

# TEQPONG MOST IMPORTANT RULES

## SCORING SYSTEM:

- Q One set is won when a player or team reaches 12 points.
- Q A teqpong match consists of two or more winning sets depending on the competition.
- Q After the service, the serving player or team has 20 seconds to win the rally; otherwise, the point is awarded to the opponent.

## THE SERVICE:

- Q The server has only one chance to execute a successful service.
- Q The server has 5 seconds to serve.
- Q All serves must be executed from behind the service line, the service must be alternated between forehand and backhand, serving first with a forehand. The service sequence must be: Forehand, backhand, forehand, backhand.
- Q A service attempt results in a fault if both server's feet do not remain touching the ground during the service and if the player's foot touches the service line during the moment of serving.
- Q The ball must bounce only once and anywhere on the opponent's playing surface of the Teq table.
- Q The server must throw the ball up and the movement of the racket during the contact point must also be upwards.
- Q The service is rotated after every four valid rallies.
- Q 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 Teq table after touching the net.
- Q The receiver can stand anywhere on the court to receive the service.
- Q In the moment of serving it is prohibited to disturb the server.

## GENERAL:

- Q Each player or team has the right to request the chance to earn the 'doublepoint', but it can be requested only if they have not yet reached 10 points in that set.
- Q The number of 'doublepoint' requests depends on the rules of each specific competition.
- Q The 'doublepoint' is a chance to gain 2 points instead of one after winning a single rally.
- Q The 'doublepoint' can only be awarded to the player or team who requested it and legally scored the point.
- Q Both players or teams may call for a 'doublepoint' at the same time.
- Q The player or team calling the 'doublepoint' must indicate this to the main referee by putting their racket on the Teq table and signalling the 'doublepoint' request with 2 fingers to the main referee.
- Q If the ball bounces back from the net it can be played again with a volley, but only in the air.
- Q In doubles when the ball bounces from the net both players from the team are allowed to volley the ball.
- Q The ball that bounced from the net can be played only once. The ball can bounce from any part of the net.
- Q The ball must be returned to the opponent's playing surface after it bounced on the surface on the Teq table. If the ball bounces more than 1, that is invalid.
- Q In doubles, the members of the doubles team must receive and return the ball alternately.
- Q Any contact with the Teq table is forbidden.
- Q Players must switch sides and rackets after each set.

- Q In case of an edge ball, it is considered the same as if it were to bounce on the surface of the Teq table, but in the case of a sideball the point is awarded to the opposing player or team.
- Q The final set must be won by 2 clear points. In this scenario from 12-12 the serve will be rotated after every single rally instead of after every four serves at the next possible forehand serve.
- Q If the match reaches the final set, then the players or teams must change sides and rackets after every 6 points reached and this continues until the match is won.
- Q There is a mandatory 90-second break between each set.
- Q A single time out can be requested once per player or team during a full match with a length of 1 minute.
- Q Medical attendance may be used during a match only once for a maximum duration of 3 minutes. Medical attendance may only be called for at the end of the set.

*Matches must be played within the strict rules of Fair Play.*

### THE OFFICIAL TEQPONG COURT LAY-OUT:

