



THE OFFICIAL

2019

RULES AND REGULATIONS OF BEACH TEQBALL



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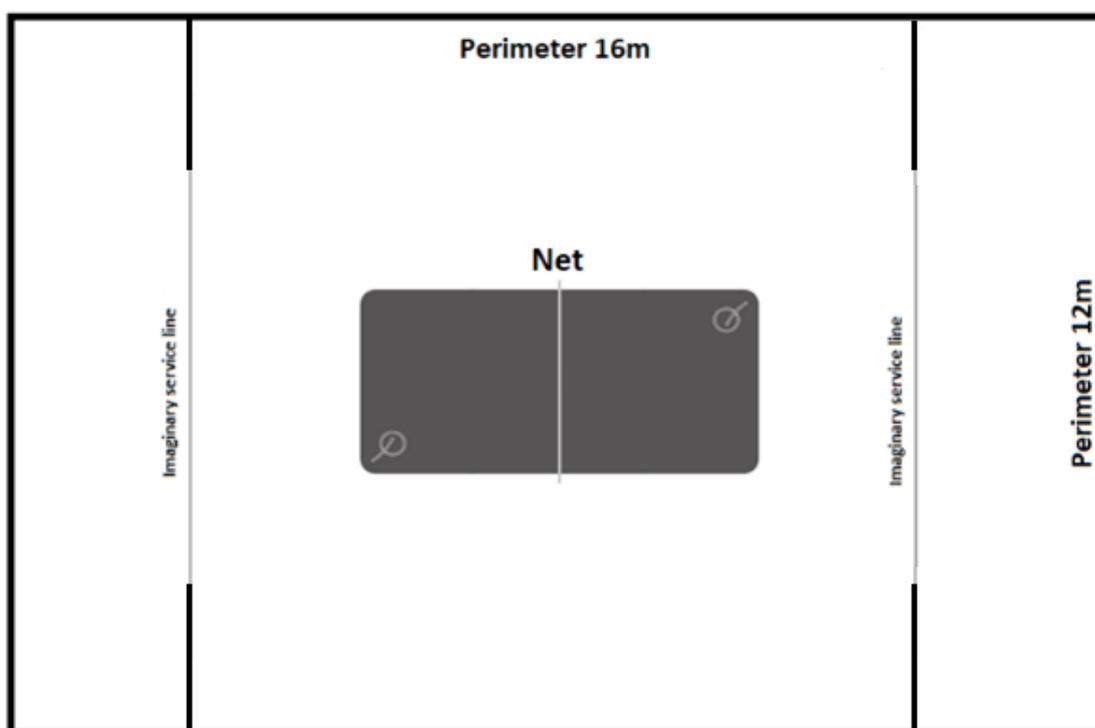
1 THE COURT

1.1 COURT SURFACE

The surface is composed of sand and is level and free of pebbles, shells and any other objects which could injure the players. For international competitions, the sand must be fine and at least 40 cm deep. It must be sifted until suitable for play, must not be rough or contain pebbles or any other dangerous elements; however, it must not be so fine as to cause dust that sticks to the skin.

1.2 COURT MARKINGS

The court must be rectangular and marked with a perimeter with a minimum of 50 centimetres and a maximum of 100 centimetres height. The perimeters belong to the areas of which they are boundaries. The teqball table is in the exact middle of the court with the net being parallel to the shorter sides' perimeters. Two reference lines with a colour that contrasts with the sand, with a 5 - 20 centimetres width and 2 metres marking the imaginary line of the service on both sides.



1.3 DIMENSIONS

The sides parallel to the net are 12 m long, the other two sides are 16 m long. The imaginary line for the service must be drawn in the sand by the foot of the Assistant Referee at the

beginning of each set. The imaginary lines for the service are parallel to the net and 3.5 metres away from the middle of the table. Therefore, it is 2 metres from the reflection of the end of the table on the ground. There is no centre line being drawn or marked. The playing surface must not present any danger of injury to the players. The weather must not present any danger of injury to the players. Competitions played at night or in darker circumstances, the lighting on the playing area should be 1,000 to 1,500 lux measured at 1 m above the surface of the playing area.

2 THE TEQBALL TABLE

The size specification of the Teqball table is:

- a) Length: 3,000 mm
- b) Width: 1,500 mm (without the net)
- c) Width: 1,700 mm (including the net)
- d) Height: 900 mm (top of the net)
- e) The curvature of the playing surface of the Teqball 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 Teqball 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 Teqball table and the net is 1,490 mm.

