

THE OFFICIAL RULES AND REGULATIONS OF

Teqvoly

Table of contents

THE RULES OF Teqvoly	2
TEQBALL TABLE AND THE PLAYING AREA	2
THE NET	4
THE BALL	4
DEFINITIONS	4
THE SERVICE/SERVE	6
THE TOUCH	7
THE RETURN	8
THE ORDER OF PLAY	9
THE DOUBLEPOINT	10
THE LET	10
THE SCORE	11
THE GAME	12
THE SET	12
THE MATCH	12
THE ORDER OF SERVICE, RECEIVING, AND THE CHOOSING OF SIDES	13
SERVICE AND RETURN SEQUENCE	14
ERRORS IN THE ORDER OF SERVICE, RECEIVING OR SELECTING COURT OF TABLE	15
COMPETITION REGULATIONS	16
SCOPE OF RULES AND REGULATIONS	16
EQUIPMENT AND PLAYING CONDITIONS	16
MATCH OFFICIALS	18
MATCH CONDUCT	21
DISCIPLINE	26

THE RULES OF Teqvoly

TEQBALL TABLE AND THE PLAYING AREA

1. The size specification of the Teqball table:

- 1.1. Length: 3,000 mm
- 1.2. Width: 1,500 mm
- 1.3. Height: 760 mm
- 1.4. The curvature of the playing surface of the Teqball table is determined by the distance of the highest and lowest points of the surface and by the horizontal distance from the lowest (farthest) point of the Teqball table to the height of the net.
- 1.5. The highest point of the playing surface – as measured from the ground-- is 760mm, while the lowest point is 565mm. The horizontal distance between the lowest part of the Teqball table and the net is 1,490 mm.

2. The material of the playing surface can be:

- 2.1. Wood
- 2.2. Metal
- 2.3. Composite
- 2.4. Polymer

3. The colour of the Teqball table in competition:

- 3.1. must be chosen to be different from the colour of the floor and the ball.

4. The location of the baselines:

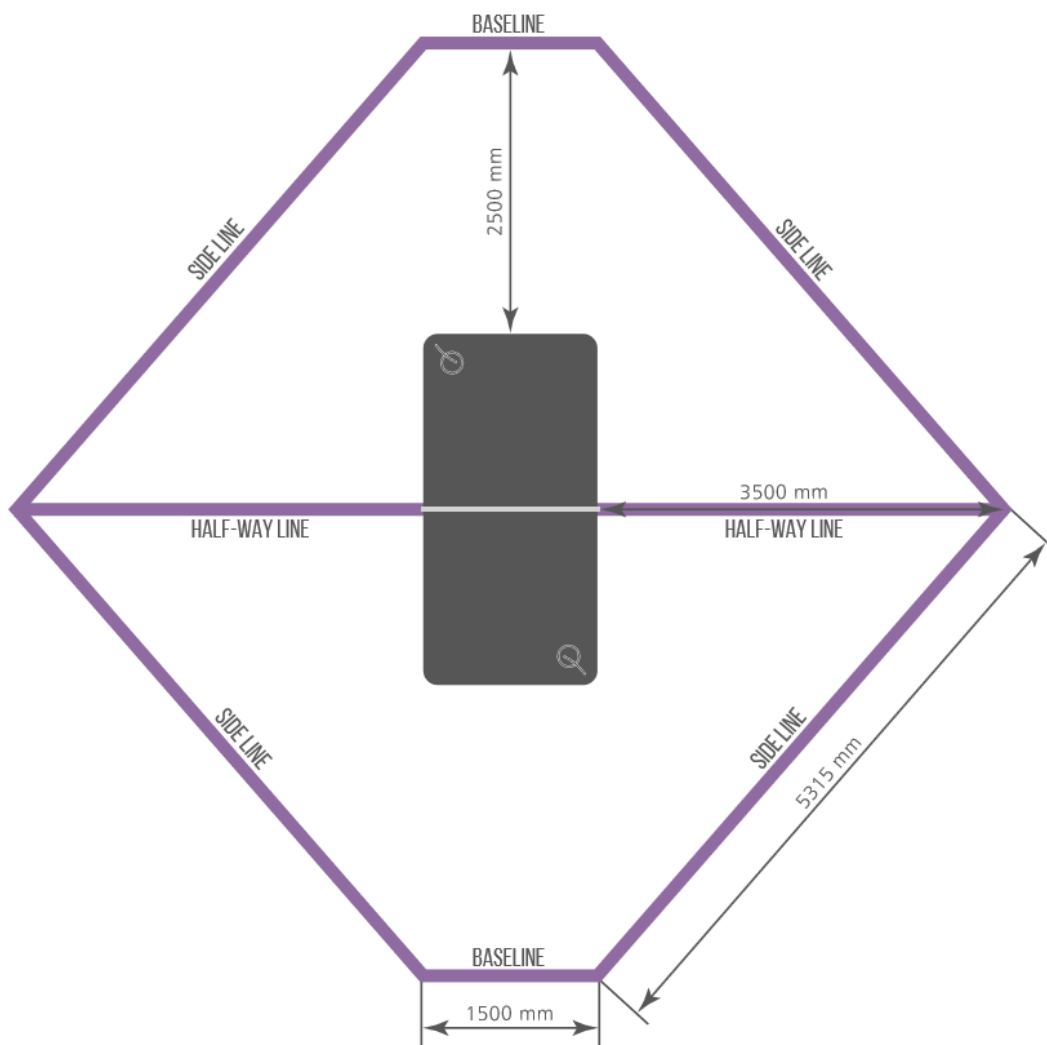
- 4.1. 2,5 meters distance from the end of the Teqball table.
- 4.2. Each baseline is the same width as the table (1,5 meters). (drawing at point 6).
- 4.3. The lines must be clearly visible, with a minimum thickness of 50 mm, in a colour completely different from that of the flooring.

