



THE OFFICIAL RULES AND REGULATIONS OF PARA TEQBALL



TABLE OF CONTENTS

1 THE TEQ TABLE	4
2 THE PARA TEQBALL COURT	5
3 THE BALL	8
4 PLAYERS AND OFFICIALS	9
5 MATCH TYPES	18
6 THE RALLY	19
7 REPEATED RALLY	20
8 THE SCORE	21
9 TOUCHES	22
10 THE SERVICE	23
11 THE RETURN	28
12 BOUNCE ON THE GROUND	28
13 THE ORDER OF PLAY	29
14 ERRORS IN THE ORDER OF PLAY	32
15 THREE BOUNCES	32
16 EDGEBALL	33
17 SIDEBALL	34
18 ILLEGAL ATTACK	34
19 ILLEGAL RETURN	35
20 TOO MANY TOUCHES	35
21 NO PASS	38
22 BODY PARTS	38
23 TRIPLE TOUCH	42
24 REPEATED RETURN	42
25 TABLE TOUCH	43
26 TOUCHING THE OPPONENT	43
27 HANDBALL	44
28 NET BOUNCE	45
29 BREAKS AND TIME OUTS	45
30 INTERRUPTED COMPETITION	49
31 MARKINGS AND ADVERTISEMENTS	49
32 DOPING CONTROL	50
33 APPEALS	50
34 DISCIPLINARY ACTIONS	52
35 INTEGRITY	56



1 THE TEQ TABLE

1.1 THE SPECIFICATION OF THE TEQ TABLE

1.1.1 Length: 3,000 mm (horizontal).

1.1.2 Width: 1,500 mm (without the net).

1.1.3 Width: 1,700 mm (including the net).

1.1.4 Height: 900 mm (including the net).

1.1.5 The curvature of the playing surface of the Teq 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 Teq 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 Teq table and the net is 1,490 mm.

1.1.6 The material of the Teq table's playing surface is HPL (High-Pressure Laminate), composed of a resin impregnated kraft paper, a decorative paper and a clear melamine overlay. These sheets are bonded at high pressures and temperatures.

1.2 THE SPECIFICATION OF THE NET

1.2.1 Width: 1,700 mm

1.2.2 Thickness: 20 mm

1.2.3 Height: 140 mm (measured from the surface of the Teq table).

1.2.4 The net must be permanently fixed to the Teq table and must be made from PMMA (plexi), a transparent thermoplastic, lightweight or shatter-resistant alternative to glass.



1.2.5 These specifications describe the Teq One table, which is one of the three types of tables recognised by FITEQ.

1.2.5.1 Teq One - Official "Class A - high-level" sport equipment. This type of tables used at official FITEQ tournaments.

1.2.5.2 Teq Smart - Official "Class B - professional-level" sport equipment. This type of tables used at national and club level tournaments.

1.2.5.3 Teq Lite - Official "Class C - recreational-level" sport equipment. This type of tables used at amateur tournaments.

2 THE PARA TEQBALL COURT

2.1 COURT MARKINGS

2.1.1 Court surrounds

2.1.1.1 The court must be rectangular and marked with surrounds with a minimum height of 500 mm and a maximum height of 1,500 mm.

2.1.1.2 The court surrounds belong to the areas of which there are boundaries. Court surrounds requirements vary in different competitions.

2.1.1.3 The Teq table is in the exact middle of the court with the net being parallel to the shorter sides' perimeters.

2.1.1.4 During competitions, the colour of the Teq table, the colour of the floor, the colour of the court surrounds and the colour of the ball must all be different.



2.1.2 Halfway line

2.1.2.1 The halfway line must be in the middle of the teqball court, dividing it into two equal halves (see illustration).

2.1.2.2 The halfway line must be indicated by a clearly visible stripe, with a minimum thickness of 20 mm and a maximum thickness of 50mm, in a colour different from that of the flooring.

2.1.3 Service line

2.1.3.1 The service line must be parallel to the net and 3.5 m away from the middle of the table. Therefore, it is 2 m away from the reflection of the end of the table on the ground.

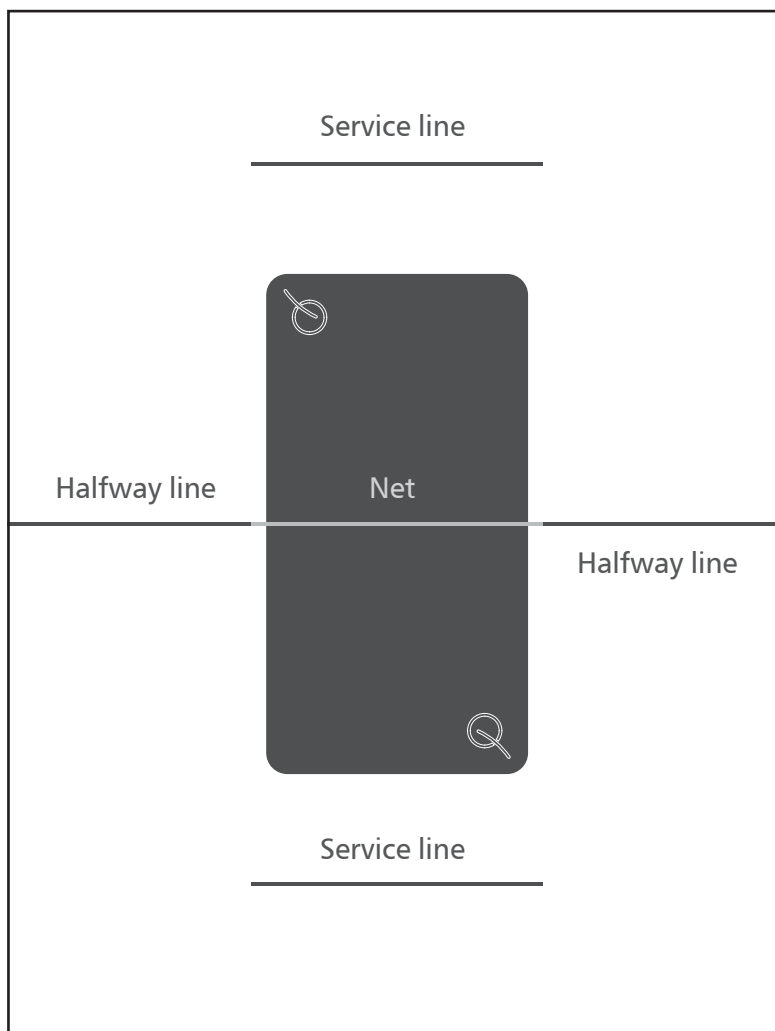
2.1.3.2 The thickness of the service line must be a minimum of 20mm and a maximum of 50 mm, in a colour different from that of the flooring.

2.1.4 Dimensions

2.1.4.1 The official competition size of a teqball court is a minimum of 12 m wide by a minimum of 16 m long by a minimum of 7 m high.

2.1.4.2 The sides parallel to the net must be a minimum of 12 m long; the other two sides must be a minimum of 16 m long.

2.1.5 Referees are deemed as part of the teqball court.





3 THE BALL

3.1 QUALITIES AND MEASUREMENTS

3.1.1 Spherical.

3.1.2 Made of leather or another suitable material and has a latex bladder with a butyl valve.

3.1.3 Has a circumference of not less than 67 cm and not more than 69 cm (size 5 ball).

3.1.4 Weighs no more than 400 g and no less than 370 g at the start of the match.

3.1.5 Has a pressure of between 0.3 and 0.5 atmospheres at sea level.

3.1.6 Measuring is the responsibility of the competition organiser.

3.2 REPLACEMENT OF A DEFECTIVE BALL

3.2.1 If the ball bursts or becomes defective during a match, the game is stopped. The Main Referee takes possession of the defective ball and provides the players with a new one.