The material of the playing surface can be:

- a) Wood
- b) Metal
- c) Composite
- d) Polymer

2.1 THE NET

- a) The net must be permanently fixed to the Teqball table.
- b) The net must be made from the following materials:
 - a. PMMA (Plexi) plate
 - b. Translucent polycarbonate (PC)
 - c. Steel frame
 - d. Other polymer

c) The size specification of the net:

- Width: 1700 mm
- Thickness: 20 mm
- Height: 140 mm (measured from the surface of the Teqball table)

3 TABLE MAINTENANCE

Before every match, the condition of the table has to be checked by the Referees.

Before a match begins, the Referee should check the acceptability of the clothing of the players, paying special attention to the colouring of the jerseys and the ball.

3.1 BETWEEN POINTS

Players have time to clean the table until the Referee throws the ball to the serving player. It is the Referees' responsibility to decide how much time the players should have for cleaning the table. Players are not allowed to ask for any tool for cleaning the table.

3.2 DURING BREAKS

Between sets and during timeouts the Assistant Referee has to clean the table.

4 THE BALL

4.1 QUALITIES AND MEASUREMENTS

- spherical
- made of leather or another suitable material, has a latex bladder with butyl valve.
- has a circumference of not less than 67cm and not more than 69cm
- weighs no more than 435g and no less than 420g at the start of the match
- has a pressure of between 0.22 and 0.25 atmospheres at sea level

4.2 REPLACEMENT OF A DEFECTIVE BALL

If the ball bursts or becomes defective during a match, the play is stopped. The Main Referee should ask for the defective ball and give a new one for the players. After the ball has been changed the players have one minute to warm-up with the new ball. After the one-minute warm-up, the Main Referee asks for the ball and continues the games from exactly where it was stopped, which means the score remains and the exact service, preceding the rally which was stopped has to be repeated. In case the rally was started with a second service attempt the player

then continues with their second service attempt after the one-minute warmup with the new ball.

5 PLAYERS AND OFFICIALS

The number of players varies in three different types:

- Singles: a match in which two players play against each other.
- Doubles: a match in which two-player teams play against each other.
- Team championship: match series in which singles and doubles are played in rotation to achieve an overall match result.

The number of officials for a team/player is one single person, who may sit in a designated area next to the teqball court. The designated area for officials varies in different competitions.

6 PLAYERS' UNIFORM

The basic compulsory equipment of a player comprises the following separate items:

- A jersey or shirt with sleeves – if undergarments are worn, the colour of their sleeves must be the same main colour as the sleeve of the jersey or shirt; two players/teams must wear colours that distinguish them from each other.
- Shorts – if undershorts are worn, they must be of the same main colour as the shorts.
- Footwear is not permitted. Elastic binding is permitted provided that it does not fully cover the feet, ankles and toes.
- Sunglasses are permitted provided that it is made of plastic and has restraining bands
- Hats are not permitted. Hair bands are permitted.
- Headgear: It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
- If players/teams have the same colour jersey and none of them changes it voluntarily, the Main Referee has to decide it by a coin toss which player/team has to change their jersey.

7 THE REFEREES

7.1 CHIEF REFEREE

For each competition, a chief referee must be appointed. The chief referee is responsible for conducting the draw of the competitions. Chief Referee is appointing referees to each table and decides about their roles. Must organize a pre-tournament briefing for all the referees. The Chief Referee has the responsibility for verifying the eligibility of all involved participants (players, coaches, assistants etc.) for the designated competition. They must be near the ongoing matches and supervise the rules. The Chief Referee may decide about replacing the referees at any time.

The Chief Referee decides:

- whether the match may be suspended in the case of an emergency;
- whether players may leave the playing area during a match;
- whether statutory warm-up time may be extended;
- whether any question of interpretation of rules or regulations, including the acceptability of clothing, playing equipment and playing conditions;
- whether, and where, players may practice during an emergency suspension of the match;
- whether taking disciplinary action for misbehaviour or other breaches of regulations are needed.

In case the chief referee is unable to fulfil his/her duty, his/her responsibilities should be transferred to an assigned replacement. The chief referee, or a responsible deputy appointed to exercise authority in his/her absence, shall always be present during the match. Chief Referee is also responsible for all procedures going according to the protocol. Must monitor the match and take notes about the refereeing if needed. Also helps the Main Referee in questionable situations where the Main Referee needs supervision. If needed, the Main Referee can interact with him. Must gather the result, get it signed by the Main Referee, and also sign it to make it official.

