b>13.3</b>      <b>13.3.1.5</b>
<b>Bleeding : Pre-existing wounds</b>	Any uncovered or inadequately covered pre-existing wound that has caused the blood injury.  Player must concede the game, taking the game interval for treatment.  The player must then resume play or concede the match	<b>13.3.1.1</b>
<b>Bleeding : Self Inflicted</b>	Stop play. Allow 5 minutes once treatment starts to treat and cover the bleeding.  If the injured player is not ready to resume after 5 minutes, the player must concede the game, taking the game interval for further recovery.  If the same blood injury re-occurs without having been caused by both players actions, the injured player must concede the game, taking the game interval for further recovery.	<b>13.3.1.2</b>

	<p>If the same blood injury re-occurs having been caused by both players, the injured player has further reasonable time to address the injury.</p> <p>If the injured player cannot resume within the reasonable time or the extended period, the match is awarded to the injured player's opponent</p>	
<p><b>Bleeding:- Contributed</b> <i>Accidental action by both players</i></p>	<p>Allow reasonable time to treat and cover the bleeding.</p> <p>If the same blood injury re-occurs due the sole action of the injured player, the injured player must concede the game, taking the game interval for further recovery.</p> <p>If the same blood injury re-occurs without having been caused by both players' actions, the injured player has further reasonable time to address the injury.</p> <p>If the injured player cannot resume within the reasonable time allowed, the match is awarded to the injured player's opponent.</p>	<p><b>13.3.1.3</b></p>
<p><b>Bleeding : Opponent Inflicted</b> <i>Caused solely by the Opponent and not accidentally</i></p>	<p>Stop play. Apply Conduct (Rule 14) and award the injured player the match</p>	<p><b>13.3.1.4.2</b></p>
<p><b>Bleeding : Opponent Inflicted</b> <i>Caused solely by the Opponent Accidentally</i></p>	<p>Allow reasonable time to treat and cover the bleeding. Conduct (Rule 14) may be applied. If the injured player cannot resume within the reasonable time allowed, the match is awarded to the injured player.</p> <p>If the same blood injury re-occurs having been caused by both players or through no fault of either player, the injured player has further reasonable time to address the injury. If the injured player cannot resume within the reasonable time, the match is awarded to the injured player.</p> <p>If the same blood injury re-occurs due to the sole action of the injured player, the injured player must concede the game, taking the game interval for further recovery. If the injured player cannot resume within the reasonable time, the match is awarded to the injured player's opponent</p>	<p><b>13.3.1.4.1</b></p>