3.2.2 After the ball has been changed, the game continues from exactly where it was stopped, which means the score remains and the same service preceding the rally that was stopped must be repeated. Where the rally was started with a second service attempt, the player continues with their second service attempt after a 1 minute warm-up with the new ball.



4 PLAYERS AND OFFICIALS

4.1 PLAYERS

4.1.1 The number of players varies according to the two different match types (see: Match types, 18):

4.1.1.1 Singles: one player per side.

4.1.1.1.1 Para Teqball Sport Class 1 (PTBSC 1) singles: both of the players use supporting equipment, notably crutches. Players using a prosthesis are not eligible for Sport Class 1.

4.1.1.1.2 Para Teqball Sport Class 2 (PTBSC 2) singles: both of the players use prosthesis.

4.1.1.2 Doubles: two players per side.

4.1.1.2.1 Sport Class 1 doubles: all players use supporting equipment, notably crutches. All of the players use a prosthesis are not eligible for Sport Class 1.

4.1.1.2.2 Sport Class 2 doubles: all players use a prosthesis.

4.1.1.2.3 Inclusive Sport Class 1: each team must consist of one player using supporting equipment and one teqball player that is not eligible for Sport Class 1 or Sport Class 2.

4.1.1.2.4 Inclusive Sport Class 2: each team must consist of one player using a prosthesis and one teqball player that is not eligible for Sport Class 1 or Sport Class 2.

4.1.2 One of the players must be selected as captain of a team for an official game. In singles, the players them



selves are the captains. It is the captain's responsibility to participate during the coin toss.

4.1.3 Home player/team is the player/team listed first for the respective match in the draw.

4.1.4 Guest player/team is the player/team listed second for the respective match in the draw.

4.2 CLOTHING

4.2.1 Playing clothing consists of a short-sleeved or sleeveless shirt; shorts or skirt or one-part sports outfit; wristbands; cap; headband; and socks and shoes. Unitard or tight-fitting costume may cover the elbows and knees and should be worn underneath the short-sleeved or sleeveless shirt or shorts or skirt (See Diagram). The unitard must be of the same primary colour as the outer uniform and must be clearly distinguishable from their opponents. Clothing must not gain any advantage for the players and must not violate the regulations of the competition organiser.

4.2.2 All items of jewellery (necklaces, rings, bracelets, earrings, leather wristbands and rubber wristbands, etc.) or any unauthorised dangerous equipment are forbidden.

4.2.3 Head apparel is allowed, but must not have any parts extending out from the surface.

4.2.4 Players may wear glasses or lenses at their own risk.

4.2.5 Numbers or letterings may appear on the shirt to identify a player, their association or club; advertisements are also permitted (see: Markings and advertisements, 47).

4.2.6 Any markings or trimming on the front or side of a playing garment and any objects (e.g. jewellery) must not be so conspicuous or brightly reflecting as to affect the opponent's vision. Where the Main Referee decides that it is disturbing, the player can be ordered to take off or cover the offending item.



4.2.7 Players/teams are not allowed to wear clothing of the same colour as their opponent/s. The colour of the clothing must clearly distinguish the opponents from each other.

4.2.8 All players in the same team must be dressed in the same colour, same shape, same design and same type of clothing during all matches of a competition. Exception can be made due to religious reasons. Each player/team must have two sets of clothing of clearly different colours.



4.2.9 Supporting equipment, notably crutches, are a device to assist a player's motion (mobility aid), especially one that provides support under the arm/forearm to reduce weight on a leg (transfers weight from the legs to the upper body) and provide stability.

In use can be: Axillary Crutches; Forearm Crutches, Gutter Crutches or other comparable crutches.





4.2.10 A prosthesis is an artificial device/artificial substitute designed to replace a missing part of the body. In para teqball the prosthesis can replace the entire leg (inclusive foot) = leg-prosthesis or the lower leg (inclusive foot) = lower-leg prosthesis.

4.2.11 The Main Referee decides about the legality or acceptability of a player's clothing.

4.3 MATCH OFFICIALS

4.3.1 Competition Manager

4.3.1.1 For each FITEQ event, a Competition Manager must be appointed.

4.3.1.2 The duties of the Competition Manager are:

4.3.1.2.1 collection of the entries for the events from the FITEQ entry system;

4.3.1.2.2 checking the eligibility of the participants (players, coaches, etc.);

4.3.1.2.3 preparation of the general schedule and allocation of the matches;

4.3.1.2.4 checking the playing equipment and playing conditions before the start of a competition. It is the Competition Manager's responsibility to ensure to maintain the approved conditions during a competition;

4.3.1.2.5 preparation and supervision of the draws together with the Chief Referee;

4.3.1.2.6 main contact between FITEQ and the local organising committee during the competition; and

4.3.1.2.7 supervision of the daily operations of the whole competition.



4.3.2 Team Officials

4.3.2.1 Coaches and other officials (e.g. physiotherapists) are allowed to sit next to the teqball court in the designated area. The number of team officials varies in different competitions, but must not exceed a total of three persons.

4.4 TECHNICAL OFFICIALS

4.4.1 Chief Referee

4.4.1.1 The Chief Referee is responsible for organising a pre-tournament briefing for all the referees.

4.4.1.2 For each competition, a Chief Referee must be appointed. The Chief Referee is responsible for conducting the draw of the competitions, together with the Competition Manager.

4.4.1.3 The Chief Referee appoints the referees to each table and decides on their roles.

4.4.1.4 The Chief Referee has responsibility for verifying the eligibility of all involved participants (players, coaches, assistants, etc.) for the designated competition.

4.4.1.5 The Chief Referee must be positioned near the ongoing matches and supervise them.

4.4.1.6 The Chief Referee may decide about replacing a referee at any time.

4.4.1.7 The Chief Referee decides:

4.4.1.7.1 whether the match should be suspended in the case of an emergency;

4.4.1.7.2 whether statutory warm-up time may be extended;



4.4.1.7.3 on any question of interpretation of the rules or regulations, including the acceptability of clothing, playing equipment and playing conditions;

4.4.1.7.4 whether, and where, players may practise during an emergency suspension of the match; and

4.4.1.7.5 whether taking disciplinary action for misbehaviour or other breaches of regulations is needed.

4.4.1.8 If the Chief Referee is unable to fulfil their duties, their responsibilities should be transferred to an assigned replacement. The Chief Referee, or a responsible deputy appointed to exercise authority in their absence, shall always be present during the match.

4.4.1.9 The Chief Referee must have:

4.4.1.9.1 appropriate clothing;

4.4.1.9.2 a watch;

4.4.1.9.3 two coins; and

4.4.1.9.4 two pens and a notepad.

4.4.2 Main Referee

4.4.2.1 For each match, a Main Referee must be appointed.

4.4.2.2 The Main Referee is responsible for the continuity of the game and the application of the rules and regulations.

4.4.2.3 The Main Referee is responsible for checking the acceptability of the equipment and playing conditions and must report any deficiency to the Chief Referee.



4.4.2.4 The Main Referee conducts the coin toss for the choice of serving, receiving and sides.

4.4.2.5 The Main Referee must control the order of service, receiving and sides, and correct any errors therein.

4.4.2.6 The Main Referee must decide each rally as a point or a repeated rally and call the score by the specified procedure.

4.4.2.7 If the opponents are wearing similar garments to the home players, the Main Referee must instruct the guest player/team to change shirt/s.

4.4.2.8 The Main Referee must have:

4.4.2.8.1 appropriate clothing;

4.4.2.8.2 a watch; and

4.4.2.8.3 a coin.

4.4.2.9 The Main Referee must position themselves in the imaginary line of the net and keep moving from there as the gameplay requires. They must make clear and confident decisions.

4.4.2.10 The Main Referee must report to the Chief Referee immediately in the case of any violence or inappropriate behaviour during a match.