The Chief Referee must have:

- Appropriate clothing
- Watch
- 2 coins
- Pen & Notepad

7.2 MAIN REFEREE

For each match, a Main Referee must be appointed. The Main Referee is responsible for the continuity of the game and the application of the rules and regulations. The Chief Referee is appointing referees to each table and decides about their roles. The Main Referee is responsible for checking the acceptability of equipment and playing conditions and must report any deficiency to the Chief Referee. They conduct the draw for the choice of serving, receiving and sides (coin toss). Must control the order of service, receiving and sides and correcting any errors therein. Must decide each rally as a point or a let and call the score, in accordance with specified procedure. In case the opponents are wearing similar garments, they must instruct the guest player/team must change shirt (or a distinctive shirt needs to be worn). The Main Referee is responsible for the understanding between them and the Assistant Referee.

The Main Referee must have:

- Appropriate clothing
- Watch
- Coin

The Main Referee must position themselves in the imaginary line of the net and keep moving from there as the gameplay requires. Must make clear and confident decisions. The Main Referee must report to the Chief Referee immediately in case of any violence or behaviour problem.

7.3 ASSISTANT REFEREE

The Assistant Referee's task is to help the Main Referee with their low-key signed decisions over the previously discussed tasks. Must decide if a player's service action is in accordance with the rules. Responsible for measuring the time for the warm-up, the rally and time-outs;

The Assistant Referee must have:

- Appropriate clothing
- Watch
- Coin

The Assistant Referee must position themselves in the imaginary line of the net opposite to the main referee. If the main referee asks for a decision, the assistant referee has to get close to the main referee and help their decision. Must sign to the main referee if he saw something that's

against the rules with a hand signal being almost invisible to anybody. Must follow the results. Responsible for leaving the playing area clean and clear.

7.4 RESERVE REFEREE

The number of Reserve Referees vary in competitions. The Responsibility of a Reserve Referee is to be always ready to drop in either as a Main Referee or an Assistant Referee if it is required and requested by the Chief Referee.

The Reserve Referee must have:

- Appropriate clothing
- Watch
- Coin

The Reserve Referee must position themselves near the playing area. Must be aware of the protocol and role for every referee. Must help the Referee with anything they need. For example food, snack or drink. They should keep the playing area clean. The Reserve Referee must not make decisions or take sides when spectating a match. Must report to the Chief Referee if anything unusual is experienced.

7.5 COIN TOSS

Coin toss must be made by the Main Referee after gathering the captains of each team.

Coin toss should be made by following these steps:

- Ask Home team or if there is no Home team the player on the Referee's left-hand side to choose:
 - Heads or tails?
- After the player chose the Main Referee tosses the coin and catches it.
- Then shows it to the players and announces the winner.
- The winner of the coin toss is asked to select side and server as well:
 - The receiving team chooses the receiving players first
 - After that, the serving team chooses the server
- The Main Referee then gives the ball to players and the Assistant Referee start the one-minute warmup time for the players.

7.6 SCORE INDICATION

1. The Referee calls the score at the completion of each rally.

- a. During a set, the Referee calls the scores after each point and calls the name of the leading player/team.
 - b. At the beginning of a rally and when a change of service is due, the Referee points to the next server allocated, according to the rules.
 - c. At the end of a set, the Referee calls the number of points scored by the winning player/team followed by the number of points scored by the losing player/team and then names the winning player/team.
2. In addition to calling the score, the Referee uses hand and verbal signals to indicate their decisions.
 3. Score indication is only required at events in an official association competition calendar.

7.7 APPEALS

1. No agreement between players, or between team captains, can alter a decision on a question of fact by the responsible Referee, on a question of interpretation of rules or regulations made by the Chief Referee or on any other question of tournament or match conducted by the responsible management committee.
2. No appeal may be made to the Chief Referee against a decision on a question of fact by the responsible Referee or to the management committee on a question of interpretation of rules or regulations by the Chief Referee.
3. An appeal may be given to the Chief Referee against a decision of a Referee on a question of interpretation of rules or regulations, and the decision of the Chief Referee must be final.
4. In singles matches the appeal can be given only by the player participating in the match; in doubles, the appeal can be given only by the captain of a team participating in the match.
5. At competitions, appeals may be given against the decisions of the Chief Referee about the draw and the scheduling of the matches up until the match in question begins. After a match has begun no appeals are allowed in relation to cases that existed before starting the match. During a match, appeals against unlawful decisions are allowed in between two rallies before the next service starts. Appeals and complaints can be made by anyone whose interest has been obstructed by an unlawful decision.