5. The dimensions of the playing area:

- 5.1. Must be minimum 16 meters wide by 12 meters long.
- 5.2. Headroom must be a minimum of 7 meters high. The official competition size of a Teqvoly playing area is 18 meters wide by 16 meters long.
- 5.3. The court is a hexagon formed by the baselines and the side lines (drawing at point 6.).

- 5.4. The side lines are the lines that connect the baselines and the side peaks.
- 5.5. The side peaks are on the half-way line, 3,5 metres from the side of the Teqball table.
- 5.6. The location of the half-way line must be in the middle and divide the court into two equal halves.
- 5.7. The area must be indicated by clearly visible lines, with a thickness of 50 mm, in a colour different from that of the flooring.

6. The Teqvoly court (drawing and descriptions):



THE NET

- 1. The net must be permanently attached to the Teqball table.**
- 2. The net must be made out of the following materials:**
 - 2.1. Plexi (PMMA)
 - 2.2. Translucent polycarbonate (PC)
 - 2.3. Steel frame
 - 2.4. Other polymer/polymers
- 3. The size specification of the net:**
 - 3.1. Width: 1700 mm
 - 3.2. Thickness: 20 mm
 - 3.3. Height: 140 mm (measured from the surface of the Teqball table)

THE BALL

- 1. The ball shall be spherical, made of a flexible leather or synthetic leather case with a bladder inside, made of rubber or a similar material.**
- 2. The ball shall weigh 260-300 g.**
- 3. The ball's circumference is 65-67 cm.**
- 4. The inside pressure of the ball shall be 0,24-0,26 bar. The recommended pressure is 0,25 bar.**
- 5. All balls used in a match must have the same standards regarding circumference, weight, pressure, type, colour, etc.**

DEFINITIONS

- 1. The *rally* is the period during which the ball is in play. The maximum time between an end of a rally and a new service is 10 seconds, except in cases of force majeure.**
- 2. The *point/valid rally* is the sequence of playing actions which results in a team being awarded a point.**
- 3. One *game* is played until 8 winning points.**
- 4. One *set* consists of 2 winning games.**

5. A **match** consists of 1 or more winning sets depending on the competition rules.
6. The time in between games must not exceed 1 minute. The time in between sets must not exceed 2 minutes. Players must switch sides after each game and set.
7. If the set goes to the final game, then this game must be won by at least a two-point margin. In this scenario, at 7-7 the serve will be rotated after every single valid rally instead of after every 2 valid rallies.
8. Meanwhile, all other games can be won by the player who scores 8 points first.
9. **Types of matches:**
 - 9.1. Teqvoly is played by two teams, each team consists of two players (same sex and/or mixed gender).
 - 9.2. Team championship: match series in which doubles matches are played in rotation to achieve an overall match result.
10. **The service/serve:**
 - 10.1. The service is the act of putting the ball into play, by one of the players who is situated behind the baseline. The ball stays in play until the rally is decided as a let or a point. (The ball is not in play if after leaving the hand of the server it falls to the ground without the player contacting the ball.)
 - 10.2. Set of serve: one set of serve is when a player executed two successful serves and point(s) were awarded after each rally
11. The **touch** is any contact with the ball performed by the player whilst the ball is in play.
12. The **let** is a rally where no score is awarded.
13. A **point** is a rally where a point is awarded.
14. The **server** is the first player who initiates the rally.
15. The **receiver** is the player who strikes the ball the second time in a rally.
16. The **main referee** is the person appointed to supervise the match.
17. The **assistant referee** is the person appointed to assist the main referee with certain decisions.
18. The **edge ball** is when the ball bounces on the edge of the Teqball table and/or changes direction in a clearly observable manner.

- 18.1. If the receiving player touches the ball before it hits the ground, the rally shall continue.
- 18.2. If the player does not touch the ball before it hits the ground, or any other equipment or person, inside or outside the playing area, it is considered a let and the rally shall be repeated.
- 18.3. If the ball bounces on the surface of the Teqball table (or on the edge again) right after the edge ball (without touching anything else), that is considered a double edge as well as a fault of the receiving player, so the opponent receives the point.

19. A *side ball* is when the ball touches the side (and not the edge) of the Teqball table.

- 19.1. This is not classified as touching the playing surface and the point is awarded to the opponent player.

