

THE OFFICIAL RULES AND REGULATIONS OF TEQPONG

TEQPONG



TEQPONG
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THE RULES OF TEQPONG

TEQ TABLE AND THE PLAYING AREA

1. The size specification of the Teq table:

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

2. The material of the playing surface can be:

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

3. The colour of the Teq table in competition:

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

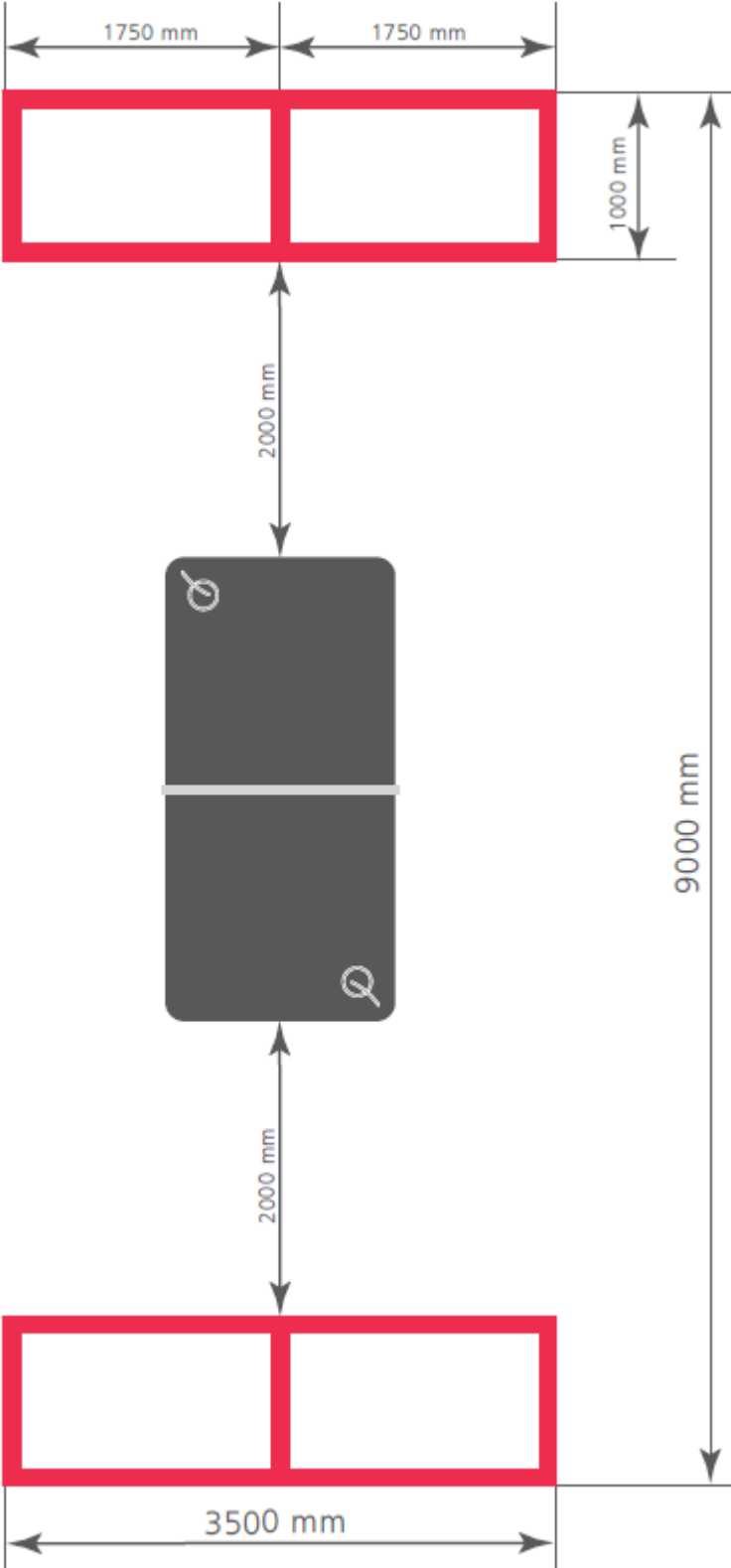
4. The location of the service boxes:

- 4.1. 2 meters distance from the end of the Teq table.
- 4.2. Each service box is 1.75 meters wide by 1 meter long rectangular area (see diagram at point 6).
- 4.3. The area must be indicated by clearly visible lines, with a minimum thickness of 50 mm, in a colour completely different from that of the flooring.