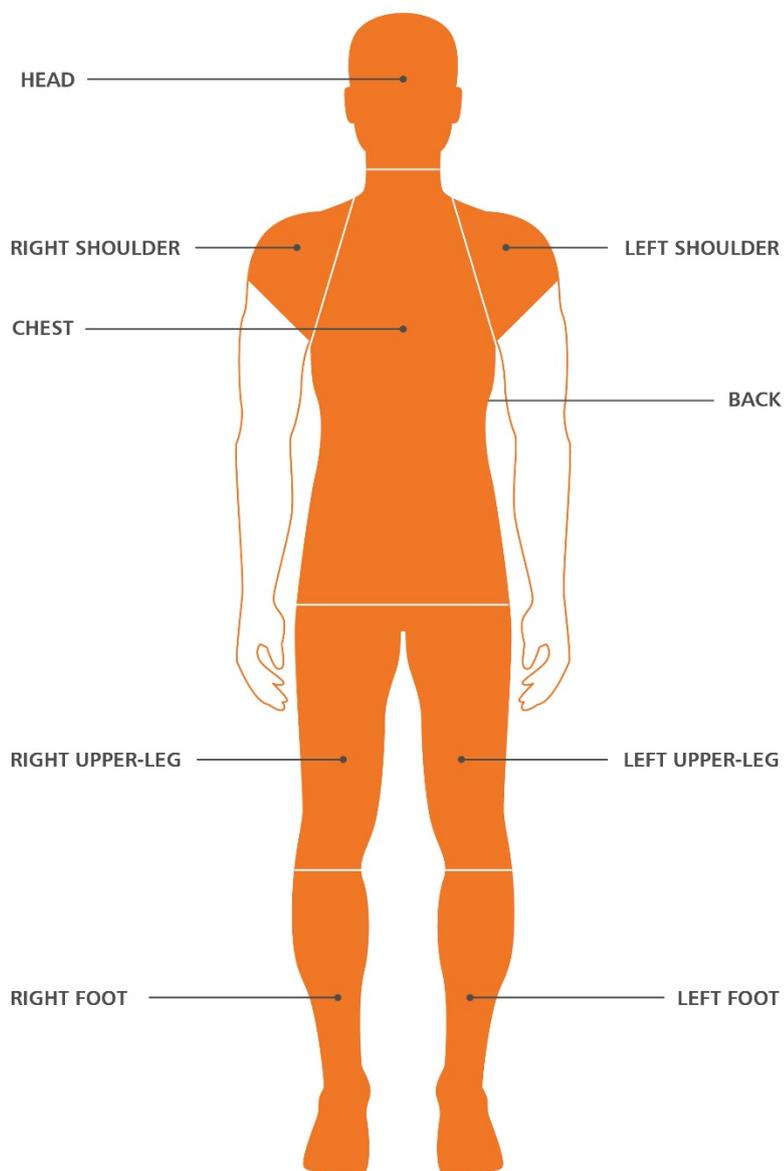
8 DEFINITIONS

1. The rally is the period during which the ball is in play. The ball is still in play if it slightly touches the sand, but the player has their foot under it. It is the Referees' responsibility to decide if the ball has touched the ground or it only touched the sand, so whether the ball is still in play or not.
2. Each set is played until one side reaches 20 points. Each match is played until 1 or 2 sets are won by a player/team depending on the type of competition. The time between the two sets must not exceed 1 minute. Players must switch sides after each set. The final, decisive set must be won by at least a two-point margin, meanwhile, all other sets can be won by the player who scores 20 points first.
3. The let is a rally where no point is awarded.
4. The server is the first player who puts the ball into the rally.
5. The receiver is the player/team who touches the ball the second time in a rally.
6. The server is the first player who has to begin the rally.
7. The receiver is the player who has to touch the ball the second time in a rally.
8. The Main Referee is the person appointed to observe supervise and control the match.
9. The Assistant Referee is the person appointed to assist the Main Referee with decisions as required.
10. The edge ball is when the ball bounces on the edge of the teqball table and changes direction. If the receiving player touches the ball before it hits the ground, the rally goes on, but if the player does not touch the ball before it hits the ground or any other equipment or person but the players inside or outside the playing area, it is considered a let and the rally shall be repeated. If the ball bounces on the surface of the Teqball table (or on the edge again) right after the edge ball (without touching anything/anybody else), that is considered a double edge as well as a fault of the receiving player, so the opponent receives the point.
11. A sideball is when the ball hits the side of the table below the playing surface and bounces downwards. In this case, the point is awarded to the opponent player/team.