4.4.3 Assistant Referee

4.4.3.1 The Assistant Referee's task is to help the Main Referee with their discretely signed decisions on the previously discussed tasks.

4.4.3.2 The Assistant Referee must decide if the execution of a service is valid.



4.4.3.3 The Assistant Referee is responsible for measuring the time of the warm-up and time outs.

4.4.3.4 The Assistant Referee must have:

4.4.3.4.1 appropriate clothing;

4.4.3.4.2 a watch; and

4.4.3.4.3 a coin.

4.4.3.5 The Assistant Referee must position themselves in the imaginary line of the net, opposite the Main Referee.

4.4.3.6 The Assistant Referee must sign to the Main Referee if they see something that is against the rules.

4.4.3.7 The Assistant Referee must follow the results.

4.4.3.8 The Assistant Referee is also responsible for leaving the teqball court clean and clear after the match has finished.

4.4.3.9 The Assistant Referee is also responsible for assisting the service (see: The service, 23).

4.4.4 Reserve Referee

4.4.4.1 The number of Reserve Referees varies between competitions.

4.4.4.2 The responsibility of a Reserve Referee is to always be ready to come in either as a Main Referee or an Assistant Referee if required and requested by the Chief Referee.

4.4.4.3 The Reserve Referee must have:

4.4.4.3.1 appropriate clothing;



4.4.4.3.2 a watch; and

4.4.4.3.3 a coin.

4.4.4.4 The Reserve Referee must position themselves near the teqball court.

4.4.4.5 The Reserve Referee must be aware of the protocol and role of every referee.

4.4.4.6 The Reserve Referee should help the Main Referee in any way needed, and also keep the teqball court clean.

4.4.4.7 The Reserve Referee must not vocalise decisions when spectating a match.

4.4.4.8 The Reserve Referee must report to the Chief Referee if anything unusual is observed.

4.5 COIN TOSS

4.5.1 The coin toss is conducted by the Main Referee straight before the match. This decides the serving player, the receiver and the sides.

4.5.2 The coin

4.5.2.1 For the coin toss process, referees should use the official FITEQ coin.





4.5.2.2 In case a FITEQ coin is not available, a regular coin must be carried by the Main Referee for use during the coin toss. It must have a minimum diameter of 25mm [appropriate examples: 2 € (EUR) / 1 \$ (USD) / 1 ¥ (CNY) coin] and a maximum diameter of 35mm. The background of the coin must be visible to the players and for the broadcast as well (if applicable).

4.5.3 The process

4.5.3.1 The home player chooses one side of the FITEQ coin (or heads or tails).

4.5.3.2 The winner of the coin toss chooses:

4.5.3.2.1 side; or

4.5.3.2.2 serving and receiving team;

4.5.3.2.3 the other captain chooses the other one.

4.5.3.3 The receiving team selects the receiver first, then the serving team selects the server.

5 MATCH TYPES

5.1 THREE TYPES OF MATCHES:

5.1.1 Singles Sport Class 1: a match in which two players with crutches compete against each other. Gender restrictions vary in different competitions.

5.1.2 Singles Sport Class 2: a match in which two players using a prosthesis compete against each other. Gender restrictions vary in different competitions.



5.1.3 Doubles Sport Class 1: a match in which two × two-player teams with crutches compete against each other. Gender restrictions vary in different competitions.

5.1.4 Doubles Sport Class 2: a match in which two × two-player teams using a prosthesis compete against each other. Gender restrictions vary in different competitions.

5.1.5 Inclusive Doubles Sport Class 1: a match in which two × two-player teams, comprised of a player with crutches and a teqball player not eligible for Sport Class 1 or Sport Class 2, compete against each other.

5.1.6 Inclusive Doubles Sport Class 2: a match in which two × two-player teams, comprised of a player with prosthesis and a teqball player not eligible for Sport Class 1 or Sport Class 2, compete against each other.

6 THE RALLY

6.1 DEFINITION

6.1.1 The rally is the period during which the ball is in play.

6.1.2 Every rally begins with a service; the receiving player/team must then return the ball to the opponent's playing surface.

6.1.3 A valid rally ends with a point awarded to one of the players/teams.

6.2 SCORING SYSTEM

6.2.1 Each set is played until one side reaches 12 points.

6.2.2 The number of sets is specified in the regulations of each competition.



6.2.3 The final, decisive set must be won by at least a two-point margin; all other sets can be won by scoring 12 points first.

7 REPEATED RALLY

A rally must be repeated in three different cases:

7.1 EDGEBALL

7.1.1 In the case of an edgeball, no point is awarded and the rally must be repeated (see: Edgeball, 33).

7.2 THREE BOUNCES

7.2.1 If the ball bounces a minimum of three times on the opponent's playing surface the rally must be repeated; no point is awarded.

7.3 FORCE MAJEURE

7.3.1 Force majeure occurs when the referee stops the game during a valid rally.

7.3.2 The match can be stopped by the referee if the rally is disturbed by:

7.3.2.1 any person who is not an official player;

7.3.2.2 a ball other than the match one is played with; or

7.3.2.3 any event that may affect the outcome of the rally.

7.3.3 Where a force majeure occurs during service, only the interrupted service must be repeated. This means that if the force majeure occurs after a second service attempt, the serving players must repeat their second service attempt.



8 THE SCORE

8.1 A point is awarded to the player/team, if:

8.1.1 the opponent is unable to return the ball to the player's/ team's playing surface;

8.1.2 the opponent player returns the ball and it touches the side of the table (see: Sideball, 33);

8.1.3 the ball bounces a minimum of twice on the opponent's playing surface (except Three bounces, 32);

8.1.4 the opponent touches the ball consecutively more times than it is allowed with the same body part (see: Triple touch, 40);

8.1.5 the opponent touches the ball more than it is allowed (see: Too many touches, 35);

8.1.6 the opponent touches the ball with their hand or arm (see: Handball, 42);

8.1.7 the opponent commits a double fault (see: The service, 23);

8.1.8 the opponent touches the ball after a return before it lands on the table (see: The return, 28);

8.1.9 the opponent or any item on them touches the Teq table or the net (see: Table touch, 41);

8.1.10 the opponent touches the player during the rally (see: Touching the opponent, 41);

8.1.11 the opponent does not touch the ball in the correct order in doubles after the service, meaning that the non-receiving player touches the ball first (see: The order of play, 29);



8.1.12 the opponent player's point of touch or the body part in contact with the ground is not on their own side at the moment of returning the ball (see: Illegal attack, 34);

8.1.13 after the opponent's touch, the ball flies underneath the extended imaginary line of the top of the net, whether it lands on the playing surface or not (see: Illegal return, 35);

8.1.14 the player returns the ball to the opponent's playing surface and the ball spins back to the player's playing surface without being touched by the opponent player; or

8.1.15 after the opponent's touch, the ball touches any other equipment or person inside or outside the para teqball court, except for the player's playing surface or the net, except if the player/ team touches the ball before it would have bounced on the table.

8.1.16 in singles Sport Class 1, doubles Sport Class 1 and inclusive doubles Sport Class 1 the player touches the ball intentionally with the crutches.

8.1.17 in singles Sport Class 2 the opponent returns the ball consecutively with the same body part (see: Repeated return, 40);

8.1.18 If both players/teams commit a fault, then the player/ team who committed the fault first loses the rally.

8.1.19 See the scoring system in Scoring system, 19.

9 TOUCHES

9.1 Valid touches must meet the following points:

9.1.1 Players are allowed to touch the ball with any of their body parts except for the hands and arms.



9.1.2 A maximum of three touches are allowed during a return except in doubles Sport Class 1 and inclusive doubles Sport Class 1 (see: Too many touches, 35). Unintentional touches are also counted.

