



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Teqball Rule (Shortened)

Contest Timing

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teqball matches will be played best 2 out of 3 games.
3. Teams will have 60 minutes to complete their scheduled Intramural Teqball match.
4. Each team will receive one (1), one minute timeout per match.

Players

1. Team rosters on Active Illini are limited to one (1) player for singles events and three (3) for doubles events.
 - a. No more than two (2) members of the U of I Soccer Club Team are to be on the roster for an intramural Teqball team. The list of team players is available for review at the Campus Recreation Intramural Office.
 - b. For more information regarding club player eligibility, please review the Intramural Activities Handbook on Active Illini and Campus Recreation website.
2. Teams will play with one to two (1-2) players on the court at the same time. A minimum amount of players to play in a singles match is one (1) and the minimum amount of players to play in a doubles match is two (2). The number of players varies according to the two different match types:
 - a. Singles: one player per side.
 - b. Doubles: two players per side.
3. Match Types
 - a. Singles: a match in which two players compete against each other. Gender restrictions vary in different competitions.
 - b. Doubles: a match in which two × two-player teams compete against each other. Gender restrictions vary in different competitions.
 - c. Mixed doubles: a match in which two × two-player teams, comprised of a male and a female player, compete against each other.
4. One of the players must be selected as captain of a team for an official game. In singles, the players themselves are the captains. It is the captain's responsibility to participate during the captain's meeting.
5. Substitutions are unlimited.
 - a. Substitutions may only occur when a time-out is called.

- b. Injured players will need to be subbed out immediately, to the Intramural Supervisor on sight's discretion. Bleeding players, or players with blood on their uniform, must be replaced.
6. The Intramural Activities program aims to offer opportunities for all students and Campus Recreation members. While our leagues are based on traditional gender binary of men and women, our program is eager to accommodate participants whose gender identity may not fit within this framework. Please choose the team that best suits your gender-identification. For more information or questions please contact the Assistant Director of Competitive Sports and Community Programs.

Game Rules

Intramural Teqball matches will be conducted under the Official Rules and Regulations of Teqball found on the Teqball website. The following contains an overview of the major rules and modifications with some exceptions.

Start of the Game

1. The winner of a coin toss has the choice of service or side of court.
2. The team not serving first in the first game shall serve first in the second game.
3. Service for the third game will be determined by a coin toss.
4. Teams change courts after each game.
5. A match starts by TeamA-Player1 serving to TeamBPlayer1. The service is strictly made by TeamA-Player1 and only TeamB-Player1 is allowed to receive the ball.

Scoring

- a) A GAME consists of winning two out of three SETS scoring points using the Rally System.
- b) A set is won by the first team that scores 12 points.
- c) If a third set is needed, it will be played to 12 points and is ahead by 2 points.
- d) Playoffs and championship finals will follow this same scoring system.

The Court



Main rules of Teqball

- Teqball can be played with balls used in football/soccer, with size five being official and recommended.
- Teqball can be played by two players (singles game) or by four players (doubles game).
- A teqball match consists of best-of-three sets.
- Every player/team has two attempts to complete a successful service.
- The players/teams change service after each four points.
- It is forbidden to touch the ball with the same body part twice consecutively.
- It is forbidden to return the ball with the same body part twice consecutively.
- Every player/team is allowed to return the ball with a maximum of 3 touches by any body part, except for the hands and arms.
- In doubles, a team has a maximum of 3 touches, however, the teammates must pass the ball at least once to each other.
- While playing, neither the table nor the opponent can be touched.

- In case of an edgeball, the rally shall be repeated.

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.