9 THE TOUCH – BODY PARTS

Body parts

In the sport of teqball we determine the following body parts as separate body parts:



- Head
- Right Shoulder
- Left Shoulder
- Chest (including the stomach area as well)
- Back (including lower-back, excluding the bottom)

- Right Upper-Leg (including the bottom's right side)
- Left Upper-Leg (including the bottom's right side)
- Right Foot (including the knee's lower part)
- Left Foot (including the knee's lower part)

Knees

In teqball, many players use their knees to control, set or return the ball with. The knee is almost every time below the playing surface (Teqball table), therefore players need to hit the ball upwards if they want to control, set or return the ball with this body part. To strike the ball upwards, the players need to use the harder upper part of the knee to physically execute this ball movement. For this reason, in teqball, the knees are considered to be the part of the upper-legs unless there is a clear view of the touch that was the lower part of the knee. Only in this situation is the knee part of the right or left foot depending on the side.

Neck

The neck is rarely used body part which occurs mostly unintentionally and hard to categorize since it is not a separate body part in the game of teqball. The categorization of a touch by the neck should be made by taking into consideration the intention of the move. If the player supposed to make a header and the ball eventually touches their neck, the touch should be counted as a header. Same in the case of the intention of either a chest or back touch. If the player eventually touches the ball by their neck the touch should be considered either a chest or back touch according to the player's intention.

Hands and arms

In teqball hands and arms are not allowed to use. Players can only use their palm of their hands before undertaking the service. Whenever a Referee spots the ball touching a hand or an arm, they should immediately stop the match and score a point to the opponent player/team.

10 WARM-UP

1. Players are entitled to warm up on the match Teqball table before the start of a match. The warm-up time is one minute. Players are not allowed to practice during official intervals.
2. During an emergency suspension of the match, the Chief Referee may allow players to practice on any Teqball table, including the match table.

3. In a case where any equipment needs replacing, the players should be allowed a few practice rallies to familiarise themselves with the newly replaced equipment as determined by the Main Referee before resuming the match. This time period is a maximum of 1 minute.
4. Balls, which will be used during the match, have to be used during the warm-up.

11 THE SERVICE

1. The serving starts with the ball resting still on the palm of the server's hand above the playing surface.
2. The serving must be carried out with one touch, above the level of the playing surface with any part of the body except for the hands and arms.
3. The server must undertake the service by having all the body parts that are touching the ground behind the service line and within the extended, imaginary lines of the side of the Teqball table. The service is considered legal if no bodypart of the player touches the service line at the moment of serving.
4. A service attempt results in a fault if the server is in the air at the moment of delivering the service.
5. The ball must bounce on the opponent's side of the Teqball table first.
6. After a failed attempt of service, the server may attempt a second service. Two failed service attempts in succession constitute a double fault.
7. If the ball is in the possession of the server, the opponent is also ready to receive the service and the Main Referee has made the signal for the service, the server has 5 seconds to serve.
8. The service does not constitute a touch. The server's team may use the same body part for their first return, after which they must use a different body part to return the ball.
9. If the serving attempt results in an edge ball (and after the ball bounces on the ground), then the service has to be repeated. If it happens twice in succession, that constitute a failed service attempt. Two failed service attempts in succession constitute a double fault.
10. In doubles, if the non-receiving player of the team touches the ball after the service a point is awarded to the serving team.

11. If the ball touches the net before it bounces on the opponent's side during the service, it constitutes a service fault.
12. In case a server is disturbed and/or does not wish to continue the service, then the serving player must drop the ball to the ground without touching it. After two such consecutive occurrences, it constitutes a failed serving attempt.
13. It is the player's responsibility to execute the service so that the Main Referee or the Assistant Referee is satisfied with the player's compliance with the requirements of the rules.

