

THE OFFICIAL RULES AND REGULATIONS OF TEQBALL



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1 THE TEQ TABLE

1.1 THE SPECIFICATION OF THE TEQ TABLE

1.1.1 Length: 3,000mm (horizontal).

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

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

1.1.4 Height: 900mm (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 760mm, while the lowest point is 565mm. The horizontal distance between the lowest part of the Teq table and the net is 1,490mm.

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: 1,700mm

1.2.2 Thickness: 20mm

1.2.3 Height: 140mm (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 TEQBALL COURT

2.1 COURT MARKINGS

2.1.1 Court surrounds

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

2.1.1.2 The court surrounds belong to the areas of which they 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 20mm 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 metres away from the middle of the table. Therefore, it is 2 metres away from the reflection of the end of the table on the ground.

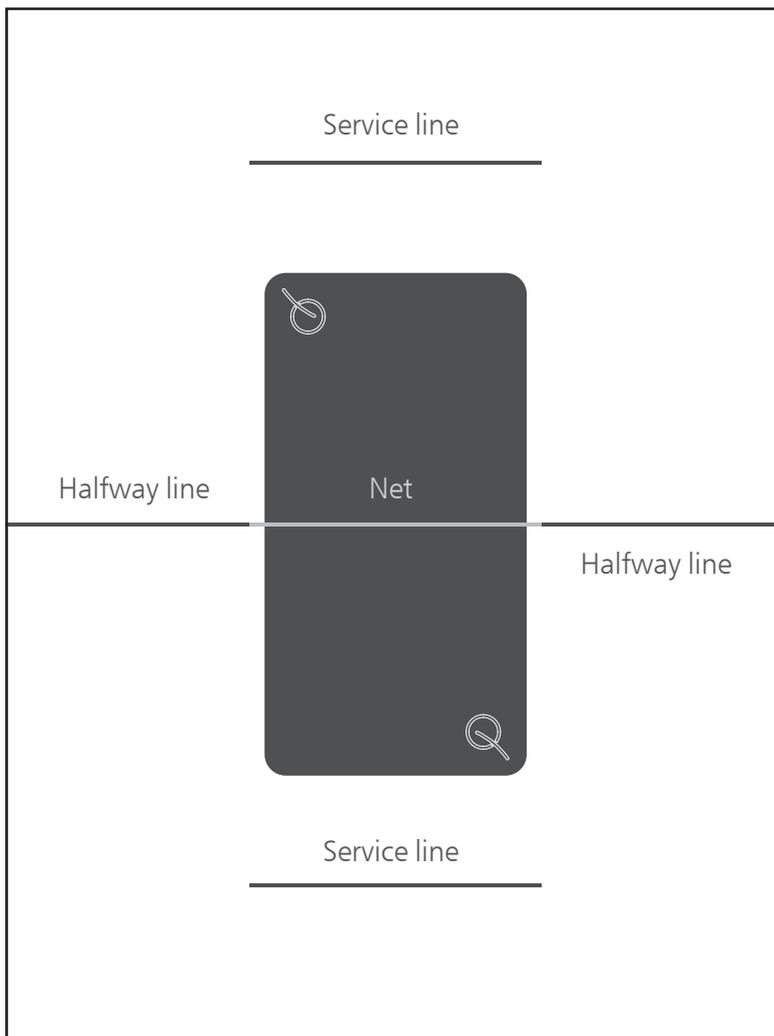
2.1.3.2 The thickness of the service line must be a minimum of 20mm and a maximum of 50mm, in a colour different from that of the flooring.

2.1.4 Dimensions

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

2.1.4.2 The sides parallel to the net must be a minimum of 12 metres long; the other two sides must be a minimum of 16 metres 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 67cm and not more than 69cm (size 5 ball).

3.1.4 Weighs no more than 435g and no less than 420g 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, 16*):

4.1.1.1 Singles: one player per side.

4.1.1.2 Doubles: two players per side.

4.1.2 One of the players must be selected as captain of a team for an official game. In singles, the players themselves 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. Any other garment, such as part or all of a tracksuit, is not allowed to be worn during the match, except with the permission of the Chief Referee.

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 must not have any parts extending out from the surface.

4.2.4 Numbers or letterings may appear on the shirt to identify a player, their association or club; advertisements are also permitted (see: *Markings and advertisements, 38*).



4.2.5 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.

4.2.6 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.

