

# MAIN RULES | OF QATCH

- Q QATCH IS PLAYED BY TWO TEAMS OF THREE PLAYERS. TWO PLAYERS FROM THE SAME TEAM, THE ATTACKERS, ARE AT THE SAME END OF THE TEQ TABLE, WHILE THE THIRD PLAYER, THE DEFENDER, IS AT THE OPPOSITE END AMONG THEIR OPPONENTS.
- Q PLAYERS ARE NOT ALLOWED TO BOUNCE AND/OR DRIBBLE THE BALL.
- Q IT IS ALLOWED TO TAKE UP TO THREE STEPS WHILE IN POSSESSION OF THE BALL.
- Q A MINIMUM OF ONE PASS IS REQUIRED AND A MAXIMUM OF THREE PASSES ARE ALLOWED BETWEEN THE ATTACKERS BEFORE RETURNING THE BALL.
- Q WHILST RETURNING THE BALL PLAYERS ARE NOT ALLOWED TO TOUCH OR CROSS THE LINES OF THE HEXAGON WITH ANY BODY PART.
- Q THE BALL MUST BOUNCE ONCE ON THE OTHER SIDE OF THE TEQ TABLE BEFORE BEING TOUCHED BY AN ATTACKER.
- Q PLAYERS ARE NOT ALLOWED TO TOUCH THE TEQ TABLE OR THE OPPONENT.
- Q A MATCH IS WON BY WINNING TWO OR MORE SETS.
- Q A SET IS WON BY WINNING TWELVE POINTS.

USE AT YOUR OWN RISK!

**QATCH**  
WORLD IS CURVED



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