

# **OFFICIAL RULES AND REGULATIONS**

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# 1. RULES OF QATCH

## 1.1. THE TEQ TABLE

The specification of the Teq table is:

- Length: 3000 mm (horizontal)
- Width: 1500 mm (without the net)
- Width: 1700 mm (including the net)
- Height: 900 mm (including the net)
- The curvature of the playing surface of the Teq table is determined by its 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 1490 mm.
- 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 NET

The specification of the net is:

- Width: 1700 mm

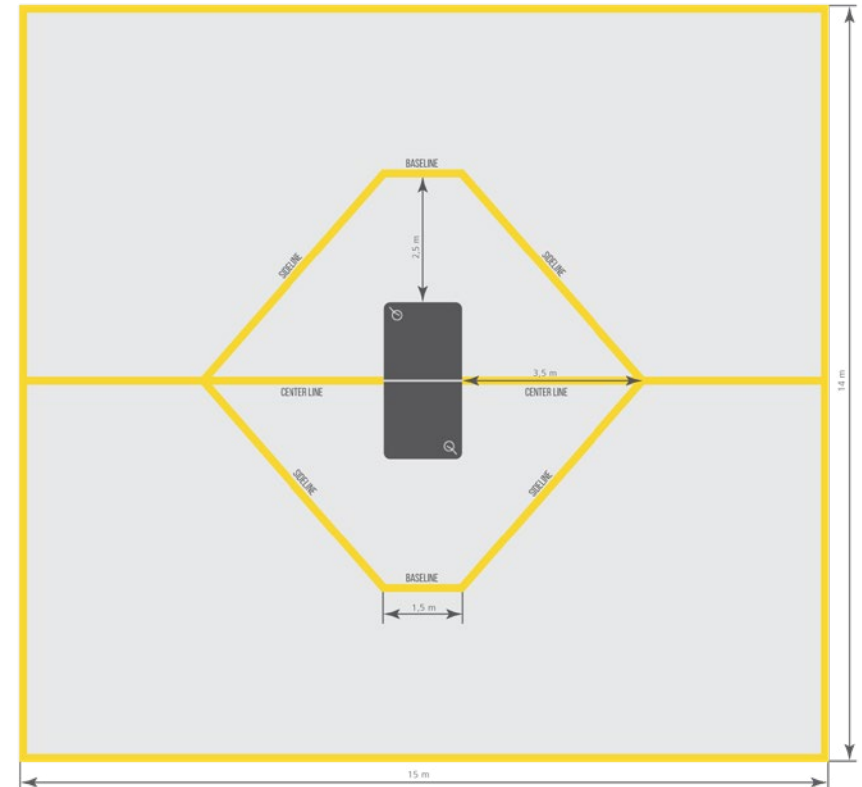
- Thickness: 20 mm
- Height: 140 mm (measured from the surface of the Teq table)
- The net must be permanently fixed to the Teq table and must be made from PMMA (plexi), a transparent thermoplastic, lightweight or shatter-resistant alternative to glass.
- These specifications describe the Teq One table, which is one of the three types of tables recognized by Qatch.
  - **Teq ONE** - Official "Class A - high-level" sport equipment. This type of tables used at official Qatch tournaments.
  - **Teq SMART** - Official "Class B - professional-level" sport equipment. This type of tables used at national and club level tournaments.
  - **Teq LITE** - Official "Class C - recreational-level" sport equipment. This type of Teq table is used at amateur tournaments.

## 1.3. THE PLAYING AREA

- The color of the floor must be different from the Teq table that is used in competition.
- The color of the floor must be different from the ball that is used in competition.
- The playing area must be indicated by clearly visible lines, with a thickness of 50 mm, in a color different from that of the flooring.
- The location of the center line must be in the middle and divide the court into two equal halves (see drawing below).