4.2.7 All players in the same team must be dressed 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.

4.2.8 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 (see in *The Official Dress Code for Teqball Referees*);

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 (see in *The Official Dress Code for Teqball Referees*);

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 game-play 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 (see in *The Official Dress Code for Teqball Referees*);

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.

4.4.4 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 (see in *The Official Dress*



Code for Teqball Referees);

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 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: a match in which two players compete against each other. Gender restrictions vary in different competitions.

5.1.2 Doubles: a match in which two × two-player teams compete against each other. Gender restrictions vary in different competitions.

5.1.3 Mixed doubles: a match in which two × two-player teams, comprised of a male and a female player, 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 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, except for the final set.

6.2.2 Each match is played until a best-of-three-set. The number of sets is also 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*, 27).

7.2 NET + THREE BOUNCES

7.2.1 If the ball bounces a minimum of three times on the opponent's playing surface after touching the net, the rally must be



repeated; no point is awarded (see: *Net + three bounces*, 26).

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*, 27);

8.1.3 the ball bounces a minimum of twice on the opponent's playing surface (except *Net + three bounces*, 26);

8.1.4 the opponent touches the ball consecutively with the same body part (see: *Double touch*, 32);



8.1.5 the opponent returns the ball consecutively with the same body part (see: *Repeated return, 32*);

8.1.6 the opponent touches the ball more than three times (see: *Too many touches, 29*);

8.1.7 the opponent touches the ball with their hand or arm (see: *Handball, 34*);

8.1.8 the opponent commits a double fault (see: *The service, 21*);

8.1.9 the opponent touches the ball after a return before it lands on the table (see: *The return, 23*);

8.1.10 the opponent or any item on them touches the Teq table or the net (see: *Table touch, 33*);

8.1.11 the opponent touches the player during the rally (see: *Touching the opponent, 33*);

8.1.12 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, 23*);

8.1.13 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, 28*);

8.1.14 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, 29*);

8.1.15 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

8.1.16 after the opponent's touch, the ball touches any other equipment or person inside or outside the teqball court, except for the player's playing surface or the net.



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

8.1.18 See the scoring system in *Scoring system, 17*.

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 (see: *Too many touches, 29*). Unintentional touches are also counted.

9.1.3 It is forbidden to hold the ball between two body parts (see: *Too many touches, 29*).

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

9.1.5 Consecutive touches with the same body part per person are forbidden (see: *Double touch, 32*).

9.1.6 Consecutive returns with the same body part are forbidden (see: *Repeated return, 32*).

9.1.7 If the ball hits the net during gameplay, all the rules still apply regarding the touch except for the double touch (see: *The net bounce, 34*).

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 touching the ground (see: *Illegal attack, 28*).

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 BASICS

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

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

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

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

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

10.1.6 The opponents change service after every 4 points.

10.1.7 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 5 seconds to undertake the service.

10.2 THE LOCATION OF THE SERVER

10.2.1 The service line is 2 metres away from the table.

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

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

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



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

10.3 THE BALL

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

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

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

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

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

10.4 SITUATIONS:

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

10.4.2 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 player/team.

10.4.3 If the ball touches the net first during a service, it constitutes a service fault.

10.4.4 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 THE ORDER OF PLAY

12.1 SIDES AND ROLES

12.1.1 Before each match, the sides are selected by the players after a coin toss made by the Main Referee (see: *Coin toss, 15*). Players also select their roles regarding the serving and receiving players.

12.2 THE GAMEPLAY

12.2.1 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.

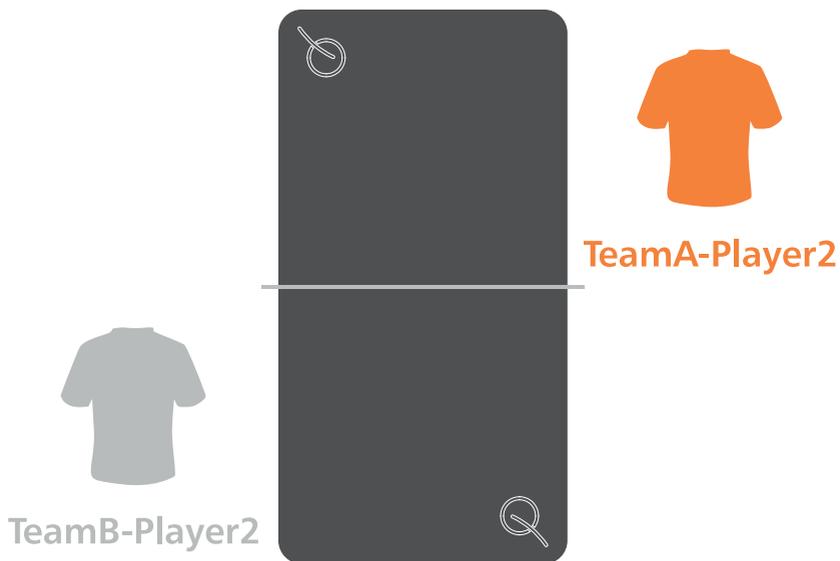
12.2.2 In the second set TeamB-Player1 is going to start serving to TeamA-Player1.

