

# BUCS TENNIS REGULATIONS

PUBLISHED | 24 SEPTEMBER 2024 (UPDATED 1 OCTOBER 2024)

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**TEN i** The BUCS Tennis Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the Rules of the LTA (Lawn Tennis Association). Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each Championship.

**TEN ii** In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

**TEN iii** In the event that these regulations contradict the Rules of the LTA (Lawn Tennis Association), these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

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**TEN 1 Championships** BUCS will host annually the following Championships:

**TEN 1.1 Individual Championships** The programme shall include the events listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers.

**TEN 1.2 Team Championships** The programme shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').

**TEN 2** Where possible institutions/Playing Entities should endeavour to wear team kit, identifying the name of the University/College.

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## Individual Championships

**TEN 3** There shall be a separate tournament for each event as listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'). The entry information and pre-event information for each event shall contain event specific information, including the tournament structure and format, any entry requirements, and/or any entry restrictions. However, the following shall apply to all events:

**TEN 3.1 Match format** All matches shall be the best of three sets. The first two sets shall be tie-break sets (the tie-break shall be introduced at six games all) and when the score is one set all the deciding set shall be a 10-point match tie-break.

**TEN 3.2 Coaches** Each Singles player/Doubles pair may have one nominated coach sitting on court for the duration of the match. If a Singles player/Doubles pair does not have a qualified coach available, a player from their institution may be nominated. Coaching advice can only be given during change of ends and the coach may only enter/leave the court during a change of ends.

**TEN 3.3** In the instance where a player is late for a BUCS Individual Championships match, the following shall apply:

- If they are more than 15 but less than 30 minutes late for the match time, they shall concede the first set.
- If they are 30 or more minutes late for the match time they shall concede the match.

**TEN 4 Disputes at events** In line with REG 7.7, should a dispute occur at an event, the event appeal panel for Tennis shall comprise of: The Referee at any Individual Championship qualifying events individual qualifying events; The Referee and a BUCS Staff Member at the Individual Championship Finals and Team Championship Finals.

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## **Team Championships**

**TEN 5** There shall be separate Team Championships for Men and Women. Wheelchair tennis players shall be included in these Championships through the use of the ITF Rules of Wheelchair Tennis for any wheelchair tennis players - note point g for when a wheelchair tennis player is competing with and/or against a player not in a wheelchair.

**TEN 5.1** In both the Men's and Women's Team Championships, in the Fast4 tiers, BUCS reserves the right to operate a maximum of four leagues per tier in a Conference (as opposed to the standard two), should entry levels permit, to enable more localised leagues.

**TEN 5.2** In both the Men's and Women's Team Championships, in the lowest tier above the Fast4 tiers, REG 8.3.1.3 shall apply instead of REG 8.3.1.2.

**TEN 5.3** In both the Men's and Women's Team Championships, on an annual basis – at the point of team entry – existing teams competing in the lowers tier above the Fast4 tiers (with the exception of those teams promoted to the tier above), existing teams competing in the Fast4 tiers, and any new teams, shall have the opportunity to request entry either at the lowest tier above the Fast4 tiers, or within the Fast4 tiers, for the following season. The final decision on league allocations shall sit with the BUCS Executive.

**TEN 6 Match format** Each match shall consist of two doubles rubbers and four singles rubbers.

**TEN 6.1** For the 2024-25 season, Full Set format tennis shall be played in all leagues and knockout competitions except for the following in which Fast4 format tennis shall be played:

- Men's Scottish Tier 6 leagues (6A) and Scottish Conference Trophy
- Men's Northern Tier 5 leagues (5A) and Northern Conference Trophy
- Men's Midlands Tier 5 leagues (5A) and Midlands Conference Trophy
- Men's Western Tier 3 leagues (3A) and Western Conference Trophy
- Men' South Eastern Tier 5 leagues (5A) and South Eastern Conference Trophy
- Women's Scottish Tier 4 leagues (4A) and Scottish Conference Trophy
- Women's Northern Tier 4 leagues (4A) and Northern Conference Trophy
- Women's Midlands Tier 4 leagues (4A) and Midlands Conference Trophy
- Women's Western Tier 3 leagues (3A) and Western Conference Trophy
- Women's South Eastern Tier 3 leagues (3A) and South Eastern Conference Trophy