- There is a hexagon shaped line system consisting of baselines and sidelines.
- The outer edge of the baseline must be 2,5 meters from the end (base) of the Teq table.
- The sidelines connect the baselines with the center line. The outer edges of the sidelines touch the center line 3,5 meters from the edge of the Teq table.
- The playing area must be a minimum of 15 meters in width and 14 meters in length. Headroom must be a minimum of 7 meters in height. The official size of the playing area in competition may exceed the minimum size and is decided by the competition management.

## THE PLAYING AREA:



## **1.4. THE BALL**

- The ball in women's competition must be spherical, made of leather or another suitable material, of a circumference of not more than 56 cm and not less than 54 cm and not more than 375 g and not less than 325 g in weight (size 2 handball) with an air pressure of 0.15 bar at the start of the match.
- The ball in men's competition must be spherical, made of leather or another suitable material, of a circumference of not more than 60 cm and not less than 58 cm and not more than 475 g and not less than 425 g in weight (size 3 handball) with an air pressure of 0.15 bar at the start of the match.
- The color of the ball in competition must be different from the color of the Teq table and the floor.
- Using any type of resin is not allowed.

## **1.5. DEFINITIONS**

- Team is a group of maximum 4 players out of which 3 players are playing at a time.
- The rally is a period when the ball is in play.
- A point is a rally where a point is awarded.
- The opening throw is the act of putting the ball into play by the defender that stands behind the baseline.
- The let is a rally where no point is awarded. The rally must be repeated.
- The defender is a player that stands among their opponents at the same end of the Teq table. There is one defender per team.

- The attacker is a player that stands with their teammate at the same end of the Teq table. There are two attackers per team.
- The receiver is a player that touches the ball first after the opening throw.
- The edgeball is when the ball bounces on the edge of the Teq table and changes direction in a clearly visible way.
- A sideball is when the ball hits the side of the Teq table below the playing surface.
- Chief of referees is a person who is appointed to manage the referees and the competition in general and is authorized by the respective organization.
- The main referee is a person appointed to officiate the game.
- The assistant referee is a person appointed to assist the main referee during the game.
- The scorekeeper is a person appointed to fill out the scoresheet and manage the scoring/TeqRef application.

## **1.6. GAME, SET AND MATCH**

- A match is played by 2 teams of 3 players.
- A match is won by winning 1 or more sets based on the respective competition format.
- A set consists of 2 winning games.
- A game is won by winning 12 points.

- The decisive set which is a single game must be won by at least a 2-point margin (e.g. score: 12-10 or 13-11).
- Teams must switch sides after each game. In the decisive set players must switch sides when the total number of points is 12 or the multiples of 12.
- The interval between 2 games must not exceed 1 minute.
- The interval between 2 sets must not exceed 3 minutes.
- A time out can be requested once during a match with the maximum length of 1 minute.
- Medical attendance may be requested during a match only once for a maximum duration of 3 minutes.
- It is the duty and right of the main referee to decide how long a match may continue in case of disturbing circumstances.
- The match must be played in fair conditions. In case of an unfair event, referees shall decide any further sanctions.

## **1.7. THE OPENING THROW**

- The defender starts the play by throwing the ball to their teammates while standing behind the baseline.
- Whilst throwing, at least one foot must remain in contact with the floor.
- During the opening throw the defender is not allowed to step on or across the baseline.
- The opening throw must be executed using one or both hands.

- The defender has a 3-second timeframe to throw the ball once the respective hand signal has been shown by the main referee.
- The ball is in play as soon as the ball has left the hand(s) of the defender and remains in play until the rally is decided with a point or a let.
- The defender has three consecutive opening throws, however, has only one chance to execute a successful opening throw.
- If the ball touches the net, the edge, or the side of the Teq table during the opening throw, the opponent is awarded with a point.
- The ball must bounce once on the opposite side of the Teq table before a teammate is allowed to touch it.
- If the ball bounces more than once on the opposite side of the Teq table, the opponent is awarded with a point.
- During the opening throw all 3 players from the opposing team must stay outside the hexagon. The players that are on the same side as the thrower, must stay at least 1 meter away from the throwing player.
- During the opening throw the receiver and their teammate on the same side can stand anywhere in the court including the hexagon.
- Once the ball is touched by the thrower's teammates, the defender of the opposing team can enter the hexagon to defend.
- The opening throw alternates between the teams after every three valid rallies.