12.2.3 Before the final set the sides are selected by the players after a coin toss made by the Main Referee (see: *Coin toss, 15*). Players also select their roles regarding the serving and receiving players, just like before the first set.

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

12.2.5 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*).

12.2.6 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.





13 ERRORS IN THE ORDER OF PLAY

13.1 CHANGE OF SERVICE

13.1.1 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*, 23)

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

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

13.2 SWITCH SIDES

13.2.1 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 12.2.6.

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

14 NET + THREE BOUNCES

14.1 DEFINITION

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



14.2 DECISION

14.2.1 Repeat the rally from the first service.

14.2.2 See all details about what happens when the ball hits the net in (see: *The Net bounce, 34*).

15 EDGEBALL

15.1 DEFINITION

15.1.1 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.

15.2 DECISION

15.2.1 Repeat the rally

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

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

16 SIDEBALL

16.1 DEFINITION

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



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

16.2 DECISION

16.2.1 Point awarded to the opponent.

17 ILLEGAL ATTACK

17.1 DEFINITION

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

17.1.2 Bicycle kicks, where the foot is above the level of the head, the trajectory of the ball is downwards and no body part is touching the ground at the moment of a return, are also considered as an illegal attack.

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

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

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

17.2 DECISION

17.2.1 Point awarded to the opponent.



18 ILLEGAL RETURN

18.1 DEFINITION

18.1.1 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.

18.2 DECISION

18.2.1 Point awarded to the opponent.

19 TOO MANY TOUCHES

19.1 DEFINITION

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

19.1.2 Unintentional touches must also be counted. If in doubles, one player uses three touches, it is considered as too many touches, even before their teammate touches the ball.

19.1.3 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).

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

19.2 DECISION

19.2.1 Point awarded to the opponent.



20 NO PASS

20.1 DEFINITION

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

20.2 DECISION

20.2.1 Point awarded to the opponent.

21 BODY PARTS

In teqball, nine body parts are distinguished.

21.1 THE NINE DIFFERENT BODY PARTS

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

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

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

21.1.4 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.

21.1.5 Chest: The front surface of the body from the shoulders to the hips, including the front part of the neck as well.

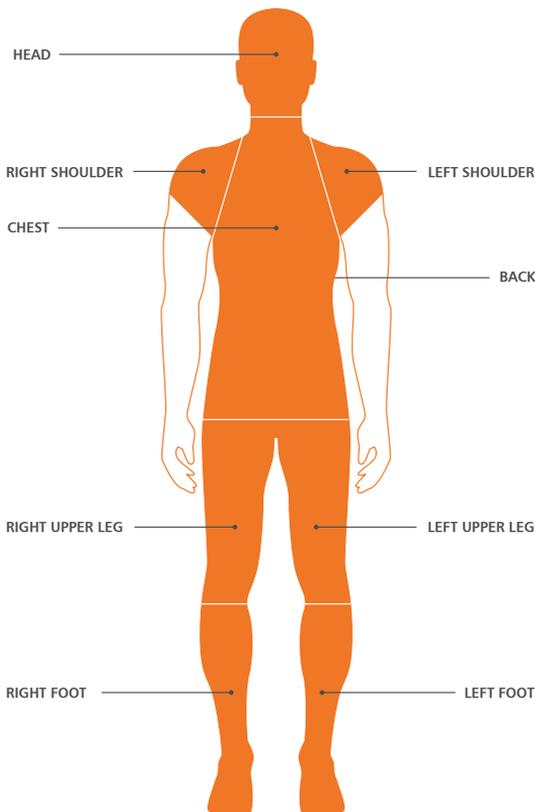
21.1.6 Left upper leg: the part of the body between the hips and the middle of the knee, excluding the buttocks.

