



## MEDICAL TIME-OUT PROCEDURES FOR CHAIR UMPIRES AND SPORTS MEDICINE TRAINERS

NOT AT CHANGEOVER OR SET BREAK	
TRAINER	CHAIR UMPIRE
	CU Starts clock
	CU: "The trainer has been called to the court"
Trainer arrives	
Trainer starts evaluating	
Trainer tells CU "Starting Medical Time-out"	CU puts clock to zero and says "Mr/Ms ____ is now receiving a Medical Time-out"
	CU: "2 minutes remaining" *
	CU: "1 minute remaining" *
	CU: "30 seconds remaining" *
Trainer leaves court	CU: "Treatment complete"; "Time"
	If player is unable to play after 30 seconds, then announce CODE VIOLATION

DURING CHANGEOVER OR SET BREAK	
TRAINER	CHAIR UMPIRE
	CU starts 90/120 seconds clock
Trainer starts evaluating	
Before 60/90 seconds is up, Trainer tells CU: "Starting Medical Time-out"	CU: "Mr/Ms ____ is now receiving a Medical Time-out"
	60/90 seconds elapse, CU puts clock to zero
	CU: "2 minutes remaining" *
	CU: "1 minute remaining" *
	CU: "30 seconds remaining" *
Trainer leaves court	CU: "Treatment complete"; "Time" #
	If player is unable to play after 30 seconds, then announce CODE VIOLATION

AFTER CHANGEOVER OR SET BREAK	
TRAINER	CHAIR UMPIRE
	CU starts 90/120 seconds clock
Trainer arrives	
Trainer starts evaluating	
	After 55/85 seconds, CU asks Trainer; "It's almost 60/90 seconds. Is it going to be a Time-out?"
Trainer: "No. Changeover/set break only"	CU: "Time"
	OR
Trainer tells CU: "I'm still evaluating"	CU waits
Trainer tells CU "Starting Medical Time-out"	CU puts clock to zero and says "Mr/Ms ____ is now receiving a Medical Time-out"
	CU: "2 minutes remaining" *
	CU: "1 minute remaining" *
	CU: "30 seconds remaining" *
Trainer leaves court	CU: "Treatment complete"; "Time" #
	If player is unable to play after 30 seconds, then announce CODE VIOLATION

Only the Chair Umpire announcements in **bold** should be made to the public. All other communication should be made directly to the players and the Trainer.

\* If treatment is complete and the Trainer leaves the court before 3 minutes is over, **CU** announces: "Treatment complete"; "Time"

# After announcing "Treatment complete" if needed, the player should be given the time necessary to put on socks and shoes before "Time" is called.