

THE OFFICIAL RULES AND REGULATIONS OF TEQBALL



TEQBALL®

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1. THE GENERAL RULES OF TEQBALL

1.1. TEQBOARD AND THE PLAYING AREA

1. The size specification of the Teqboard is:
 - a) Length: 3,000 mm
 - b) Width: 1,500 mm
 - c) Height: 760 mm
 - d) The curvature of the playing surface of the Teqboard 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 Teqboard to the height of the net.

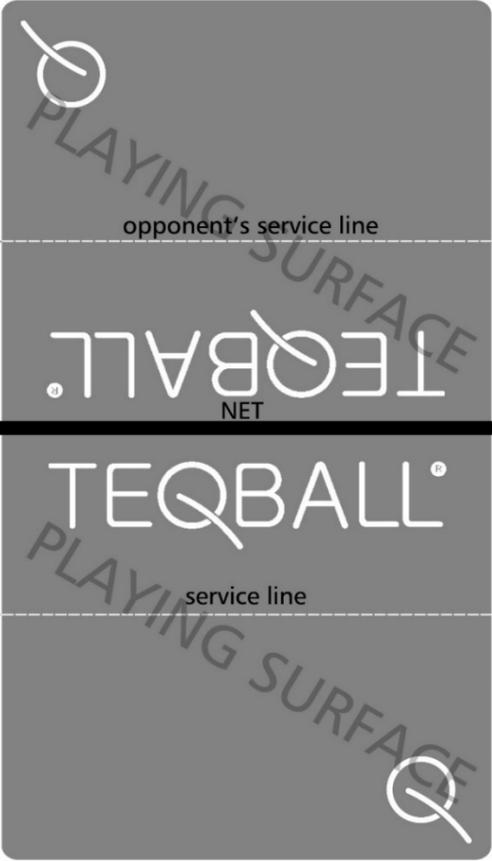
The highest point of the playing surface – as measured from the ground-- is 760mm, while the lowest point is 565mm. The horizontal distance between the lowest part of the Teqboard and the net is 1,490 mm.

2. The material of the playing surface can be:
 - a) Wood
 - b) Metal
 - c) Composite

3. The color of the Teqboard in competition: must be chosen to be different from the color of the floor and the ball.
4. The service line on the surface of the Teqboard must be lengthened on the floor. It must be clearly visible with a minimum width of 10 mm in a color different from that of the flooring, and has to be painted to the edge of the court on the floor.
5. The location of serving baseline: 1 meter distance from the end of the Teqboard. It must be clearly visible with a minimum thickness of 10 mm in a color different from that of the flooring. The length of the serving baseline is 1.5 m. The side ends must be marked with boundary lines.
6. The playing space: has to be minimum 10 meters wide by 10 meters long. Headroom must be a minimum of 4 meters high. The official competition size of a Teqball court is 10 meters wide by 12 meters long.
7. The Teqball court (drawing and descriptions):

OPPONENT'S SIDE

SERVING BASELINE



opponent's lengthened service line on the floor

service line

lengthened service line on the floor

SERVING BASELINE

PLAYER'S SIDE

1.2. THE NET

1. The net must be permanently attached to the Teqboard.
2. The net must be made out of the following materials:
 - a) Plexi (PMMA)
 - b) Translucent polycarbonate (PC)
 - c) Steel frame
3. The size specification of the net:
 - a) Width: 1700 mm
 - b) Thickness: 20 mm
 - c) Height: 140 mm (measured from the surface of the Teqboard)

1.3. THE BALL

1. The ball in competition must be of a FIFA size 5 standard ball.
2. Color of the ball in competition must be different from the jersey color of players.
3. Air pressure of the ball in competition: FIFA standards apply.

1.4. 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 15 seconds, except in cases of force majeure.
2. Each *set* is played until 12 points. Each game is played until 2, 3, or 4 sets are won by a player or team depending on the type of competition. The time between two sets must not exceed 3 minutes. Players must switch sides after each set. The final decisive set must be won by at least a two-point margin, meanwhile, all other sets can be won by the player who scores 12 points first.
3. Types of games:
 - a) *Single game*: a match in which two players play against each other.
 - b) *Double game*: a match in which two-player teams play against each other.
 - c) *Team championship*: match series in which individual and double matches turn play (following one another).
4. The *service*: The ball is in play from the moment at which the ball ceases to be still in the palm of the hand as the result of the beginning of intentional service. It stays in play until the rally is decided as a let or a point. (The ball is not in play if after leaving the palm of the

hand of the server it falls to the ground without touching the player's body. See point 1.5.14.)