5. The playing area:

- 5.1. Must be minimum 4,5 meters wide by 9 meters long.
- 5.2. Headroom must be a minimum of 4 meters high. The official competition size of a teqpong court is 6 meters wide by 11 meters long.

6. The teqpong court (drawing and dimensions):



THE NET

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

THE BALL

- 1. The ball shall be spherical with a diameter of 40 mm.**
- 2. The ball shall weigh 2.7 g, + or - 10%.**
- 3. The ball shall be made of celluloid or similar plastics material.**
- 4. The ball must be approved by the Teqpong Committee.**

THE RACKET

- 1. Oppositions' racket(s) can be different colours.**
- 2. Teqpong rackets approved by the Teqpong Committee must always be used.**
- 3. During events organized by the Teqpong Committee, the same rackets will be provided to participants.**
- 4. To ensure fair play, players must change rackets every time players or teams switch sides.**

DEFINITIONS

- 1. The *rally* is the period during which the ball is in play.**
- 2. One *game* is played until 8 winning points.**
 - 2.1. If the match goes to the final game, then that certain game must be won by at least a two-point margin.

3. A *match* consists of 2 or more winning games depending on the competition rules.

4. *Types of matches:*

4.1. Singles match: a match in which two players play against each other.

4.2. Doubles match: a match in which two-player teams play against each other.

4.3. Team championship: match series in which individual and doubles matches are played in rotation to achieve an overall match result.

5. The *service/serve:*

5.1. The ball is in play from the moment at which the ball makes contact with the racket as the result of beginning an intentional service. The ball stays in play until the rally is decided as a let or a point. (The ball is not in play if after leaving the hand of the server it falls to the ground without the player contacting the ball. see: *THE SERVICE/SERVE: §14.*)

6. The *let* is a rally where no score is awarded.

7. A *point* is a rally where a point is awarded.

8. The *server* is the first player who initiates the rally.

9. The *receiver* is the player who first returns the serve at the beginning of the rally.

10. The *main referee* is the person appointed to supervise the match.

11. The *assistant referee* is the person appointed to assist the main referee with certain decisions.

12. The *edge ball* is when the ball bounces on the edge of the Teq table and/or changes direction in a clearly observable manner.

12.1. The edge ball is considered the same type of bounce as if the ball bounced on the surface of the table.

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

13.1. This is not classified as touching the playing surface and the point is awarded to the opposing player or team.

THE SERVICE/SERVE

1. The service procedure begins with the ball in the stationary hand of the server. The server must then toss the ball upwards from the hand without

letting it spin and hit the ball with racket, before letting the ball bounce. The service ends once the single movement of the racket has stopped.

1.1. It is not allowed to serve directly from the hand, or to throw the ball on to the racket when serving.

2. The server must start the service from inside the service box.

2.1. The service is considered a fault if the player's foot/shoe touches any line of the service box during the moment of serving.

2.2. A service attempt results in a fault if both of the server's feet/shoes do not remain touching the ground during the service.

3. The movement of the racket during the contact point with the ball must be upwards. Therefore, downward services are forbidden.

4. When executing the serve the ball must bounce only once and, on the opponent's, playing surface of the Teq table.

5. The *first* serve must be executed using a forehand serve from inside the service box. The *second* service must be executed using a backhand serve from inside the other service box.

5.1. The server may decide which box to serve from first at the beginning of each game.

6. The service is rotated after every two valid rallies.

6.1. If the match goes to the final game, then this game must be won by at least a two-point margin. In this scenario, at 7-7, the serve will be rotated after every single rally instead of after every 2 serves at the next possible forehand service.

7. The player has one possibility to execute a successful serve, therefore the opponent receives a point in case of a fault service.

8. If the server attempts to hit the ball but completely misses it, then it is registered as a fault service.

9. If the ball touches the net during a service it is registered as a fault service, regardless of whether the ball touches the opponent's side of the table after touching the net.

10. If the service is an edge ball, it is considered the same as if it were to bounce on the surface of the table.

11. If the ball is in the possession of the server and the opponent is also ready to receive the serve, the server has 5 seconds to serve after the main referee's signal of allowing the beginning of the rally.