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

21.1.8 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.

21.1.9 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.

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





22 DOUBLE TOUCH

22.1 DEFINITION

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

22.1.2 This applies per person only. In doubles, a double 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.

22.1.3 If a player holds the ball on any of their body parts, it is immediately considered a double touch.

22.2 DECISION

22.2.1 Point awarded to the opponent.

23 REPEATED RETURN

23.1 DEFINITION

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

23.1.2 In doubles, a repeated return applies per team, meaning that if a player returns the ball, their teammate is not allowed to return the ball with the same body part as the previous return was made with.

23.2 DECISION

23.2.1 Point awarded to the opponent.



24 TABLE TOUCH

24.1 DEFINITION

24.1.1 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.

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

24.2 DECISION

24.2.1 Point awarded to the opponent.

25 TOUCHING THE OPPONENT

25.1 DEFINITION

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

25.1.2 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.

25.2 DECISION

25.2.1 Point awarded to the opponent.



26 HANDBALL

26.1 DEFINITION

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

26.2 DECISION

26.2.1 Point awarded to the opponent.

27 NET BOUNCE

27.1 THE NET BOUNCE IN DIFFERENT SITUATIONS

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

27.1.2 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.

27.1.3 If the ball bounces back from the net, the player/team can play the ball again within the number of touches allowed. The player/team can touch the ball with the same body part they hit the ball to the net with. Therefore, in this case, double touch is not punished but repeated return still applies.

27.1.4 If the ball bounces to the opponent's playing surface as a result of a valid return, the outcome depends on the number of bounces on the table:

27.1.4.1 Net + one bounce is considered a legal return.

27.1.4.2 Net + two bounces results in a point to the team making the return.



27.1.4.3 Net + three or more bounces results in a repeated rally and no point is awarded.

27.1.4.4 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.

27.1.5 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.

28 BREAKS AND TIME OUTS

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

28.1 WARM-UP

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

28.2 BREAKS

28.2.1 There are breaks between all sets which are also 1 minute long. During this period, players are not allowed to play on the table.

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

28.2.3 Players must switch sides during breaks.

28.3 TIME OUT

28.3.1 Players/teams may request a time out during each game. Players/teams have one time out opportunity during a best-of-three game. Time out is 1 minute long.



28.3.2 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.

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

28.4 INJURY BREAK

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

28.4.2 The Main Referee must evaluate and decide whether the injury break is required. If it is, the Main Referee shows a “T” sign and calls “Injury Break”.

28.4.3 The 3-minute injury break must be measured by the Main Referee, using their watch or a separate stopwatch.

28.4.4 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.

28.4.5 The 3-minute injury break might be less but must not exceed 3 minutes in total.

28.4.6 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.

28.4.7 During the 3-minute injury break, the players are not allowed to leave the teqball court without the permission of the Main Referee, nor is any person allowed inside the 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 teqball court.

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

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

28.4.10 Players/teams can only request two 3-minute injury breaks in one match. If a third injury 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.

28.5 INJURY BREAK - EXTENSION

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

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

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

28.5.4 The 10-minute injury 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 injury breaks. If another injury break is requested, the Main Referee must end the match. The opponent wins the match, but all previously earned points by the injured player stay.



28.5.5 During the 10-minute injury break, the competition's official medical team can enter the teqball court, as can the medical team of the injured player.

28.5.6 After the 10-minute injury break players may warm-up on the table for a maximum of 1 minute.

29 INTERRUPTED COMPETITION

If a competition is interrupted for technical reasons (power outages, etc.), 1 hour is given to fix the problem. 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.

30 MARKINGS AND ADVERTISEMENTS

30.1 RESTRICTIONS

30.1.1 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.

30.1.2 Markings or advertisements in or next to the 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.

30.1.3 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.

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

30.1.5 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.

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

30.1.7 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.

30.1.8 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.

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

31 DOPING CONTROL

All participants of teqball competitions and those associated with teqball competitions are subject to the FITEQ Anti-Doping Rules.



32 APPEALS

32.1 CRITERIA FOR AN APPEAL

32.1.1 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 Teqball [herein the Rules and Regulations of Teqball].

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

32.1.3 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 Teqball, and the decision of the Chief Referee shall be final.

