



Medical Timeout Procedures for Chair Umpires & Sports Medicine Trainers

NOT AT CHANGEOVER OR SET BREAK

Note: Only the Chair announcements in blue should be made to the public. All other communication should be made directly to the players and the Trainer

PLAYER:	<i>(Player requests to see Trainer and cannot wait for a changeover/set break)</i>
CHAIR UMPIRE:	<i>(Starts Clock) "The Trainer has been called to court"</i>
TRAINER:	<i>(Arrives to court & Starts evaluating), announces "Start Medical Timeout"</i>
CHAIR UMPIRE:	<i>(Puts clock to zero) "Mr.Ms. _____ is now receiving a 'Medical Time Out'"</i> <i>"2 minutes remaining"</i> <i>"1 minute remaining"</i> <i>"30 seconds remaining"</i> <i>"Treatment complete, Time***"</i>
TRAINER:	<i>(Leaves court)</i>
CHAIR UMPIRE:	<i>"Code Violation..." (if player is unable to play 30 seconds)</i>

*****If needed, after announcing "Treatment Complete," the player should be given the time necessary to put on socks and shoes (and trainer should be able to gather supplies and leave the court) before "Time" is called.**

**DURING CHANGEOVER OR SET BREAK**

Note: Only the Chair announcements in blue should be made to the public. All other communication should be made directly to the players and the Trainer

CHAIR UMPIRE: (Starts 90/120 seconds clock)

TRAINER: (Starts evaluating. If ready to begin MTO before 60/90 seconds is up) "Starting Medical Timeout"

CHAIR UMPIRE: "Mr./Ms. _____ is now receiving a 'Medical Timeout' (60/90 seconds elapses, set clock to zero and begin 3 minute MTO countdown)

"2 minutes remaining"

"1 minute remaining"

"30 seconds remaining"

"Treatment complete, Time***"

TRAINER: (Leaves court)

CHAIR UMPIRE: "Code Violation..." (if player is unable to play 30 seconds)

***If needed, after announcing "Treatment Complete," the player should be given the time necessary to put on socks and shoes (and trainer should be able to gather supplies and leave the court) before "Time" is called.



IF EVALUATION TIME EXCEEDS CHANGEOVER OR SET BREAK (60/90 Time has expired)

Note: Only the Chair announcements in blue should be made to the public. All other communication should be made directly to the players and the Trainer

TRAINER: *(Is evaluating)*

CHAIR UMPIRE: *(After 55/85 seconds) "It's almost 60/90 seconds. Is it going to be a Timeout?"*

TRAINER: *"No. Changeover/set break only"*

CHAIR UMPIRE: *"Time"*

TRAINER: *(Leaves court)*

OR

TRAINER: *"I'm still evaluating"*

CHAIR UMPIRE: *(Waits)*

TRAINER: *"Starting Medical Timeout"*

CHAIR UMPIRE: *(Puts clock to zero) "Mr.Ms. _____ is now receiving a 'Medical Timeout'"*

"2 minutes remaining"

"1 minute remaining"

"30 seconds remaining"

*"Treatment complete, Time***"*

TRAINER: *(Leaves court)*

CHAIR UMPIRE: *"Code Violation..." (if player is unable to play 30 seconds)*

****If needed, after announcing "Treatment Complete," the player should be given the time necessary to put on socks and shoes (and trainer should be able to gather supplies and leave the court) before "Time" is called.*

Note:

- If treatment is complete and the Trainer leaves the court before 3 minutes is over, Chair Umpire announces: "Treatment Complete. Time."
- Regardless of conditions, stoppage of play cannot exceed 15 minutes.



Medical Timeout: Medical Timeouts are administered pursuant to Table (below). Medical Conditions that may not be treated are listed in USTA Regulation III E.4

A medical timeout consists of evaluation time as determined by the Referee plus a maximum of three minutes treatment time for a treatable medical condition. The maximum time allowed for evaluation and treatment is 15 minutes.

Medical Timeout

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 • At the end of warm-up
Medical condition during match	<ul style="list-style-type: none"> • Immediately after request • Next changeover • After qualified medical • After qualified Medical person or trainer evaluates and is prepared to treat the medical condition • 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.



Medical Timeouts, Bleeding Timeouts, and Toilet/Change of Attire Breaks (cont'd)			
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, except that if the medical timeout was taken during the warm-up 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



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) 		



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.