- If the defender is disturbed and/or does not wish to continue the opening throw, then the defender must instantly inform any of the referees about being disturbed.

## **1.8. PLAYING THE BALL**

- Players are allowed to touch the ball with any body part including the legs as long as the ball has been thrown by the opponent.
- Players may save the ball by using their legs to get in possession with the ball. However, players are not allowed to kick the ball to their teammate.
- A ball received from a player's own teammate shall not be touched by the leg below the knees.
- Players are not allowed to dribble the ball.
- A minimum of 1 pass is required between attackers before returning the ball.
- Attackers are allowed to pass the ball up to 3 times.
- Bounce pass is allowed using the floor or the Teq table which consists of only one bounce either on the Teq table, the net or the floor.
- Players are allowed to hold the ball for up to 3 seconds.
- It is allowed to take up to 3 steps while in possession of the ball.
- In any case, any of the referees shall decide whether the ball was legally played or not.

## **1.9. THE RETURN**

- The ball must be returned by throwing with one or two hands.
- Returning the ball is only allowed after it has already been in possession of the throwing player. Hitting the ball back as a return is not allowed.
- Players are not allowed to execute an air shot after the first pass following the opening throw.
- When returning the ball, the ball must bounce on the opponent's playing side of the Teq table.
- Once the ball is returned, the defender must leave the hexagon and go back to the baseline using the fastest route without blocking the opponent.
- Whilst returning the ball the thrower must stay outside the hexagon and is not allowed to touch or cross the lines of the hexagon with any body part.
- Players are not allowed to land on or inside the lines of the hexagon after returning the ball. Players may re-enter the hexagon after the return once the ball has been touched by the opponent or a point has been awarded. In case of an air shot landing on or inside the hexagon is always allowed.
- Whilst returning the ball the thrower must stay outside the hexagon and is not allowed to touch or cross neither the actual nor the vertical imaginary center line with any body part.
- Players are not allowed to land on or across neither the actual nor the vertical imaginary center line with any body part after returning the ball.

- If the returned ball touches the net then consequently touches the opponent's playing side of the Teq table, the return is valid, and the play continues.
- If the ball hits the net and bounces back to the throwing player, the rally is over. If the ball hits the net after one pass and bounces back to the other attacker, it can be either passed one more time or returned immediately. If the ball hits the net after two passes and bounces back to the other attacker, it is considered the third pass and it must be returned immediately. If the ball hits the net after three passes and bounces back to the other attacker, the rally is over.
- The ball can only be touched once it has hit the Teq table.
- If the ball hits any body part of the defender whilst defending, and after that the ball bounces once anywhere on the defender's side of the playing field including the Teq table, or on the opposite side of the Teq table, the play continues.

## **1.10. THE EDGEBALL**

The edgeball is when during a rally the ball bounces on the edge of the opponent's side of the Teq table and changes direction in a clearly visible way.

- If the receiving player touches the ball before it hits the ground, the rally continues.
- If any player does not touch the ball before it hits the ground, or any other equipment or any of the referees, inside the playing area, it is considered a let and the rally shall be repeated.
- If the ball bounces on the surface of the opponent's side of the Teq table right after the edgeball (without touching anything else), the thrower's team receives the point.

- If the ball bounces on the edge of the Teq table again right after the edgeball, without touching anything else, it is considered a 'double edgeball', hence the thrower's team receives the point.

## **1.11. THE LET**

A rally must be repeated and declared a 'LET' in the following cases:

- no player touches the ball before it hits the ground, or any other equipment or any of the referees, inside the playing area;
- any of the referees stops the game while the rally is on:
  - the rally is disturbed by a person or an event that may affect the outcome of the rally;
  - a player or a coach must be warned or penalized;
  - an injury happens.

