

# Injuries and Bleeding

- Why do so many referees get it wrong?
- Rule not often used
- Rule complex:
  - “Bleeding, Illness, Disability and Injury”

# Injuries and Bleeding

- **As Referee you *must*:**
- **Rule No. 1: Do not sit or stand still and do nothing! You MUST go to the court!**
- **Rule No. 2: Decide what to do and inform the players about the Rule and your decision.**
- **Rule No. 3: Announce to the spectators what is happening.**

# Injury Rule (Rule 16)

- Study it!
- You cannot know the Rule too well!
- Read Guideline 14 as well
- You *must* be clear in your mind about all aspects of the Rule. Otherwise you will get it wrong!

# Rule 16

Three parts:

1. Illness and Disability
2. Injury
3. Bleeding

# 1. Illness and Disability

- Pre-existing ailments are *not* injuries, e.g. asthma, sprain from a previous match, a medical condition existing before the match began
- Any illness or ailment such as cramps, breathlessness, nausea, etc.
- No injury time allowed!
- Player must play on, or concede game and take 90 seconds to recover.
- After 90 seconds, play on or concede the match.

## 2. Injury

- Referee must:
  - A. Decide if the injury is genuine (see next slide)
  - B. Decide what category of injury it is
  - C. Inform both players of the category and the time allowed.

## A. Is the Injury Genuine?

- If the Referee does not believe that the player is injured, the Referee shall require the player
- to continue play, or
- concede the game and take the 90-second interval to recover
- After the 90-second interval, the player must resume play or concede the match
- N.B. The decision to play (or not) is made by the *player*

## B. Categories of Injury

- Three categories of injuries
  1. Self-inflicted
  2. “Contributed” (= accidental)
  3. Caused solely by the opponent



## B.1 “Self-inflicted”

- Player gets 3 minutes to recover (Referee has no option)
- Referee calls “15-seconds” (at 2 minutes 45 seconds) and “Time” (at 3 minutes)
- Player must then continue play, or concede the game, take the 90-second break – and then play on or concede the match.

## B.1 “Self-inflicted” (continued)

- N.B. A player who is standing too close to the opponent and who is hit by the opponent`s racket has suffered *a self-inflicted injury*.
- The player gets three minutes to recover.

## B.2 “Contributed”

- If the injury is the result of an accidental collision
- Player gets one hour to recover (Referee has no option here)
- If after one hour the player requests more time, “the Referee shall allow [...] such additional time as the time-schedule of the competition permits.”
- Player must then play on or concede the match.

## B.2 “Contributed” (cont’d.)

- In practice:
  - In most cases the player is ready to resume play before the end of the hour
  - If the injured player wishes to resume play earlier, the opponent must be given time to prepare to resume play

## B.3 “Opponent-inflicted”

- If a player’s injury is caused “solely by the opponent” ... “the Referee shall apply Rule 17, and if the injured player requires time to recover, the Referee shall award the match to the injured player.”
- Rare

## B.3 “Opponent-inflicted”

- Even if injured player is able to continue immediately, you *must* impose a penalty on the opponent
- Penalty according to severity of offense
- A Conduct Warning for a deliberate or dangerous act is too lenient!
- Must be stroke, game, or match

## 3. Bleeding

- If bleeding occurs, the Referee *must*:
  1. Stop play immediately
  2. Ask the player to leave the court and stop the bleeding and cover the wound

N.B. There is **no time limit** for dealing with bleeding!

### 3. Bleeding (cont'd.)

- Advise player to cover the wound *securely* (a band-aid/plaster on a sweaty knee won't do), because...
- If bleeding recurs, the player loses that game, and must take the 90-second interval to stop the bleeding (and recover the wound)
- (If band-aid falls off, or is taken off, and no bleeding is visible, that's O.K.)
- If bleeding hasn't stopped after 90 seconds, player loses match
- Player may concede only one game in this manner



# Other Aspects

Standing too close → injured: No let!

Vomit on court → loss of match

Spontaneous nose bleed → treat as bleeding

Some wounds cannot be covered (e.g. inside nose or mouth)

Use common sense (Rule 21) – do not worry about (for example) a spot of blood on shoe-laces

# Summary

- You *must* know the Rule *very, very well*
- You *must* take control of the situation immediately
- You must inform the players fully