12. If the server is disturbed and does not wish to continue the service, then the player must drop the ball to the ground without touching it.

12.1. If this occurs, then the server can repeat the serve.

12.2. If this occurs several times in a row, then the main referee decides whether to repeat the serve or if it shall be registered as a fault service.

13. It is the player's responsibility to execute the service so that the main referee or the assistant referee is satisfied with the player's compliance with the service rules.

14. If either the main referee or assistant referee decides that a player has stepped on any line of the service box, or during the serve both feet did not remain on the ground then the point will be awarded to the opponent.

15. If the main referee decides that the racket did not move in an upwards trajectory when contacting the ball, then this will be considered a fault service and the opponent will be awarded the point.

THE RETURN

1. The ball must be returned to the opponent's playing surface using a one hit movement.

2. The return is considered valid if it bounces only on the opponent's playing surface of the Teq table by making a contact with the racket.

3. The ball may be returned with any part of the racket.

3.1. The ball is also allowed to be played from the player's hand that is holding the racket. Anything below and including the player's wrist (forearm and arm etc) is considered as a fault.

4. In doubles, the ball must be alternatively returned to the opponent's side.

5. In doubles, if the non-receiving player of the pair touches the ball, then it constitutes a failed return, and a point is awarded to the opposite team.

6. If the ball bounces back from the net it can be played again with a volley, but only in the air.

6.1. The player may only volley this ball once if the original volley again bounces back from the net then it is considered a fault.

6.2. In doubles when this occurs both players from the team are allowed to volley the ball. This volley shot is counted in the return sequence, so regardless of who hits the

volley the other player of the team must return the following ball and then continue to alternate throughout the point.

7. The receiver can stand anywhere on the court to receive the serve.

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 returning the ball.**
- 2. In doubles, the server starts the game with a service that is received by the receiver. Thereafter, members of the doubles team must alternately return the ball.**
- 3. In doubles, the server remains the same for the two services whilst the receiving team must change players to receive first after each serve.**

THE ATTACKING RULE

- 1. After the service, the serving player or team has 12 strokes to win the rally; otherwise, the point is awarded to the opponent.**
 - 1.1. The serving player or team shall be informed when they have only five attacking strokes remaining.
 - 1.1.1. The main referee shall announce the last 5 remaining strokes by counting loudly from 8 until 12 one by one after each stroke.
 - 1.2. The rally shall be stopped at the serving player's or team's 13th stroke and the point shall be awarded to the opponent.
 - 1.2.1. In this case the main referee must call for an "ATTACKING FAULT".

THE DOUBLEPOINT

- 2. The "doublepoint" is a chance to gain 2-points instead of one after winning a single rally.**
- 3. Each player or team has the right to request the chance to earn the "doublepoint".**
- 4. The number of "doublepoint" requests during a match depends on the rules of each specific competition.**

4.1. Irrespectively to the allowed number of “doublepoint” requests during a match, a player or team may only request the possibility of the “doublepoint” once during a single game.

- 5. The “doublepoint” can only be awarded to the player or team who requested it and legally scored the point.**
- 6. The player or team may only request the “doublepoint” if they have not yet reached 6 points in that game.**
- 7. The player or team can decide to call the “doublepoint” both when they are either serving or receiving.**
- 8. Both players or teams may call for a “doublepoint” at the same time, whereby the winning player or team will be awarded 2-points instead of 1.**
- 9. The player or team calling the “doublepoint” must indicate this to the main referee by putting their racket on the table and signalling double point with 2 fingers to the main referee.**
 - 9.1. Signalling for the “doublepoint” may vary depending on the competition and will be specified in the competition rules.
- 10. The main referee must indicate clearly to the opponent and spectators when a player has called for a “doublepoint”.**

THE LET

1. In case of a let the rally must be repeated if:

- 1.1. The service has been executed whilst the receiving player or team was not ready to play, but only if the receiving player or team does not attempt to return the ball.
- 1.2. The player has complied with all the rules however a situation arises which is out of the player’s control.
- 1.3. The main referee or assistant referee stops the match.

2. The game can be stopped if:

- 2.1. An error is discovered by one of the referees in regards of serving or receiving.
- 2.2. A player or team (or an advisor) must be warned or penalized.
- 2.3. The rally is disturbed by any person or event that may affect the outcome of the rally.

