

Head Office
C/o Ametis Conseils SA Chemin de Beau-Rivage 7,
1006 Lausanne, Switzerland

Presidential Office
5-7. Expo Square, Budapest, Hungary 1101
✉ info@fiteq.org | 🌐 www.fiteq.org



FITEQ®
Fédération Internationale
de Teqball



THE OFFICIAL RULES AND REGULATIONS OF TEQBALL

2018

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1. THE RULES OF TEQBALL

1.1. THE TEQBALL TABLE

1. The size specification of the Teqball table is:
 - a. Length: 3,000 mm
 - b. Width: 1,700 mm (including the net)
 - c. Height: 900 mm (top of the net)
 - d. 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.
The highest point of the playing surface – as measured from the ground-- is 760 mm, while the lowest point is 565 mm. 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:
 - a. Wood
 - b. Metal
 - c. Composite
 - d. Polymer

1.2. THE NET

1. The net must be permanently fixed to the Teqball table.

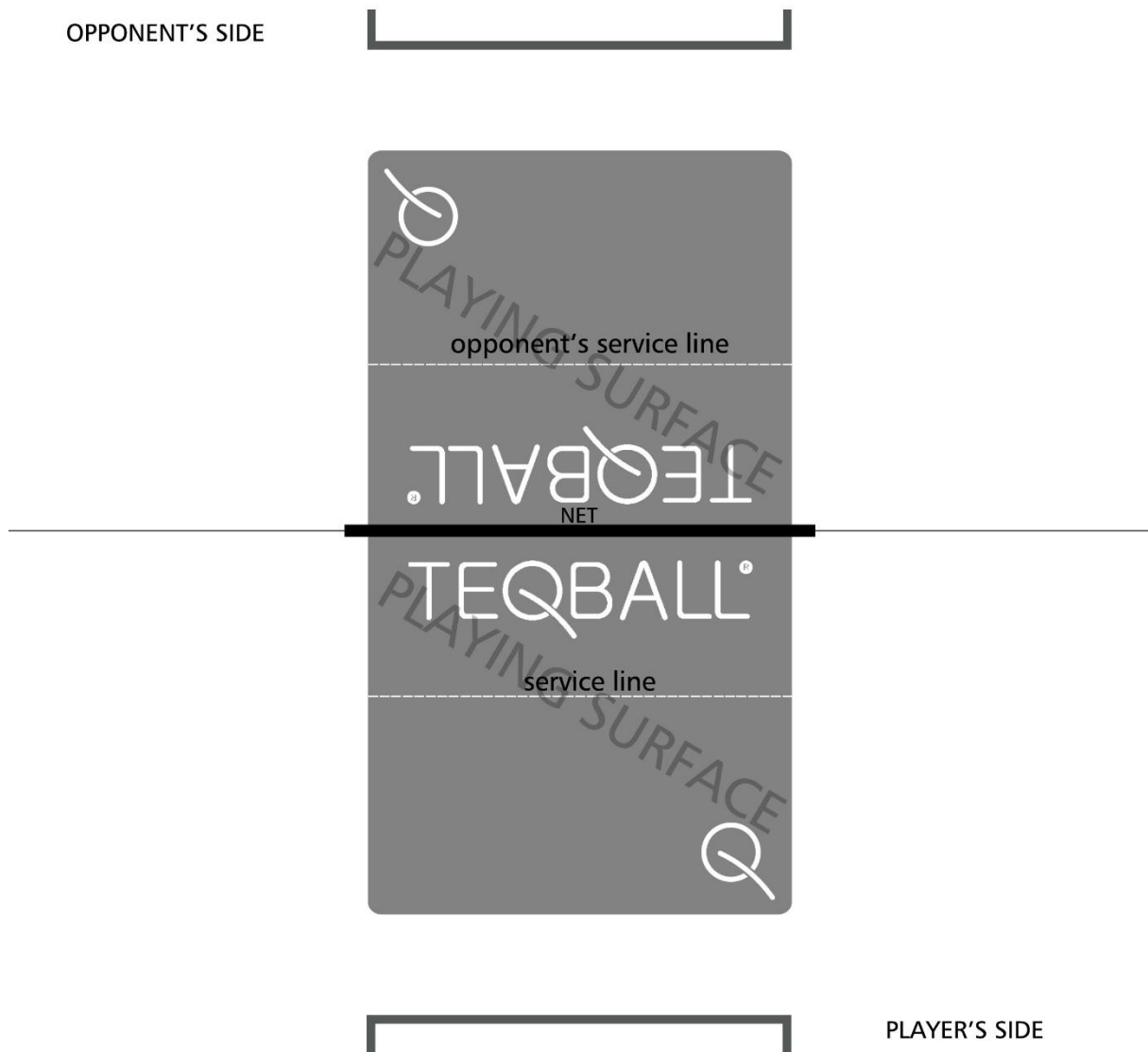
2. The net must be made out of the following materials:
 - a. PMMA (plexi) plate
 - b. Translucent polycarbonate (PC)
 - c. Steel frame
 - d. Other polymer