9.1.3 It is forbidden to hold the ball between two body parts (see: Too many touches, 35).

9.1.4 It is forbidden to hold the ball on body parts.

9.1.5 In singles Sport Class 2, doubles Sport Class 2 and inclusive doubles Sport Class 2 three consecutive touches with the same body part per person are forbidden (see: Triple touch, 40).

9.1.6 In singles Sport Class 2 consecutive returns with the same body part are forbidden (see: Repeated return, 40).

9.1.7 If the ball hits the net during gameplay, all the rules still apply regarding the touch except for the triple touch (see: Net bounce, 43).

9.1.8 Bicycle kicks, where the foot is above the level of the head, are only allowed if the trajectory of the ball is upwards or there is at least one body part or one crutch touching the ground (see: Illegal attack, 34).

9.1.9 In all cases, the Main Referee has the final decision on whether a touch is valid or not.

10 THE SERVICE

10.1 Singles Sport Class 1 , doubles Sport Class 1 and inclusive doubles Sport Class 1.

10.1.1 BASICS



10.1.1.1 The service starts:

10.1.1.1.1 the player lifts up the ball from the ground using the crutches and serves the ball after a bounce on the ground.

10.1.1.1.2 the player lifts up the ball from the ground using his/her foot.

10.1.1.1.3 the players are allowed to request the assistance of the referee: the referee lets the ball fall from the height of the player's head, without any spin or extra lifting, then the player serves the ball after a bounce on the ground.

10.1.1.2 The service must be undertaken with one touch with any part of the body, except for the hands and arms.

10.1.1.3 A server has two attempts to execute a successful service.

10.1.1.4 Two failed service attempts in succession constitute a double fault.

10.1.1.5 The opponents change service after every 4 points.

10.1.1.6 If the ball is in the possession of the server, the opponent is ready to receive the service and the referee has made the signal for the service, the server has a maximum of 10 seconds to undertake the service.

10.1.2 THE LOCATION OF THE SERVER

10.1.2.1 The service line is 2 m away from the table.

10.1.2.2 The service must be undertaken with at least one body part or one crutch touching the ground at the moment of contact with the ball.



10.1.2.3 The server must undertake the service by having all body parts and/or crutches that are touching the ground behind the service line.

10.1.2.4 The service is considered legal if none of the body parts of the player nor the crutches touch the service line at the moment of serving.

10.1.2.5 The body part(s) and/or crutches that are on the ground must be in between the extended imaginary lines of the sides of the table.

10.1.3 THE BALL

10.1.3.1 The trajectory of the ball after a service is unimportant (upwards or downwards), except in inclusive doubles Sport Class 1 when the teqball player that is not eligible for Sport Class 1 or Sport Class 2 serves to the Sport Class 1 player.

10.1.3.2 The ball must bounce first on the opponent's playing surface of the table.

10.1.3.3 The ball can bounce anywhere on the opponent's playing surface.

10.1.3.4 If the ball touches the net during service, this constitutes a service fault.

10.1.4 SITUATIONS:

10.1.4.1 If a service results in an edgeball, this results in a new service attempt, but two consecutive occasions like this constitute a service fault.

10.1.4.2 In doubles, only the receiving player can touch the ball first after a service. If the non-receiving player touches the ball first after a service, a point is awarded to the serving team.



10.1.4.3 Where a server is disturbed during a service, they are allowed to catch the ball or let it fall on the ground. This is allowed once per service attempt.

10.2 Singles Sport Class 2, doubles Sport Class 2 and inclusive doubles Sport Class 2

10.2.1 BASICS

10.2.1.1 The service starts with the ball being in the server's hand.

10.2.1.2 The server must toss the ball from their hand and serve it from the air.

10.2.1.3 The service must be undertaken with one touch with any part of the body, except for the hands and arms.

10.2.1.4 A server has two attempts to execute a successful service.

10.2.1.5 Two failed service attempts in succession constitute a double fault.

10.2.1.6 The opponents change service after every 4 points.

10.2.1.7 If the ball is in the possession of the server, the opponent is ready to receive the service and the referee has made the signal for the service, the server has a maximum of 10 seconds to undertake the service.

10.2.2 THE LOCATION OF THE SERVER

10.2.2.1 The service line is 2 m away from the table.

10.2.2.2 The service must be undertaken with at least one body part touching the ground at the moment of contact with the ball.



10.2.2.3 The server must undertake the service by having all body parts that are touching the ground behind the service line.

10.2.2.4 The service is considered legal if none of the body parts of the player touches the service line at the moment of serving.

10.2.2.5 The body part(s) that are on the ground must be in between the extended imaginary lines of the sides of the table.

10.2.3 THE BALL

10.2.3.1 The trajectory of the ball after a service is unimportant (upwards or downwards).

10.2.3.2 The point of touch with the ball must be above the lowest level of the playing surface.

10.2.3.3 The ball must bounce first on the opponent's playing surface of the table.

10.2.3.4 The ball can bounce anywhere on the opponent's playing surface.

10.2.3.5 If the ball touches the net during service, this constitutes a service fault.

10.2.4 SITUATIONS:

10.2.4.1 If a service results in an edgeball, this results in a new service attempt, but two consecutive occasions like this constitute a service fault.

10.2.4.2 In doubles, only the receiving player can touch the ball first after a service. If the non-receiving player touches the ball first after a service, a point is awarded to the serving team.



10.2.4.3 Where a server is disturbed during a service, they are allowed to catch the ball or let it fall on the ground. This is allowed once per service attempt.

11 THE RETURN

11.1 A return is legal if:

11.1.1 the receiving player touches the ball first after the service;

11.1.2 the ball has bounced exactly once on the player's/ team's playing surface before the first touch;

11.1.3 no fault is made during the return (see: Headlines, 16-26, 27); and

11.1.4 the ball bounces on the opponent's playing surface after the valid touch(es) of the player/team, or the ball bounces on the net (any number of times) and then bounces on the opponent's playing surface, after the valid touch(es) of the player/team.

12 BOUNCE ON THE GROUND

12.1 During a return players with crutches are allowed to let the ball bounce on the ground once according to the following conditions:

12.1.1 The ball cannot bounce on the ground without the player/team touching it first after a return.

12.1.2 It is allowed to let the ball bounce on the ground once but only if the player/team has touched it and the player/team has at least one more touch after the bounce on the ground.



12.1.3 It is not allowed to return the ball without touching the ball after it has bounced on the ground.

12.1.4 In inclusive doubles Sport Class 1 after the ball bounces on the ground only the player with crutches can touch the ball first.

12.1.5 If the ball bounces back from the net players with crutches are allowed to let the ball bounce on the ground according to points 12.1.1-12.1.4. (see: Net bounce, 43).

13 THE ORDER OF PLAY

13.1 SIDES AND ROLES

13.1.1 Before each match, the sides are selected by the players after a coin toss made by the Main Referee (see: Coin toss, 17). Players also select their roles regarding the serving and receiving players.

13.2 THE GAMEPLAY

13.2.1 A match starts by TeamA-Player1 serving to TeamB-Player1. The service is strictly made by TeamA-Player1 and only TeamB-Player1 is allowed to receive the ball.

After 4 points, a change of service is undertaken.

TeamA-Player1 and TeamA-Player2 must change positions, which means that TeamA-Player2 is the receiving player and

TeamB-Player1 is going to start serving.

After 4 points, a change of service is undertaken.

TeamB-Player1 and TeamB-Player2 must change positions, which means that TeamB-Player2 is the receiving player and



TeamA-Player2 is going to start serving.

After 4 points, a change of service is undertaken.

TeamA-Player2 and TeamA-Player1 must change positions, which means that TeamA-Player1 is the receiving player and

TeamB-Player2 is going to start serving.

After 4 points, a change of service is undertaken.

TeamB-Player2 and TeamB-Player1 must change positions, which means that TeamB-Player1 is the receiving player and

TeamA-Player1 is going to start serving, which is exactly how the match started, so the whole scenario is repeated.

