

Teqball Rules

Any rule and situation not specifically covered are subject to the FITEQ Rules and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TN Tech IM Teqball Rules and FITEQ Rules, the TN Tech IM Teqball Rules shall take precedence.

To watch how to play Teqball, click this YouTube Link:

<https://youtu.be/i2MC12YBb0c>

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on FusionIM (recreation.tntech.edu).

Rule 2: Tournament Format & Team Composition

Tournament Format

- ✓ The tournament shall be a double elimination format with randomly generated matchups.

Division

- Open
 - No Gender Restrictions

Match Format

- ✓ Each match shall be best two-out-of-three games.

Team Composition

- ✓ Doubles
 - 2 v 2

Rule 3: Playing Area & Equipment

Playing Area

- ✓ All matches shall occur in the Mac Gym at Marc Burnette Recreational Center

Equipment

- ✓ The Intramural Sports Office shall provide the Teqball table and a size 5 soccer ball.

Rule 4: Forfeits, Defaults, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office before 2:00pm on the day of contest.
 - The final score shall be 2-0.
 - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
 - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
 - If the non-forfeiting team has the higher score, the game shall end with the existing score.
 - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the game will start.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ Player eligibility must be protested before the start of the contest.

Rule 5: Timing & Scoring

Game Length

- ✓ Games will be played to Twenty-one (21) with a win by two (2) format with a cap at Twenty-five (25).

Scoring

- ✓ Once a team reaches Twenty-one (21 cap at 25) in the first (1st) two (2) games or fifteen (15 cap at 20) in the third (3rd) game, the game ends.
- ✓ TN Tech intramural Teqball is played in a rally scoring format.
 - After every five (5) scores, the service is switched to the opponent.

Rule 6: Playing Rules

TN Tech intramural Teqball is self-officiated. Players should honor the legitimate calls of their opponents. IM Graduate Assistants or Professional Staff shall settle disagreements that cannot be resolved.

Please click the following link to view how to play Teqball : [The Rules of Teqball - EXPLAINED! - YouTube](#)

Please click the following link to view the: [The Official Rules and Regulations of Teqball \(buttercms.com\)](#)

✓ **Rule 6: General Rules**

- To begin each, point the serving player will serve the ball standing behind the service line and kick the ball over the net and onto the opponent's side of the table.
- Every player has two (2) attempts to complete a successful serve.
- The ball must bounce on the opponent's side to be legal and before they can return it
- Players are not allowed to touch the table
- The players/teams change service after each five (5) points.
- Every player/ team is allowed to return the ball with a maximum of three (3) touches by any body part (except hands and arms).
- The ball must be passed at least once. In case of an edgeball, where the ball hits the side of the table and goes down directly, the rally should be replayed.
- The ball cannot be returned to the other side of the table by the same body part in consecutive hits. For example, if I return the ball over with my head, the next time I return it over the table I cannot use my head to return the ball.
- One player can hit the ball back to back without their teammate hitting the ball as long as the same body part is not used. For example, the ball comes over onto my side of the net, I kick the ball with my foot and then again with my knee, this would be legal. If I kicked the ball with my foot and then again with my foot, this would be illegal.

Player Unable to Continue

- ✓ Due to Injury
 - If a player cannot continue due to injury, the game shall terminate with the existing score. The team with the highest score shall be declared the winner.
 - If the score is tied,
 - In the first (1st) game: the full team shall be declared the winner.
 - In the second (2nd) game, and the injured team won the first (1st) game: The injured team shall be declared the winner.
 - In the third (3rd) game, the injured team shall be declared the winner.
- ✓ Due to ejection or other circumstances
 - If a player cannot continue due to election or other circumstances, the full team shall be declared the winner.

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.



Service Line



TeamA-Player2



TeamB-Player2

Service Line



TeamB-Player1