## **TEN 7 Fixture administration and arrangements**

### **TEN 7.1 Court bookings**

**TEN 7.1.1 Full Set format** A minimum reservation of 12 court hours **MUST** be booked by the host team for a fixture. This shall comprise at least 2 x 2 hours for doubles rubbers (including a 5 minute warm-up per match), and 4 x 2 hours for singles rubbers (including a 5 minute warm-up per match) = total 12 court hours. These court hours must be booked in accordance with TEN 7.2/TEN 7.2.1. Failure to book the minimum prescribed above will result in the home team forfeiting any rubbers not completed should the match not be finished. For knockout fixtures, an additional 1 hour on 1 court

MUST be booked in case of the need for a match tie-break (note TEN 11.5). The additional hour is for the match tie-break only and as such should be booked for immediately after the court hours booked for the normal fixture, not alongside any of these hours, and the normal fixture should be completed within the standard 12 hours.

**TEN 7.1.2 Fast4 format** A minimum reservation of 6 court hours MUST be booked by the host team for a fixture. This shall comprise at least 2 x 1 hour for doubles rubbers, and 4 x 1 hour for singles rubbers = total 6 court hours. These court hours must be booked in accordance with TEN 7.2/TEN 7.2.1. Failure to book the minimum prescribed above will result in the home team forfeiting any rubbers not completed should the match not be finished. For knockout fixtures, an additional 1 hour on 1 court MUST be booked in case of the need for a match tie-break (note TEN 11.5). The additional hour is for the match tie-break only and as such should be booked for immediately after the court hours booked for the normal fixture, not alongside any of these hours, and the normal fixture should be completed within the standard 6 hours.

**TEN 7.1.3 Start times** No league or knockout match may start before 11:00 on a weekday or 10:00 on a weekend, or after 20:00 without the written consent of both institutions/Playing Entities. The BUCS Executive reserves the right to determine as they see fit the times for any Finals hosted by BUCS.

**TEN 7.1.4** Rubbers may only be moved onto different surfaces (or from indoors to outdoors, or vice versa) from that specified in the pre-fixture confirmation with the agreement of both captains.

**TEN 7.1.5** Where possible teams should ensure use of scoreboards on each court.

**TEN 7.1.6 Court surfaces** All courts should have an ITF recognised court surface. Any courts with a non-recognised court surface, or a surface that falls under the type 'Other', require approval by the BUCS Executive in advance of fixtures being scheduled to take place on them. In all cases the court surface should be flat, with courts and surrounding area free from hazards such as holes, raised areas and obstacles.

**TEN 7.2 Order of play** Players shall compete in rank order i.e. 1, 2, 3, 4 singles; 1, 2 doubles. The doubles rubbers ordered 1v1, 2v2 should be played first, followed by the singles rubbers, which will be ordered 4v4, 3v3, 2v2, 1v1. Any proposed changes to the standard order of play must be agreed by both teams prior to play (note TEN 7.2.1 for an exception to this).

Coaches/captains/administrators can use the below guide for court booking variations:

	On four courts	On three courts	On two courts
<b>Round 1</b>	Doubles 1 and 2	Doubles 1 and 2	Doubles 1 and 2
<b>Round 2</b>	Singles 1 - 4	Singles 4 - 2	Singles 4 and 3
<b>Round 3</b>		Singles 1	Singles 2 and 1

**TEN 7.2.1** An exception to TEN 7.2.1 is that institutions/Playing Entities are permitted, but not encouraged, to book three courts for two rounds (three courts x 4 hours consecutive for Full Set format, three courts x 2 hours consecutive for Fast4 format). In this case, in order for the fixture to be completed there must be 1 doubles rubber and 2 singles rubbers played in round 1, followed by the 1 doubles rubber and 2 singles rubbers in round 2. The away team shall select the order of the rubbers within these rounds prior to play.

**TEN 7.2.2 Nominations** Prior to the start of the fixture, captains shall provide the names of any players (maximum of 6 as per TEN 9.7) that may be selected. Nominations for the doubles rubbers shall be made in writing no later than prior to the start of the first doubles rubber. Nominations for the singles rubbers shall be made in writing no later than the prior to the start of the first singles rubber.