32.1.4 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 Teqball, and the decision of the Competition Manager shall be final.

32.1.5 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.

32.1.6 A question of interpretation of the Rules and Regulations of 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.



33 DISCIPLINARY ACTIONS

33.1 UNSPORTSMANLIKE CONDUCT

33.1.1 Unsportsmanlike 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/competition.

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

33.1.2.1 Verbal warning – for unsportsmanlike 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 unsportsmanlike 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.

33.1.2.2 Point awarded to the opponent player/team – in teqball, referees do not use coloured cards. Where an unsportsmanlike 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 unsportsmanlike behaviour.

33.1.2.3 Dismissal – in the case of an extreme offence or continuous unsportsmanlike 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.



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

33.2 UNSPORTSMANLIKE CONDUCT EXAMPLES

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

33.2.2 Inappropriate verbal and non-verbal communication.

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

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

33.2.5 Attempting to intentionally deceive the referees.

33.2.6 Attempting to intentionally waste time.

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

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

33.2.9 Verbally distracting the opponent in between rallies.

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

33.2.11 Deliberately using a trick to outplay the rules.

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

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

33.2.14 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 unsportsmanlike behaviour, after which the Main Referee shall issue a verbal warning to the player.

33.2.15 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.

33.2.16 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.

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

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

33.2.19 A Disciplinary Panel, appointed by FITEQ, shall decide on appropriate sanctions for offences reported by the Chief Referee of an event within 45 days of the end of the event. The Disciplinary Panel shall make a decision according to the directives given by FITEQ.

33.2.20 An appeal against the Disciplinary Panel's decision may be made to FITEQ by the disciplined player or official within 15 days; FITEQ's decision on the matter shall be final.

33.3 COACHES' UNSPORTSMANLIKE BEHAVIOUR

33.3.1 The coach must be warned in the following situations:

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



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

33.3.1.3 Making verbal comments regarding the referees' decisions.

33.3.1.4 Overdramatic or dangerous reactions to the referees' decisions.

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

33.3.2 The coach must be dismissed in the following circumstances:

33.3.2.1 Racist and other offensive behaviour.

33.3.2.2 An inappropriate and dangerous act.

33.3.3 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.

33.3.4 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.

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

33.3.6 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.



34 GOOD PRESENTATION

34.1 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 competition in a manner contrary to sporting ethics:

34.1.1 Players must do their utmost to win a match and shall not withdraw except for reasons of illness or injury.

34.1.2 Players, coaches and officials shall not participate in any form of, or support, betting or gambling related to their own matches and competitions.

34.1.3 Any player who deliberately fails to comply with these principles shall be disciplined by total or partial loss of prize money in prize events and/or by suspension from FITEQ events.

34.1.4 In the event of complicity proven against any player or official, the relevant association is also expected to discipline this person.

35 REGULATIONS FOR COMPETITIONS

35.1 TYPES OF TOURNAMENTS

The rules and regulations enshired herein apply to the following tournaments below.

35.1.1 FITEQ has the following international tournament types:

35.1.1.1 World Championships;

35.1.1.2 Teqball Masters;



35.1.1.3 World Series;

35.1.1.4 Grand Prix; and

35.1.1.5 Challenger Cup.

35.1.2 An international tournament may include players of more than one country.

35.1.2.1 An open tournament is open to the players of all countries.

35.1.2.2 A restricted tournament is restricted to specified groups of players other than age groups.

35.1.2.3 An invitation tournament is restricted to specified countries or players, individually invited.

35.1.2.4 A reference to the place of the tournament means indoors, outdoors or beach tournament.

35.2 EVENTS

35.2.1. Open international tournaments, besides gender equitable events, can include men's singles, women's singles, men's doubles, women's doubles and mixed doubles events.

35.2.1. All events shall be played on a group qualification and knockout basis but may be played only on a knockout basis if approved by FITEQ.

35.3 ELIGIBILITY

35.3.1 As a condition of entry to compete in FITEQ-recognised events, all competitors must be citizens of the country that enters them and must not be currently under disqualification or suspension by FITEQ or their respective National Federation, or for any associated anti-doping rule violation.

35.3.2 In the case of the United Kingdom, eligible competitors



must also demonstrate a residency period of three (3) years in their respective home nation.

35.3.3 Where a country does not issue its own passport or any similar document, FITEQ accepts the applicable rules of the United Nations and/or the International Olympic Committee for the determination of nationality.