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 Teqball table)

1.3. THE PLAYING AREA

1. The colour of the Teqball table in competition must be different from the colour of the floor and the ball.
2. The location of the half-way line must be in the middle and divide the court in two equal halves (see drawing at point 1.3.5).
The line must be indicated by a clearly visible line, with a minimum thickness of 10 mm, in a colour different from that of the flooring.
3. The location of the serving line must be 1 metre distance from the end of the Teqball table. The serving line is a 1.5 metre wide (see drawing at point 1.3.5). The line must be indicated by a clearly visible line, with a minimum thickness of 10 mm, in a colour different from that of the flooring.
4. The playing area must be a minimum of 10 metres wide by 12 metres long. Headroom must be a minimum of 5 metres high. The official competition size of a Teqball court is 12 metres wide by 16 metres long by 7 metres high.

5. The playing area (Teqball court):



1.4. THE BALL

1. The ball in competition must be spherical, made of leather or other suitable material, of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins) and not more than 450 g (16 oz) and not less than 410 g (14 oz) in weight at the start of the match.
2. The colour of the ball in competition must be different from the jersey colours of the players and to that of the table being used.
3. Air pressure of the ball in competition equals to 0.6 – 1.1 atmosphere (600 – 1,100 g/cm²) at sea level (8.5 lbs/sq in – 15.6 lbs/sq in).

1.5. DEFINITIONS

1. The rally is the period during which the ball is in play. The maximum time between the end of a rally and a new service is 25 seconds, except in cases of *force majeure*.
2. Each set is played until one side reaches 12 points. Each match is played until 2, 3, or 4 sets are won by a player/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 matches:
 - a. *Singles*: a match in which two players play against each other.
 - b. *Doubles*: a match in which two-player teams play against each other.
 - c. *Team championship*: match series in which singles and doubles are played in rotation to achieve an overall match result.
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 1.6.14.).
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/team who touches the ball the second time in a rally.
9. The referee is the person appointed to supervise the match.
10. The assistant referee is the person appointed to assist the referee with decisions as required.
11. The edge ball is when the ball bounces on the edge of the Teqball table and 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 before it hits the ground, it is considered a let and the rally shall be repeated. 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.
12. A side ball is when the ball hits the side of the table below the playing surface. In this case the point is awarded to the opponent player/team.

1.6. THE SERVICE

1. The serving starts with the ball resting still on the palm of the server's stationary hand above the playing surface.
2. The serving must be carried out with one touch, above the level of the playing surface with any part of the body except for the hands and arms.
3. The server must start the service from behind the serving line. The service is considered legal if the player's foot/shoe does not touch the serving line at the moment of serving. He/she must serve from between the extended, imaginary lines of the side of the Teqball table.