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

THE SCORE

1. In the case when a let does not occur a player is awarded a point if:

- 1.1. Fault service is performed by the opponent.
- 1.2. The opponent fails to make a correct return.
- 1.3. The opponent does not return the ball to the player's playing surface of the Teq table.
- 1.4. The racket, the opponent or any other item worn by the opponent touches the Teq table.
- 1.5. The racket, the opponent or any other item worn by the opponent touches the net.
- 1.6. An opponent does not return the ball in the correct order sequence in a doubles game after the service and receive.
- 1.7. The opponent touches the ball more than once in separate movements when playing their return.
- 1.8. The ball bounces more than once on the opponent's playing surface on the Teq table.
- 1.9. The opponent serves from outside the service box or with a foot/shoe touching any line of the service box or if both feet fail to remain on the ground during the execution of the serve.
- 1.10. The opponent returns the ball and it touches the side of the Teq table.
- 1.11. The opponent player volleys the ball above the Teq table before letting the ball bounce on the Teq table playing surface (See volley exception *THE RETURN §5*).
- 1.12. The player hits the ball to the opponent's playing surface of the Teq table, but it comes back to the player's side without being touched by the opponent player.
- 1.13. The ball touches anything else apart from the players' racket or playing hand (above the wrist) during the rally.
- 1.14. The opponent player touches the ball in the air before letting it bounce on the playing surface when due to the movement of the ball it would have bounced on the Teq table had the opponent not intervened. In such cases, the main referee decides if the ball would have landed on the playing surface or not.
- 1.15. If both players/teams commit a fault, then the player/team who committed the fault first will lose the point.

THE GAME

1. The player or team to score 8 points first wins the game.

- 1.1. In case of a final game, the player or team must win by a two points clear difference.

1.2. In this scenario at 7-7 serve will be rotated after every single rally instead of after every 2 serves at the next possible forehand service.

2. Players must switch sides and rackets after each game.

2.1. Whenever the player or team changes sides they must also leave their teqpong rackets on that side of the table.

3. The time in between games must not exceed 90 seconds.

THE MATCH

1. The match consists of two or more winning games depending on the competition regulations.

2. If the match reaches the final game, then the players or teams must change sides and rackets when one player or team reaches 4 points.

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

3.1. A 90-second break in between games whereby players can receive advice from a maximum of 2 advisors (who must remain the same 2 advisors throughout that match).

3.2. A single time out can be requested once per player or team during a full match with a length of 1 minute.

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

3.3.1. Medical attendance may only be called for at the end of the game.

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

5. The match must be played in fair conditions.

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

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

1. At the beginning of the match a coin toss is conducted by the main referee, the winner may choose to serve or receive first, decide which side to start on and choose which colour of racket to use first.

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

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

The receiving team can choose which player from their team will receive first.

2.1. The server side must announce first which player of the team will execute the first serve. After that, the receiving side must announce which player of the team will return the first serve.

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

3.1. The only exception is if the match goes to the final game and the score in that game reaches 7-7, then the serve will be rotated after every single rally instead of after every 2 serves at the next possible forehand service.

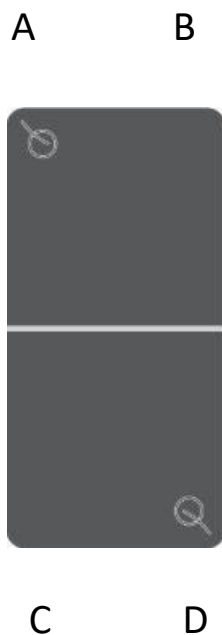
4. After each game, the initial serving player or team from the previous game becomes the receiving player or team at the beginning of the next game and vice-versa.

4.1. In doubles, the serving team of each game may choose which player will serve first and the receiver must then change accordingly to the correct sequence.

5. In doubles after each game the server and receivers must also switch positions therefore if in the previous game player 'A' served with their forehand to player 'D' then in the next game player 'A' must receive the forehand serve from player 'D'.

5.1. This also applies to the other service and return pair in the doubles match.

SERVICE AND RETURN SEQUENCE FOR DOUBLES



A= The player of the team who will serve first after the coin toss.

D= The player of the team who will receive first after the coin toss.