THE SERVICE/SERVE

- 1. The service procedure begins with the ball in the stationary hand(s) of the server. The server then must toss the ball upwards from their hand(s). The service ends once the ball has bounced on the opponent's playing surface.**
 - 1.1. It is not allowed to serve directly from the hand(s), or to throw the ball to the opponent's playing surface.
 - 1.2. Before the bounce, the serving player is not allowed to step on the lines or inside the court.
 - 1.3. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- 2. The player must serve from behind the baseline and within the imaginary extended lines of the width of the Teqball table.**
 - 2.1. The service is considered a fault if the player's foot/shoe touches the baseline during the moment of serving or steps out of the imaginary lines of the side of the Teqball table.
- 3. A service attempt results in a fault if both server's feet/shoes do not remain touching the ground during the service.**
- 4. When executing the serve the ball must bounce only once and, on the opponent's, playing surface of the Teqball table.**
- 5. The service is rotated after every two valid rallies.**

- 6. The player has two possibilities to execute a successful serve, therefore the opponent receives a point in case of a double fault.**
- 7. If the server attempts to hit the ball but completely misses it, then it is registered as a fault service.**
- 8. If the ball touches the net during a service it is registered as a fault service, regardless of whether the ball touches the opponent's side of the table after touching the net.**
- 9. If the service is an edge ball, then the serve shall be repeated.**
 - 9.1. Two consecutive edge balls during the serve are considered as one failed service attempt.
- 10. If the ball is in the possession of the server and the opponent is also ready to receive the serve, the server has 5 seconds to serve after the referee's signal.**
- 11. If the server is disturbed and does not wish to continue the service, then the player must drop the ball to the ground without touching it. If this occurs, then the server can repeat the serve. If this occurs several times in a row, then the main referee decides whether to repeat the serve or if it shall be registered as a fault service.**
- 12. It is the player's responsibility to execute the service so that the main referee or the assistant referee is satisfied with the player's compliance with the service rules.**
- 13. If either the main referee or assistant referee decides that a player has stepped on the baseline, or during the serve both feet did not remain on the ground then the point will be awarded to the opponent.**

THE TOUCH

- 1. The ball must not be caught or thrown.**
- 2. A team is entitled to a maximum of three touches when returning the ball. A player may not hit the ball twice consecutively.**
 - 2.1. A minimum of 1 pass is required.
 - 2.2. Passes need to alternate between players on the same team.
- 3. The ball may only touch the arms and hands, except for the first touch of the return, which may be executed using a player's any body part.**

- 4. It is considered an irregular touch if after the first touch players touch the ball unintentionally with another body part.**
- 5. Players cannot intentionally touch each other for the purpose of obtaining more advantageous position.**
- 6. The half-way line can only be stepped on and crossed when saving the ball and passing it back to a team-mate.**
- 7. Returning the ball is only allowed if the ball is on your own team's side.**
 - 7.1. Spiking downwards is only allowed if the player is positioned outside of the lines and one foot must stay on the ground. The player is not allowed to step on or inside the lines before the ball bounces on the opponent's side of the table.
 - 7.2. If the player steps on the lines or inside the court with both feet, then the ball must have a visible upwards trajectory.
 - 7.3. All the touches can be executed using a jumping approach by following the rules in 7.2.
 - 7.4. Spiking with a jumping approach is allowed:**
 - 7.4.1. For women by ensuring both feet do not touch or cross the lines before jumping.
 - 7.4.2. For men they must ensure they land with both feet outside the court without touching any of the lines.
- 8. In each case, the referee decides whether it was a legal touch or not.**

THE RETURN

- 1. All movements which direct the ball towards the opponent, with the exception of the service, are considered as a return.**
- 2. The ball must be returned to the opponent's playing surface using a maximum of 3 touches.**
 - 2.1. A minimum of 1 pass is required.
 - 2.2. Passes need to alternate between players on the same team.
 - 2.3. The return is completed and valid if the ball crosses above the imaginary line of the top of the net and bounces on the opponent's playing surface of the table.
- 3. The return of the ball is considered valid if it bounces on the opponent's playing surface of the Teqball table by using valid touches.**

- 4. If the ball has been returned from inside of the lines to the opponent's playing surface, the next return from the same team must be made from outside of the lines.**
- 5. The ball may be returned with any part of the arms and hands; the player is also allowed to use any body part for the first touch of each return.**
- 6. If the ball bounces back from the net it can be played again with the remaining touches before reaching the opponents playing surface of the Teqball table.**
 - 6.1. The volley can only be played if the player contacts the ball whilst it is still on their own teams' side of the table.
 - 6.2. If the first touch bounces back from the net to the non-receiving team-mate, then he/she can directly return the ball to the opponent's playing side of the table. If the ball bounces back to the receiver player, then he/she must to pass it to his/her team-mate because one pass is required.
 - 6.3. If the ball bounces back from the net after the second touch, any player of the offending team can return the ball to the opponent's playing surface of the table.
- 7. The receivers can stand anywhere on the playing area to receive the serve.**

THE ORDER OF PLAY

- 1. At the beginning of the match a coin toss is conducted by the main referee, the winner may choose to serve or receive first and decide which side to start on.**
 - 1.1. Home player or team has the first saying in the coin toss.
 - 1.2. The next set will start with the service of the team that did not serve first in the previous set.
 - 1.3. The players must follow the service order recorded at the beginning of each game.
- 2. The main referee authorises the service, after having checked that the two teams are ready to play, and that the server is in possession of the ball.**
- 3. The server has two possibilities to execute a successful serve (except in case of a let).**
- 4. The server remains the same for the two serves; after two valid rallies the service is rotated between teams.**

