

# TEJO

## OFFICIAL GAME REGULATIONS

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# Preface

The International Tejo Association (AIT in Spanish) is an institution with a main purpose: the development of Tejo as a sport worldwide and, within its responsibilities, the formulation, promotion and control of the Game Rules.

The Game Rules Technical Secretary has created the following instruction manual with the rules of Tejo, that comes into effect worldwide in March, 2018, in order to serve the purpose.

To write this document, our Secretary was guided by the historical principles of the game and its distinctive character, the need to keep the rules clear, understandable, suitable and relevant in different languages and the importance of assure that people play tejo with integrity and following tradition worldwide.

**AIT Head Office**

## Notes

### Men-Women

If the Game Rules make reference to the masculine genre (to simplify reading) when describing referees, assistant referees or players is the same for men and women.

### Official Languages

The AIT, following its purposes, publishes the Game Rules in Spanish, English, Portuguese, Italian and French. If there were any divergence in the texts, the Spanish text will give evidence.

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# Introduction

Tejo is a precision sport that requires skill, tactic and strategy. It is played between two opposing teams. They play with a series of tejos (they have two different colours, one for each team) in a rectangular field surrounded by a rope. They try to score as many points as it is stipulated in order to win.

One team scores a point for each of its tejos that are nearer a small and neutral tejo, which is called tejín, than the nearest tejo of the opposing team, once all the tejos were played.

The game begins with a raffle between the two teams. The team that wins has the right to choose the colours of the tejos they will use, they can throw the tejín to the game area and start the game by throwing the first tejo. After the tejín and the first tejo were thrown, the opposing team must play its tejo or tejos until they get to place a tejo nearer than the one from the opposing team. Once they get to do it, the other team will try to modify this situation by scoring points for themselves, and so on and so forth.

When a team has no more tejos to play, the opposing team can play and try to score or get more points either by getting its tejos close to the tejín or pushing the other obstructing tejos away.

When all the tejos have been played, one of the teams will get as many points as tejos closer to the tejín. The reference will be the closest tejo to the tejín from the opposing team.

When the game finishes, the other game begins on the other side of the field (opposed to the first one). The team that won the previous game has the right to throw the tejín and the first tejo.

The game will finish when one of the teams gets first the amount of points stipulated by the current regulation. They will have to play as many games as it is necessary.

For the purpose of the official practice of this sport, the following and current regulation is endorsed by the International Tejo Association.

# THE FIELD



# 1 - The field

## 1.1 - The area

The traditional game area is made of sand and it can contain up to 20% of soil and/or any other material found in the top layers of the ground, known as “conchilla”.

The AIT and the Game Rules Technical Secretary will permit the use of alternative areas of game, as an exception, if the game develops normally and collaborates with the promotion of the sport.

## 1.2 - Regulatory Measurement

The measurement of an official field is 2.50 metres width and 1.2 metres long.

## 1.3 - Delimitations

### Game Area:

The field will be rectangular and it must be surrounded by a perimeter rope on the ground, forming lines.

At the same time, there will be a midfield, that is to say, a line dividing the field in two equal parts (6 metres long each). They are called Playing Areas. Such lines are not part of the areas they delimit.

### Throwing Area:

It is the space between the lateral lines (length) and the outside of the playing area.

This area must be at the same level of the game area, without any obstacles between them that could let the tejos come back to the game area and modify shots. The limits of this area (from 0.50 to 1.50 metres) will be made of the same material and in the same conditions than the limits of the game areas.

### Walking area:

It is the space surrounding all the delimited perimeter (game areas and throwing area). Only the referee and the players can remain in this place during the game. This area must be 1 metre width (minimum) and be delineated by a tape, wire or any other element. If there are two fields together, the space between them must be of 1.50 metres (minimum).