**TEN 7.2.2.1 Singles nominations** Teams consisting of more than four players may nominate any four of these players for singles rubbers, but the chosen four players must play in rank order as per their current places on their institution/Playing Entity's ranking list. For example, if a team takes six players to a match, they will rank their players as they are playing on the day as 1-6 across the whole team based on where they sit on their institution/Playing Entity's ranking list, but they can choose that 3-6 will play as their singles 1-4, their two highest ranked players in attendance only participating in the doubles. Another example would be that a team may choose that players 2-5 play as singles 1-4, with players 1 and 6 only playing in the doubles rubbers.

**TEN 7.2.2.2 Doubles nominations** Teams consisting of more than four players may nominate any four of these players for doubles rubbers, but the chosen doubles pairings must play with the strongest pair as pair 1. The best doubles pair should be decided by the sum of the players' current places on their institution/Playing Entity's ranking list in each pair, with the smallest sum playing as the 'best doubles pair'. If the sums of the singles players' positions are equal, for example 1+5 and 2+4 or 21+25 and 22+24, the best doubles pair should include the highest ranked player. So, in the given examples, 1+5 and 21+25 would be the best doubles pair.

**TEN 7.3** The number and surface of courts booked, and the respective hours should be posted in the fixture notes on BUCS Play and be sent as part of the fixture confirmation.

## **TEN 8 Balls**

**TEN 8.1 Premier Tier/Tier 1 and National Championship/Trophy** The home team shall supply a minimum of three new ITF approved balls for each rubber.

**TEN 8.2 Tier 2 and below and Conference Cup** The home team shall supply a minimum of three new ITF approved balls for each rubber, unless captains agree to re-use balls.

**TEN 9 Team selection** This regulation supersedes REG 11.1.

**TEN 9.1** All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.

**TEN 9.2** In order to be selected in a team, all individuals must be registered on BUCS Play as a participant.

**TEN 9.3** Where a Playing Entity has more than one team in a Championships (Men's/Women's), and more than one fixture scheduled across these teams on a given day, priority must be given to the highest ranked team and then in descending order through their teams should the Playing Entity be unable to fulfil all scheduled fixtures. For example, a Playing Entity may NOT concede a walkover at second team level, while continuing to field a lower ranked team on the same day. Matches played in contravention of this regulation will be awarded as a walkover to the opposition, or in certain circumstances, be voided.

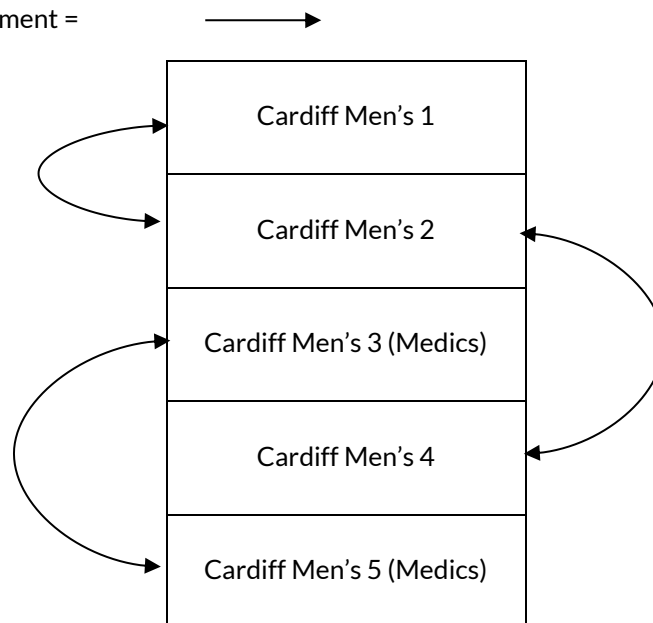
**TEN 9.3.1** For possible exceptions due to 'Ring Fencing' of teams, refer to TEN 9.5.

**TEN 9.3.2** Involuntary walkovers may be granted in exceptional circumstances if applied for in accordance with walkover regulations in REG 13 meaning that TEN 9.3 would be suspended in some instances. Application to suspend TEN 9.3 must be made to the BUCS Executive in advance of affected fixtures.