## **1.12. THE SCORE**

A team is awarded with a point in the following cases:

- after returning the ball, it cannot be caught after it has bounced on the opponent's playing side of the Teq table;
- after returning the ball, it bounces on the opponent's playing side of the Teq table, and after that it hits the ground, or any other equipment inside or outside the playing area;
- after returning the ball, it bounces twice on the opponent's playing side of the Teq table;



- the ball bounces on the surface of the opponent's side of the Teq table right after the edgeball (without touching anything else);
- the ball bounces on the edge of the opponent's side of the Teq table again right after the edgeball, without touching anything else;
- the defender gets in possession of the ball as a result of their defending activity;
- the defender as a result of their defending activity hits the ball and it bounces twice anywhere, or touches any item or player on the other side of the center line or outside the playing area;
- during the opening throw any of the opponents of the throwing player touches or crosses the lines of the hexagon with any body part;
- a player misses the throw and the ball does not touch the Teq table after the return, the opponent is awarded with a point;
- the ball hits the side of the Teq table below the playing surface (sideball), the opponent is awarded with a point;
- the ball hits the net and bounces back to the throwing player, the opponent is awarded with a point;
- the ball hits the net and bounces back to any player of the thrower's team after it has been passed three times, the opponent is awarded with a point;
- a player or any item on him touches the Teq table or the opponent, the opponent is awarded with a point. In case of unintentional touches, any of the referees decides whether a point(s) should be awarded or not;

- the defender touches the ball, coming from their teammates, the opponent is awarded with a point;
- whilst returning the ball the thrower touches or crosses the lines of the hexagon with any body part, the opponent is awarded with a point;
- the thrower lands on or inside the lines of the hexagon after returning the ball, the opponent is awarded with a point;
- whilst returning the ball the thrower touches or crosses the actual or the vertical imaginary center line with any body part, the opponent is awarded with a point;
- the thrower lands on or across the actual or the vertical imaginary center line with any body part, the opponent is awarded with a point;
- during the opening throw the throwing player steps on or across the baseline, the opponent is awarded with a point;
- during the opening throw none of the throwing player's feet is in contact with the floor, the opponent is awarded with a point;
- the ball touches the net, the edge or the side of the Teq table or the ball does not touch the Teq table at all during the opening throw, the opponent is awarded with a point;
- the defender enters the hexagon before the ball has been touched by any players of the opposing team, the opponent is awarded with a point;
- a ball received from a player's own teammate touches their leg below the knees, the opponent is awarded with a point;

- the ball is returned directly without passing, the opponent is awarded with a point;
- a team fails to return the ball after they have had 3 passes, the opponent is awarded with a point;
- a player fails to return or pass the ball after they have hold it for 3 seconds, the opponent is awarded with a point;
- a player fails to return or pass the ball after they have taken 3 steps, the opponent is awarded with a point;
- a player dribbles the ball, the opponent is awarded with a point.

### **1.13. THE “DOUBLEPOINT”**

- The “doublepoint” offers the opportunity for the teams to score two points instead of one in a single rally.
- The “doublepoint” can only be requested by a team once per set.
- In the decisive set no “doublepoint” can be requested.
- The “doublepoint” can only be awarded to the team who requested it and scored a valid point.
- The team can only request the “doublepoint” if they have not yet reached 10 points in that game.
- Both teams can request a “doublepoint” at the same time.
- Any team can request the “doublepoint” before the opening throw has been executed and the ball is still with the referee.

- In order to request the “doublepoint” the player must use the respective hand signal to inform the main referee.
- The main referee must indicate clearly to the opponent and spectators when a team has requested a “doublepoint”.
- If the rally ends with a let, the “doublepoint” does not apply to the next rally but it can be requested again until the team reaches 10 points.

### **1.14. CHOOSING OF SIDES, START OF THE GAME, ROTATION SYSTEM**

- The right to choose starting the match with the ball in possession or the side of the Teq table is decided by a coin toss performed by the main referee. The winner can choose to start the game or the side. Starting a game alternates between the teams.
- Teams must switch sides after each game. In the decisive set teams must switch sides when the total number of points is 12 or the multiples of 12.
- The rotation system defines the order of the defenders within a team; all players must take turn as a defender, after every 6 valid rallies; a player can only be a defender again, when all members of the team have already been a defender. It is a must to change the defender after every 6 valid rallies.