5. The *let* is a rally where no score is awarded.
6. A *point* is a rally where a point is scored.
7. The *server* is the first player who puts the ball into the rally.
8. The *receiver* is the player, or team who strikes the ball the second time in a rally.
9. The *referee* is the person appointed to supervise the game.
10. The *assistant referee* is the person appointed to assist the referee with certain decisions.
11. The *edge ball* is when the ball bounces on the edge of the Teqboard and/or changes direction in a clearly observable manner. If the receiving player touches the ball before it hits the ground, the rally goes on, but if the player does not touch the ball, it is considered a let and the rally shall be repeated. If the ball bounces on the surface of the Teqboard 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.

12. A *side edge ball* is when the ball touches the side (and not the edge) of the Teqboard. In this case the point is awarded to the opponent player.

1.5. **THE SERVICE**

1. The serving starts with the ball resting still on the open palm of the server's stationary hand above the lowest level of the Teqboard.

The server then must toss the ball vertically upwards at least 100 mm from the open palm without letting it spin.

2. The serving must be carried out with one touch, above the lowest level of the Teqboard with any part of the body except for the hands and arms. (The action of touching described in section 1.14.2 is considered a forbidden technique).

3. The server must start the service from behind the serving baseline, which is 1 meter from the Teqboard and from the area that is within the virtual lines running from the edges of the Teqboard. The service is considered regular if the player's foot/shoe remains

behind the serving baseline at the moment of the serving without touching it, making sure to remain outside the area between the Teqboard and the serving baseline.

4. A service attempt results in a fault if the server jumps at the moment of the service.
5. The service in every case must be executed so that the ball moves upwards after the contact.
6. The ball must bounce beyond the opponent's service line on Teqboard.
7. After a failed attempt of service the server may attempt a second service. Two failed service attempts in succession constitute a double fault.
8. A service attempt when the ball bounces on the opponent's service line constitutes a fault.
9. Striking the ball at service does not constitute a touch. The server may use the body part with which the service has been executed two times in a row. (See point 1.14.7.)

10. If the serving attempt results in an edge ball (and after the ball bounces on the ground), then the service has to be repeated. In this case the service is not considered a fault but two edge balls in succession while serving is considered a faulty service.
11. In doubles, if the non-receiving player of the pair touches the ball in case of an edge ball, then it constitutes a failed return, and a point is awarded to the serving double.
12. In case the ball touches the net during a service it constitutes a fault.
13. In case the ball bounces on the edge of the Teqboard after touching the net a point does not apply and it must be considered a failed service.
14. In case a server is disturbed and does not wish to continue the service, then the player must drop the ball to the ground without touching it. After two such consecutive occurrences it constitutes a fault.
15. It is the player's responsibility to execute the service so that the referee or the assistant referee is satisfied with

the player's compliance with the requirements of the rules.

16. If either the referee or the assistant referee judges the performed service to be illegal, the first time during a game the server receives a warning without a penalty with the service being repeated. If there are further occurrences, then the doubtful services must be judged at fault.

1.6. THE RETURN

1. After the service the ball must be returned by touching it a maximum of three times by the player (or in doubles the players combined). The return of the ball is considered valid only if it bounces at least once on the opponent's playing surface without touching anything except for the net and the players.
2. In doubles, returning the ball is considered valid only if both of the players have touched the ball properly at least once.
3. Crossing the imaginary line of the net:
 - a) When returning the ball at the moment of touching it, the body part, with which the return is made, cannot

cross the lengthened virtual line of the net (all other body parts are allowed to cross that line).

b) In doubles, each of the players can cross the lengthened virtual line of the net; however, in this case they can only pass the ball back to their partner, or to themselves, making sure that at least one foot/shoe remains in between the opponent's lengthened service line on the floor and the net. The opponent's lengthened service line must not be touched. If the return happens during a jump in the air, the lengthened service line on the floor is considered at the moment of the take-off.

c) In a single game the imaginary line can still be crossed according to the rules; however, the ball must be sent from the player's side.