**TEN 9.4** Individuals may not be selected (listed on a team sheet) for different teams on the same day.

**TEN 9.5 Ring Fenced teams** Ring Fenced teams will be denoted by their specific group being named in brackets, e.g. (Medics). Information on how to apply for Ring Fencing can be found in REG 2.6.7. Ring Fencing of teams allows for a variation to the standard team selection regulations by allowing a Playing Entity to identify separate groupings of student-athletes such as 'Medics' and as a result have separate groupings to which the team selection regulations shall apply. The below is an illustration of how team selection/student-athlete movement operates when a Playing Entity has Ring Fenced teams.

Student-athlete movement =



### TEN 9.6 Ranking lists

**TEN 9.6.1** There shall be separate ranking lists for the Men's and Women's Championships. The ranking lists will be available [here](#) for ease of reference.

**TEN 9.6.2** Prior to the start of the season, each Playing Entity must submit a ranked list of all the players they expect to use across their teams. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document and must feature enough individuals to field the number of teams entered. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document.

**TEN 9.6.3** Following the initial ranking deadline passing, ranking lists will be locked and cannot be changed except in the following circumstances:

**TEN 9.6.3.1** There shall be two re-ranking windows, during which Playing Entities can change the ranked order of existing players on their ranking list and/or remove players from their ranking list. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document.

Changes to ranking lists made during a re-ranking window will only come into effect at the end of the window.

**TEN 9.6.3.2** Playing Entities may request to add players in at any position on their ranking list at any time during the season by emailing [discipline@bucs.org.uk](mailto:discipline@bucs.org.uk). Requests must be submitted to, and approved by, the BUCS Executive in advance of the players competing in any fixtures so they should be made as far in advance of affected fixtures as possible.

**TEN 9.6.4** The order on their ranking list shall be determined by each Playing Entity with their players in genuine order of playing strength, with their best player ranked as 1 and the second best as 2 and so on. The order does not need to be in accordance with ATP, WTA or LTA ratings, but Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive. If the BUCS Executive deems that a Playing Entity has deliberately not ranked players in genuine order of playing strength and/or has failed to justify why players are not ranked in accordance with any external ratings/rankings systems, then this will result in a charge of misconduct being raised in accordance with REG 5.

**TEN 9.6.5** Teams for a fixture day (across all leagues, knockout competitions and/or playoffs) must be selected in rank order. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1<sup>st</sup> team if the player ranked number 7 is playing for a lower team's match that day.

**TEN 9.6.6** No player ranked (as per the published squad ranking list at the time) at number 4 or above shall be eligible to play below the 1<sup>st</sup> team (including league, playoff and knockout competition matches). No player ranked (as per the published squad ranking list at the time) at number 8 or above shall be eligible to play below the 2<sup>nd</sup> team, and so on throughout a Playing Entity's teams.

**TEN 9.6.7** Individuals within a team must play in rank order in all matches.

**TEN 9.6.8** Playing Entities deemed by the BUCS Executive to have exploited these ranking list regulations and/or manipulated their ranking list could face a misconduct charge raised in accordance with REG 5. Examples of what might be considered as misconduct are:

- A Playing Entity listing from the start of the season an individual who will be joining their institution in January and so at this time is not a current student/player.
- A Playing Entity found to have listed on their ranking list a fake player.
- A Playing Entity found to have not removed during a re-ranking window an individual who it was known at that time could no longer play for the remainder of the season, for example because the individual is no longer eligible under BUCS REG 4.

## **TEN 9.7 Team size**

**TEN 9.7.1 Premier Tier and National Championship** Each team shall consist of a minimum of four and a maximum of six players. Four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only.

**TEN 9.7.2 Tier 1 and below and National Trophy/Conference Cup** Each team shall consist of a minimum of three and a maximum of six players. Up to four players shall

play one singles rubber each and the fifth and/or sixth players may be selected for doubles only.

**TEN 9.7.2.1** A team fielding enough players to fulfil the minimum number of players required (three), but not a full team, shall be permitted to play but shall concede the rubbers they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the appropriate number of matches shall still be conceded. Teams found to be fielding less than a full team and conceding matches for multiple fixtures may face disciplinary action.

