



Flowchart: Referee's decisions under Rule 16

BLEEDING, ILLNESS, DISABILITY or INJURY.

<i>Incident</i>	<i>REFEREE ACTION</i>	Recovery time	Decision	<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	16.1
Bleeding recurrence	Stop play. Award game and allow 90-second interval between games.	None	Award game to opponent.	16.1.1
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Bleeding unstopable	If after 90-second interval between games bleeding continues Referee awards the match.	None	Award match to opponent.	16.1.1
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	16.2
Injury	Confirm injury is genuine. Decide category of injury, announcing this to players.		Decide category	16.3
Either: Self-inflicted	Allow initial recovery time.	3 minutes	Allow time	16.3.3.1
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	If additional recovery time is required, award that game to the opponent and allow 90-second interval.	90 sec	Award game	16.3.3.1
Or: Contributed	Allow recovery time.	One hour	Allot time	16.3.3.2
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	If additional time is required, consider tournament schedule.	Referee discretion	Allot time	16.3.3.2
Or: Opponent inflicted	Apply Rule 17. If player unable to continue award the injured player the match.	None	Rule 17 penalty, award match	16.3.3.3