4. A service attempt results in a fault if the server jumps at the moment of delivering 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 on or beyond the opponent's service line on the Teqball table.
7. A service attempt when the ball bounces before the opponent's service line constitutes a fault.
8. After a failed attempt of service the server may attempt a second service. Two failed service attempts in succession constitute a double fault.
9. 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.
10. Striking the ball at service does not constitute a touch. The server may use the same body part to return the ball twice more in a row in a rally, after which he must use a different body part to return the ball (see point 1.14.7.).
11. If the serving attempt results in an edge ball (and after the ball bounces on the ground), then the service has to be repeated, but two edge balls in succession is considered one failed service attempt. Two failed service attempts in succession constitute a double fault.
12. In doubles, if the non-receiving player of the double touches the ball after the service in the case of an edge ball, then it constitutes a failed return, and a point is awarded to the serving doubles.
13. If the ball touches the net during the service, it constitutes a fault.
14. In case a server is disturbed and/or does not wish to continue the service, then the serving player must drop the ball to the ground without touching it. After two such consecutive occurrences it constitutes a failed serving attempt.
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.

1.7. 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.
2. In doubles, returning the ball is considered valid only if both of the players have touched the ball properly at least once and the players have to touch the ball alternately.
3. Crossing the imaginary line of the net:
 - a. At the moment of touching the ball to return it, the point of the touch has to be on the player's side.
 - b. In doubles, each of the players can cross the extended virtual line of the net; however, in this case, they can only pass the ball back to their partner, or to themselves.
 - c. In singles, the imaginary line can still be crossed according to the rules; however, the ball must be delivered from the player's side.
4. Returning the ball to the opponent's side:
 - a. The return must be made with at least one foot/shoe touching the ground behind the half-way line on the side of the player returning the ball (see exception at point 1.7.4.b.).
 - b. In the case of returning the ball from a jumping movement, at least one foot/shoe must be behind the half-way line at the moment of take off at his/her side of the table.

1.8. 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 a maximum of twice play 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.

1.9. THE LET

1. A point or rally must be repeated and declared a 'LET' if:
 - a. an edge ball occurs as the result of a regular return, and the receiver doesn't touch the ball before it bounces on the floor;
 - b. the service has been executed while the receiving player/team has not been ready to play, but only if the receiving player/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/team for reasons beyond their own fault;
 - d. the referee or assistant referee stops the match;
 - e. the ball hits the net and then bounces on the opponent's playing surface three times at least (edge ball considered as a bounce);
2. The match can be stopped by the referee if:
 - a. the discovery of an error is considered as a result of serving, receiving or choosing sides;
 - b. a player/team (or a consultant) must be warned or penalised;
 - c. 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.
4. If the rally is stopped by the referee, then the server can take both service opportunities unless the *force majeure* happens during the service. In this case, only the interrupted service can be repeated.

1.10. THE SCORE

1. 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 returns the ball in any other way than described at point 1.7.
- d. the opponent does not return the ball to the player's playing surface;
- e. the opponent, or any item on him or her, touches the Teqball table or the net;
- f. the opponent touches the player from the other team during the rally and it affects the outcome of the rally.
In the case where the ball goes to the opponent's side and one player of the team has to pass it back to his/her partner from there (or in singles match to himself/herself), then the opponent player(s) have to step out their way providing clear space to the player, so the ball can be kept in the game;
- g. the opponent does not touch the ball in the correct order in doubles, after the service (i.e. not the receiver player receives the service);
- h. the opponent touches the ball more than three times;
- i. the opponent touches the ball with his/her hand or arm;
- j. the ball bounces more than once on the opponent's playing surface on the Teqball table (see exception at 1.9.1.e.);
- k. the opponent player's point of touch (see point 1.7.3.a.) is on the player's side at the moment of returning the ball;
- l. the opponent touches the ball twice with the same body part (every touch below the knee is considered a foot touch);
- m. the opponent returns the ball and it touches the side of the Teqball table (see: side ball);
- n. the opponent player touches the ball above the Teqball table before it lands on it;

- o. the ball goes underneath the imaginary extended line of the net (top of the net) and lands on the player's playing surface;
 - p. 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 Teqball table, it can still remain in game according to the rules);
 - q. the ball touches anything else except for the players, their clothes, the Teqball table and the net during the rally. In this case the player (or players) who touched the ball the last time before the incident, lose(s) the point;
 - r. an opponent player blocks the flight of the ball towards his/her side of the table and prevents it from bouncing on that side of the table.
2. If the ball bounces more than once on the net but then lands on the proper side of the table – according to the rules – then the rally continues and nobody gains a score for it.
 3. If both players/teams commit a fault, then that player/team loses the rally who committed the fault first.

