

## ADDENDUM IV

### MEDICAL TIMEOUT

**Medical Timeout.** A medical timeout consists of evaluation time plus a maximum of three minutes treatment time for a treatable medical condition. The maximum time allowed for evaluation and treatment is 15 minutes, at which time play must resume otherwise the player will be subject to the point penalty system (*FAC pg. 123*). This 15-minute time limit begins when the player requests a medical timeout. A player can request a medical timeout during the 5-minute warm-up. No coaching is allowed during the suspension of play.

1. **Bleeding Timeout.** A bleeding timeout consists of up to 15 minutes to stop visible bleeding, clean up the court, and dispose of contaminated items. No coaching is allowed during the suspension of play.
2. **Medical Condition.** A medical condition includes, but is not limited to, an injury, illness, or heat-related condition or cramping, or any condition that the player believes requires diagnosis or treatment. Medical condition also includes aggravation of a pre-existing condition.
3. **Non-treatable Medical Conditions.** Players may not receive a medical timeout or treatment any time during a match or a warm-up for the following medical conditions:
  - a. Any medical condition that cannot be treated appropriately during a match; such as a degenerative condition not helped or eased by on-court treatment;
  - b. General player fatigue, such as fatigue not accompanied by cramps, vomiting, dizziness, blisters, or other similar treatable conditions; and
  - c. Any medical condition requiring injection, intravenous infusion, or supplemental oxygen. A player who receives any injection, intravenous infusion, or supplemental oxygen, except under circumstances specifically authorized by USTA Regulations, shall be immediately defaulted. Diabetics may use devices to check blood sugar, may administer subcutaneous injections of insulin, and may use battery-powered insulin pumps. Asthmatics may use only hand-held, non-battery, or non-electrical inhalers.
4. **Limit on Medical Timeouts.**
  - a. Cramping and heat-related conditions - One in warm-up and one in match. Limit applies even if heat-related condition or cramping is in different parts of body.
  - b. General fatigue - No timeout allowed.
  - c. 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.
  - d. Medical condition that is not treatable - No timeout allowed.
  - e. Treatable medical condition - One per medical condition. No more than two medical timeouts during one stoppage of play regardless of the number of treatable medical conditions. The maximum time that play may be interrupted for evaluation and treatment of the two conditions is 15 minutes. 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.