Fh= Forehand

Bh= Backhand

At the beginning of each game the serving team can decide which player from their team will serve first, the receiving side must be according to the sequence.

1st game

Fh A-D

Bh A-C

Fh D-B

Bh D-A

Fh B-C

Bh B-D

Fh C-A

Bh C-B

Repeat

2nd game

If D decides to serve first

Fh D-A

Bh D-B

Fh A-C

Bh A-D

Fh C-B

Bh C-A

Fh B-D

Bh B-C

repeat

If C decides to serve first

Fh C-B

Bh C-A

Fh B-D

Bh B-C

Fh D-A

Bh D-B

Fh A-C

Bh A-D

repeat

3rd game

If A decides to serve first

Fh A-D

Bh A-C

Fh D-B

Bh D-A

Fh B-C

Bh B-D

Fh C-A

Bh C-B

repeat

If B decides to serve first

Fh B-C

Bh B-D

Fh C-A

Bh C-B

Fh A-D

Bh A-C

Fh D-B

Bh D-A

repeat

4th game

If D decides to serve first

Fh D-A

Bh D-B

Fh A-C

Bh A-D

Fh C-B

Bh C-A

Fh B-D

Bh B-C

repeat

If C decides to serve first

Fh C-B

Bh C-A

Fh B-D

Bh B-C

Fh D-A

Bh D-B

Fh A-C

Bh A-D

repeat

5th game

If A decides to serve first

Fh A-D

Bh A-C

Fh D-B

Bh D-A

If B decides to serve first

Fh B-C

Bh B-D

Fh C-A

Bh C-B

Fh B-C

Bh B-D

Fh C-A

Bh C-B

repeat

6th

If D decides to serve first

Fh D-A

Bh D-B

Fh A-C

Bh A-D

Fh C-B

Bh C-A

Fh B-D

Bh B-C

repeat

7th game

If A decides to serve first

Fh A-D

Bh A-C

Fh D-B

Bh D-A

Fh B-C

Bh B-D

Fh C-A

Bh C-B

repeat

Fh A-D

Bh A-C

Fh D-B

Bh D-A

repeat

If C decides to serve first

Fh C-B

Bh C-A

Fh B-D

Bh B-C

Fh D-A

Bh D-B

Fh A-C

Bh A-D

repeat

If B decides to serve first

Fh B-C

Bh B-D

Fh C-A

Bh C-B

Fh A-D

Bh A-C

Fh D-B

Bh D-A

repeat

Final game of the match must be won by two clear points. If the score reaches 7-7 then the service will be rotated after each rally at the next possible forehand service.

For example:

Score

6-5	Fh	B-D
6-6	Bh	B-C
7-6	Fh	D-A
7-7	Bh	D-B

One serve each until a team wins by two clear points.

Score:

8-7	Fh	A-C
8-8	Fh	C-B
9-8	Bh	A-D
9-9	Bh	C-A
10-9	Fh	B-D
10-10	Fh	D-A
11-10	Bh	B-C
11-11	Bh	D-B

Repeat

ERRORS IN THE ORDER OF SERVICE, RECEIVING OR IN CHANGING SIDES

- 1. If a player serves or receives out of turn, play shall be interrupted by either referee as soon as the error is discovered. The rally will then be replayed with the correct serve and return sequence established at the beginning of the match.**
- 2. If the players have not changed sides when they should have done, play shall be interrupted by either referee as soon as the error is discovered. The point will then resume with the players at the correct sides where they should be at the current score, according to the sequence established at the beginning of the match.**
- 3. All points scored before the discovery of an error shall be valid.**

THE STROKE

1. **Players are not allowed to touch the ball with anything else but their racket and playing hand (above the wrist).**
2. **Players have one stroke in order to return the ball back to the opponent's side. (See exception *THE RETURN §5.*)**
3. **Players are not allowed to hold the ball on their racket.**
4. **It is considered an illegal stroke even if players touch the ball unintentionally with another body part or clothing during the rally.**
5. **In doubles players cannot intentionally touch or disturb their opponents in any case.**
6. **In each case, the main referee decides whether it was a legal stroke or not.**

COMPETITION REGULATIONS

SCOPE OF RULES AND REGULATIONS

1. **Types of competition:**

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

2. **Applicability**

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

EQUIPMENT AND PLAYING CONDITIONS

1. **Approved and Authorized Equipment**

- 1.1. The entry form for an open tournament/competition/championship shall specify the type of Teq table as well as the brand and colour of the ball used at the event.
- 1.2. The choice of equipment shall always be decided by the Teqpong Committee.