1.11. THE SET, MATCH AND INTERVALS

1. The player/team first scoring 12 points wins the set, unless both players or teams score 11-11 points in the final set. Then the set is won by the first player/team subsequently gaining a lead of 2 points.
2. The match consists of the best of 3, 5 or 7 set.
3. A match is played continuously without any interruptions except for a maximum of 3 minute breaks for players between sets. During these, a maximum of 2 persons (teammates, coaches) - who have been previously registered on the score sheet - can give instructions to the players.
4. A time-out can be requested once over a period of 2 sets, or twice over a period of 3 or 4 sets during a match for a maximum length of 1 minute.

5. Medical attendance may be used during a match only once for a maximum duration of 3 minutes.
6. It is the duty and right of the referee to decide how long a match may continue in the case of disturbing circumstances.
7. The match must be played in fair conditions. In case of an unfair event the referee will decide any further sanctions.

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

1. The right to choose the initial order of service, receiving and court side 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, 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/team switches to serving and this continues until the end of the set, except for the final set in the special case when the score is 11-11. In this case there is no final score, as the set must be won by a two point difference. If the match does not end with a result of 13-11 or 11-13 points, then at the score of 12-12, service will alternate after each rally.
3. In the final set the initial order of service, receiving and choosing of sides shall be decided by lot the same way as at the beginning of the match.
4. In doubles, 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 serving player/team becomes the receiver player/team in the next set. The initial receiver of the first receiving doubles team becomes the first server for that team. At the beginning of a new set, the serving player serves to that serving player from whom he received the ball in the previous set (except in the final set, where the order of serve is decided by lot).

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

1.13. ERRORS IN THE ORDER OF SERVICE, RECEIVING OR THE CHOOSING OF SIDES

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 the rally shall resume 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.
4. Please note that all details relative to the Service can be found in Point 1.6 "The Service".

1.14. THE TOUCH

1. Players are allowed to touch the ball with all of their body parts except for the hands and arms.
2. Players cannot hold the ball on their body parts.
3. A player/team can return the ball with a maximum of 3 touches. Not all three touches must be used. In singles, the ball can be returned to the other side with 1, 2 or 3 touches. In doubles, both teams have got a minimum of 2 and a maximum of 3 touches whereby they must pass the ball to each other and return the ball to their opponent's side.
4. In singles, it is forbidden to touch the ball twice in a row with the same body part (for example: right foot - right foot). In doubles, this rule considers one player only so the teammate 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 touch the ball unintentionally (e.g. the ball grazes the jersey) it is counted as a touch.
7. A player/team cannot return the ball 3 times in a row using the same body part during a rally. In doubles, regardless of which player returns the ball, the same rule applies (service is not considered a touch in a rally.).
8. When a player returns the ball and the player's foot is above his/her head at the moment of impact and the other foot is off the ground, the movement of the ball should always be directed upwards.
9. The players are not allowed to touch each other during play to get any advantageous situation.
10. If the ball bounces back from the net and the ball has not hit the floor or the Teqball table, then the player can still keep the ball in play within the number of touches allowed and using any body part (see exception under rule 1.14.7).
11. In doubles, if the ball hits the net and is still in the air, then either member of the team is allowed to touch it in order to keep the ball in play.
12. Opposing players should avoid physical contact with each other under any circumstances during play. If it happens, the referee shall decide the outcome depending on who or what initiated the contact.
13. In every case, the referee has the final decision on whether a touch is allowable or not.

2. COMPETITION REGULATIONS

2.1. SCOPE OF RULES AND REGULATIONS

2.1.1. Types of Competition

1. All competitions are considered international where more than one national associations delegate players to participate. These can be competitions among nations/countries and among individual sportsmen where people represent themselves.
2. Specialised competition is one in which players of all ages can participate in a specific group.
3. Invitational competition is one in which only invited associations, clubs or players can participate. These can be official and unofficial competitions.
4. Open competition is one in which any amateur and/or professional player who is registered under FITEQ can participate.
5. Amateur competition is one in which professional players may not participate.