### Corner flags:

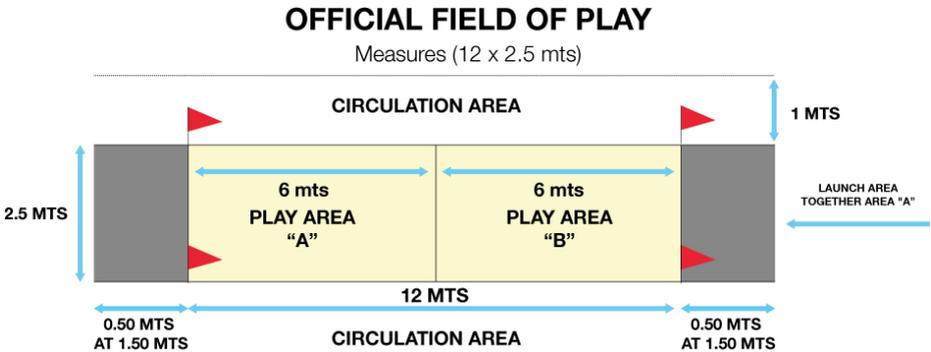
They are non-sharp poles with a flag (made of fabric or canvas) in its end; these poles will indicate there is a field in those places without fence. They are 30-50 centimetres high and will be placed in the lateral lines, at the end of the game area.

The corner flags, just like the lines, are not part of the areas that delimit the field. The referee can place them somewhere else if they affect the normal development of the game (such as stopping the trajectory of a tejo). Additionally, corner flags can be placed in each end of the middle line, 1 metre away (minimum) from the exterior of the lateral lines (walking area limit).

### Air space:

The minimum height to the roof or to the lowest obstacle in an official tejo field must be 5.50 metres in the centre and 4.50 in both heads of the field.

## 1.4 - Illustration



# THE TEJOS AND THE TEJÍN



## 2 - The tejos and the tejín

### 2.1 -Materials and design

The official tejos and the tejín are made of a synthetic material, immutable if exposed to water or sun and with an exclusive design with a straight edge and a rounded one as well.

### 2.2 - Colours

The twelve tejos will be divided into two groups of six, each group with a specific colour. The tejín will have an intense colour so as to contrast with the game area.

### 2.3 - The size of the tejos

Diametre: 119 (+/-) 2mm

Weight: 325 (+/-) 15 g

Height: 23mm (+/-) 2 mm

### 2.4 - The size of the tejín

Diameter: 70 (+/-) 2mm

Weight: 120/140 g

Height: 22mm (+/-) 2mm

### 2.5 - Graphic



## 2.6 - Approved tejos

The official tejos are given by the International Tejo Association through licensees and/or the official store [www.tejoshop.com](http://www.tejoshop.com).

The purchase of approved tejos and official products avoid renegeing on the laws that protect trademarks and patents, generates resources that can be recapitalised in this sport and guarantees a constant growth.

**TEJO SHOP**  
TIENDA ONLINE OFICIAL  
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# THE LENGTH OF THE MATCH

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2

## **3 - The length of the match**

**3.1** - The duration of the match is not timed, it depends on the scoreboard. The matches can be played in its recommended reduced version (12 points) or in its traditional version (15 points). The chosen version must be agreed prior to the competition.

**3.2** - The AIT, through the Tournament Secretary, can set extraordinary lengths of matches with a promotional purpose, for exhibitions and non-official competitions. The modifications in the rules of the game will be exceptional and will be known prior to the beginning of the matches.



ARGENTINA

# THE PLAYERS

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# 4 - The Players

## 4.1 - Tournament Modalities

- Singles (one against one)
- Doubles (two against two)
- Triples (three against three)
- Teams.

Likewise, the players can be male, female, mixed (male and female) and free (any of the previous options).

## 4.2 - Tejos per player

- Singles: four tejos to each player
- Doubles: three tejos to each player
- Triples: two tejos to each players

Each player will have to use the same colour of tejo during all the match.

If the same colour is required by two teams, the team that wins the initial raffle has the right to choose the colour first.

## 4.3 -Official Tournaments: Equipment

**4.3A-** The players must dress sport clothes for the games.

**4.3B-** For doubles, triples or teams, the players must wear uniforms and identify the captain with an armband.

**4.3C-** Each player or team is allowed to use their own tejos in official tournaments (they must be official and approved by the referee).

## 4.4 - Official Tournaments: Duties and Obligations

**4.4A** - The players must obey the referee's decisions.

**4.4B-** When a player is throwing a tejo, the rest of the players from any of the teams must remain within the walking area, between the midfield and the throwing area. They must not cause any disturbance during the game.

