STRIVE

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TEQVOLY

Guidelines

Schools & Teqvoly for Respect, Inclusion, Vitality & Equality

Table of Contents

Table of Contents 2
1. Introduction 4
1.1 The Nature of the Sport 4
2. Equipment & Playing Area 4
2.1 The Teqball Table 4
2.2 The Net 5
2.3 The Ball 5
2.4 The Court 5
3. Key Definitions 7
4. The Service (Serve) 7
4.1 Service Procedure 7
4.2 Service Position 7
4.3 Service Faults 8
4.4 Service Edge Ball 8
4.5 Service Rotation 8
5. The Touch 8
5.1 Touch Rules 8
5.2 Line Rules — Spiking & Positioning 9
5.3 Jumping Rules 9
6. The Return 10
6.1 Valid Return 10
6.2 Return from Inside the Lines 10
6.3 Net Rebounds 10
7. Scoring 10
7.1 Points Awarded 10
7.2 Edge Ball Outcomes 11
8. Game Structure 11
8.1 The Game 11
8.2 The Set 11
8.3 The Match 11
9. The Doublepoint 12
10. Order of Play & Service Rotation 12
10.1 Coin Toss 12

10.2 Service Rotation 12
10.3 Side Changes 13
10.4 Standard Service & Return Sequence (Teams A & B) 13
11. Match Officials 13
11.1 Chief Referee 13
11.2 Main Referee 14
11.3 Assistant Referee 14
11.4 Appeals 14
12. Match Conduct & Announcements 14
12.1 Score Indication 14
12.2 Referee Announcements 15
13. Competition Regulations 15
13.1 Types of Competition 15
13.2 Equipment & Clothing 15
13.3 Doping Control 16
14. Discipline 16
14.1 Advice During Matches 16
14.2 Player & Coach Conduct 16
14.3 Forfeiture 17
14.4 Prestige & Integrity 17
15. Quick Reference Summary 18

1. Introduction

Teqvoly is a sport of the new generation, combining the strengths of the specially curved Teqball table with the core principles of volleyball. Its unique rules and point-scoring system, together with the hexagonal court design, create a dynamic sport that develops concentration, reaction time, and precision in its participants.

Teqvoly is open to everyone — regardless of gender, age, or experience level. There is no recommended age limit, and the sport can be played on a variety of surfaces including hardwood floors, sand, grass, or even snow.

1.1 The Nature of the Sport

- Two teams of two players compete on opposite sides of a Teqball table divided by a net.
- A volleyball (size 5) is used. Players may use arms, hands, and — on first touch only — any body part.
- The ball must bounce once on the opponent's side of the table to score or to complete a valid return.
- Minimum playing area: 16 × 12 metres. Official competition area: 18 × 16 metres.

2. Equipment & Playing Area

2.1 The Teqball Table

The Teqball table features a unique curved playing surface and a permanently attached net. The specifications are as follows:

Length	3,000 mm
Width	1,500 mm (table surface) / 1,700 mm including net
Height (net top)	900 mm from ground
Highest surface point	760 mm from the ground
Lowest surface point	565 mm from the ground
Net-to-lowest-point	1,490 mm horizontal distance

The curvature of the playing surface is determined by the distance between its highest and lowest points and the horizontal distance from the lowest point to the net.

Approved surface materials: Wood, Metal, Composite, Polymer. The table colour in competition must contrast clearly with both the floor and the ball.

2.2 The Net

- Must be permanently attached to the Teqball table.
- Approved materials: Plexiglass (PMMA), Translucent polycarbonate (PC), Steel frame, Other polymer.
- Width: 1,700 mm | Thickness: 20 mm | Height above table surface: 140 mm.

2.3 The Ball

- Spherical; made of flexible leather or synthetic leather with a rubber bladder inside.
- Weight: 260–300 g.
- Circumference: 65–67 cm.
- Internal pressure: 0.24–0.26 bar (recommended: 0.25 bar).
- All balls used within a match must be of identical standard (circumference, weight, pressure, type, colour).