2.1.2. Applicability

THE RULES OF TEQBALL [Chapter 1] are applicable at all official competitions.

2.2. EQUIPMENT AND PLAYING CONDITIONS

2.2.1. Approved and Authorised Equipment

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

2.2.2. Clothing

1. Playing clothing normally consists of a short-sleeved or sleeveless shirt, shorts or skirt or one-part sports outfits, wristbands, caps, headbands, socks and shoes. Any other

garment, such as part or all of a tracksuit is not allowed to be worn during the match except with the permission of the chief referee.

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.
3. Numbers or lettering may appear on the back of the shirt to identify a player, his /her association or, in club matches, his/her club, and advertisements in accordance with the provisions of subsection 2.2.4.
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 referee decides that it is disturbing, he or she may order the player to take it off or cover it.
 - a. 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.
 - b. Opposing players/teams are not allowed to wear clothing with the emblem of the other players/team.
5. Opposing players/teams must wear shirts that are sufficiently different in colour to enable them to be easily distinguished by spectators.
6. Any question of the legality or acceptability of player clothing shall be decided by the chief competition administrator.
7. All players of a team taking part in a competition must be dressed in the same colour during all matches of the team championship.

2.2.3. Playing Conditions

1. The playing area must be rectangular and not less than 12 metres wide, 16 metres long and 5 metres in height (unless FITEQ approved it in advance).
2. The following equipment and fittings are to be considered as part of each playing area: the Teqball table with the net, referee table and chair (if needed), score displays, towel

and player relaxing boxes, printed numbers identifying the table, surrounds, and floor mats, displays on the surrounds indicating the names of players or associations. The list of equipment and fittings can vary with the permission of FITEQ.

3. The playing area must be enclosed by surrounds with a minimum of 750 mm high (covered with different background colour from the flooring and sports equipment), separating it from adjacent playing areas and from spectators.
4. At all competition venues, the luminous power has to be 300 luxes by natural or artificial lighting at the playing area.
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.
6. The light source must not be less than 5m above the floor.
7. The flooring must not be brightly reflecting or slippery.

2.2.4. Markings and Advertisement

1. Markings and advertisements may be placed on the inside and outside wall of the surrounds, though they must not be of the same colour or similar to the Teqball table, the ball, and the jerseys of the players.
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.
3. Advertisements can be placed on the table and the garments of the players.
4. It is forbidden to place advertisements on a player's garment (or start number) 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.

2.2.5. Doping Control

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

All players have to be aware of the Anti-Doping policy and rules of FITEQ.

2.3. MATCH OFFICIALS

2.3.1. The Chief Referee

1. For each competition a chief referee must be appointed.
2. The chief referee is responsible for:
 - a. Conducting the draw of the competition;
 - b. Scheduling of the matches by time and Teqball table;
 - c. The appointment of match officials;
 - d. Conducting a pre-tournament briefing for match officials;
 - e. Verifying the eligibility of all involved participants (players, coaches, assistants etc.) for the designated competition;
 - f. Conducting the match while observing the rules;
 - g. Deciding whether the match may be suspended in the case of an emergency;
 - h. Deciding whether players may leave the playing area during a match;
 - i. Deciding whether statutory warm-up time may be extended;
 - j. Deciding over any question of interpretation of rules or regulations, including the acceptability of clothing, playing equipment, and playing conditions;
 - k. Deciding whether, and where, players may practice during an emergency suspension of the match;

- I. Taking disciplinary action for misbehaviour or other breaches of regulations.
3. In case the chief referee is unable to fulfil his/her duty, his/her responsibilities should be transferred to an assigned replacement.
4. The chief referee, or a responsible deputy appointed to exercise authority in his/her absence, shall be present at all times during the match.
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/her jurisdiction.
6. The chief referee has the jurisdiction over all functions regarding the match from the moment the athletes arrive at the venue of the match until they leave.
7. The chief referee has the jurisdiction over any advertisement placed on or around the playing area.