**4.4C** -If a team is scoring points in a game and the opposing team has played all its tejos, they can ask the referee to finish the game, even though they still have tejos to play. The referee will finish the game and the winning team will get the points scored.

**4.4D** - At any instance of a match, the captains of any of the teams will be able to ask the referee to measure the distance between the tejos and the tejín. The referee's verdict must be accepted by the players and they will not be able to ask for another measurement of those tejos until some other tejo or the tejín are moved due to the game.

**4.4E** - The players will be able to go and see the shot during their turn without carrying tejos or getting into the game area. They must be authorized by the referee first.

**4.4F** - One of the players, during his/her turn to throw, can ask the referee to clean the tejín or tejos superficially in case they were entirely or partially covered by sand and they were not very visible.

**4.4G** - The players can only enter the game area when the referee finished the game, by announcing its final result. Then, they are authorized by the referee to pick up their tejos.



# DEVELOPMENT OF THE GAME

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# 5 - Development of the game

## 5.1 - Before the game

**5.1A** - Before an official match begins, the AIT Fair Play greetings must be exchanged between the players from both teams and the referee as well.

After that, the referee draws a raffle between the two captains from each team by choosing one of the sides of the tejín. The winner will have the tejín for the first game, will start the first game and will have the right to choose the colour of the tejos.

**5.1B** - Each team will be able to throw the tejos in both ways in order to examine the field before the first game in case they would not have done it.

## 5.2 - The start of the game

**5.2A** - The tejín will be thrown from within the throwing area to the game area on the other side of the midfield. In order to be a valid shot, the tejín must land in the game area where the game is carried out, be placed within the game area and at least 20 centimetres away from all the marking lines.

**5.2B** - The team has two chances to throw the tejín so as to place it in the right way. If this is not possible, the opposing team has one chance to do it. If they can do it, the game continues and they will throw the first tejo; if this is not possible neither, the referee will place the tejín in the middle of the field and the team that threw the tejín in the first place will start the game.

**5.2C** - Once the tejín was thrown in the correct way and according to the regulations, any player of the same team will be able to throw the first tejo.

**5.2D** - If the tejín is thrown within the corresponding area and according to the regulations, but it lands on one of its sides (what it is usually called: 'in a standing position') not on its base, the referee will 'knock it over' in direction to the centre of the game zone.

**5.2E** - Once the game has started, the lines cannot be adjusted or moved, unless they are modified during the game by the movement of a tejo.

**5.2F** - If the tejin is completely out of the marking lines or touches them when it is thrown, the game is over and the team that did not throw out the tejin scores one (1) point. A new game starts (if the match has not finished), the teams change sides and the team that scored the point throws the tejin.

**5.2G** - If the first tejo is played and it is removed because of a foul, the same team should continue playing until it delivers a valid tejo.

### **5.3 - Void tejos**

**5.3A** - If the tejo goes out the playing area touches one of the marking lines or does not reach it when it is thrown, it is considered void and the referee should remove it.

**5.3B** - If a tejo pushes one or more tejos during delivery and they go out the playing area or touch the marking lines, they are considered void and the referee should remove them.

**5.3C** - When a tejo is thrown and, for some reason, it becomes void and, during the trajectory, it moves one or more tejos and/or the tejin, it is the referee who should determine if the team at fault:

a) Wins.

b) Loses although it was considerably benefited to place the next tejos.

c) Was not benefited.

And this is the procedure:

a) **If it wins:** it should remove the void tejo and all the necessary tejos of the team at fault to make the opposing team win.

b) **If it was considerably benefited to place the next tejos:** It should remove the void tejo and one (1) more tejo, the nearest one to the tejin, of the team at fault. If there is no other tejo played apart from the void one, it should remove one of the tejos which has not been played yet (in the cases of double or triple games, the captain chooses the player who gives the tejo).

c) **If it was not considerably benefited to place the next tejos:** only the referee should remove the void tejo out of the court.

In all the cases, the team at fault should throw the next tejo, if it has tejos left, unless there are not any tejos in the court

**5.3D** - The tejo thrown without the referee's permission is considered void. If there are not any alterations of the tejos already played or of the tejin during its trajectory, the referee should remove it. However, if during the trajectory, one or more tejos or the tejin are moved, the referee should proceed as laid down in the preceding article (5.3C).