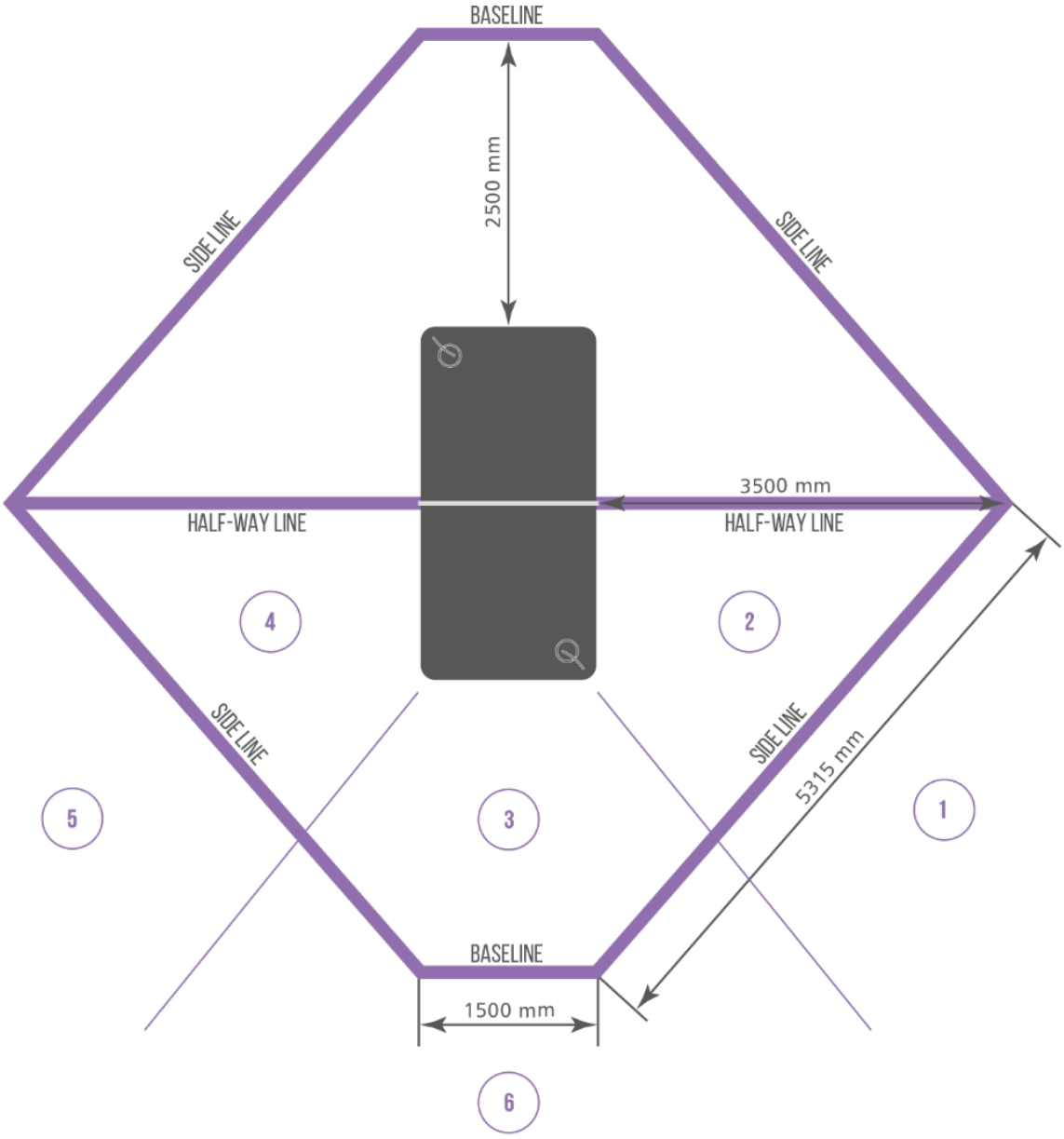
2.4 The Court

The Teqvoly court is hexagonal in shape, formed by the baselines and side lines. Key dimensions:

Minimum playing area	16 m wide × 12 m long
Official competition size	18 m wide × 16 m long
Minimum headroom	7 m
Baseline distance	2,500 mm from end of table
Baseline width	1,500 mm (same as table)
Side peak distance	3,500 mm from table side
Side line length	5,315 mm

- The half-way line divides the court into two equal halves.

- All court lines must be clearly visible, minimum 50 mm thick, in a colour different from the floor.
- The playing area must be enclosed by surrounds separating it from adjacent courts and spectators.
- Lighting: Minimum 300 lux (natural or artificial). Light source must be no less than 7 m above the floor.
- Background must be generally dark. Flooring must not be light-coloured, brightly reflective, or slippery.