13.2.2 In the second set TeamB-Player1 is going to start serving to TeamA-Player1.

13.2.3 Before the final set the sides are selected by the players after a coin toss made by the Main Referee (see: Coin toss, 17). Players also select their roles regarding the serving and receiving players, just like before the first set.

13.2.4 In the final set, if the score gets to 12-12, the players/teams must change service after every point, with the same procedure.

13.2.5 In a best-of-three-set game, the first set is played to 12 points, which means that 12-11 can be a final score (see: Scoring system, 19).

13.2.6 After each set, the players/teams must switch sides. In the final set, when 6, 12 and 18 points are reached by the leading team, they must also switch sides.



TeamA-Player1



TeamA-Player2



TeamB-Player2



TeamB-Player1



14 ERRORS IN THE ORDER OF PLAY

14.1 CHANGE OF SERVICE

14.1.1 If a player serves or receives out of turn, the play shall be interrupted by the referee as soon as the error is discovered, and the rally shall resume with the correct players serving and receiving, according to the sequence established at the beginning of the match (see: The gameplay, 29).

14.1.2 After the first return, any player in the team can touch the ball first.

14.1.3 All points scored before the discovery of an error must be valid.

14.2 SWITCH SIDES

14.2.1 If the players have not switched sides when they should have done, this must happen immediately after the rally during which it was realised. The rally shall resume with the players being at the sides where they should be, according to the sequence established at the beginning of the match. Switch sides occurs according to 13.2.6.

14.2.2 All points scored before the discovery of an error must be valid.

15 THREE BOUNCES

15.1 DEFINITION

14.1.1 The three bounces rule is when the ball bounces at least three times on the opponent's playing surface without being touched by anybody or anything.



15.2 DECISION

15.2.1 Repeat the rally from the first service.

15.2.2 For all details about what happens when the ball hits the net see: Net bounce, 43.

16 EDGEBALL

16.1 DEFINITION

16.1.1 An edgeball is when the ball hits the edge of the opponent's playing surface without anything or anybody touching it in the air after a legal return or service. The ball must then bounce on the ground or touch anything but the players or the table in order to consider it an edgeball. If the ball bounces on the crutches after the edge bounce it is also considered as an edgeball.

16.2 DECISION

16.2.1 Repeat the rally.

16.2.2 Decision during a service: repeated service attempt, two consecutive service attempts resulting in an edgeball constitute a service fault.

16.2.3 Decision during gameplay: replay the rally from the first service; no point is awarded.



17 SIDEBALL

17.1 DEFINITION

17.1.1 A sideball is when the ball hits the side of the table below the playing surface after a legal return and bounces downwards.

17.1.2 If the ball hits the side and the edge of the table as well and then bounces downwards, it is always considered a sideball, except for if the ball flies from above the playing surface.

17.2 DECISION

17.2.1 Point awarded to the opponent.

18 ILLEGAL ATTACK

18.1 DEFINITION

18.1.1 An illegal attack is when the returning (attacking) player's leaning body part(s) or both of the crutches on the ground, or the point of touch with the ball, crosses the extended imaginary line of the net at the moment of a return.

18.1.2 Bicycle kicks, where the foot is above the level of the head, the trajectory of the ball is downwards and no body parts nor crutches are touching the ground at the moment of a return, are also considered as an illegal attack.

18.1.3 Leaning body part(s) are the body parts that are touching the ground.



18.1.4 Stepping on or touching the halfway line during a return is also considered as an illegal attack. This applies to the returning player only.

18.1.5 It is allowed to cross the halfway line during a return with one of the crutches.

18.1.6 Players are allowed to cross the extended imaginary line of the net, but only to pass the ball back to their teammates or themselves.

18.2 DECISION

18.2.1 Point awarded to the opponent.

19 ILLEGAL RETURN

19.1 DEFINITION

19.1.1 An illegal return occurs when during a return the ball flies underneath or crosses the extended imaginary line of the top of the net before bouncing on the opponent's playing surface.

19.2 DECISION

19.2.1 Point awarded to the opponent.

20 TOO MANY TOUCHES

20.1 Singles Sport Class 1, singles Sport Class 2, doubles Sport Class 2 and inclusive doubles Sport Class 2

20.1.1 DEFINITION



20.1.1.1 The too many touches scenario occurs when the player/ team touches the ball more than three times to return the ball.

20.1.1.2 Unintentional touches (even with the crutches) must also be counted. If in doubles, one player uses three touches, it is considered too many touches, even before their teammate touches the ball.

20.1.1.3 If the ball bounces back from the net during gameplay players/teams must obey the rule of using a maximum of three touches (taking into account the touches both before and after the bounce on the net).

20.1.1.4 If a player holds the ball between any two body parts, it is considered immediately as being too many touches.

20.1.1.5 If a player holds the ball on any of their body parts, it is immediately considered a too many touches.

20.1.2 DECISION

20.1.2.1 Point awarded to the opponent.

20.2 Doubles Sport Class 1

20.2.1 DEFINITION

20.2.1.1 The too many touches scenario occurs when the player/ team touches the ball more than four times to return the ball.

20.2.1.2 Unintentional touches (even with the crutches) must also be counted. If in doubles, one player uses four touches, it is considered as too many touches, even before their teammate touches the ball.

20.2.1.3 If the ball bounces back from the net during gameplay players/teams must obey the rule of using



a maximum of four touches (taking into account the touches both before and after the bounce on the net).

20.2.1.4 If a player holds the ball between any two body parts, it is considered immediately as being too many touches.

20.2.1.5 If a player holds the ball on any of their body parts, it is immediately considered a too many touches.

20.2.2 DECISION

20.2.2.1 Point awarded to the opponent.

20.3 Inclusive doubles Sport Class 1

20.3.1.DEFINITION

20.3.1.1 The too many touches scenario occurs when the player/ team touches the ball more than four times to return the ball.

20.3.1.2 Unintentional touches (even with the crutches) must also be counted. If in doubles, one player uses four touches, it is considered as too many touches, even before their teammate touches the ball.

20.3.1.3 If the ball bounces back from the net during gameplay players/teams must obey the rule of using a maximum of four touches (taking into account the touches both before and after the bounce on the net).

20.3.1.4 If a player holds the ball between any two body parts, it is considered immediately as being too many touches.

20.3.2 DECISION

20.3.2.1 Point awarded to the opponent.



21 NO PASS

21.1 DEFINITION

21.1.1 A no pass occurs in doubles when only one player of a team touches the ball before the return is made.

21.2 DECISION

21.2.1 Point awarded to the opponent.

22 BODY PARTS

In para teqball, nine body parts are distinguished.

22.1 THE NINE DIFFERENT BODY PARTS

22.1.1 Head: The upper part of the body from above the top of the neck.

22.1.2 Left shoulder: The upper joint of each arm and the part of the body between this and the neck.

22.1.3 Right shoulder: The upper joint of each arm and the part of the body between this and the neck.

22.1.4 Back: The rear surface of the body from the shoulders to the hips, including the rear part of the neck and the buttocks as well.