## 2. COMPETITION REGULATIONS

### 2.1. SCOPE OF RULES AND REGULATIONS

#### 2.1.1. TYPES OF COMPETITION

- All competitions are considered international where more than one nation is represented by teams.
- An international match is in which teams represent organizations from at least two different nations.
- Specialized competition is in which players of various ages can participate in a specific group.
- Invitational competition is in which only invited associations, clubs or teams can participate.
- Open competition is in which any amateur and/or professional teams can participate.
- Amateur competition is in which professional teams are not allowed to participate.

### 2.2. EQUIPMENT AND PLAYING CONDITIONS

#### 2.2.1. APPROVED AND AUTHORIZED EQUIPMENT

- The entry form for a competition shall specify the type and design of the Teq table as well as the brand and color of the ball used at the event.
- The choice of equipment shall be decided by the respective hosting organization.

#### 2.2.2. CLOTHING

- Playing garment normally consists of a short-sleeved or sleeveless jersey and shorts or skirt or one-part sports outfits, and socks and shoes. Other garments such as part or full tracksuit are not allowed to be worn during the match except with the permission of the chief of referees. In this case all players from the same team shall wear the same outfit.
- The main color of a jersey, skirt or shorts, other than sleeves and collar of a shirt must be clearly different from the ball in use.
- Numbers (between 1-99), also lettering must appear on the back of the jersey to indicate the player's identification (name), club or association and/or advertisements.
- Any markings or trimming on the front or side of a playing garment and any objects such as jewelry worn by a player must not be as disturbing or brightly reflecting as to blind the opponent, thus the main referee has the authority to order the player to take it off or cover it.
- The garment of the players cannot be covered with symbols or lettering 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.
- Opposing teams are not allowed to wear clothing with the emblem of any other teams.
- Every team needs to have 1 dark and 1 light colored jersey set for all the players in the certain team.
- Opposing teams must wear shirts that are sufficiently different in color to enable them to be easily distinguished by spectators.

- Any question of the acceptability of player clothing shall be decided by the chief of referees.
- All players of the same team taking part in a competition must be dressed in one of the pre-approved colors during all matches of the competition.
- If there is any coach with a team, the coach must wear the same color jersey as the players.

### 2.2.3. PLAYING CONDITIONS

- The playing area must be a minimum of 15 meters in width and 14 meters in length. Headroom must be a minimum of 7 meters in height (see section 1.3. above).
- The following equipment and fittings are to be considered as part of each playing area:
  - the Teq table with the net, scorekeeper table and chair, score displays, towel and ball boxes, printed numbers identifying the Teq table(s), surrounds and floor mats, displays on the surrounds indicating the names of players or associations.
- The playing area must be enclosed by surrounds separating it from adjacent playing areas and from spectators.
- At all venues of competitions, the luminous power must be at least 300 lux by natural or artificial lighting at the playing area.
- Where multiple Teq 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.
- The light source must not be less than 7 m above the floor.

- The background must be dark. Daylight may be allowed unless it obstructs the game in any way or reflects on the Teq table(s).
- The flooring must not be light-colored nor brightly reflecting or slippery.

### 2.2.4. ADVERTISEMENT AND MARKINGS

- Markings and advertisements may be placed on the inside wall of the surrounds, though they must not be of the same color or similar to the Teq table or the ball.
- 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.
- Advertisement can be placed on the garment of the players (see above: section 2.2.2.).
- 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.

### 2.2.5. DOPING CONTROL

- All players participating in international competitions (including junior competitions) are subject to in-competition doping control or testing. Hosting organization in connection with local Anti-Doping Agency is responsible for conducting the doping control or testing.