12 THE RETURN

1. After the service, the ball must be returned by touching it a maximum of three times by the player (or in doubles the players combined). The return of the ball is considered valid only if it bounces at least once on the opponent's playing surface without touching anything except for the net.
2. In doubles, returning the ball is considered valid only if both of the players have touched the ball properly at least once.

13 ILLEGAL ATTACK

The illegal attack is when a player crosses the extended imaginary line of the net when returning the ball to the opponent side of the table. Players are allowed to cross the imaginary line of the net to pass the ball back either to themselves or to their teammates.

Crossing the imaginary line of the net:

- a. At the moment of touching the ball to return it, the point of the touch and every body part (except for the hands and arms) of the player who makes the return has to be on the player's side.
- b. In doubles, each of the players can cross the extended virtual line of the net; however, in this case, they can only pass the ball back to their partner, or to themselves.
- c. In singles, the imaginary line can still be crossed according to the rules; however, the return must be made from the player's side.
- d. The return must be undertaken with every body part touching the ground being behind the half-way line on the side of the player returning the ball.

- e. In the case of returning the ball from a jumping movement, at least a foot/shoe must be behind the half-way line at the moment of take-off at the player's side of the table.

14 ILLEGAL RETURN

Illegal return is when a player returns the ball in a way that the ball goes under the extended imaginary line of the top of the net. The illegal return does not include all the cases when a part of the ball crosses the extended imaginary line of the top of the net. It is the Referee's authority to decide if the ball would have bounced back from the net in case the net were that long, or the ball would have bounced through the net even by bouncing on it. If and only if the ball would bounce back from the net is the return illegal.

15 THE ORDER OF PLAY

1. In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternate in making a return.
2. In doubles, the server shall first make a service, the receiver shall then by touching the ball a maximum of twice playing it to their partner, who shall then return the ball to the opponent's playing surface or pass back to his or her partner. Each doubles team can touch the ball a maximum of three times combined to return the ball. From then on, any player from each pair may receive the ball.

16 THE LET

1. A point or rally must be repeated and declared a 'LET' if:
 - a. an edge ball occurs as the result of a regular return, and the receiver doesn't touch the ball before it bounces on the floor or any other equipment or person but the players;
 - b. the service has been executed while the receiving player/team has not been ready to play, but only if the receiving player/team does not attempt to return the ball;
 - c. the legal service, return, or the compliance with the rules of the game cannot be done by the player/team for reasons beyond their own fault;
 - d. the ball hits the net and then bounces on the opponent's playing surface three times at least (edge ball considered as a bounce but the bounce on the net does not).
 - e. the Main Referee or Assistant Referee stops the match without declaring a point;
2. The match can be stopped by the Referee if:

- a. the discovery of an error is considered as a result of serving, receiving or choosing sides;
 - b. a player/team (or a consultant) must be warned or penalised;
 - c. the rally is disturbed by any person or event that may affect the outcome of the rally.
3. All points scored before the discovery of an error shall be valid.
4. If the rally is stopped by the Referee, then the server can take both service opportunities unless the *force majeure* happens during the service. In this case, only the interrupted service can be repeated.

17 THE SCORE

1. A player or team is awarded a point if:
- a. the opponent touches the ball incorrectly;
 - b. the opponent's service is missed twice in a row, namely, making a double fault;
 - c. the opponent does not return the ball to the player's playing surface;
 - d. the opponent, or any item on them, touch the Teqball table or the net;
 - e. the opponent touches the player from the other team during the rally and it affects the outcome of the rally.

In the case where the ball goes to the opponent's side and one player of the team has to pass it back to their partner from there (or in singles match to themselves), then the opponent player(s) have to step out their way providing clear space to the player, so the ball can be kept in the game;

- f. the opponent does not touch the ball in the correct order in doubles, after the service (i.e. not the receiver player receives the service);
- g. the opponent touches the ball more than three times;
- h. the opponent touches the ball with their hand or arm;
- i. the ball bounces more than once on the opponent's playing surface on the teqball table;
- j. the opponent player's point of touch or any of their body part (except for the hands and arms) is on the player's side at the moment of returning the ball;
- k. the opponent touches the ball twice consecutively with the same body part (every touch below the knee is considered a foot touch);