4. Returning the ball to the opponent's side from the floor:
The return is considered valid if at least one foot/shoe remains behind the lengthened service line (from the own end of the table), while touching the ground (touching the lengthened service line on the floor constitutes a fault).

5. Returning the ball from a jump:

- a) In case the ball is returned from a jumping movement, at the moment of the jump at least one foot/shoe of the player has to remain behind the lengthened service line (from the own end of the table) on the floor. (Touching the lengthened service line on the floor constitutes a fault.)

1.7. THE ORDER OF PLAY

1. In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternate in making a return.

2. In doubles, the server shall first make a service, the receiver shall then by touching the ball maximum twice plays it to his or her partner, who shall then return the ball to the opponent's playing surface or pass back to his or her partner. Each doubles team can touch the ball a maximum of three times combined to return the ball. From then on any player from each pair may receive the ball.

1.8. THE LET

1. In case of a let the rally must be repeated if,
 - a) an edge ball occurs as the result of a regular return, and the receiver doesn't touch the ball before that bounces on the floor;

b)the service has been executed while the receiving player or team has not been ready to play, but only if the receiving player or team does not attempt to return the ball;

c)the legal service, return, or the compliance with the rules of the game cannot be done by the player or team beyond their own fault;

d)the referee or assistant referee stops the game;

e)the ball hits the net and then bounces on the opponent's playing surface (on the Teqboard) three times at least (the edge ball also counts as a bounce);

f) in doubles the ball bounces at least three times on the opponent's playing surface (edge ball considered as a bounce).

2. The game can be stopped if,

a)the discovery of an error is considered as a result of serving, receiving or choosing sides;

- b) a player or team (or a consultant) must be warned or penalized;
- c) the rally is disturbed by any person or event that may affect the outcome of the rally.

1.9. **THE SCORE**

1. In the case when a let does not occur a player is awarded a point if,
 - a) the opponent touches the ball incorrectly;
 - b) the service is missed twice in a row, namely, making a double fault;
 - c) the opponent fails to make a correct return;
 - d) the opponent obstructs the ball in any way;
 - e) the opponent does not return the ball to the player's playing surface;
 - f) the opponent, or any item on him or her touches the Teqboard;

- g) the opponent, or any item on him or her touches the net;
- h) the opponent touches the player from the other team during the rally, and
in case the ball goes to the opponent's side and one player of the double has to pass it back to his/her partner from there (or in individual games to himself/herself), then the opponent player(s) have to step out their way providing clear space to the ball, so it can be back kept in game;
- i) the opponent does not touch the ball in the correct order in a doubles game after the service (i.e. not the receiver player receives the service);
- j) the opponent touches the ball more than three times;
- k) the opponent touches the ball with his or her hand/arm;
- l) the ball bounces more than once on the opponent's playing surface on the Teqboard, (see exceptions at 1.8.1.e) and f));
- m) the opponent returns the ball without touching the area behind the lengthened service line on the floor

on their own side of the table considered from the opponent's end at the moment of the touch (See exceptions 1.6.5.). In case any other part of the foot/shoe touches the lengthened service line on the floor, it is then considered a fault;

- n) the opponent player's body part that returns the ball overlaps the imaginary extended line of the net at the moment of returning the ball (any other body part may overlap though);
- o) the opponent touches the ball twice with the same body part (every touch below the knee is considered a foot touch);
- p) the opponent returns the ball while it touches the side of the Teqboard (see: side edge ball);
- q) the opponent player touches the ball above the Teqboard before it lands on the Teqboard;
- r) the ball lands on the opponent's playing surface on the imaginary extended line of the net (top of the net);
- s) the player sends the ball to the opponent's playing surface, but it comes back to the player's side without being touched by the opponent player (if the ball

touches the net after bouncing on the Teqboard, it can still remain in game according to the rules);

- t) the ball touches anything else except for the players during the rally, their clothes, the Teqboard and the net. In this case the player (or players) who owned the ball the last time before the incident, lose(s) the point.
- u) The ball bounces more than once on the net but then lands on the proper side of the table –according to the game-rules-, then the rally continues and nobody gains a score for it.