THE DOUBLEPOINT

- 1. The “doublepoint” is a chance to gain 2-points instead of one after winning a single rally. Each team has the right to request the chance to earn the “doublepoint” once every set.**
- 2. The “doublepoint” can only be awarded to the team who requested it and legally scored the point.**
- 3. The team may only request the “doublepoint” if they have not yet reached 6 points in that game.**
- 4. The team can decide to call the double point both when they are either serving or receiving.**
 - 4.1. The “doublepoint” can only be requested before the first serve.*
- 5. Both teams may call for a “doublepoint” at the same time, whereby the winning team will be awarded 2-points instead of 1.**
- 6. The team calling the “doublepoint” must indicate this to the main referee by signalling double point with 2 fingers to the main referee.**
 - 6.1. Signalling for the “doublepoint” may vary depending on the competition and will be specified in the competition rules.*
- 7. The main referee must indicate clearly to the opponent and spectators when a team has called for a “doublepoint”.**

THE LET

- 1. In case of a let the rally must be repeated if:**
 - 1.1. The service has been executed whilst the receiving team was not ready to play, but only if the receiving team does not attempt to return the ball.
 - 1.2. The player/team has complied with all the rules however a situation arises which is out of the player’s control.
 - 1.3. The main referee or assistant referee stops the match.
- 2. The game can be stopped if:**
 - 2.1. The discovery of an error is considered as a result of serving, receiving or choosing sides.
 - 2.2. A player or team (or an advisor) must be warned or penalized.
 - 2.3. The rally is disturbed by any person or event that may affect the outcome of the rally.

3. All points scored before the discovery of an error shall be valid.

THE SCORE

1. In the case when a let does not occur, and the rally does not end with an edgeball, the team is awarded a point if:

- 1.1. Double fault is performed by the opponent.
 - 1.1.1. The server does not serve from inside the imaginary lines of the side of the Teqball table,
 - 1.1.2. The server does not serve from behind the baseline,
 - 1.1.3. Both feet don't remain on the ground during the execution of the serve.
- 1.2. The opponent fails to make a correct touch or return.
 - 1.2.1. If the ball is caught or thrown.
 - 1.2.2. The opponent's touches do not alternate between the team-mates (a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession).
 - 1.2.3. The opponents don't pass the ball at least once before returning the ball.
 - 1.2.4. The opponent uses more than 3 touches to return the ball.
 - 1.2.5. The players do not touch the ball with hand or part of the arm.
- 1.3. The opponent's return does not cross above the imaginary line of the top of the net.
- 1.4. The opponent does not return the ball to the player's playing surface of the Teqball table.
- 1.5. The opponent or any item worn by the opponent touches the Teqball table.
- 1.6. The opponent or any item worn by the opponent touches the net.
- 1.7. The players violate the service order.
- 1.8. The ball bounces more than once on the opponent's playing surface on the Teqball table.
- 1.9. The opponent player volleys the ball above the Teqball table before letting the ball bounce on the Teqball table playing surface.
- 1.10. The opponent returns the ball and the ball touches the side of the Teqball table.
- 1.11. The player hits the ball to the opponent's playing surface, but it comes back to the player's side without being touched by the opponent player.
- 1.12. During the return the player commits a line fault.
 - 1.12.1. Stepping on the lines during spiking with a jumping approach.
 - 1.12.1.1. For men landing on or inside the lines after the jumping approach.
 - 1.12.2. Spiking downwards without jumping whilst the player is standing on or inside the lines.

- 1.13. Returning the ball downwards whilst the player is standing with both feet on or inside the lines.
- 1.14. The ball touches anything else except for the players hands and/or arms (or any body part for the first touch), including any objects around the playing area.
- 1.15. A player receives physical support from the team-mate or any structure/object in order to hit ball.
- 1.16. The player hits the ball within the playing space of the opposing team.
- 1.17. If the offending team is disturbed by an opponent player.
- 1.18. If both teams commit a fault, then the team who committed the fault first will lose the point.

THE GAME

1. The team to score 8 points first wins the game unless the final game of the set is played whereby the team must win by two points clear.

- 1.1. In this scenario at 7-7 serve will be rotated after every single valid rally instead of after every 2 valid rallies.

THE SET

1. One set consists of two winning games.

THE MATCH

1. The match consists of one or more winning sets depending on the competition regulations.

2. A match is played continuously without any interruptions except for:

- 2.1. A 1-minute break in between games.
- 2.2. A 2-minute break in between sets whereby players can receive advice from a maximum of 2 advisors (who must remain the same 2 advisors throughout that match).

3. A single time out can be requested once per team during a full game with a length of 1 minute.

4. Medical attendance may be used during a match only once for a maximum duration of 3 minutes.

- 4.1. Medical attendance may only be called for at the end of the game or set.

5. It is the duty and right of the main referee to decide how long a match may continue in the case of disturbing circumstances.