- l. the opponent returns the ball and it touches the side of the Teqball table (see: sideball);
 - m. the opponent player touches the ball above the Teqball table before it lands on it;
 - n. after the opponent's touch returning the ball, the ball crosses the imaginary extended line of the top of the net.
 - o. the player sends the ball to the opponent's playing surface, but it comes back to the player's side without being touched by the opponent player (if the ball touches the net after bouncing on the Teqball table, it can still remain in the game according to the rules);
 - p. after the opponent's touch, the ball touches any other equipment or person inside or outside the playing area, except for the opponent's side of the table or the net.
 - r. an opponent player blocks the flight of the ball towards their side of the table and prevents it from bouncing on that side of the table.
2. If the ball bounces more than once on the net but then lands on the proper side of the table – according to the rules – then the rally continues.
 3. If both players/teams commit a fault, then that player/team loses the rally who committed the fault first.

18 THE SET, MATCH AND INTERVALS

1. The match consists of best of 3 sets unless it is regulated differently in the rules of the given tournament.
2. After every point the players must pass the ball to the Main Referee, who must pass it back to the server after that, meaning that between each point the Main Referee needs to have the ball in his hand. The passes (from the player and from the Main Referee) must be made by a soft move upwards.
3. The match consists of best of 3 sets unless it is regulated differently in the rules of the given tournament.
4. The player/team first scoring 20 points wins the set, unless both players or teams score 19-19 points in the final set. Then the set is won by the first player/team subsequently gaining a lead of 2 points.
5. During the match, captains are allowed to claim a time-out period (for no longer than 1 minute).

- a. The request for a time-out may be made by either player in singles or by the team captain in doubles or by the designated adviser who sits on the bench.
 - b. Making a “T” sign with the hands indicates a request for a time-out, which can only be made between points.
 - c. On receiving a valid request for a time-out, the Referee suspends the match and holds up their hand forming a letter “T” and then points to the player/team who requested the time-out.
 - d. If both captains make a valid request for a time-out simultaneously, then the time-out shall be granted and neither player nor team shall be entitled to another time-out during that match.
6. Injury break can be requested once per match if a player is injured. Injury break lasts until 3 minutes. The Chief Referee can give permission for pretermittting the match (for the shortest period available according to the rules but no longer than 10 minutes) if a player is unable to continue the match (temporarily) because of injury, and the Chief Referee decides that the suspension won’t cause disadvantage to the opponent player(s).
 7. A suspension of the match may be allowed if an injury caused by a fall has been suffered by any of the players. Cramp or exhaustion caused by lack of fitness is not deemed to be justifiable reasons for a suspension of the match.
 8. If anyone in the playing area is bleeding, the match 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.
 9. During time-outs and official intervals between sets, players remain in the playing area (or nearby within a maximum of 3 metres), except with the permission of the Chief Referee.
 10. If disruption of a competition or team match occurs due to technical reasons (e.g. electricity black-out, etc.) 1 hour is allowed to eliminate the problem. The Chief Referee can waive the 1-hour waiting period if the underlying problem is not fixed during that time. Then all the scores of matches, sets, and points played before remain valid.

19 THE ORDER OF SERVICE AND RECEIVING

1. The right to choose the initial order of service, receiving and side is decided by lot performed by the Main Referee and the winner may choose to serve or to receive first and

to start at a particular side. In doubles, the receiver team chooses the receiving player (from their team) first after which the opponent also chooses the server player serving to the chosen receiver.

2. After every 4 points, the receiving player/team switches to serving and this continues until the end of the set, except for the final set in the special case when the score is 19-19. In this case, there is no final score, as the set must be won by a two-point difference. If the match does not end with a result of 21-19 or 19-21 points, then at the score of 20-20, service will change after each point awarded.
3. In the final set the initial order of service, receiving and choosing of sides shall be decided by lot the same way as at the beginning of the match.
4. In doubles, after each change of service, the previous receiver player is the server and the partner of the previous server becomes the receiving player.
5. The initial serving player/team becomes the receiver player/team in the next set. The initial receiver of the first receiving doubles team becomes the first server for that team. At the beginning of a new set, the serving player serves to that serving player from whom he received the ball in the previous set (except in the final set, where the order of service is decided by lot).
6. After each service, the receiving player has to touch the ball first. Afterwards, during the rally, anybody can touch the ball.
7. The player/team who start the set on one side of the table will play the next set on the other side. In the final set, the players/teams change sides only if one of the players/teams reaches the score of 10, 20, 30 (and so on by 10) points.