2. Clothing

- 2.1. Playing clothing normally consists of a short-sleeved or sleeveless shirt and shorts or skirt or one-part sports outfits, and socks and shoes. Other garments such as part or all of a tracksuit are not allowed to be worn during the match except with the permission of the chief referee.
- 2.2. The main colour of a shirt, skirt or shorts, other than sleeves and collar of a shirt must be clearly different from that of the ball in use.
- 2.3. Numbers or lettering may appear on the back of the shirt to identify a player, their association or, in club matches, their club, and advertisements in accordance with the provisions of subsection.
- 2.4. Any markings or trimming on the front or side of a playing garment and any objects such as jewellery worn by a player must not be so conspicuous or brightly reflecting as to blind the opponent. If the main referee decides that it is disturbing, he or she may order the player to take it off or cover it.
- 2.5. The garment of the players cannot be covered with symbols or lettering that are against the law or against the rules or reputation of the game.
- 2.6. Opposing players or teams are not allowed to wear clothing with the emblem of the other players or team.
- 2.7. Opposing players and pairs must wear shirts that are sufficiently different in colour to enable them to be easily distinguished by spectators.
- 2.8. Any question of the legality or acceptability of player clothing shall be decided by the chief referee.
- 2.9. All players of a team taking part in a competition must be dressed in the same colour during all matches of the team championship.

3. Playing conditions

- 3.1. The official competition playing court must be an area of at least 11 meters long, 6 meters wide and 4 meters in height.
- 3.2. The following equipment and fittings are to be considered as part of each playing area:
 - Teq table equipped with net
 - Referee table and chair
 - Score boards

- Towel and ball boxes
- Table numbers
- Surrounds
- Adequate flooring

3.3. The playing area must be enclosed by surrounds separating it from adjacent playing areas and from spectators.

3.4. At all venues of competitions, the luminous power has to be 300 lux/by natural or artificial lighting at the playing area.

3.5. Where several tables are in use, the lighting level shall be the same for all of them, and the level of background lighting in the playing hall shall not be greater than the lowest level in the playing area.

3.6. The light source must not be less than 4m above the floor.

3.7. The background must be generally dark. Daylight may be allowed if it does not obstruct the game in any way or reflects on the Teq table.

3.8. The flooring must not be light-coloured nor brightly reflecting or slippery.

4. Advertisement and Markings

4.1. Markings and advertisements may be placed on the inside wall of the surrounds, though they must not be of the same colour or similar to the Teq table or the ball.

4.2. Markings and advertisements can be placed on the net. It cannot be placed closer than 30 mm to the top edge of the net and it must not obscure visibility through the net and cannot disturb the players.

4.3. Advertisement can be placed on the garment of the players.

4.4. It is forbidden to place advertisements on players' garment that may have a negative message or are against the law or against fair play. They must not include any discriminative contents reflecting on religions, sexual identity, racism or any distinctive subjects of life.

5. Doping control

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

MATCH OFFICIALS

1. The chief referee

1.1. For each competition a chief referee must be appointed.

1.2. The chief referee is responsible for:

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

2. The Main Referee and Assistant Referee

- 2.1. At all competitions with a ranking multiplier of 2.0 or higher, two referees must be appointed for each Teq table.
- 2.2. The main referee must stand at one side, meanwhile the assistant referee must stand on the opposite side.
- 2.3. The main referee is responsible for:
 - 2.3.1. Checking the acceptability of equipment and playing conditions and reporting any deficiency to the chief referee.
 - 2.3.2. Conducting the coin toss for the choice of serving, receiving, sides and rackets.