2.3.2. The Referee and Assistant Referee

1. At official competitions two referees must be appointed for each Teqball table.
2. The referee and assistant referee should stand at opposite sides of the Teqball table to officiate the matches.
3. The referee is responsible for:
 - a. Checking the acceptability of equipment and playing conditions and reporting any deficiency to the chief referee;
 - b. Conducting the draw for the choice of serving, receiving and sides (toss);
 - c. Controlling the order of service, receiving and sides and correcting any errors therein;
 - d. Deciding each rally as a point or a let;

- e. Calling the score, in accordance with specified procedure;
 - f. Maintaining the continuity of the match;
 - g. Taking action for breaches of advice or behavioural regulations;
 - h. In case the opponents are wearing similar garments, the guest player/team must change shirt (or a distinctive shirt needs to be worn).
4. The assistant referee is responsible for:
- a. Deciding if a player's service action is in accordance with the rules;
 - b. Deciding if the conditions of the match have been disturbed in a way that may affect the outcome of a rally;
 - c. Measuring the time for the warm-up, the rally and time-outs;
 - d. Performing other duties assigned by the referee.
5. Players are under the jurisdiction of the referee from the time they arrive at the playing area until they leave it.
- a. Officially delegated, certified referees must wear a mark of their status during matches.
 - b. At all matches, a chief-referee must be designated who owns all the main judicial rights, such as having responsibility over the racing licences, 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 match. 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.

2.3.3. Appeals

1. No agreement between players, or 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.
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. 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.
4. In singles matches the appeal can be given only by the player participating in the match; in doubles the appeal can be given only by the captain of a team participating in the match.
5. At competitions, appeals may be given against the decisions of the chief referee about the draw and the scheduling of the matches up until the match in question begins. After a match has begun no appeals are allowed in relation to cases that existed before starting the match. During a match, appeals against unlawful decisions are allowed in between two rallies before the next service starts. Appeals and complaints can be made by anyone whose interest has been obstructed by an unlawful decision.

2.4. MATCH CONDUCT

2.4.1. Score Indication

1. The referee calls the score at the completion of each rally, or whenever he/she sees fit.
 - a. During a set the referee calls the scores after each point and calls the name of the leading player/team.
 - b. At the beginning of a rally and when a change of serve is due, the referee points to the next server allocated, according to the rules.

- c. At the end of a set the referee calls the number of points scored by the winning player/team followed by the number of points scored by the losing player/team and then names the winning player/team.
2. In addition to calling the score the referee uses hand and verbal signals to indicate his/her decisions.

Point scoring signal – the referee raises his hand upwards and points to the scoring team with his arm straight (either hand can be used)

Referee says – Point: server / receiver, the score is: one-zero etc.

To start the game – the referee points to the serving team, then to the middle of the table

Referee says – Point: server / receiver, the score is: one-zero etc.

Too many touches – the referee shows four fingers while raising the arm above the head, and points to the winner of the point

Referee says – Point: server / receiver, the score is: one-zero etc.

Delivering the ball to the opponent's side with the same body part for the third time – the referee shows three fingers while raising the arm above the head, and points to the winner of the point

Referee says – Fault, 3 head/right leg/left leg/shoulder/chest/thigh in a row, point: server / receiver, the score is:

Second serve – Pointing two fingers while raising the arm above the head (showing a V sign)

Referee says – second serve

To pause the game – hands raised upwards

Referee says – technical break, (explains why)

Signal for edge ball and replaying of the rally – arms are raised 90 degrees in front of the body, hands are fist and moving around

Referee says – edge ball, repeat the rally/point

Changing sides – hands raised and crossing in front of the body and pointing with the index finger

Referee says – changing sides

Edge ball + serve – edge ball signal (indicate the edge of the table) then (if it is a second serve) second serve signal

Referee says – edge ball, repeat the first/second serve

Side ball – Crossing the arms horizontally while palms are opened

Referee says – Fault, side ball, point: server / receiver, the score is:

Time out – Framing a T-sign with the palm over the head

Referee says – time out (team name)

