

TABLE 13
Medical Timeouts, Bleeding Timeouts, and Toilet/Change of Attire Breaks

| A. When Timeout May Be Taken | | | |
|------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medical condition during warm-up | <ul style="list-style-type: none"> • Immediately after request | <ul style="list-style-type: none"> • At the end of warm-up | |
| Medical condition during match | <ul style="list-style-type: none"> • Immediately after request • After qualified medical person or trainer evaluates and is prepared to treat the medical condition | <ul style="list-style-type: none"> • Next changeover • After Referee or other official arrives and explains the medical timeout provision | |
| Visible bleeding | Mandatory bleeding timeout begins when player notifies official or acknowledges that there is visible bleeding | | |
| Toilet/change of attire breaks | When official determines need is genuine. Change of attire breaks are limited to set breaks unless there is a clothing malfunction | | |
| B. Administration of Timeout | Medical Timeout When Qualified Medical Person Available | Medical Timeout When No Qualified Medical Person Available | Bleeding Timeout |
| Evaluation time begins | When qualified medical person arrives at court | Not applicable | |
| Treatment time begins | After evaluation by qualified medical personnel | After official explains medical timeout regulation to player and supplies are located and brought to the court | When player notifies official or acknowledges that there is bleeding |
| Maximum amount of treatment time | 3 minutes, which includes the time to determine whether the player is able to continue playing | | 15 minutes |
| Treatment time ends | When treatment ends and it has been determined that player is able to continue playing | | When bleeding has stopped, playing area has been cleaned up, & someone has disposed of contaminated items |
| Maximum total time | 15 minutes (regardless of number of conditions treated during the stoppage in play) | | |
| If maximum total time is exceeded | Penalize under PPS, <i>except that</i> if the medical timeout was taken during the <i>warm-up</i> and the player is unable to compete, the match does not begin | | <ul style="list-style-type: none"> • If bleeding has not stopped, the player must retire • If bleeding has stopped, but playing area is not cleaned up, Referee may move match or continue cleaning up the court |

| TABLE 13 | | | |
|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------|---------------------------------------------------------------------|
| Medical Timeouts, Bleeding Timeouts, and Toilet/Change of Attire Breaks (cont'd) | | | |
| Who may treat (Player may always treat self.) | Qualified medical person or trainer | Any person who player selects. Official may provide supplies | Qualified medical person, trainer, or any person who player selects |
| Treatment during 90-second Changeover, Set Break, or 3-Minute Rest Period | <ul style="list-style-type: none"> • A player may receive on-court evaluation, treatment, or supplies from anyone for any treatable medical condition • A player or someone on behalf of the player shall notify an official before using any supplies for treatment of a medical condition • A player may receive on-court evaluation or treatment no more than two times • A player may treat himself or herself or receive supplies an unlimited number of times. A player may treat his or her doubles partner | | Not applicable |
| Where treatment may occur during Timeout | <ul style="list-style-type: none"> • On court • Or off court, if authorized by an official (Off-court treatment does not change the time limits) | | |
| C. Limit on Number of Timeouts | | | |
| Cramping and heat-related conditions | One in warm-up and one in match. Limit applies even if a heat-related condition or cramping is in different parts of body | | |
| General fatigue | No timeout allowed, but qualified medical person or trainer may evaluate to determine if the problem is general fatigue | | |
| Visible bleeding | One in warm-up and one in match. Additional bleeding timeout is allowed if visible bleeding occurs in a different area of the body | | |
| Medical condition that is not treatable | No timeout allowed, but qualified medical person or trainer may evaluate to determine if the problem is treatable | | |
| Treatable medical condition | <ul style="list-style-type: none"> • One per medical condition • No more than two medical timeouts during one stoppage of play regardless of the number of treatable medical conditions • A player who has a condition that was treated in the warm-up may take an additional medical timeout for that condition during the match | | |
| Toilet/change of attire breaks | A tournament may limit the number of breaks if this is announced in advance of the event. The player has a reasonable amount of time for the break. Toilet breaks are allowed only if an official decides that the need is genuine and not because of general fatigue. Play continues if the request is not granted. | | |