**TEN 9.7.3** A team unable to field the minimum number of players required shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of TEN 9.3.

**TEN 9.7.4** If a player retires prior to the official match time (as defined by TEN 7.1.3), the fulfilment of the highest rubbers should be prioritised with any lower rubbers the team is not able to fulfil being conceded.

**TEN 9.7.5** If a player retires during a rubber, the opponent shall be deemed to have won all the remaining games and sets necessary to win the rubber.

**TEN 10 Coaches** Each team may have a nominated coach sitting on court for each rubber in the match. If a team does not have one or more qualified coaches with them, then any team member not required to be playing at the time may be nominated. Coaching advice can only be given during change of ends and the coach may only enter/leave the court during a change of ends.

## **TEN 11 Scoring system**

### **TEN 11.1 Full Set format**

**TEN 11.1.1** The doubles rubbers shall be the best of three sets. The first two sets shall be tie-break sets with no-advantage scoring (the tie-break shall be introduced at six games all) and when the score is one set all the deciding set shall be a 10-point match tie-break. In no-advantage scoring at deuce there is one point to decide the game. The receivers choose whether to receive the service from the right half or the left half of the court but cannot change positions to receive this deciding point.

**TEN 11.1.2** The singles rubbers shall be the best of three sets. The first two sets shall be tie-break sets (the tie-break shall be introduced at six games all) and when the score is one set all the deciding set shall be a 10-point match tie-break.

### **TEN 11.2 Fast4 format**

**TEN 11.2.1** All singles and doubles rubbers shall be the best of three sets and will be played using no-advantage scoring. In no-advantage scoring at deuce there is one point to decide the game, the receiver(s) choosing whether to receive the service from the right half or the left half of the court, but in doubles the players cannot change positions to receive this deciding point.

**TEN 11.2.2** The first two sets shall be tie-break sets with no-advantage scoring, first to four games with a tie-break (first to seven points, two points clear at six points all) played at three games all.

**TEN 11.2.3** If after the first two sets the score is one set all a deciding set shall be played which shall be a 10-point match tie-break (first to 10 points, two points clear at nine points all).

**TEN 11.3** To determine the match score the winner of each doubles rubber shall receive one point and the winner of each singles rubber shall receive one point.

**TEN 11.4** In the event of a tie on match score in a league fixture, the match shall be considered a draw.

**TEN 11.5** If a knockout match finishes 3-3, then a tie-break shootout (to 10 points) shall take place as follows. The tie-break shootout consists of three tie-breaks – two singles and one doubles – with players nominated as follows: Tie-break 1 (singles) – one of the original players from the first or second ranked singles rubbers; Tie-break 2 (singles) – one of the original players from the third or fourth ranked singles rubbers; Tie-break 3 (doubles) – a pairing comprising two of the other nominated players for the match. No player may play in more than one tie-break shootout. Players for each stage of the shootout should be nominated at the start of the shootout.

**TEN 11.5.1** The order of play for the tie-break shootout should replicate that of the preferred order of play as in TEN 7.2 unless agreed otherwise by both team captains before the start of the shootout.

## **TEN 12 League points**

**TEN 12.1** Three points will be awarded for a win, one point for a draw and no points for a loss.

**TEN 12.2** Where a walkover has been awarded/conceded (REG 13), three points shall be given to the non-offending team and three points deducted from the offending team.

**TEN 12.3** No points will be awarded to either team in the case of a void fixture.

## **TEN 13 Calculating final league positions**

**TEN 13.1** Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system:

**TEN 13.2** A team tied on points who has conceded at least one voluntary walkover shall automatically be placed below any other tied teams who have conceded fewer voluntary walkovers. If a tie still exists, then TEN 13.3 or TEN 13.4 shall be followed as applicable.

### **TEN 13.3 Tie between two teams**

**TEN 13.3.1** The result between the teams will be the determining factor in placing one team above the other. Where fixtures are played on a 'home' and 'away' basis, the aggregate score of the two matches will determine the higher placed team. If this does not determine the higher placed team;

**TEN 13.3.2** Rubbers and sets data shall be used as per TEN 13.3.3 – TEN 13.3.5. If the tie on league points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded



the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on league points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated rubbers and sets data shall be used.