6. The match must be played in fair conditions.

6.1. In case of an unfair event, the main referee will decide any further sanctions.

THE ORDER OF SERVICE, RECEIVING, AND THE CHOOSING OF SIDES

1. At the beginning of the match a coin toss is conducted by the main referee in the presence of the two team captains, the winner may choose to serve or receive first and decide which side to start on.

1.1. Home team has the first saying in the coin toss.

2. The side that will serve first depending on the outcome of the coin toss has the right to decide which player will serve first for the team.

3. After every 2 valid rallies the serving team switches to receivers and this continues until the end of the game.

3.1. The only exception is if the set goes to the final game and the score in that game reaches 7-7, then the serve will be rotated after every single valid rally instead of after every 2 valid rallies.

4. If the match reaches the final game of the final set then the teams must change sides when one team reaches 4 points and continue to change sides again at 8/12/16 (and so on by 4), until the match is won.

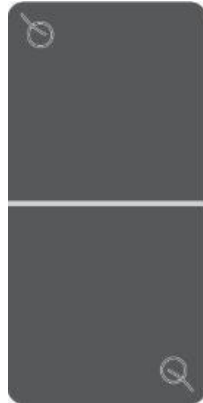
5. Teams must change sides at the end of every game and set.

6. After each game, the initial serving team from the previous game becomes the receiving team at the beginning of the next game and vice-versa.

7. After each set the serving team and receiving team is rotated, therefore if team 'A' served first in the first set to team 'B' then in the next set team 'B' must serve first to team 'A' regardless of who served and received first in the previous game.

SERVICE AND RETURN SEQUENCE

Team A (A1, A2)



Team B (B1, B2)

1st game

A1-B1

A1-B2

B1-A2

B1-A1

A2-B2

A2-B1

B2-A1

B2-A2

Repeat

2nd game

B1-A1

B1-A2

A1-B2

A1-B1

B2-A2

B2-A1

A2-B1

A2-B2

Repeat

3rd game – deciding game

Final game of each set must be won by two clear points. If the score reaches 7-7 then the service will be rotated after each valid rally after the player finishes his/her last set of serve that was started before 7-7.

Team A serving first**Team B serving first**

1-0 A1-B1

1-0 B1-A1

1-1 A1- B2

1-1 B1-A2

2-1 B1-A2

2-1 A1-B2

2-2 B1-A1

2-2 A1-B1

3-2 A2-B2

3-2 B2-A2

3-3 A2-B1

3-3 B2-A1

4-3 B2-A1

4-3 A2-B1

4-4 B2-A2

4-4 A2-B2

5-4 A1-B1

5-4 B1-A1

5-5 A1-B2

5-5 B1-A2

6-5 B1-A2

6-5 A1-B2

6-6 B1-A1

6-6 A1-B1

7-6 A2-B2

7-6 B2-A2

7-7 A2-B1

7-7 B2-A1

One serve each until a team wins by two clear points

B2-A1

A2-B1

A1-B1

B1-A1

B1-A2

A1-B2

A2-B2

B2-A2

Repeat

Repeat

ERRORS IN THE ORDER OF SERVICE, RECEIVING OR SELECTING COURT OF TABLE

- 1. If a team serves out of turn, play shall be interrupted by either referee as soon as the error is discovered. The rally will then be replayed with the correct serve sequence established at the beginning of the match.**
- 2. If the teams have not changed sides when they should have done, play shall be interrupted by either referee as soon as the error is discovered.**

The point will then resume with the teams at the correct sides where they should be at the current score, according to the sequence established at the beginning of the match.

3. All points scored before the discovery of an error shall be valid.

COMPETITION REGULATIONS

SCOPE OF RULES AND REGULATIONS

1. Types of competition:

- 1.1. All competitions are considered international where more than one national association delegate players to participate.
- 1.2. An international match is, in which national teams represent their national associations.
- 1.3. Specialised competition is in which players of various ages can participate in a specific group.
- 1.4. Invitational competition is in which only invited associations, clubs or teams can participate.
- 1.5. Open competition is in which any amateur and/or professional teams can participate.
- 1.6. Amateur competition is in which professional, official teams may not participate.

2. Applicability:

- 2.1. RULES OF Teqvoly [Chapter 1] are applicable at all official competitions.

EQUIPMENT AND PLAYING CONDITIONS

1. Approved and Authorized Equipment

- 1.1. The entry form for an open tournament/competition/championship shall specify the type of Teqball table as well as the brand and colour of the ball used at the event.
- 1.2. The choice of equipment shall be decided by the respective association in whose territory the competition is held.

2. Clothing

- 2.1. Playing clothing normally consists of a short-sleeved or sleeveless shirt and shorts or skirt or one-part sports outfits, and socks and shoes. Other garments such as part or

all of a tracksuit are not allowed to be worn during the match except with the permission of the chief referee.