3. Key Definitions

Rally	The period during which the ball is in play. Maximum 10 seconds allowed between end of rally and new service.
Point / Valid Rally	A sequence of playing actions that results in a team being awarded a point.
Let	A rally where no score is awarded and the rally must be replayed.
Touch	Any contact with the ball performed by a player while the ball is in play.
Serve / Service	The act of putting the ball into play from behind the baseline.
Server	The player who initiates the rally.
Receiver	The player who makes the second contact with the ball in a rally.
Edge Ball	The ball bounces on the edge of the table and/or clearly changes direction — typically results in a let.
Side Ball	The ball touches the side (not edge) of the table — fault; point awarded to the opponent.
Set of Serve	When a player executes two successful serves and points are awarded after each rally.
Doublepoint	A team's request to earn 2 points instead of 1 in a single rally (once per set).

4. The Service (Serve)

4.1 Service Procedure

- The service begins with the ball held stationary in the server's hand(s). The server then tosses the ball upward and strikes it.
- The ball must be hit with one hand or any part of the arm after being released.
- The serve is NOT allowed directly from the hand, nor may the ball be thrown at the opponent's surface.
- When the ball is in the server's possession and both players are ready, the server has 5 seconds to serve after the referee's signal.

4.2 Service Position

- The server must serve from BEHIND the baseline and WITHIN the imaginary extended lines of the table's width.
- Both feet must remain touching the ground during the service.
- The server may NOT step inside the court or on the baseline during the serve.

4.3 Service Faults

A fault is registered when:

- The server steps on or over the baseline, or outside the table's imaginary width lines.
- Either foot leaves the ground during the service.
- The server attempts to hit the ball and completely misses it.
- The ball touches the net during service (regardless of subsequent trajectory).
- The ball bounces more than once or fails to land on the opponent's playing surface.

The server has two opportunities to execute a successful serve. A double fault results in the opponent being awarded a point.

4.4 Service Edge Ball

- If the serve results in an edge ball, the serve is repeated.
- Two consecutive edge balls during the same serve count as one failed service attempt.

4.5 Service Rotation

- The server remains the same for two consecutive valid rallies.
- After two valid rallies, the service rotates between teams.
- Exception: If the deciding game of a set reaches 7–7, the serve rotates after every single valid rally.

5. The Touch

5.1 Touch Rules

- A team is entitled to a MAXIMUM of 3 touches when returning the ball.
- A minimum of 1 pass is required — passes must alternate between teammates.
- No player may hit the ball twice consecutively.
- The ball may be played with any part of the arms and hands.
- Exception: The FIRST touch of any return may be made with any body part.
- The ball must not be caught or thrown.

5.2 Line Rules — Spiking & Positioning

- Returning the ball is only allowed if the ball is on your own team's side.
- The half-way line may only be crossed when saving the ball and passing it back to a teammate.
- Spiking downwards is only allowed if the player is positioned OUTSIDE the lines, with at least one foot remaining on the ground.
- If a player steps on or inside the lines, the ball must have a visible upward trajectory.

5.3 Jumping Rules

- Spiking with a jumping approach is permitted under the following conditions:
  - Women: Both feet must NOT touch or cross the lines before jumping.
  - Men: Must land with both feet outside the court without touching any lines after jumping.
- All touches may be executed using a jumping approach, subject to the above rules.



6. The Return

6.1 Valid Return

- All actions directing the ball toward the opponent (other than the serve) are considered returns.
- A return is valid if: the ball crosses above the imaginary extension of the top of the net AND bounces on the opponent's playing surface.
- A maximum of 3 touches is permitted; at least 1 pass between teammates is required.

6.2 Return from Inside the Lines

- If the ball was returned from inside the lines, the NEXT return by the same team must come from outside the lines.

6.3 Net Rebounds

- If the ball bounces back from the net, it can be played again with remaining touches before reaching the opponent's surface.
- The volley may only be played while the ball is on the player's own team's side of the table.
    - If the first touch rebounds to the non-receiving teammate, they may return directly to the opponent's side.
    - If the ball rebounds to the receiver, they must pass to their teammate (one pass is required).
    - If the ball rebounds after the second touch, any player of the team may return it.

7. Scoring

7.1 Points Awarded

A point is awarded to a team when the opponent:

- Commits a double fault during service.
- Fails to make a correct touch (catches/throws the ball, a player contacts consecutively, misses a required pass, uses more than 3 touches, uses an illegal body part beyond the first touch).
- Fails to return the ball above the net or onto the opponent's playing surface.
- Allows the ball to bounce more than once on their side.
- Touches the Teqball table or net with any part of their body or clothing.
- Violates the service order.

- Volleys the ball above the table before it has bounced on the playing surface.
- Returns the ball and it touches the side (not the edge) of the table.
- Hits the ball to the opponent's surface and it returns to their own side without being touched.
- Commits a line fault (illegal spiking position or trajectory violation).
- Receives physical support from a teammate or any structure while hitting the ball.
- Hits the ball within the opposing team's playing space.

