

MAIN RULES OF TEQPONG

SCORING SYSTEM:

- Q One set is won when a player or team reaches 12 points.
- Q A teqpong match consists of two or more winning sets depending on the competition.
- Q After the service, the serving player or team has 20 seconds to win the rally; otherwise, the point is awarded to the opponent.

THE SERVICE:

- Q The server has only one chance to execute a successful service. The ball must bounce only once and anywhere on the opponent's playing surface of the Teq table.
- Q The service is rotated after every four valid rallies.
- Q All serves must be executed from behind the service line, the service must be alternated between forehand and backhand, serving first with a forehand. The service sequence must be: Forehand, backhand, forehand, backhand.
- Q The server must throw the ball up and the movement of the racket during the contact point must also be upwards.

GENERAL:

- Q Each player or team has the right to request the possibility to earn the 'doublepoint'.
- Q The 'doublepoint' is a chance to gain two points instead of one in a single rally.
- Q The 'doublepoint' can only be awarded to the player or team who requested it and legally scored the point.
- Q The player or team may only request the 'doublepoint' if they have not yet reached 10 points in that set.
- Q If the ball bounces back from the net it can still be played but only in the air.
- Q Any contact with the Teq table is forbidden.

USE AT YOUR OWN RISK!

TEQPONG
WORLD IS CURVED



FOLLOW US