20 ERRORS IN THE ORDER OF SERVICE AND RECEIVING

1. If a player serves or receives out of turn, the play shall be interrupted by the Main Referee as soon as the error is discovered, and the rally shall resume with the same players serving and receiving, according to the sequence established at the beginning of the match.
2. If the players have not changed sides when they should have done so, the play shall be interrupted by the Main Referee as soon as the error is discovered and shall resume with the players at the sides where they should be at the score that has been reached, according to the sequence established at the beginning of the match.
3. All points scored before the discovery of an error shall be valid.

4. Please note that all details relative to the Service can be found in the section 'The Service'.

21 DISCIPLINE

21.1 ADVICE

1. Players can receive advice from anyone who is registered in the score sheet at the playing area, but only during the intervals between sets or during other authorised suspensions of the match. If the authorized person gives advice at any other time, the Referee shall warn them that any further such offence will result in a point awarded for the opponent player/team.
2. After a warning has been given, if during the match they give advice illegally again, the Referee shall warn them and award a point for the opponent player/team. If there is any serious offence, the coach/team official can be dismissed from the playing area. If the dismissed adviser refuses to leave the playing area, their player/team should be declared the losing side with the score 20-0
3. The dismissed adviser is not allowed to return and shall not be replaced by another adviser until the match has ended.
4. These regulations shall apply only to advising on the play and shall not prevent a player or captain from making a legitimate appeal.

21.2 BEHAVIOUR

1. Players and coaches or other advisers must refrain from behaviour that may unfairly affect an opponent, offend spectators or bring the sport into disrepute, such as abusive language, deliberately kicking the ball or hitting - kicking it out of the playing area, kicking the Teqball table or surrounds and disrespect of Referees and other unfair behaviour.
2. No advantageous bumps allowed to be built neither behind nor next to the table. If a player attempts to do so they should be warned by the Main Referee. After a player already is warned attempts it the second time, a point is to be given to the opponent by the Main Referee.
3. A player intentionally kicking or throwing sand at the opponent or on the opponent's side of the table must be warned. For the second time doing so, a point is awarded for their opponent

4. If at any time a player, a coach or another adviser commits a serious offence, the Referee shall suspend the match and report immediately to the Chief Referee; for less serious offences the Main Referee can, on the first occasion warn the offender that any further offence is liable to incur penalties.
5. If a previously warned player commits a second offence in the same match, but it is not deemed worthy of a dismissal, the Main Referee shall award 1 point to their opponent.
6. If a player who has already received a penalty point in a match continues to misbehave, the Main Referee shall suspend the match and report immediately to the Chief Referee. If there is no Chief Referee, then the Referee in charge must decide to remove the player from the match. The match is now over and awarded to the opposing player/team.
7. A warning or penalty incurred by any members of the doubles must apply to the team.
8. If a coach or adviser who has been warned, commits further offence during the same match, the Referee shall send them away from the playing area until the end of the match. The Chief Referee may make decisions on any further penalties deemed appropriate for the offences committed.
9. The Chief Referee has the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour, whether reported by the Main Referee or not; if they decide so the player has to be sent away from the playing area.
10. At the competition, if a player is disqualified from a match, they are automatically disqualified from the singles event itself or from the remaining matches of the team championship according to the decision of the Chief Referee.
 - a In a team championship if a player is disqualified from a match, then the person is forbidden to play in other matches in that event. Matches scheduled with the disqualified player shall be awarded to the opposing team with a score of 20:0 in each set.
 - b Disqualification during singles, doubles and team tournament applies only to the match in question. If the player is designated to play in other matches in the tournament, it is under the jurisdiction of the Chief Referee whether to allow the player to compete in those other games (singles to doubles or vice versa) during the competition. Disqualification from 2 matches at the same competition must be followed by the permanent disqualification of the player.

- c A player/team, who does not appear at the Teqball table at the beginning of the match after a warning from the Referee, shall be considered the losing player/team.
- d A disqualified player must leave the playing area. The disqualification of the player and the circumstances of the disqualification must be reported to the Teqball association which is responsible for the competition.
- e Forfeiting a set is not allowed without forfeiting the match as well. Forfeiting a set automatically means the forfeiting of the match. If a forfeiting occurs during a match that has been started, then the previously accrued scores and decisions are still considered valid. Forfeiting a match does not mean forfeiting participation in the additional events of the competition.

22 PRESTIGE AND GOOD REPUTATION

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.
2. Players must do their utmost best to win a match.



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