## **2.3. MATCH OFFICIALS**

### **2.3.1. THE CHIEF OF REFEREES**

- The chief of referees is the person who is appointed to manage the referees and the competition in general and is authorized by the respective organization.
- The chief of referees is responsible for:
  - conducting the draw of the competition;
  - scheduling of the matches by time and Teq table;
  - the appointment of match officials;
  - conducting a pre-tournament briefing for match officials;
  - verifying the eligibility for the game of all involved participants (players, coaches);
  - supervising the games while observing the rules;
  - deciding whether the play may be suspended in case of an emergency;
  - deciding whether statutory warm up time may be extended or shortened;
  - deciding over any question in doubt, interpretation of rules or regulations, including the acceptability of clothing, playing equipment, and playing conditions;
  - deciding whether, and where, players may practice during an emergency suspension of the play;

- taking disciplinary action for misbehavior or other breaches of regulations.

- In case the chief of referees is unable to fulfil their duty, the jurisdiction will be transferred to the assigned replacement.
- The chief of referees, or a responsible deputy appointed to take over authority in their absence, shall always be present during play.
- The chief of referees 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.
- The chief of referees has jurisdiction over all issues regarding the competition from the moment the athletes arrive to the venue of the match until they leave the venue.
- The chief of referees has the jurisdiction over any advertisement placed on the playing area.

### **2.3.2. THE MAIN REFEREE AND THE ASSISTANT REFEREE**

- At competitions two referees must be appointed for each Teq table.
- The main referee must stand at one side, meanwhile the assistant referee must stand on the opposite side of the Teq table.
- Both the main and the assistant referee have the right to interrupt/stop the game as soon as an infringement of the rules is discovered. However, in case of an opposing decision from the referees, the main referee has the authority to overrule the assistant referee's decision.

- For the announcements and hand signals please consult the Referee's Manual.
- The main referee is responsible for:
  - checking the acceptability of equipment and playing conditions and reporting any deficiency to the chief of referees;
  - conducting the coin toss for the choice of starting the game or the side;
  - controlling the order of the opening throws and sides and correcting any errors therein;
  - ensuring that the execution of the opening throw is correct;
  - deciding each rally as a point or a let;
  - calling the score, in accordance with specified procedure;
  - maintaining the continuity of play;
  - acting for breaches of advice or behavioral regulations;
  - in case the opponents are wearing similar garments, the guest team must change their shirt.
- The assistant referee is responsible for:
  - calling decisions based on the game situations happening on their side of the Teq table;
  - measuring the time for the warm-up, time in between games, time in between sets and time-outs;

- deciding that the conditions of play are disturbed in a way that may affect the outcome of the rally;
- performing other duties assigned by the main referee.
- Players are under the jurisdiction of the main referee from the time when they arrive at the playing area until they leave it.
  - Officially nominated, certified referees must wear a mark of their status during matches.
  - At all matches, the chief of referees must be designated to own all the main juridical rights, such as having responsibility over the competition licenses, full control over the playing area, clothing or taking the rule of interpretations of any issues in dispute, questions regarding legit rules of the game, and last but not least, accurately completing the official sheet of results.

### 2.3.3. APPEALS

- No agreement between players can alter a decision on a question of fact by any of the referees; on a question of interpretation of rules or regulations made by the chief of referees or on any other questions of tournament or match conducted by the responsible committee.
- No appeal may be made to the chief of referees against a decision on a question of fact by any of the referees.
- An appeal may be given to the chief of referees against a decision of any of the referees on a question of interpretation of rules or regulations within 30 minutes after the match has ended. It must be given in writing with the cash payment of 200EUR. If the appeal gets approved the money will be paid

back to the respective team. The decision of the chief of referees is final.

- The appeal can be given by any member of a team participating in the match.

## **2.4. MATCH CONDUCT**

### **2.4.1. SCORE INDICATION**

- The main referee calls the score as soon as the ball is out of play at the completion of a rally, or whenever they see it appropriate.
- In addition to calling the score the main referee uses hand signals to indicate their decisions.
  - When a point has been scored, the referee raises their arm closer to the team who scored.
  - 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.

