

MAIN RULES OF TEQIS

SCORING SYSTEM:

- Q A Teqis match is won by winning two or more sets depending on the competition.
- Q One set is won when a player or team reaches 12 points.
- Q The deciding set must be won by two points.
- Q A point is won when the opponent:
 1. fails to return the ball onto the table;
 2. lets the ball bounce on the ground;
 3. lets the ball bounce on the table more than once;
 4. hits a volley inside the volley line.

THE SERVICE:

- Q The server must stand behind the service line and serve from anywhere along the line.
- Q The service line is placed 2 meters behind the edge of the Teq table.
- Q Each player has one chance to execute a successful service.
- Q The serve has to be an underarm serve where the movement of the racket during the contact point must be upward.
- Q The serve must bounce only once, anywhere on the opponent's side of the table.
- Q Serving alternates from one player/team to the opponent every 4 points.

GENERAL:

- Q Teqis can be played with beach tennis or padel rackets and a 50% low compression tennis ball.
- Q The ball can be played in two different ways:
 1. volley - the player hits the ball before it bounces on the table.
 2. boardshot - the player hits the ball after it bounces on the table but not on the ground.
- Q In singles, the player has to return the ball to the other side in one shot.
- Q In doubles, the players must take turns hitting the ball back to the opponent's side.
- Q If the ball bounces on the edge of the table, it is a valid shot.
- Q Players are allowed to touch the edge of the table with their legs.
- Q The volley line is placed at the extension of the end of the Teq table, and it is 3.5 meters long.
- Q The 'doublepoint' is a chance to gain 2 points instead of one in a single rally. The 'doublepoint' can only be awarded to the player/team who requested it and legally scored the point. A player/team may only request the 'doublepoint' if they have not yet reached 10 points in that set.
- Q Each team has the right to request one 'doublepoint' during a match.

TEQIS IS THE LEAST SPACE-CONSUMING RACKET GAME

USE AT YOUR OWN RISK!

TEQIS
WORLD IS CURVED



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