22.1.5 Chest: The front surface of the body from the shoulders

22.1.6 Left upper leg: the part of the body between the hips and the middle of the knee, excluding the buttocks.

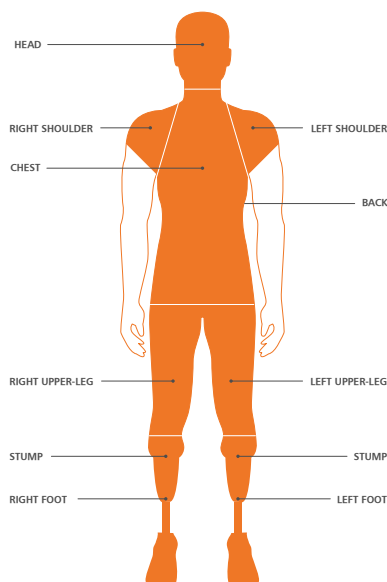


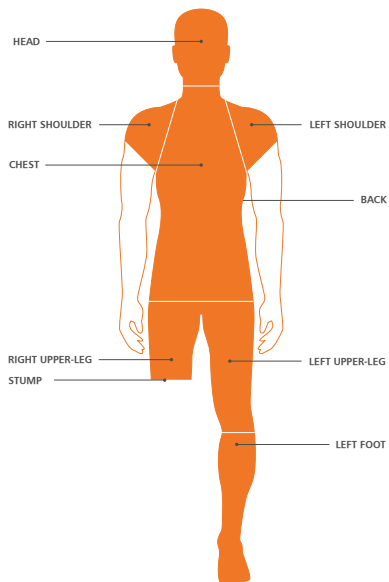
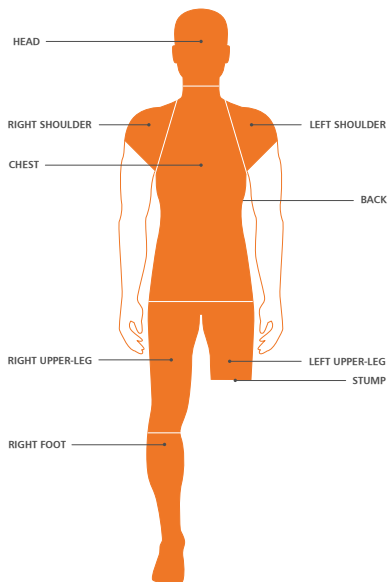
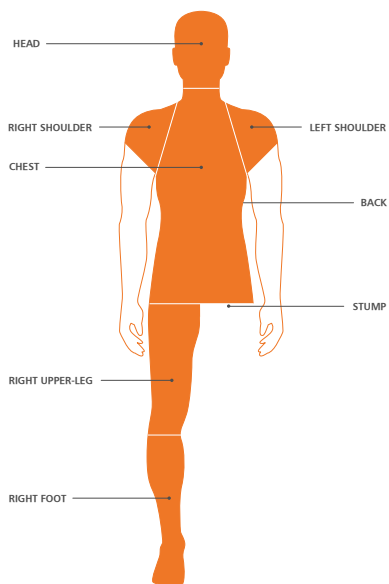
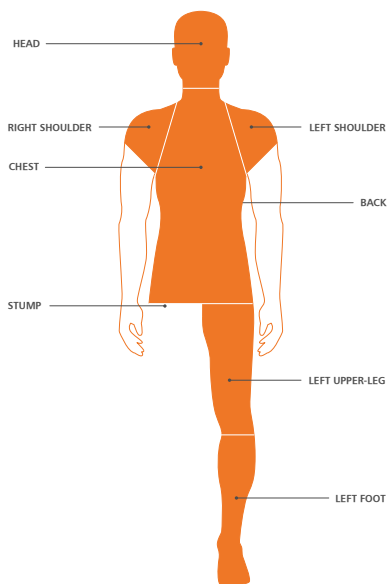
22.1.7 Right upper leg: the part of the body between the hips and the middle of the knee, excluding the buttocks.

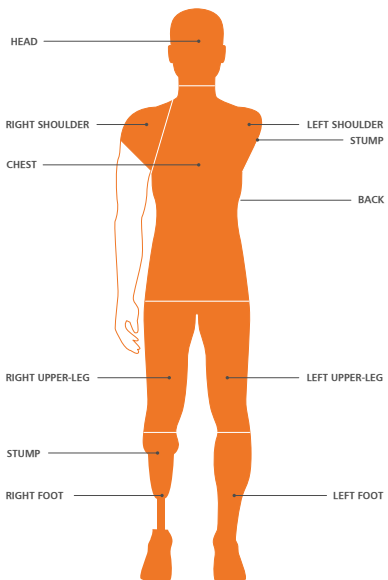
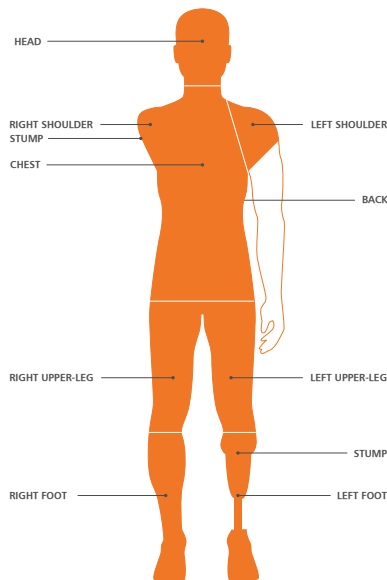
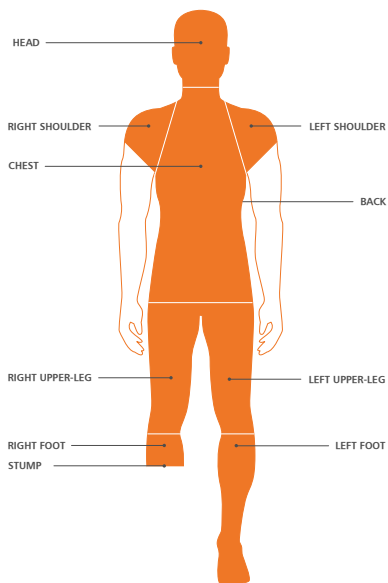
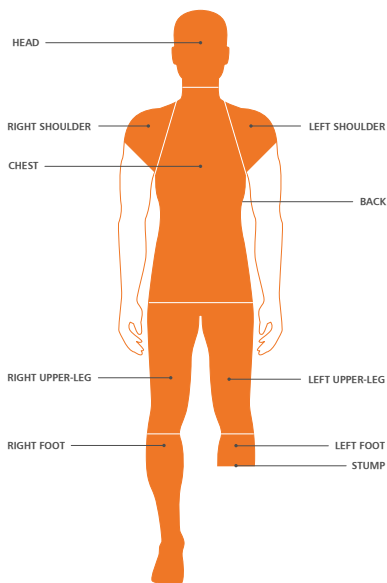
22.1.8 Left foot: the part of the body below the middle of the knee; this means that the inside of the foot is the same body part as the outside of the foot.

22.1.9 Right foot: the part of the body below the middle of the knee; this means that the inside of the foot is the same body part as the outside of the foot.

22.1.10 Touches made exactly with the border of two different body parts are considered according to the intention of the move.







"Note that the arm deficiency is not a reason for classification."



23 TRIPLE TOUCH

23.1 Singles Sport Class 2, doubles Sport Class 2 and inclusive doubles Sport Class 2

23.1.1 DEFINITION

23.1.1.1 A triple touch is made when a player touches the ball three times consecutively with the same body part without anybody or anything else touching it between the touches.

23.1.1.2 This applies per person only. In doubles, a triple touch applies only per players, meaning that if a player passes the ball to their teammate, their teammate may use the same body part as the one the pass was made with.

23.1.2 DECISION

23.1.2.1 Point awarded to the opponent.

23.2 Singles Sport Class 1, doubles Sport Class 1, inclusive doubles Sport Class 1

23.2.1 The triple touch is allowed.

24 REPEATED RETURN

24.1 Singles Sport Class 2

24.1.1 DEFINITION

24.1.1.1 A repeated return is made when the player returns the ball with the same body part consecutively within the same rally. The service is not considered a return.



24.1.2 DECISION

24.1.2.1 Point awarded to the opponent.

24.2. Singles Sport Class 1, doubles Sport Class 2, inclusive doubles Sport Class 2, doubles Sport Class 1, inclusive doubles Sport Class 1

24.2.2 The repeated return is allowed.

25 TABLE TOUCH

25.1 DEFINITION

25.1.1 A table touch is made when, during a rally, a player touches any part of the table with any part of their body, either intentionally or unintentionally.