- 2.3.3. Controlling the correct order of the serve and return, ensuring a player or team stands on the correct side of the Teq table and correcting any errors therein.
- 2.3.4. Ensuring that the movement of the service during the contact point is of an upwards trajectory.
- 2.3.5. Deciding each rally as a point or a let.
- 2.3.6. Calling the score, in accordance with specified procedure.
- 2.3.7. Maintaining the continuity of play.
- 2.3.8. Acting for breaches of advice or behavioural regulations.
- 2.3.9. In case the opponents are wearing similar garments, the guest pair or team must change their shirt (or a distinctive shirt needs to be worn).
- 2.4. The assistant referee is responsible for:
 - 2.4.1. Deciding whether either player stepped outside or on any service line of the service box during the service.
 - 2.4.2. Measuring the time for the warm-up, time in between games and time-outs.
 - 2.4.3. Deciding if either player came in contact with the Teq table during the rally.
 - 2.4.4. Deciding that the conditions of play are disturbed in a way that may affect the outcome of the rally.
 - 2.4.5. Performing other duties assigned by the main referee.
- 2.5. Players are under the jurisdiction of the main referee from the time when they arrive at the playing area until they leave it.
- 2.6. Officially delegated, certified referees must wear a mark of their status during matches.

3. Appeals

- 3.1. 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.
- 3.2. No appeal may be made to the chief referee against a decision on a question of fact by the responsible match official or to the management committee, on a question of interpretation of rules or regulations by the chief referee.
- 3.3. An appeal may be made to the chief referee against a decision of a match official on a question of interpretation of rules or regulations, and the decision of the chief referee must be final.

- 3.4. During individual matches an appeal can be made to the main referee only by the players participating in the match; during doubles matches an appeal can be made only by the captain of each team participating in the match.
- 3.5. At competitions appeals may be made against the decisions of the chief referee about the draw and the scheduling of the matches by until the match in question begins.
- 3.6. After a match has begun no appeals are allowed reflecting to cases that existed before starting the game.
- 3.7. During a match, appeals against unlawful decisions are allowed in between two rallies before the next service starts.
- 3.8. Appeals and complaints to the chief referee can be made by anyone whose interest has been obstructed by an unlawful decision.

MATCH CONDUCT

1. Score Indication

- 1.1. The main referee calls the score as soon as the ball is out of play at the completion of a rally, or whenever he or she sees it fit.
- 1.2. During a game the main referee calls the scores after each point and also calls which serve is to follow – forehand or backhand.
- 1.3. At the beginning of a rally and when the change of a server is due, the main referee points to the next server, and calls the server's score first.
- 1.4. At the end of a game the main referee calls the number of points scored by the winning player or pair followed by the number of points scored by the losing player or pair and then names the winning player or pair.
- 1.5. In addition to calling the score the main referee uses hand signals to indicate their decisions.
 - 1.5.1. When a point has been scored, the referee raises their arm closer to the player (or team) who scored.
 - 1.5.2. When for any reason the rally is a let, the main referee raises their hand above the head to show that the rally has ended.
- 1.6. Score indication is required at all official ranking events.

2. Equipment

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

3. Warm up

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

4. Intervals

- 4.1. Play must be continuous during the match; however, players are entitled to:
 - 4.1.1. A 5-second period to execute a serve.
 - 4.1.1.1. The 5-second period starts when the main referee indicates the serving side and announces the type of the serve.
 - 4.1.1.2. If the serve is not executed within 5 seconds, the main referee must call for a "SERVICE FAULT!" and the point is awarded to the opponent.
 - 4.1.2. A mandatory ninety-second break in between games (may vary depending on the competition).
 - 4.1.3. Once per match a player or team is allowed to call a time-out period (1 minute).
 - 4.1.3.1. The request for a time-out may be made by the player (during individual matches) or by the team captain in doubles; or by a designated adviser from the players bench.
 - 4.1.3.2. Making a "T" sign with the hands can indicate the request for a time-out, which can be made only between rallies in a game.
 - 4.1.3.3. On receiving a valid request for a time-out, the main referee suspends the game and holds up their hand forming a letter "T" and then points to the player or pair who requested the time-out.
 - 4.1.3.4. The game shall be resumed once the 1-minute has ended.
 - 4.1.3.5. If both players and pairs make a valid request for a time-out simultaneously, then the time-out shall be granted; however, neither player nor team shall be entitled to another time-out during that match.
 - 4.1.4. Medical attendance may be used during a match only once for a maximum duration of 3 minutes.