Change of serve – Points to the serving side

Referee says – change of serve

Video review – drawing a rectangle with the finger

referee says – challenge, the serving / receiver team is challenging the call

After the video review: **referee says** – call stands / call denied

Stepping through the imaginary line of the net when delivering the ball to the other side – arms and palms extended while waving in front of the body at the line of the net

Referee says – Fault, overstepping, point: server / receiver, the score is:

Playing the ball without passing to the teammate – Arms crossed and raised above the head

Referee says – Fault, no pass realized, point: server / receiver, the score is:

Not allowed touch (using the same body part twice in a row, or holding the ball) – the referee points with his opened palms towards himself while his arms are deflected

Referee says – Fault, double touch, point: server / receiver, the score is:

Touching the table – With his arms raised the referee steps to the table and touches it

Referee says – Fault, table touch, point: server / receiver, the score is:

Touching the opponent player during the point – One of the hands is fisted and punched to the other hand's palm

Referee says – Fault, obstruction/opponent touch

Touching the ball with the hand – hit one hand with the other

Referee says – Fault, hand, point: server / receiver, the score is:

Delivering the ball under the imaginary line of the net – the referee points upwards with the index finger of the right hand, under his left hand which is fisted

Referee says – Fault, the ball went under the net, point: server / receiver, the score is:

Pausing the match – Both hands elevated with palms open pointing forwards

Referee says – Match stops, (explains why)

Delivering the ball with bicycle kick that lashes downwards – the referee holds one hand above his head with an open palm

Referee says – Fault, the bicycle kick lashed downwards

Service faults

- Serving from underneath the table horizon – arms extended downwards while palms are horizontally opened

Referee says – Fault, serving from underneath the table horizon (second serve / double fault)

- Stepping on the service baseline – pointing on the service baseline with a finger pointing downwards

Referee says – Fault, stepping on the service baseline (second serve / double fault)

- If the serve does not make an upward movement – drawing a curve in the air with an open-palm hand

Referee says – Fault, the serve did not make an upward movement (second serve / double fault)

- Jumping – the referee raises his right leg for a second

Referee says – Fault, jumping (second serve / double fault)

- Short serve – the referee points immediately indicating the second serve or the point scoring signal

Referee says – Short, second serve

3. When a player is formally warned for inappropriate behaviour, a yellow card is lifted up which must be then placed on (or nearby) the score indicator.

4. Score indication is only required at events in an official association competition calendar.

2.4.2. Equipment

1. At competitions the official match ball must be chosen in the playing area before the match begins.

2. Before every match, the condition of the table has to be checked by the referees.

3. Before a match begins, the referee should check the acceptability of the clothing of the players, paying special attention to the colouring of the jerseys and all other points under 2.2.2..

2.4.3. Warm-up

1. Players are entitled to warm up on the match Teqball table before the start of a match. The warm-up time is decided by the referee. Players are not allowed to practice during official intervals.

2. During an emergency suspension of the match the chief referee may allow players to practice on any Teqball table, including the match table.
3. In a case where any equipment needs replacing, the players should be allowed a few practise rallies to familiarise themselves with the new replaced equipment as determined by the referee before resuming the match.
4. At competitions, 20 minutes warm-up may be allowed for the players. The referee may modify this time limit.
5. Balls, which will be used during the match, have to be used during the warm-up.

2.4.4. Intervals

1. Play must be continuous during the match. However, any player is entitled to request an interval of up to 3 minutes between successive sets of a match.
2. During the match a player/team is allowed to claim a time-out period (for no longer than 1 minute).
 - a. The request for a time-out may be made by either player in a singles or by the team captain in a doubles or by the designated adviser who sits on the bench.
 - b. Making a "T" sign with the hands indicates a request for a time-out, which can only be made between points.
 - c. On receiving a valid request for a time-out, the referee suspends the match and holds up his/her hand forming a letter "T" and then points to the player/team who requested the time-out.
 - d. If both players/teams make a valid request for a time-out simultaneously, then the time-out shall be granted and neither player nor team shall be entitled to another time-out during that match.
3. The chief referee can give permission for preterminating the match (for the shortest period available according to the rules but no longer than 10 minutes) if a player is

unable to continue the match (temporarily) because of injury, and the chief referee decides that the suspension won't cause disadvantage to the opponent player(s).