35.3.4 An athlete may represent a new country in international competitions provided that:

35.3.4.1 the athlete obtains the citizenship of that new country, and

35.3.4.2 the athlete gets the approval of the National Federation they are currently representing, the approval of the National Federation they wish to represent and the approval of FITEQ.

35.3.5 If the athlete cannot get the approval of the National Federation they are currently representing, then the athlete has to wait for a period of two (2) years (to be counted from the date of the request sent to FITEQ for approval) before being automatically authorised to represent the new National Federation.

35.3.6 In the case of a second or further change of citizenship, the condition of participation in international events is four (4) years of new citizenship.

35.3.7 In the case of double or multiple citizenships proven by an official document, an athlete may participate at FITEQ-recognised events representing the country of their second or further citizenship, given that they fulfil the following conditions:

35.3.7.1 the athlete was already in possession of their second or further citizenship(s) at the time they competed at international level for the first time; and

35.3.7.2 FITEQ gives its written approval for the change of the athlete's represented country.



35.3.8 Where an athlete changes their country of representation for the first time, they may not represent more than one country in a period of two (2) years.

35.3.9 Where it is the second or further change of the country of representation of the athlete, they may not represent more than one country within a period of two (2) years.

35.3.10 For a first change of the country of representation, an exemption can be applied if both countries concerned and FITEQ approve it. In such cases, the athlete becomes eligible to compete on behalf of the country of their second or further citizenship as of the date of FITEQ approval.

35.3.11 Where the athlete wishes to enter a competition representing another National Federation, they shall obtain the written approval of FITEQ at least 30 days before the competition in question in order to be eligible to compete on behalf of that National Federation.

35.3.12 An athlete residing in a foreign country may only participate in competitions organised in that country if they have an authorisation from their National Federation.

35.4 SEEDINGS AND DRAWS

35.4.1 Seeding by world ranking

35.4.1.1 Where there are a high number of entries, there may be players who are directly seeded to the knock-out stage.

35.4.1.2 The highest-ranked entries in an event shall be seeded so that they cannot meet before the closing rounds.

35.4.1.3 The number of entries to be seeded shall not exceed the number of entries in the first round proper of the event.

35.4.1.4 The entry ranked #1 shall be placed at the top of the first half of the draw and the entry ranked #2 at the



bottom of the second half, but all other seeded entries shall be drawn among specified places in the draw, as follows:

35.4.1.4.1 the entries ranked #3 and #4 shall be drawn between the bottom of the first half of the draw and the top of the second half;

35.4.1.4.2 the entries ranked #5-#8 shall be drawn among the bottom places of the odd-numbered quarters of the draw and the top places of the even-numbered quarters;

35.4.1.4.3 the entries ranked #9-#16 shall be drawn among the bottom places of the odd-numbered eighths of the draw and the top places of the even-numbered eighths; and

35.4.1.4.4 the entries ranked #17-#32 shall be drawn among the bottom places of the odd-numbered sixteenths of the draw and the top places of the even-numbered sixteenths.

35.4.1.5 Seeding by ranking shall follow the order of the latest world ranking list published by FITEQ.

35.4.1.6 Draws shall be undertaken in advance of or during the tournament – subject to the tournament regulation.

35.4.1.7 Draws shall be undertaken by the Competition Manager and Chief Referee of the given tournament.

35.4.2 Seeding by country nomination

35.4.2.1 Nominated players and pairs of the same country shall, as far as possible, be separated according to 35.4.2.3 and 35.4.2.4, unless otherwise stated in the specific regulations for such particular event or group of events.

35.4.2.2 Countries shall list their nominated players and pairs in descending order of playing strength, starting with



any players included in the ranking list used for seeding, in the order of that list.

35.4.2.3 The entries ranked #1 and #2 shall be drawn into different halves.

35.4.2.4 The remaining entries shall be separated only in the group stage and in the first round of the play-off draw for knockouts and the main draw, but not in further rounds.

35.4.2.5 Any doubles pair consisting of players from different countries may be considered a pair of both countries.

35.4.2.6 In a group stage, entries from the same country, up to the number of qualifying groups, shall be drawn into separate groups in such a way that qualifiers are, as far as possible, separated.