- 2.2. The main colour of a shirt, skirt or shorts, other than sleeves and collar of a shirt must be clearly different from that of the ball in use.
- 2.3. Numbers or lettering may appear on the back of the shirt to identify a player, his or her association or, in club matches, his or her club, and advertisements.
- 2.4. Any markings or trimming on the front or side of a playing garment and any objects such as jewellery worn by a player must not be so conspicuous or brightly reflecting as to blind the opponent. If the main referee decides that it is disturbing, he or she may order the player to take it off or cover it.
- 2.5. The garment of the players cannot be covered with symbols or lettering that are against the law or against the rules or reputation of the game.
- 2.6. Opposing teams are not allowed to wear clothing with the emblem of the other team.
- 2.7. Opposing teams must wear shirts that are sufficiently different in colour to enable them to be easily distinguished by spectators.
- 2.8. Any question of the legality or acceptability of player clothing shall be decided by the chief referee.
 - 2.8.1. All players of a team taking part in a competition must be dressed in the same colour during all matches of the team championship.
 - 2.8.2. At competitions, opposing players are not required to wear different colour jerseys. However, teammates (pairs) from the same club/association must wear the same colour jerseys.

3. Playing conditions

- 3.1. The playing space must be rectangular and not less than 12 meters long, 16 meters wide and 7 meters high.
- 3.2. The following equipment and fittings are to be considered as part of each playing area:
 - 3.2.1. The Teqball table with the net, referee table and chair, score displays, towel and ball boxes, printed numbers identifying the table, surrounds, and floor mats, displays on the surrounds indicating the names of players or associations.
- 3.3. The playing area must be enclosed by surrounds separating it from adjacent playing areas and from spectators.
- 3.4. At all venues of competitions, the luminous power has to be 300 lux / by natural or artificial lighting at the playing area.

- 3.5. Where several tables are in use, the lighting level shall be the same for all of them, and the level of background lighting in the playing hall shall not be greater than the lowest level in the playing area.
- 3.6. The light source must not be less than 7 m above the floor.
- 3.7. The background must be generally dark. Daylight may be allowed if it does not obstruct the game in any way or reflects on the Teqball table.
- 3.8. The flooring must not be light-coloured nor brightly reflecting or slippery.

4. Advertisement and Markings

- 4.1. Markings and advertisements may be placed on the inside wall of the surrounds, though they must not be of the same colour or similar to the Teqball table or the ball.
- 4.2. Markings and advertisements can be placed on the net. It cannot be placed closer than 30 mm to the top edge of the net and it must not obscure visibility through the net and cannot disturb the players.
- 4.3. Advertisement can be placed on the garment of the players.
- 4.4. It is forbidden to place advertisements on players' garment that may have a negative message or are against the law or against fair play. They must not include any discriminative contents reflecting on religions, sexual identity, racism or any distinctive subjects of life.

5. Doping control

- 5.1. All players participating in international competitions (including junior competitions) are subject to in-competition testing conducted by any association, and any Anti-Doping Organization can be responsible for testing.

MATCH OFFICIALS

1. The chief referee

- 1.1. For each competition by the applicable association a chief referee must be appointed.**
- 1.2. The chief referee is responsible for:**
 - 1.2.1. Conducting the draw of the competition.
 - 1.2.2. Scheduling of the matches by time and Teqball table.
 - 1.2.3. The appointment of match officials.
 - 1.2.4. Conducting a pre-tournament briefing for match officials.

- 1.2.5. Verifying the eligibility for the game of all involved participants (players, assistant staff).
- 1.2.6. Conducting the game while observing the rules.
- 1.2.7. Deciding whether the play may be suspended in case of an emergency.
- 1.2.8. Deciding whether players may leave the playing area during a match.
- 1.2.9. Deciding whether statutory warm up time may be extended.
- 1.2.10. Deciding over any question of interpretation of rules or regulations, including the acceptability of clothing, playing equipment, and playing conditions.
- 1.2.11. Deciding whether, and where, players may practice during an emergency suspension of play.
- 1.2.12. Taking disciplinary action for misbehaviour or other breaches of regulations.
- 1.3. In case the chief referee is unable to fulfil their duty, the jurisdiction will be transferred to the assigned replacement.**
- 1.4. The chief referee, or a responsible deputy appointed to exercise authority in his or her absence, shall be present at all times during play.**
- 1.5. The chief referee may decide about replacing/changing the match officials at any time but may not alter a decision already made by the replaced official on a question of fact within his or her jurisdiction.**
- 1.6. The chief referee has jurisdiction over all functions regarding the game from the moment the athletes arrive to the venue of the match until they leave.**
- 1.7. The chief referee has the jurisdiction over any advertisement placed on the playing area.**

2. The Main Referee and Assistant Referee

- 2.1. At competitions two referees must be appointed for each Teqball table.**
- 2.2. The main referee must stand at one side, meanwhile the assistant referee must stand on the opposite side.**
- 2.3. The main referee is responsible for:**
 - 2.3.1. Checking the acceptability of equipment and playing conditions and reporting any deficiency to the chief referee.
 - 2.3.2. Conducting the coin toss for the choice of serving, receiving and sides.
 - 2.3.3. Controlling the order of service, receiving and sides and correcting any errors therein.
 - 2.3.4. Ensuring that the movement of the service is correct.
 - 2.3.5. Deciding each rally as a point, an edgeball or a let.

- 2.3.6. Calling the score, in accordance with specified procedure.
- 2.3.7. Maintaining the continuity of play.
- 2.3.8. Acting for breaches of advice or behavioural regulations.
- 2.3.9. In case the opponents are wearing similar garments, the guest pair or team must change their shirt (or a distinctive shirt needs to be worn).