If both teams commit a fault simultaneously, the team that committed the fault first loses the point.

7.2 Edge Ball Outcomes

- If the receiving player touches the ball before it hits the ground: rally continues.
- If no player touches the ball before it hits the ground: let — rally is repeated.
- If the ball bounces on the table again after the edge ball without touching anything else (double edge): this is a fault by the receiving team; opponent receives the point.

8. Game Structure

8.1 The Game

- First team to reach 8 points wins the game.
- The final game of a set must be won by a margin of at least 2 clear points.
- If the deciding game reaches 7–7, the serve rotates after every single valid rally (not every two).

8.2 The Set

- A set consists of 2 winning games.
- Players switch sides after each game and set.
- The time between games must not exceed 1 minute. Between sets: no more than 2 minutes.

8.3 The Match

- A match consists of one or more winning sets, depending on competition regulations.

- Play is continuous, with breaks only for mandatory intervals, time-outs, or medical attendance.
- Each team is permitted one time-out of 1 minute per full game.
- Medical attendance may be requested once per match, for a maximum of 3 minutes, at the end of a game or set only.

9. The Doublepoint

- Each team may request the doublepoint ONCE per set.
- The request must be made before the first serve of a rally, by signalling two fingers to the main referee.
- The doublepoint may only be requested if the requesting team has NOT yet reached 6 points in the current game.
- The doublepoint can only be awarded to the team who requested it and legally scored the point.
- Both teams may call for the doublepoint simultaneously — in this case, the winning team receives 2 points instead of 1.
- The doublepoint may be called whether the team is serving or receiving.

10. Order of Play & Service Rotation

10.1 Coin Toss

- A coin toss is conducted by the main referee at the start of the match in the presence of both team captains.
- The home team has the first say in the coin toss.
- The winner may choose to serve or receive first and select their starting side.

10.2 Service Rotation

- After every 2 valid rallies, the serving team switches to receiving.
- After each game, the team that served first in the previous game becomes the receiving team.
- After each set, the serving and receiving order is reversed.
- Players must follow the service order established at the beginning of each game.

10.3 Side Changes

- Teams change sides at the end of every game and set.
- In the final game of the final set, teams also change sides every time a team reaches 4 points (and subsequently at 8, 12, 16, etc.).

10.4 Standard Service & Return Sequence (Teams A & B)

For a 4-player match (Team A: A1, A2 | Team B: B1, B2):

1st Game	2nd Game
A1-B1	B1-A1
A1-B2	B1-A2
B1-A2	A1-B2
B1-A1	A1-B1
A2-B2	B2-A2
A2-B1	B2-A1
B2-A1	A2-B1
B2-A2	A2-B2
Repeat	**Repeat**

3rd Game (deciding): Won by two clear points. If 7–7, service rotates after each valid rally.

11. Match Officials

11.1 Chief Referee

Appointed for each competition by the applicable association. The chief referee is responsible for:

- Conducting the competition draw and scheduling matches.
- Appointing match officials and conducting pre-tournament briefings.
- Verifying the eligibility of all participants (players, assistant staff).
- Deciding on emergency suspensions, warm-up extensions, and clothing/equipment disputes.
- Taking disciplinary action for misbehaviour or breaches of regulations.
- Jurisdiction over all competition matters from athlete arrival to departure.

11.2 Main Referee

Stands on one side of the table. Responsibilities include:

- Checking acceptability of equipment and playing conditions.
- Conducting the coin toss at the start of each match.
- Controlling the service order and correcting errors.
- Deciding each rally as a point, edge ball, or let.
- Calling the score and maintaining continuity of play.
- Enforcing advice and behavioural regulations.

11.3 Assistant Referee

Stands on the opposite side from the main referee. Responsibilities include:

- Deciding whether a player stepped inside the court or on the baseline during service.
- Timing warm-up periods, intervals, and time-outs.
- Deciding if a player contacted the Teqball table during a rally.
- Performing other duties assigned by the main referee.

11.4 Appeals

- No appeal may be made against a question of fact by the responsible match official.
- Appeals against a match official's interpretation of the rules may be referred to the chief referee. The chief referee's decision is final.
- Appeals may only be lodged by the team captain, between rallies and before the next service begins.
- No appeals relating to matters that existed before the match began are allowed once the match has started.

12. Match Conduct & Announcements

12.1 Score Indication

- After each point, the main referee calls the score (server's score first) and indicates the next server.
- When a point is scored, the referee raises the arm closer to the scoring team.
- When a let occurs, the referee raises a hand above their head.
- At the end of a game, the referee calls the score and names the winning team.