**5.3E** - The referee should not reconstruct the delivery in any case, it means that the tejo and the tejin remain as they are after the modifications made by a void tejo.

## **5.4 - Special plays**

**5.4A** - In case a foreign body invades the playing area and one or more tejos and/or the tejin are moved, the referee will try to "reconstruct" the preexisting positions; if this is not possible, a new game starts and the previous one is annulled.

**5.4B** - In case a tejo is thrown and it moves other/s and there are no tejos in the court, the team that holds the point should play.

**5.4C** - In case there is no daylight, it rains or any other severe weather condition occurs and the game should be interrupted, the referee should draw a sketch of the tejos played and the tejin for a later resume of the game.

**5.4D** - A tejo or tejin are void if they remain elevated in such a position that it exceeds the marking line projection.

**5.4E** - A tejo or tejin are valid if, at the time of falling down on the playing area, they are within the game area or over a tejo or tejin on it, even when the air trajectory was outside the marking lines.



# MEASUREMENTS

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## 6 - Measurements

**6.1** - The point is given to the tejo nearest to the tejin except if there is a tejo projected over it.

**6.2** - If two tejos, from opposing teams, are at the same distance from the tejin, the turn to go on playing is for the team which equaled the distance. Once both teams played all the tejos, in case equidistance remains, the point or points are for the team which marked first, provided there are not any opposing tejos nearer the tejin.



**6.3** - If a tejo is completely glued to the tejin on of the sides and another tejo is (slightly) over it, the latter wins even if the tejo does not make contact with the tejin.



**6.4** - If two tejos from opposing teams are over the tejin, the winner is the team whose tejo covers or touches a wider area of the tejin. The same rule is applied if the tejin is over the tejos, or if one of the tejos is over and another is under. If some tejos from opposing teams completely cover the tejin, the rule laid down in article 6.2. is applied.



**6.5** - If a tejo is elevated but not enough to overlap the tejin, it is necessary to measure the distance among the nearest points.



**6.6** - When the measures are close, the referee could call a player from each team to witness the measurement without entering the court.

A hand is shown from the top left, dropping small coins into a slot on a blue background. The background is a textured blue surface with several larger, flat, blue coins scattered around. The word "INFRACTIONS" is written in large, white, bold, sans-serif capital letters across the center of the image. Below the text is a horizontal line composed of five colored segments: red, green, blue, yellow, and black.

# INFRACTIONS



# 7 - Infractions

**7.1** - During official matches, it is strictly forbidden to smoke, drink alcohol or use telephones in the playing area. The players at fault will be given an admonishment and/or expelled.

**7.2** - The players should not leave the court without the referee's permission; which can last no more than 15 minutes. If the player does not return within that time period, his team loses the tejos but his team-mate/s can continue.

If a player in a double team is absent or expelled, the team-mate should play the match with four tejos. If a player in a triple team is absent, the team-mates should play the match with two tejos each.

In case the absent player arrives during the match, he should play once the game (hand) is finished.

**7.3** - It is strictly forbidden to pick up and play again a tejo that has already been thrown in the game. If this happens, the referee should benefit the team which has not made the foul and they receive the maximum of points possible per game (4 or 6). A tejo that accidentally drops from the player's hand is not considered thrown.

**7.4** - The players should not carry the tejos along when crossing the middle of the court by the walking area to the playing area. This foul enables the referee to void all their tejos of the game.

**7.5** - The players should not throw more tejos than the corresponding per game (3 or 2 depending if they are double or triple teams). If this happens, the referee should void that tejo and follow the procedures laid down in article 5.3C. If this foul is repeated, the referee should follow article 7.7 if it corresponds. If a player uses an opponent's tejo, it should be void and the tejo mistakenly thrown is given back to the other team

**7.6** - The player should not step with any of the feet on the marking lines of the playing or delivery area when throwing the tejo or tejin. He should remain in this position till the tejo or tejin makes contact with the ground; otherwise, the delivery is void and the game continues as the rules indicate in case of void throws. (See article 5.3C).

