



















# TEQPONG ANNOUNCEMENTS

THE MAIN REFEREE OR ASSISTANT REFEREE ANNOUNCES:

– FULL VIDEO –

	ACTION	REFEREE SAYS	VIDEO
1	Before each match when the referee tosses the coin.	HEADS OR TAILS? When the coin lands: HEADS - If it lands on heads TAILS - If it lands on tails	
2	Start of each set 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	After each scored point.	The referee indicates which side scored the point, then announces the current score by announcing the server's score first	
6	The movement of the racket during the contact point with the ball is not upwards.	FAULT SERVICE!	
7	The serving player does not serve the ball in time.	FAULT! DELAY OF GAME	

8	The player or team requests the possibility to earn the 'doublepoint'.	<b>DOUBLEPOINT REQUESTED BY PLAYER OR TEAM X/Y!</b>	
9	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 9 points.	<b>INVALID REQUEST!</b>	
10	If the serving player or team could not win the rally within the 20 second time limit from after the service.	<b>ATTACKING FAULT!</b>	
11	If the game is being disturbed under such circumstances that may influence the outcome of the point.	<b>LET!</b>	
12	Ball touches the side of the table, hence is considered as a fault.	<b>SIDEBALL!</b>	
13	Timeout.	<b>TIMEOUT!</b>	
14	Questionable situation, challenge requested by player or team X/Y, play to be reviewed by the video referee.	<b>PLAY TO BE REVIEWED!</b>	
15	The wrong player returns ball.	<b>ILLEGAL RETURN!</b>	
16	A player touches the table.	<b>TABLE-TOUCH!</b>	
17	A player touches the ball with anything besides the playing hand.	<b>ILLEGAL TOUCH!</b>	
18	A player is crossing or stepping on the service line while serving.	<b>FOOT FAULT!</b>	

19	One or both of the player's feet are not touching the ground while serving.	<b>FOOT FAULT!</b>	
20	The player or team calls for an injury timeout.	<b>INJURY TIMEOUT!</b>	
21	Players or teams shall switch sides after each set.	<b>CHANGE ENDS!</b>	

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.