12.2 Referee Announcements

#	Situation	Referee Calls
1	Ball touches the side of the table (foul)	**SIDEBALL!**
2	Serving player does not serve in time	**FOUL! DELAY OF GAME**
3	A player touches the table	**TABLE-TOUCH!**
4	Illegal contact with the ball	**ILLEGAL TOUCH!**
5	Any mistakes during the return	**ILLEGAL ATTACK!**
6	General foul	**FOUL!**
7	Foot fault during service (line or airborne)	**FOOT FAULT!**
8	Incorrect service execution	**FAULT SERVICE!**
9	Team requests doublepoint	**DOUBLEPOINT!**
10	Teams must switch ends	**CHANGE ENDS**
11	Team calls injury time	**MEDICAL TIME-OUT!**
12	Rally may be disturbed by external factor	**LET!**

Note: Both the main referee and the assistant referee may stop the game upon detecting a fault. The main referee has authority to override the assistant referee's decision.

13. Competition Regulations

13.1 Types of Competition

- International: More than one national association participates.
- International Match: National teams representing their associations.
- Specialised: Age-specific or group-specific competitions.
- Invitational: Only invited associations, clubs, or teams.
- Open: Any amateur and/or professional team may participate.
- Amateur: Professional or officially constituted teams may not participate.

13.2 Equipment & Clothing

- Entry forms for tournaments must specify the approved Teqball table and ball brand/colour.

- Players' shirt/shorts/skirt colour must clearly differ from the ball and from the opposing team.
- Standard playing clothing: short-sleeved or sleeveless shirt, shorts or skirt, socks and shoes. Tracksuits are not permitted without the chief referee's permission.
- All players on the same team must wear the same colour garments throughout a team championship.
- Advertising is permitted on garments, net, and surrounding areas but must not be offensive, reflective/blinding, or contain discriminatory content.
- Any question of clothing legality is decided by the chief referee.

13.3 Doping Control

- All players in international competitions are subject to in-competition testing by any applicable anti-doping organisation.

14. Discipline

14.1 Advice During Matches

- Teams may receive advice from a maximum of 2 advisors present at the bench. Advisors cannot be changed during the match.
- Advice may only be given during intervals between games or sets, or during authorised suspensions.
- Advice given at any other time results in a warning; further offences result in dismissal from the playing area.
- A dismissed advisor cannot be replaced until the match ends.

14.2 Player & Coach Conduct

Players, coaches, and advisors must refrain from:

- Abusive language or behaviour toward match officials, opponents, or spectators.
- Deliberately kicking the ball or striking equipment.
- Any action that may unfairly affect the opponent or bring the sport into disrepute.

Sanctions:

- First offence: Warning from the main referee.
- Continued offences: Disqualification from the match. Match result recorded as 8–0 in every game for the opponent.

- The chief referee may disqualify a player or team from a match, event, or entire competition for seriously unfair or offensive behaviour.
- Disqualification from a match does not automatically bar the player from other matches in the competition.
- A player or team failing to appear at the table after a warning from the referee is deemed the losing party.

14.3 Forfeiture

- Forfeiting a single game or set is NOT permitted without forfeiting the entire match.
- If forfeiture occurs mid-match, all previously recorded scores remain valid.
- Forfeiting a match does not mean forfeiting participation in other events of the same competition.

14.4 Prestige & Integrity

- Players, coaches, and officials must uphold the integrity of the sport and refrain from any attempt to influence competition elements contrary to sporting ethics.
- Players must always make their utmost effort to win a match.

15. Quick Reference Summary

Rule	Value / Description
Players per team	2
Max touches per return	3 (minimum 1 pass required)
Service attempts	2 (double fault = opponent's point)
Service rotation	Every 2 valid rallies
Points to win a game	8
Games to win a set	2
Deciding game win margin	2 clear points (tiebreak at 7–7)
Doublepoint per set	1 per team (must request before first serve, before 6 pts)
Time-out	1 per team per match (1 minute)
Medical time-out	1 per match (max 3 minutes, end of game/set only)
Break between games	Max 1 minute
Break between sets	Max 2 minutes
Max between rallies	10 seconds
Server time after signal	5 seconds
Minimum lighting	300 lux
Table length	3,000 mm
Table width (surface)	1,500 mm
Net height above surface	140 mm
Ball weight	260–300 g
Ball pressure	0.24–0.26 bar (rec. 0.25)

DISCLAIMER:

This document reflects the official rules and regulations of Teqvoly as published by the International Federation of Teqball (FITEQ).

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