**TEN 13.3.3** The team with the higher rubbers difference shall be deemed the higher placed team. If a tie still exists;

**TEN 13.3.4** The team with the higher number of rubbers won shall be deemed the higher placed team. If a tie still exists;

**TEN 13.3.5** The team with the higher sets difference shall be deemed the higher placed team. If a tie still exists;

**TEN 13.3.6** If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.

#### **TEN 13.4 Tie between three or more teams**

**TEN 13.4.1** Where three or more teams are tied on league points, a table shall be formed to calculate their final league positions using the results between the relevant teams as per TEN 13.4.2 – TEN 13.4.5.

**TEN 13.4.2** The teams tied will be ranked based on league points accumulated (the higher the better). If a tie still exists;

**TEN 13.4.3** The teams tied will be ranked based on rubbers difference (the higher the better). If a tie still exists;

**TEN 13.4.4** The teams tied will be ranked based on the number of rubbers won (the higher the better). If a tie still exists;

**TEN 13.4.5** The teams tied will be ranked based on sets difference (the higher the better).

**TEN 13.4.6** If a tie cannot be broken using the system above, then the final league positions of any teams still tied shall be determined by the toss of a coin by the BUCS Executive.

**TEN 14 Scorecards** Institutions/Playing Entities are required to maintain accurate records\* of the matches played by their teams in case of a tie on points within a league which requires additional score information to that on BUCS Play. In such circumstances, the BUCS Executive will contact the relevant institutions/Playing Entities for details of all their league matches in order to separate the teams.

\* 'Accurate records' are taken to mean precise details of all aspects of the fixture including rubbers, sets and games/points; won and lost.

#### **TEN 15 Incomplete fixtures**

**TEN 15.1** In the event of a fixture being incomplete with no fault on either side, a result can be taken if four rubbers have been completed. The results shall be taken on all those rubbers that have been completed. If four rubbers have not been completed, or in the case of a knockout competition fixture the number of rubbers completed would result in a draw, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive.

**TEN 15.2** In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.

**TEN 15.3** In the event of a fixture being incomplete due to an institution booking insufficient court time (as per TEN 7.1.1), their opposition may claim any rubbers not completed or unplayed.

**TEN 16 Representative commitments** When one or more player(s) from the same institution/Playing Entity are selected for the Master'U BNP Paribas international representative competition, the institution/Playing Entity concerned shall be able to postpone any affected league fixtures.

**TEN 16.1** The institution/Playing Entity concerned shall be responsible for informing the opposition institution/Playing Entity of the requirement to postpone the fixture no later than 48 hours (outside of weekends and bank holidays) after the announcement of the squad for the representative team, and no later than five working days prior to the original fixture date. Upon notification of the postponement, institutions must follow REG 14.3 to rearrange the fixture.

**TEN 16.2** Knockout competition fixtures are not covered under TEN 16.

#### **TEN 17 Premier Tier/National Championship specific regulations**

**TEN 17.1** The National League teams shall compete on two centrally hosted National fixture weekends, as well as Wednesdays.

**TEN 17.2 Venue requirements** All Premier Tier league fixtures, National Championship knockout competition fixtures and playoff fixtures are to be played on indoor courts.

**TEN 18 Additional National League playoffs specific requirements** The home team for each of the National League playoff matches will be determined by coin toss, undertaken by the BUCS Executive. If the teams have played each other in the playoffs in one or more of the previous three BUCS seasons, the team that did not win the coin toss in their most recent meeting will be allocated as the home team. Institutions/Playing Entities are encouraged to use neutral venues, but this is not mandatory.

#### **TEN 19 Additional variations for Fast4 format tiers**

**TEN 19.1** Between points, a maximum of twenty-five seconds is allowed. The maximum time starts from the moment that one-point finishes until the first service is struck for the next point.

**TEN 19.2** When the players change ends at the end of a game, a maximum of sixty seconds are allowed.

**TEN 19.3** At the end of each set there shall be a set break of a maximum of ninety seconds. Players are permitted to sit down at the end of a set.