2.4. The assistant referee is responsible for:

- 2.4.1. Deciding whether either player stepped inside the court or on the baseline during the service.
- 2.4.2. Measuring the time for the warm-up, time in between games, time in between sets and time-outs.
- 2.4.3. Deciding if either player came in contact with the Teqball table during the rally.
- 2.4.4. Deciding that the conditions of play are disturbed in a way that may affect the outcome of the rally.
- 2.4.5. Performing other duties assigned by the main referee.

2.5. Players are under the jurisdiction of the main referee from the time when they arrive at the playing area until they leave it.

2.6. Officially delegated, certified referees must wear a mark of their status during matches.

2.7. At all matches, a chief-referee must be designated who owns all the main judicial rights, such as having responsibility over the competition licenses, full control over the playing area; clothing or taking the rule of interpretations of any issue in dispute, questions regarding legible rules of the match, and last but not least, accurately completing the official sheet of the game.

- 2.7.1. If a chief referee is not appointed, a senior official referee (in case of the same rating, the senior referee) will lead the managerial tasks.

3. Appeals

- 3.1. No agreement between team captains can alter a decision on a question of fact by the responsible match official, on a question of interpretation of rules or regulations made by the chief referee or on any other question of tournament or match conducted by the responsible management committee.
- 3.2. No appeal may be made to the chief referee against a decision on a question of fact by the responsible match official or to the management committee on a question of interpretation of rules or regulations by the chief referee.

- 3.3. An appeal may be given to the chief referee against a decision of a match official on a question of interpretation of rules or regulations, and the decision of the chief referee must be final.
- 3.4. The appeal can be given only by the captain of a team participating in the match.
- 3.5. At competitions appeals may be given against the decisions of the chief referee about the draw and the scheduling of the matches by until the match in question begins.
- 3.6. After a match has begun no appeals are allowed reflecting to cases that existed before starting the game.
- 3.7. During a match, appeals against unlawful decisions are allowed in between two rallies before the next service starts.
- 3.8. Appeals and complaints can be made by anyone whose interest have been obstructed by an unlawful decision.

MATCH CONDUCT

1. Score Indication

- 1.1. The main referee calls the score as soon as the ball is out of play at the completion of a rally, or whenever he or she sees it fit.**
 - 1.1.1. During a game the main referee calls the scores after each point and also calls which server is to follow.
 - 1.1.2. At the beginning of a game and when the change of a server is due, the main referee points to the next server, and calls the score.
 - 1.1.3. At the end of a game the main referee calls the number of points scored by the winning team followed by the number of points scored by the losing team and then names the winning team.
- 1.2. In addition to calling the score the main referee uses hand signals to indicate his or her decisions.**
 - 1.2.1. When a point has been scored, the referee raises his or her arm closer to the team who scored.
 - 1.2.2. When for any reason the rally is a let, the main referee raises his or her hand above the head to show that the rally has ended.
- 1.3. Score indication is only required at events in an official association competition calendar.**

2. Equipment

- 2.1. At competitions the ball must be chosen in the playing area before the match begins.
- 2.2. The main referee of the match checks the acceptability of the clothing of the players with special attention to the colouring of the jerseys.

3. Warm up

- 3.1. Players are entitled to warm up on the match Teqball table for 2 minutes right before the start of a match, but players are not allowed to practice during official intervals; the specified practice period may be extended only with the permission of the chief referee.
- 3.2. During an emergency suspension of play the chief referee may allow players to practice on any Teqball table, including the match table.
- 3.3. Players shall be given an opportunity to check and to familiarise themselves with the replaced new equipment, which they are about to use; this means to be given the opportunity to practice for a maximum of one minute determined by the main referee before resuming and continuing the game.

4. Intervals

- 4.1. Play must be continuous during the match with a maximum break of 10 seconds allowed between two rallies and 5 seconds to serve from when the server has the ball and the receiver is also ready; however, players are entitled to:**
- 4.2. A mandatory one-minute break in between games (may vary depending on the competition).**
- 4.3. A mandatory two-minute break in between sets (may vary depending on the competition).**
- 4.4. Once per match both teams are allowed to call a time-out period (1 minute).**
 - 4.4.1. The request for a time-out may be made by the team captain; or by a designated adviser from the players bench.
 - 4.4.2. Making a "T" sign with the hands can indicate the request for a time-out, which can be made only between rallies in a game.
 - 4.4.3. On receiving a valid request for a time-out the main referee suspends the game and holds up his hand forming a letter "T" and then points to the team who requested the time-out.
 - 4.4.4. The game shall be resumed once the 1-minute has ended.

4.4.5. If both teams make a valid request for a time-out simultaneously, then the time-out shall be granted; however, neither team shall be entitled to another time-out during that match.

4.5. There are no intervals between the matches of a team championship except for the team who is required to play in successive matches and has played in the previous match before. In this case the player can claim an interval of up to 15 minutes between those matches.

4.6. The chief referee can give permission for suspending the game (for the shortest period available according to the rules but no longer than 10 minutes) if a player is unable to continue the game (temporarily) because of injury, and the chief judge decides that the suspension won't cause disadvantage to the opponent players.