**7.7** - If a player intentionally gains advantage in an unlawful and/or unfair way, the referee should give the points of the game to the team that did not make the foul, with a result of 4 or 6 to 0 as appropriate. In case this attitude of the same player or any other team-mates is repeated during the match, the referee should give the points of the match to the team that did not make the foul, with a result of 12 or 15 to zero as appropriate.

**7.8** - It is strictly forbidden to move or pick up the tejos within the playing area without the referee's permission; once the game is finished, he should say: "pick up". If a player moves or picks up one or more tejos, own or opposite, and this unables the referee to measure them, the opposing team receives 3 points or more if the referee thinks they could have been winning more tejos

**7.9** - Those teams whose players are not present at the starting time (there are 15 minutes of tolerance) should lose the match in 12 or 15 to 0 as appropriate.

**7.10** - It is forbidden to throw a tejo or tejin without the referee's permission, who authorizes orally or showing a signal, card or color of the playing tejo.



# THE REFEREE

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# 8 – The referee

## 8.1 - Definition

The referee is the sport authority to enforce the rules and ensure an atmosphere of respect among the players during the match.

## 8.2 - General regulations

**8.2A-** Each official match should be supervised by a referee with the authority to enforce the Game Rules during the match.

**8.2B-** The referee can be assisted by a referee coordinator or a licensed general referee who can make resolutions as well. In case of any game discrepancies, the main referee's interpretation prevails.

**8.2C-** The official referees should be enabled by the Secretary of Referees of the ITA.

**8.2D-** The referee's decisions as regards the game are final and definitive. The referee can only change his decision if he realizes it is incorrect or necessary after an indication from the assistant referee or overseer but if he has not continued the game or finished the match.

**8.2E-** The referee is the only authorized person to correct or return a tejo or tejin to its place in case they have been moved accidentally during measurement or another game situation.

## 8.3 - Duties and obligations

**8.3A-** Before the beginning of the match, the referee should observe if the tejos, the tejin, the court and the rest of the elements meet the rules. Otherwise, the match is cancelled unless he believes the actual failures are minimum or can be overcome shortly. This situation, as well as any others the referee considers relevant, should be included in the final report.

**8.3B-** The referee should not start or continue the match if there are people who do not belong to the participating teams within the court.

**8.3C-** He should report the partial result of the match or game to the players at the end of each game and when they ask.

**8.3D-** He should interrupt, cancel or leave the match when he considers appropriate if the rules are broken or an external interference occurs

**8.3E**- He should take disciplinary measures against the players at fault worthy of admonishment or expulsion.

**8.3F**- He should warn and/or penalize the player who in a way disturbs the adversary at the moment of delivery.

## **8.4 - Equipment**

**8.4A**- The referees of the match should wear uniforms.

**8.4B**- They should measure using the most appropriate elements available.

**8.4C**- They should use yellow and red cards to book or expel players regarding the rules and their judgment.

**8.4D**- In a final, they can use a whistle to start, interrupt, continue or finish the game.

## **8.5 - Validation**

The official tejo referees have a regulated preparation supported by the Secretary of Referees of the International Tejo Association.

# ANNEX



# Annex

**A** - These Tejo Rules cannot comprise all the potential situations that may occur in a match or rule every administrative matter. For those cases not regulated by a specific article of the rules, it may be necessary to make the best decision after studying similar cases described in it. This decision should be taken by the general referee and it is definitive.

**B** - AIT Rules Secretary constantly controls the game and the rules, and suggests modifications when they are necessary to the Board of Directors, who also consults to its members.

Every AIT member can submit forms, suggestions or proposals to alter the game rules. They should be sent by e-mail to [info@aitejo.com](mailto:info@aitejo.com) where the corresponding Secretary evaluates them.

**C** - AIT should write specific rules for special tournaments and championships by means of the Game Rules Commission. These rules are made public at enrolling time.

**D** - AIT, by itself or when one or more interested parties require, can approve some rule modifications to check them in a specific number of tournaments or events, or for a specific time period. These modifications are not included in the published rules and the authorized experiment result should be reported to the ITA.

**E** - AIT wants to thank the Amateur Tejo Referees Union for participating in the elaboration of these rules.

**F** - Next update: January 2019



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