25.1.2 A table touch made with any equipment worn by the player is also considered a fault.

25.2 DECISION

25.2.1 Point awarded to the opponent

26 TOUCHING THE OPPONENT

26.1 DEFINITION

26.1.1 Touching the opponent occurs when a player touches the opponent during a rally.



26.1.2 Players must always give space to the player/team in possession of the ball to play the ball. If the player/team does not have the intention to give space to the attacking team, the point must be awarded to the attacking team if touching the opponent occurs.

26.2 DECISION

26.2.1 Point awarded to the opponent.

27 HANDBALL

27.1 Singles Sport Class 2, doubles Sport Class 2 and inclusive doubles Sport Class 2

27.1.1 DEFINITION

27.1.1.1 A handball is when a player touches the ball intentionally or unintentionally with their hand or arm during a rally.

27.1.2 DECISION

27.1.2.1 Point awarded to the opponent.

27.2 Singles Sport Class 1, doubles Sport Class 1 and inclusive doubles Sport Class 1

27.2.1 DEFINITION

27.2.1.1 A handball is when a player touches the ball intentionally with their hand or arm during a rally.

27.2.2 DECISION

27.2.2.1 Point awarded to the opponent.



28 NET BOUNCE

28.1 THE NET BOUNCE IN DIFFERENT SITUATIONS

28.1.1 During service, if the ball hits the net, it is always considered a fault.

28.1.2 During gameplay, if the ball hits the net, the rally continues, but all the other rules still apply. The ball can bounce on the net any number of times during gameplay.

28.1.3 If the ball bounces back from the net, the player/team can play the ball again within the number of touches allowed.

28.1.4 Net + the ball rolling on the opponent's playing surface (i.e. no bounces once the ball crosses the net) results in a repeated rally and no point is awarded.

28.1.5 If a legal return spins back to the net from the player's playing surface, it can remain in-game according to the rules. However, one more bounce on the playing surface constitutes a point to the opponent.

29 BREAKS AND TIME OUTS

In para teqball, there are different stoppages and periods during a game.

29.1 WARM-UP

29.1.1 Warm-up time is 1 minute long, during which players are allowed to practise before the match commences.



29.2 BREAKS

29.2.1 There are breaks between all sets which are 2 minutes long. During this period, players are not allowed to play on the table.

29.2.2 During breaks, players are not allowed to leave the para teqball court without the permission of the Main Referee.

29.2.3 Players must switch sides during breaks.

29.3 TIME OUT

29.3.1 Players/teams may request a time out during each set. Time out is 1 minute long.

29.3.2 Anyone can request a time out, including both players of a team and the team official(s), by forming a "T" sign with their hands.

29.3.3 Time outs can be requested consecutively. During a time out, players are not allowed to leave the para teqball court without the permission of the Main Referee.

29.4 MEDICAL/TECHNICAL BREAK

29.4.1 If a player is injured during the match, the captain (or the player) may request an medical break from the Main Referee.

29.4.2 The Main Referee must evaluate and decide whether the medical break is required. If it is, the Main Referee shows a "T" sign and calls "Medical Break".

29.4.3 If there is a problem with the prosthesis or the crutches the captain (or the player) may request an technical break from the Main Referee.



29.4.4 The Main Referee must evaluate and decide whether the technical break is required. If it is, the Main Referee shows a "T" sign and calls "Technical Break".

29.4.5 The 3-minute medical/technical break must be measured by the Main Referee, using their watch or a separate stopwatch.

29.4.6 If the injury happens during a rally (e.g. the player accidentally heads the net or kicks the table hard), the Main Referee must immediately stop the game. This may lead to the replay of the rally (so no point is awarded) or a point being scored. The Main Referee is responsible for determining the situation and making a decision about it.

29.4.7 The 3-minute medical/technical break might be less but must not exceed 3 minutes in total.

29.4.8 Neither the Main Referee nor the Assistant Referee can touch the injured player(s), except in the case of an emergency where lifesaving first aid action is required. In all other cases, they should wait for medical support to arrive.

29.4.9 During the 3-minute medical/technical break, the players are not allowed to leave the para teqball court without the permission of the Main Referee, nor is any person allowed inside the para teqball court except for the competition's official medical team and the team official. In the case of a serious injury, the medical team of the players/teams may be allowed to examine the injured player inside the para teqball court.

29.4.10 Upon a medical team's recommendation or a player's/team's request, this 3-minute period can be extended to a 10-minute medical/technical break by the Main Referee. (See Medical/technical break - extension below). The Main Referee has the final decision about the extension of the medical/technical break.



29.4.11 Once the player is ready to continue the match, the game continues, as instructed by the Main Referee.

29.4.12 Players/teams can only request two 3-minute medical/technical breaks in one match. If a third medical/technical break is requested, the Main Referee must end the game. The opponent wins the match, but all previously earned points by the injured player remain valid.

29.5 MEDICAL/TECHNICAL BREAK - EXTENSION

29.5.1 The previously requested 3-minute medical/technical break may be extended by the Main Referee to a 10-minute medical/technical break. This is the maximum amount of time that can be applied in para teqball as a break.

29.5.2 The Main Referee calls the decision by raising one hand in the air and saying out loud, "10-minute medical/technical break!". The 10-minute medical/technical break may be shortened, but must not exceed 10 minutes.

29.5.3 The time is measured by the Main Referee on their watch or a separate stopwatch.

29.5.4 The 10-minute medical/technical break can only be given once per player/team per match. If the player/team is given a 10-minute break, they cannot request any further medical/technical breaks. If another medical/technical break is requested, the Main Referee must end the match. The opponent wins the match, but all previously earned points by the injured player remain valid.

29.5.5 During the 10-minute medical/technical break, the competition's official medical/technical team can enter the para teqball court, as can the medical/technical team of the injured player.

29.5.6 After the 10-minute medical/technical break player may warm-up on the table for a maximum of 1 minute.



30 INTERRUPTED COMPETITION

If a competition is interrupted due to unforeseen circumstances, e.g. a power outage, 1 hour is allowed for acceptable playing conditions to be restored. However, the Chief Referee may dissolve the waiting obligation if it becomes evident that a resumption within 1 hour is not possible. The results of matches, sets and rallies that have already been finished shall remain valid.

31 MARKINGS AND ADVERTISEMENTS

31.1 RESTRICTIONS

31.1.1 Markings and advertisements may be placed on both the inside and outside walls of the surrounds. They must not be the same or similar colour to the Teq table, the ball or the players' shirts.

31.1.2 Markings or advertisements in or next to the para teqball court, on playing clothing or numbers, and on referees' clothing, shall not be for tobacco goods, alcoholic drinks, harmful drugs or illegal products, and they shall be without negative discrimination or connotation on the grounds of race, xenophobia, gender, religion, disabilities or other forms of discrimination.

31.1.3 With the exception of LED (light-emitting diode) and similar devices, advertisements on the surrounds of the sides of the playing area, and fluorescent, luminescent or glossy colours shall not be used anywhere in the playing area, and the background colour of the surrounds shall remain dark.

31.1.4 Advertisements on surrounds shall not change during a match from dark to light and vice versa.



31.1.5 LEDs and similar devices on surrounds shall not be so bright as to disturb players during the match, and shall not change when the ball is in play.

31.1.6 Advertisements on LED and similar devices shall not be used without prior approval from FITEQ.

31.1.7 Lettering or symbols on the inside of surrounds shall be clearly different from the colour of the ball in use; no more than two colours are permitted.

31.1.8 There may be two advertisements on the net on each side of the table. They must not be placed closer than 30mm to the top edge of the net, must not obscure visibility through the net and cannot disturb the players.

31.1.9 Advertisements can be placed on the floor, the table and the garments of the players.

32 DOPING CONTROL

Anti-doping is governed by the relevant and in force FITEQ Anti-Doping Rules.

