

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.

Rule 1: Tournament Format & Team Composition

Tournament Format

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

Division

- Open

Match Format

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

Team Composition

- ✓ Doubles
 - 2 v 2

Rule 2: 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 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is an unplayed game without penalty (e.g. dropped from the league or assessed a forfeit fee).
- ✓ 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.
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person.

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.
 - The final score shall be 2-0.

Protests

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

Rule 4: Timing & Scoring

Game Length

- ✓ Games will be played to 21 with a win by 2 format with a cap at 25.

Scoring

- ✓ Once a team reaches Twenty-one (21 cap at 25) in the first two games or fifteen (15 cap at 20) in the third game, the game ends.
- ✓ TN Tech intramural Teqball is played in a rally scoring format.
 - After every five 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 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 points.
- Every player/ team is allowed to return the ball with a maximum of 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 game: the full team shall be declared the winner.
 - In the second game, and the injured team won the first game: The injured team shall be declared the winner.
 - In the third 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.



TeamA-Player1

Service Line



TeamA-Player2



TeamB-Player2

Service Line



TeamB-Player1