4.7. A suspension is to be allowed for a disability which was present to be expected at the beginning of the match, or where it is due to the normal stress of play; disability such as cramp or exhaustion caused by the player's current state of fitness does not justify such an injury suspension, which may be allowed only for incapacity resulting from an accident, such as an injury caused by a fall.

4.8. If anyone in the playing area is bleeding, play must be suspended immediately and must not resume until that person has received medical treatment and all traces of blood have been removed from the playing area and from the playing equipment.

4.9. During time-outs, official intervals between games and sets, players remain in the playing area (or nearby within maximum 3 meters), except with the permission of the chief referee.

4.10. If disruption of a competition or team match occurs due to technical reasons (e.g. electricity black out...etc.) 1-hour is allowed to eliminate the problem.

4.10.1. The chief referee can waive the 1-hour waiting period if the underlying problem is not fixed during that time. In this case the exact scores of any games, sets or matches played before the incident remain valid.

5. Announcements

5.1. The main referee or assistant referee announces

	Action	Referee says
1	After each scored point	The referee indicates which side scored the point, then announces the current score

		and announces the server's score first
2	Start of each game when the ref passes the ball to the serving player	TEAM - PLAYER X/Y TO SERVE
	Time-out	TIME-OUT!
3	Teams shall switch ends after each game	CHANGE ENDS
4	Ball touches the side of the table, hence is considered as a foul	SIDEBALL!
5	The serving player does not serve the ball in time	FOUL! DELAY OF GAME
6	Questionable situation, play to be reviewed by the video ref	PLAY TO BE REVIEWED!
7	A player touches the table	TABLE-TOUCH!
8	A player touches the ball with anything besides the playing hand/feet	ILLEGAL TOUCH!
9	Any mistakes during the return	ILLEGAL ATTACK!

10	Signalling a foul	FOUL!
11	A player is crossing or stepping on the line while serving	FOOT FAULT!
12	Both of the player's feet are not touching the ground while serving	FOOT FAULT!
13	The server does not execute the serve with a correct touch	FAULT SERVICE!
14	The team requests the possibility to earn the "doublepoint"	DOUBLEPOINT!
15	The team calls for injury time	MEDICAL TIME-OUT!
16	If the game is being disturbed under such circumstances that may influence the outcome of the point	LET!

Both the main and assistant referee has the same authority to stop the game if a fault is detected. However, the main referee has the authority to override the assistant referee's decision.

DISCIPLINE

1. Advice

- 1.1. During the match teams can receive advice from any 2 advisors that are present at the team's bench. The 2 advisors cannot be changed during the match.
- 1.2. Players can receive advice only during the intervals between games or sets or during other authorised suspension of play such as a time-out. If the authorised person gives advice at any other time, the main referee shall give them a warning. Any further offences will result in their dismissal from the playing area.
- 1.3. The dismissed adviser is not allowed to return and shall not be replaced by another adviser until the match has ended.
- 1.4. At competitions the person of the adviser is not required to be named.
- 1.5. The chief referee has the authority to dismiss an advisor from the playing area, for seriously unfair or offensive behaviour, whether reported by the main referee or not.

2. Behaviour

- 2.1. Players and coaches or other advisers must refrain from behaviour that may unfairly affect the opponent, offend spectators or bring the sport into disrepute, such as abusive language, deliberately kicking the ball or hitting it out of the playing area, kicking or hitting the Teqball table or surrounds, and disrespecting match officials and other unfair behaviour.
- 2.2. If at any time a player, a coach or another adviser commits a serious offence, the main referee shall suspend play and report immediately to the chief referee.
- 2.3. For less serious offences the main referee can warn the offending player or team on the first occasion. If a player or team commits further offences, the main referee has the authority to disqualify the player or team from that match.
- 2.4. If the main referee disqualifies a player or team then the match result shall be recorded as 8-0 in every game for the opponent player or team.
- 2.5. Disqualification during an individual and team tournaments applies only to the match in question. If a player or team was disqualified in a previous match they are still allowed to compete in other matches during the competition.
- 2.6. A warning or penalty incurred by any members of the team must apply to the team.
- 2.7. The chief referee has the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour, whether reported by the main referee or not.
- 2.8. If a player or team disqualified from a match or competition by the chief or main referee, the decision shall be final and cannot be appealed.

- 2.9. A player or team, who does not appear at the Teqball table at the beginning of the match after being warned from the main referee, shall be considered the losing player or team.
- 2.10. A disqualified player must leave the playing area. The disqualification of the player and the circumstances of the disqualification must be reported to the FITEQ association, which is responsible for the competition.
- 2.11. Forfeiting a game or set is not allowed without forfeiting the match as well. Forfeiting a game or set automatically means the forfeiting of the entire match. If a forfeiting occurs during a match that has been started, then the previously recorded scores and decisions are still considered valid. Forfeiting a match does not mean forfeiting participation in the additional events of the competition.

3. Prestige and Good Reputation

- 3.1. Players, coaches and officials shall uphold the object of good presentation of the sport and safeguard its integrity by refraining from any attempt to influence the elements of a competition in a manner contrary to sporting ethics.
- 3.2. Players must do their utmost to win a match.