1.10. THE SET

1. The player or team first scoring 12 points wins the set, unless both players or teams score 11-11 points in the final set. Then the game is won by the first player or team subsequently gaining a lead of 2 points.

1.11. THE MATCH

1. The match consists of the best of 2, 3 or 4 sets.
2. A match is played continuously without any interruptions except for a maximum of 3 minute breaks for players between sets. During these, maximum 2

persons (teammates, coaches) - who have been previously registered in the score sheet - can give instructions to the players.

3. A time out can be requested once during a full game with the maximum length of 1 minute.
4. Medical attendance may be used during a game only once for a maximum duration of 3 minutes.
5. It is the duty and right of the referee to decide how long a match may continue in the case of disturbing circumstances.

1.12. THE ORDER OF SERVICE, RECEIVING, AND THE COURT OF TABLE

1. The right to choose the initial order of service, receiving and court of table is decided by lot performed by the referee, and the winner may choose to serve or to receive first and to start at a particular side. In doubles games the receiver team chooses the receiving player (from their team) first after which the opponent also chooses the server player serving to the chosen receiver.
2. After each 4 points the receiving player or team switches to servers and this continues until the end of the game,

except for the final set in the special case when the score is 11-11 points. In this case there is no final score, as the set must be won by a two points difference. If the game does not end with a result of 13-11 or 11-13 points, then at the score of 12-12, service will alternate with after each rally.

3. At the final set the initial order of service, receiving and court of table shall be decided by lot the same way as at the beginning of the game.
4. In doubles games after each change of service, the previous receiver player is the server and the partner of the previous server becomes the receiving player.
5. The initial server player or team becomes the receiver player or team in the next set. The first receiver of the first receiving pair becomes the first server.
6. In doubles games, at the beginning of a new set the serving player serves to that opponent player from whom he has received the ball in the previous set (except for the final set).

7. After each service, the receiving player has to touch the ball first. Afterwards, during the rally, anybody can touch the ball first.
8. The player or team, who starts the game on one side of the table, will play the next set on the other side. In the final set the players or teams change sides only if one of the players/teams reaches the score of 6,12; 18 (and so on by 6) points.

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

1. If a player serves or receives out of turn, play shall be interrupted by the referee as soon as the error is discovered and shall resume the rally with the same players serving and receiving, according to the sequence established at the beginning of the match.
2. If the players have not changed sides when they should have done so, play shall be interrupted by the referee as soon as the error is discovered and shall resume with the players at the sides where they should be at the score that has been reached, according to the sequence established at the beginning of the match.

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

1.14. THE TOUCH

1. Players are allowed to return the ball with all of their body parts except for the hands and arms.
2. Players can hold the ball for a maximum 3 seconds on their allowed body parts. If the time of holding the ball exceeds 3 seconds, it is considered as an irregular touch and the score goes to the opponent.
3. A player/team can return the ball with a maximum of 3 touches. Not all three touches must be used. In single games balls can be returned to the other side out of one or two touches. In a doubles game, one team has got 2 or 3 touches because; they must pass the ball to each other before sending it back to their opponent.
4. It is forbidden to touch the ball twice in a row with the same body part. In a doubles game, this rule considers one player only. The team-mate can use the same body part of which they received the ball from his/her partner.
5. The player is not allowed to squeeze and thus hold the ball between two body parts.

6. If any of the players touches the ball accidentally (e.g.: the ball hits the stomach or grazes the t-shirt), it is counted as one touch out of the three.
7. A player/team cannot exceed the three touches using the same body part when returning the ball during a rally. (Service is not considered as a touch in a rally.)
8. When the player returns the ball to the opponent's half with his foot and at the moment of the touch the ball rises over his head, the movement of the ball must always be directed upwards.
9. In a doubles game, pairs are not allowed to touch each other.
10. If the ball bounces back from the net to the player and the player still can keep that in play (out of one or two touches) and the ball didn't hit the floor or the Teqboard, then – according to the rules -- the player can still use any body part to pass the ball back to his or her opponent. (See exception under rule no.:1.14.7.)
11. In a doubles game, if the ball hits the net and then returns to the sender's side, then any player of the team is allowed to touch it in order to keep the ball in game.