35.4.3 Draws - group competitions

35.4.3.1 Seeded players are placed in order at the top of the groups.

35.4.3.2 In a group, or round robin competition, all members of the group shall compete against each other and shall gain 2 match points for a win, 1 for a loss in a played match and 0 for a loss in an unplayed or unfinished match; the ranking order shall be determined primarily by the number of match points gained. If a player is defaulted after the completion of a match for any reason, they shall be deemed to have lost the match, which shall subsequently be recorded as a loss in an unplayed match.

35.4.3.3 If two or more members of the group have gained the same number of match points, their relative positions shall be determined only by the results of the matches between them, by considering successively the numbers of match points, the ratios of wins to losses, games and points, as far as is necessary to resolve the order.



35.4.3.4 If at any step in the calculations the positions of one or more members of the group have been determined while the others are still equal, the results of matches in which those members took part shall be excluded from any further calculations needed to resolve the equalities, in accordance with the procedure of 35.4.3.1 and 35.4.3.2.

35.4.3.5 If it is not possible to resolve equalities by means of the procedure specified in 35.4.3.1-3, the relative positions shall be decided by lot.

35.4.3.6 Unless otherwise written in the event specification, if one player or pair is to qualify, the final match in the group shall be between the players or pairs numbered 1 and 2; if two are to qualify, the final match shall be between the players or pairs numbered 2 and 3; and so on.

35.4.4 Draws – knockouts/byes and qualifiers

35.4.4.1 The number of places in the first round proper of a knockout event shall be a power of two.

35.4.4.2 If there are fewer entries than places, the first round shall include enough byes to make up the required number.

35.4.4.3 If there are more entries than places, a qualifying competition shall be held such that the number of qualifiers and the number of direct entries together make up the required number.

35.4.4.4 Byes shall be distributed as evenly as possible throughout the first round, being placed first against seeded places, in seeding order.

35.4.4.5 Qualifiers shall be drawn as evenly as possible among the halves, quarters, eighths or sixteenths of the draw, as appropriate.



35.4.5 Draw alterations

35.4.5.1 A completed draw may be altered only with the permission of the responsible Competition Manager and, where appropriate, the agreement of the representatives of those countries directly concerned.

35.4.5.2 The draw may be altered only to correct errors and genuine misunderstandings in the notification and acceptance of entry; to correct a serious imbalance, as provided in Redraw; or to include additional players or pairs, as provided in 35.4.6 Redraw; or to include additional players or pairs, as provided in 35.4.7 Additions.

35.4.5.3 No alterations other than necessary deletions shall be made to the draw of an event after it has started; for the purpose of this regulation, a qualifying competition may be regarded as a separate event.

35.4.5.4 A player shall not be deleted from the draw without their permission unless they are disqualified; such permission must be given either by the player if they are present or, if they are absent, by their authorised representative.

35.4.5.5 A doubles pair shall not be altered if both players are present and fit to play, but injury, illness or absence of one player may be accepted as justification for an alteration.

35.4.6 Redraw

35.4.6.1 Except as provided in 35.4.5.2, 35.4.5.5 and 35.4.6.2, a player shall not be moved from one place in the draw to another. If for any reason the draw becomes seriously unbalanced, due to the absence of several players from the same section of the draw.

35.4.6.2 Exceptionally, where the imbalance is due to the absence of several seeded players or pairs from the same section of the draw, the remaining seeded players or pairs only may be renumbered in ranking order and redrawn to the extent possible



among the seeded places, taking account as far as is practicable the requirements for seeding by country nomination.

35.4.7 Additions

35.4.7.1 Players not included in the original draw may be added later, at the discretion of the responsible competition management and with the agreement of the Chief Referee.

35.4.7.2 Any vacancies in seeded places shall first be filled, in ranking order, by drawing into them the strongest new players or pairs; any further players or pairs shall be drawn into vacancies due to absence or disqualification and then into byes, other than those against seeded players or pairs.

35.4.7.3 Any players or pairs who would have been seeded by ranking if they had been included in the original draw may be drawn only into vacancies in seeded places.

35.4.8 Scoring system

35.4.8.1 Organisers must provide either manual scoreboards for each table, or tablets to operate with the FITEQ TeqRef application.

35.4.9 Results management:

35.4.9.1 Organisers have to use the results management system provided by FITEQ for the official notifications. However, if locally for internal use, any other result management system may be used at the same time.

35.4.9.2 Organisers must provide a high-speed internet connection to the competition management free of charge.

