

THE MAIN RULES OF TEQVOLY

- Q Teqvoly can be played with balls used in volleyball, with size five being official and recommended.
- Q Teqvoly is played by two teams of two players
- Q Each team has a maximum of 3 touches, a minimum of 1 pass is required and passes need to alternate between players on the same team
- Q The serve and the returned ball must bounce only once on the opponent's playing surface of the table
- Q The server has one chance to execute a successful service
- Q During the service the player is not allowed to step inside the court or on the baseline, both feet must remain touching the ground
- Q The server and the receiver remain the same for 4 rallies. The service is rotated after 4 valid rallies
- Q If the ball has been returned from inside of the lines to the opponent's playing surface, the next return from the same team must be made from outside of the lines
- Q If the ball bounces on the edge of the table, the serve or rally must be repeated unless the opponent touches the ball
- Q If the ball hits the side of the table, it is considered as a fault
- Q The half-way line can only be crossed when passing the ball backwards to your team
- Q Returning the ball is only allowed if it is on your own team's side
- Q Spiking downwards is only allowed if the player is outside the lines and one foot must stay on the ground
- Q If you step inside the lines the ball must have an upwards trajectory
- Q Spiking with a jumping approach is allowed for men they must ensure they land with both feet outside the lines; for women must ensure both feet do not cross the lines before jumping
- Q Each team has the right to request the chance to earn the 'doublepoint' once every match. The 'doublepoint' is a chance to gain 2 points instead of one in a single rally
- Q A match consists of two or more winning sets. A set is won when a team reaches 12 points
- Q Any contact with the table is forbidden

USE AT YOUR OWN RISK!

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