- 4.1.4.1. Medical attendance may only be called for at the end of the game.
- 4.2. There are no intervals between the matches of a team championship except for the player who is required to play in successive matches and has played in the previous match before. In this case the player can claim an interval of up to 15 minutes between those matches.
- 4.3. The chief referee can give permission for suspending the game (for the shortest period available according to the rules but no longer than 10 minutes) if a player is unable to continue the game (temporarily) because of injury, and the chief judge decides that the suspension won't cause disadvantage to the opponent player(s).
- 4.4. A suspension is to be allowed for a disability which was present to be expected at the beginning of the match, or where it is due to the normal stress of play; disability such as cramp or exhaustion caused by the player's current state of fitness does not justify such an injury suspension, which may be allowed only for incapacity resulting from an accident, such as an injury caused by a fall.
- 4.5. If anyone in the playing area is bleeding, play must be suspended immediately and must not resume until that person has received medical treatment and all traces of blood have been removed from the playing area and from the playing equipment.
- 4.6. By time outs, official intervals between games, players remain in the playing area (or nearby within maximum 3 meters), except with the permission of the chief referee.
- 4.7. If disruption of a competition or team match occurs due to technical reasons (e.g. electricity black out...etc.) a 1-hour waiting period is allowed to eliminate the problem.
 - 4.7.1. The chief referee can waive the 1-hour waiting period if the underlying problem is not fixed during that time. In this case the exact scores of any games, or matches played before the incident remain valid.

5. Announcements

- 5.1. The main referee or assistant referee announces

	Action	Referee says
1	After each scored point	The main referee indicates which side scored the point, then announces the current score by announcing the server's score first
2	Start of each game when the referee passes the ball to the serving player	TEAM OR PLAYER X/Y TO SERVE!

3	The player must serve using a forehand	FOREHAND SERVE!
4	The player must serve using a backhand	BACKHAND SERVE!
5	Timeout	TIMEOUT!
6	Teams shall switch sides after each game	CHANGE ENDS!
7	Ball touches the side of the table, hence is considered as a foul	SIDEBALL!
8	The serving player does not serve the ball in time	SERVICE FAULT!
9	Questionable situation, play to be reviewed by the video referee	PLAY TO BE REVIEWED!
10	A player touches the table	TABLE-TOUCH!
11	A player touches the ball with anything besides the playing hand	ILLEGAL STROKE!
12	The wrong player returns ball	ILLEGAL RETURN!
13	Signalling a foul	FOUL!
14	A player is crossing or stepping on the line of the service box while serving	FOOT FAULT!
15	One or both of the player's feet are not touching the ground while serving	FOOT FAULT!
16	The movement of the racket during the contact point with ball is not upwards	SERVICE FAULT!

18	The player or team calls for injury time	INJURY TIMEOUT!
19	If the game is being disturbed under such circumstances that may influence the outcome of the point	LET!
20	The player or team requests the possibility to earn the "doublepoint"	DOUBLEPOINT REQUESTED BY TEAM XY
21	If the serving player couldn't win the rally within 12 strokes and the point is awarded to the opponent.	ATTACKING FAULT!
22	If the player or team requests a doublepoint, but the player or team has no more available doublepoint requests. Also, if the player or team that requested the doublepoint has more than 5 points.	INVALID DOUBLEPOINT REQUEST!

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

DISCIPLINE

1. Advice

- 1.1. During the match players can receive advice from any 2 advisors that are present at the players bench. The 2 advisors cannot be changed during the match.
- 1.2. Players can receive advice only during the intervals between games or during other authorised suspension of play such as a time-out. If the authorised person gives

advice at any other time, the main referee shall give them a warning. Any further offences will result in their dismissal from the playing area.

- 1.3. The dismissed adviser is not allowed to return and shall not be replaced by another adviser until the match has ended.
- 1.4. At competitions the person of the adviser is not required to be named.
- 1.5. The chief referee has the authority to dismiss an advisor from the playing area, for seriously unfair or offensive behaviour, whether reported by the main referee or not.
- 1.6.

2. Behaviour

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

2.11. A disqualified player must leave the playing area. The disqualification of the player and the circumstances of the disqualification must be reported to the Teqpong Committee association, which is responsible for the competition.

2.12. Forfeiting a game is not allowed without forfeiting the match as well. Forfeiting a game automatically means the forfeiting of the entire match. If a forfeiting occurs during a match that has been started, then the previously recorded scores and decisions are still considered valid. Forfeiting a match does not mean forfeiting participation in the additional events of the competition.

3. Prestige and Good Reputation

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

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

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