4. A suspension of the match may be allowed if an injury caused by a fall has been suffered by any of the players. Cramp or exhaustion caused by lack of fitness are not deemed to be justifiable reasons for a suspension of the match.
5. If anyone in the playing area is bleeding, the match 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.
6. During time-outs and official intervals between sets, players remain in the playing area (or nearby within maximum of 3 metres), except with the permission of the chief referee.
7. 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. The chief referee can waive the 1-hour waiting period if the underlying problem is not fixed during that time. Then all the scores of matches, sets, and points played before remain valid.

2.4.5. Announcements

1. The referee or assistant referee announces:
 - a. "fault" if a service is illegally performed, followed by an indication that a second service is to follow by saying "second service";
 - b. "side ball", if the ball bounces on the side of the Teqball table;
 - c. "edge ball" is called, if the ball in play changes direction when bouncing off the Teqball table;
 - d. "stop" if the match is being disturbed under such circumstances that may influence the outcome of the set.
2. Along with the appropriate verbal announcement the assistant referee raises hands above his/her head to call the referee's attention.

2.5. DISCIPLINE

2.5.1. Advice

1. During the match, players can receive advice from anyone who is registered in the score sheet at the playing area.
2. Players can receive advice only during the intervals between sets or during other authorised suspensions of the match. If the authorized person gives advice at any other time, the referee shall hold up a yellow card to warn him/her that any further such offence will result in his/her dismissal from or near the playing area.
3. After a warning has been given, if during the match he/she again gives advice illegally, the referee shall hold up a red-card and send him/her away from the playing area. If the dismissed adviser refuses to leave the playing area, his/her player/team should be declared the losing side.
4. The dismissed adviser is not allowed to return, and shall not be replaced by another adviser until the match has ended.
5. These regulations shall apply only to advising on play and shall not prevent a player or captain from making a legitimate appeal.

2.5.2. Behaviour

1. Players and coaches or other advisers must refrain from behaviour that may unfairly affect an opponent, offend spectators or bring the sport into disrepute, such as abusive language, deliberately kicking the ball or hitting - kicking it out of the playing area, kicking the Teqball table or surrounds and disrespect of match officials and other unfair behaviour.
2. If at any time a player, a coach or another adviser commits a serious offence, the referee shall suspend the match and report immediately to the chief referee; for less serious offences the referee can, on the first occasion, hold up a yellow card and warn the offender that any further offence is liable to incur penalties.

3. Except as described in 2.5.2.2. and 2.5.2.5, if a previously warned player commits a second offence in the same match, but it is not deemed worthy of a red card, the referee shall award 1 point to his/her opponent.
4. If a player who has already received a penalty point in a match continues to misbehave, the referee shall suspend the match and report immediately to the chief referee. If there is no chief referee, then the referee in charge must decide to remove the player from the match. The match is now over and awarded to the opposing player/team.
5. A warning or penalty incurred by any members of the doubles must apply to the team.
6. Except as described in 2.5.2.2., if a coach or adviser who has been warned, commits further offence during the same match, the referee shall hold up the red card and send him/her away from the playing area until the end of the match. The chief referee and assistant referee may make decisions on any further penalties deemed appropriate for the offences committed.
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 referee or not; if he/she decides so, he/she holds up a red card and the player has to be sent away from the playing area.
8. At competition, if a player is disqualified from a match he/she is automatically disqualified from the singles event itself or from the remaining matches of the team championship according to the decision of the chief referee.
 - a. In a team championship if a player is disqualified from a match, then the person is forbidden to play in other matches in that event. Matches scheduled with the disqualified player shall be awarded to the opposing team with score of 12:0 in each set.
 - b. Disqualification during a singles, doubles and team tournament applies only to the match in question. If the player is designated to play in other matches in the tournament, it is under the jurisdiction of the chief referee whether to allow the player to compete in those other games (singles to doubles or vice versa) during the competition. Disqualification from 2 matches at the same competition must be followed by the permanent disqualification of the player.

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

2.5.3. Prestige and Good Reputation

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.
2. Players must do their utmost to win a match.