33 APPEALS

An appeal can be made only for a situation occurring during the relevant match. No appeal can be made after the conclusion of the match even if it is during the event period. Appeals may be made only in compliance with Section 32.1.



33.1 CRITERIA FOR AN APPEAL

33.1.1 No agreement between players or team members can alter a decision made by the responsible referee on a question of interpretation of The Official Rules and Regulations of Para Teqball [herein the Rules and Regulations of Para Teqball].

33.1.2 No appeal may be made to the Chief Referee against a decision on a question of fact made by the responsible referee.

33.1.3 An appeal may be made to the Chief Referee against a decision of a referee on a question of interpretation of the Rules and Regulations of Para Teqball, and the decision of the Chief Referee shall be final.

33.1.4 An appeal may be made to the Competition Manager against a decision of the Chief Referee on a question of the tournament or match conduct not covered by the Rules and Regulations of Para Teqball, and the decision of the Competition Manager shall be final.

33.1.5 In singles competitions, an appeal may be made only by a player participating in the match in which the question has arisen. In doubles competitions, an appeal may be made only by the captain of a team participating in the match in which the question has arisen.

33.1.6 A question of interpretation of the Rules and Regulations of Para Teqball arising from the decision of the Chief Referee, or a question of tournament or match conduct arising from the decision of a Competition Manager, may be submitted by the player or team captain eligible to make an appeal, through their parent association, for consideration by FITEQ.



34 DISCIPLINARY ACTIONS

34.1 INTEGRITY

34.1.1 Disciplinary actions may be taken during the period of a match or competition for violations of integrity and the relevant governing rules as defined in Section 34.

34.1.2 The behavior defined in Section 33.2 applies to situations occurring during the relevant match/tournament.

34.1.3 Serious violations of a FITEQ Integrity Policy occurring during the event period can result in disciplinary action nonetheless.

34.2 UNSPORTING CONDUCT

The behavior defined in Section 33.2 applies to situations occurring during the relevant match/tournament.

34.2.1 Unsporting conduct occurs when a player makes any inappropriate verbal remark or non-verbal gesture to the opponent players, team officials, referees, spectators or any other stakeholders who are part of the match/tournament.

34.2.2 If the Main Referee considers the player's conduct to be unsporting, they may sanction the player according to the following three steps:

34.2.2.1 Verbal warning – for unsporting behaviour, the Main Referee must issue a verbal warning to the offending player or team official, without awarding a point, unless the opposing player/team is clearly going to win the point. If the opposing player/team wins the point after unsporting conduct, the point must be awarded, and a verbal warning must be issued afterwards. The Main Referee may use their own words to explain the type of unsporting behaviour and then must warn the player that



for the next similar action, a point will be awarded to the opponent player/team.

34.2.2.2 Point awarded to the opponent player/team – in para teqball, referees do not use coloured cards. Where an unsporting behaviour takes place for a second time by the player/team or team official, the Main Referee must award a point to the opponent player/team and call out: “Second warning! Point to the opponent!” This step may be used several times if a player continues with unsporting behaviour.

34.2.2.3 Dismissal – in the case of an extreme offence or continuous unsporting behaviour, the Main Referee may dismiss a player by reporting them to the Competition Manager and/or the Chief Referee. The dismissal must be made by either the Competition Manager or the Chief Referee. After the dismissal, the opposing player/team wins the match, but all previously earned points by the dismissed player remain valid.

34.2.2.4 A warning or penalty incurred by any member of a team shall apply to the whole team.

34.3 UNSPORTING CONDUCT EXAMPLES

Serious violations of a FITEQ Integrity Policy occurring during the event period can result in disciplinary action nonetheless.

34.3.1 Player(s) intentionally cheating – evading the rules.

34.3.2 Inappropriate verbal and non-verbal communication.

34.3.3 Any communication with the opponent or the referee during a rally.

34.3.4 Making disturbing noise – players shouting in the direction of the opponent and disturbing them intentionally.

34.3.5 Attempting to intentionally deceive the referees.



34.3.6 Attempting to intentionally waste time.

34.3.7 Refusing to change roles according to the order of play.

34.3.8 Acting in a manner that shows a lack of respect for the sport.

34.3.9 Verbally distracting the opponent in between rallies.

34.3.10 Attempting to intentionally move the Teq table or the service line.

34.3.11 Deliberately using a trick to outplay the rules.

34.3.12 Celebrating in an inappropriate/offensive way, or removing the shirt, or covering the head with the shirt (after winning a point, set, match).

34.3.13 Dissenting by protesting the referees' decision, either verbally or non-verbally in an immoderate manner.

34.4 CONSEQUENCES OF VIOLATIONS

34.4.1 The Main Referee must evaluate the specific situation and penalise accordingly. A point cannot be awarded against any team, without first issuing a verbal warning. The Assistant Referee may indicate any unsporting behaviour, after which the Main Referee shall issue a verbal warning to the player.

34.4.2 Before, during or straight after the match, any intentional physical contact with any players, team officials, referees, spectators or any other stakeholders who are part of the competition, leads to instant dismissal from the match or disqualification from the competition.

34.4.3 The consequence of dismissal is that the dismissed player's or team official's behaviour will be reported to the Competition Manager and/or Chief Referee of the



competition. The Competition Manager and the Chief Referee shall decide whether to disqualify the dismissed person from the competition.

34.4.4 If a player is disqualified from a competition for any reason, they shall automatically forfeit any associated title, medal, prize money or ranking points.

34.4.5 Cases of very serious misbehaviour shall be reported to the offender's association.

34.5 DISCIPLINARY ACTION

34.5.1 Disciplinary action shall be taken by FITEQ for offences reported by the Chief Referee in accordance with the FITEQ Disciplinary Policy. Athletes can report violations of a FITEQ Integrity Policy to the Chief Referee throughout the event period or for serious violations directly to FITEQ outside of the event period.

34.5.2 The right of appeal and further appeal may be lodged against a disciplinary action taken by FITEQ as per Section 13 and Section 14 of the FITEQ Disciplinary Policy.

34.6 COACHES' UNSPORTING BEHAVIOUR

34.6.1 The coach must be warned in the following situations:

34.6.1.1 Leaving the coaching area during the match. (If they leave, they are not allowed to return).

34.6.1.2 Intentional or unintentional disturbance of the match (including verbal communication).

34.6.1.3 Making verbal comments regarding the referees' decisions.

34.6.1.4 Overdramatic or dangerous reactions to the referees' decisions.



34.6.1.5 Inappropriate communication with the spectators or with any other stakeholders.

34.6.2 The coach must be dismissed in the following circumstances:

34.6.2.1 Racist and other offensive behaviour.

34.6.2.2 An inappropriate and dangerous act.

34.6.3 If a coach is dismissed, they must leave the coaching area. In this case, the match continues from the point where the Main Referee stopped the game.

34.6.4 If the coach refuses to leave the coaching area, the Main Referee can end the match with a score of 12-0 in each set won, in favour of the opponent team.

34.6.5 The consequence of inappropriate behaviour and dismissal may be suspension from the tournament.

34.6.6 After the match, the Main Referee must report to the Competition Manager and the Chief Referee of the competition, who will then decide upon any further penalties. With further inappropriate behaviour, the coach may be suspended and sanctioned by FITEQ.

35 INTEGRITY

35.1 Players, coaches, and officials shall uphold the values enshrined in the FITEQ Integrity Policies.

35.2 The FITEQ Integrity Policies include the following regulations:



35.2.1 Code of Ethics

35.2.2 Anti-Corruption Policy

35.2.3 Equality and Anti-Discrimination Policy

35.2.4 Safeguarding and Welfare Policy

35.3 A breach of a FITEQ Integrity Policy shall be subject to disciplinary action under the FITEQ Disciplinary Policy.