### **2.4.2. EQUIPMENT**

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

### **2.4.3. WARM UP**

- 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 of referees.

- During an emergency suspension of play, the chief of referees may allow players to practice on any Teq table, including the match Teq table.
- In case of a replaced equipment players shall be given an opportunity to check and to familiarize with the new equipment, which they are about to use; opportunity is given to practice for a maximum of one minute determined by the main referee before resuming and continuing the game.

### **2.4.4. INTERVALS**

- After every point, the players must pass the ball to any of the referees, who must pass it back to the defender who is going to execute the opening throw. After the signal from any of the referees, the thrower has 3 seconds to execute the opening throw. Teams are entitled to:
  - a mandatory one-minute break in between games (may vary depending on the competition format);
  - a mandatory three-minute break in between sets (may vary depending on the competition format).
- One time-out (TO) is entitled to each team per match with the full period of 1-minute, except for the decisive set, where there is no time-out.
  - The request for a time-out can be made by the team captain or the coach of the team.

- Making a “T” sign with the hands can indicate the request for a time-out, which can be made only before the opening throw has been executed and the ball is still with the referee.
- On receiving a valid request for a time-out, any of the referees suspends the game and holds up his hand forming a letter “T” and then points to the team who requested the time-out.
- The game shall be resumed once the 1-minute break has ended.
- If both teams make a valid request for a time-out simultaneously, both time-outs shall be granted with a duration of 1-minute; however, neither team shall be entitled to another time-out during that respective match.
- There are no intervals between the matches of a competition except for the team(s) who is required to play successive matches and has played in the previous match before. In this case the team can claim an interval of up to 15 minutes between those matches.
- The main referee can give permission for suspending the game for no longer than 3 minutes if a player is unable to continue the game (temporarily) because of an injury, and the main referee decides whether the suspension causes disadvantage to the opposing team.
- If anyone in the playing area is bleeding, the 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.
- During time-outs and official intervals, players remain in the playing area (or nearby within a maximum of 3 meters), except with the permission of the main referee.

- If a match is disrupted due to technical reasons (e.g. electricity black out) 1-hour is allowed to eliminate the problem.
- The chief of referees 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, sets or matches played before the incident remain valid.

## **2.5. DISCIPLINE**

### **2.5.1. ADVICE**

- Players can receive advice from the coach that is present at the players’ bench only during the intervals between games or sets or during other authorized suspension of play such as a time-out. If the authorized 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.
- The dismissed coach is not allowed to return and shall not be replaced by another person until the respective day of competition has ended.
- At competitions, the coach is required to be named if there is any.
- The chief of referees has the authority to dismiss a coach from the playing area, for seriously unfair or offensive behavior, whether reported by the main referee or not.

### **2.5.2. BEHAVIOUR**

- Players and coaches must refrain from behavior that may unfairly affect the opponent, offend spectators or bring the sport into disrepute, such as abusive language, deliberately kicking the ball or hitting it out of the playing area, kicking



or hitting the Teq table or surrounds, and disrespecting match officials and other unfair behavior.

- If at any time a player or a coach commits a serious offence, the main referee shall suspend the play and report it immediately to the chief of referees.
- 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.
- If the main referee disqualifies a player or team, the match result shall be recorded as 12-0 in every game for the opposing team.
- Disqualification during a tournament 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 the next match during the competition.
- A warning incurred by any members of the team must apply to the team.
- The chief of referees has the authority to disqualify a player from a match, a competition, or an event for seriously unfair or offensive behavior, whether reported by the main referee or not.
- If a player or team disqualified from a match or competition by the chief or main referee, the decision shall be final and cannot be appealed.
- A player or team, who does not appear at the Teq table at the beginning of the match after being warned by the main referee, shall be considered as losing team.

- A disqualified player must leave the playing area. The disqualification of the player and the circumstances of the disqualification must be reported to the respective association, which is responsible for the competition.
- Forfeiting a game or set is not allowed without forfeiting the match as well. Forfeiting a game or set 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.

### 2.5.3. PRESTIGE AND GOOD REPUTATION

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

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