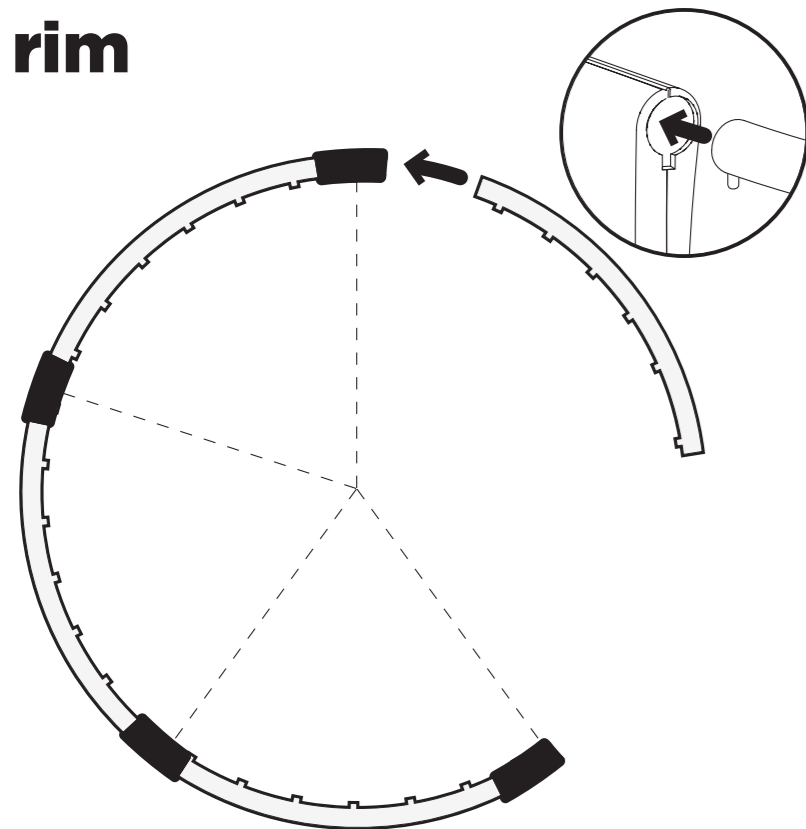


Hate reading instructions?

We do too. However, you'll need to learn the finer points if you're going to master this game. Review this side to assemble, then flip for step by step instructions for world Spikeball™ domination.

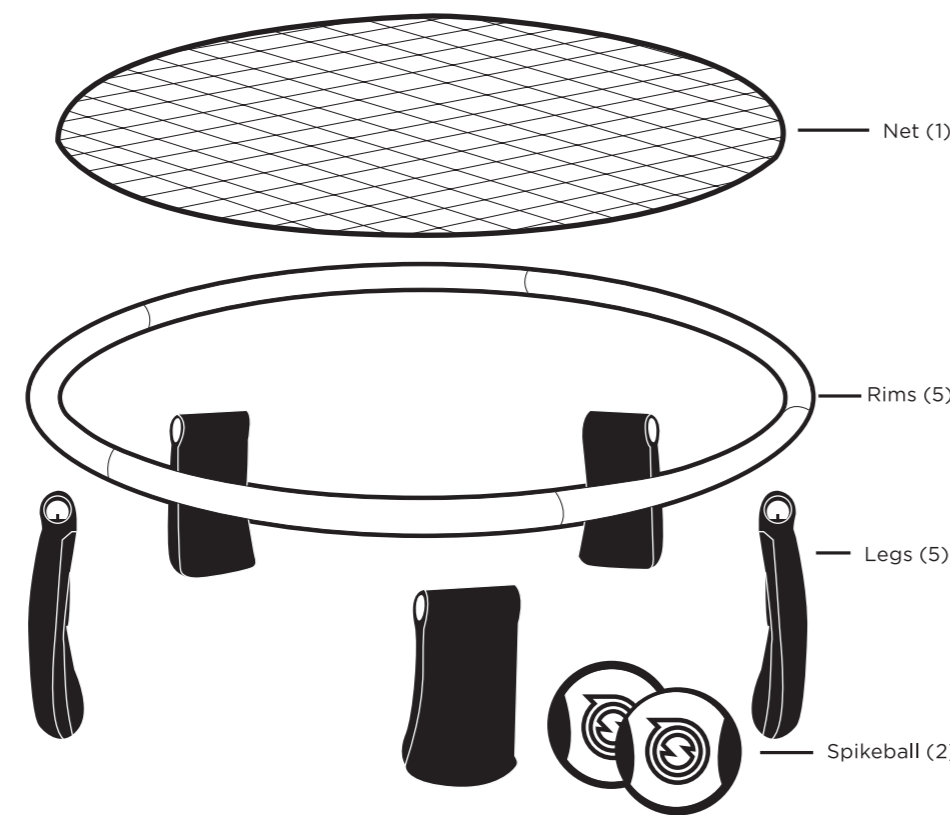


1. rim

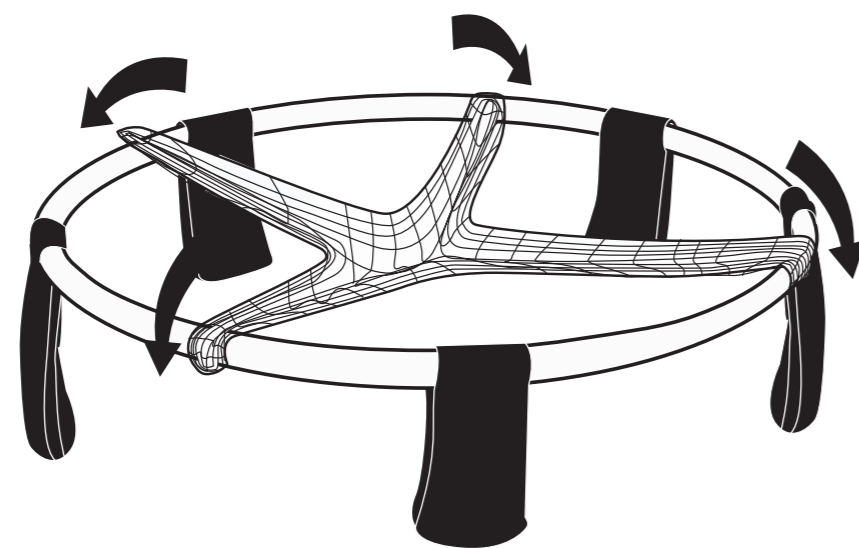


Insert rim segments into leg openings to make a 360° circle

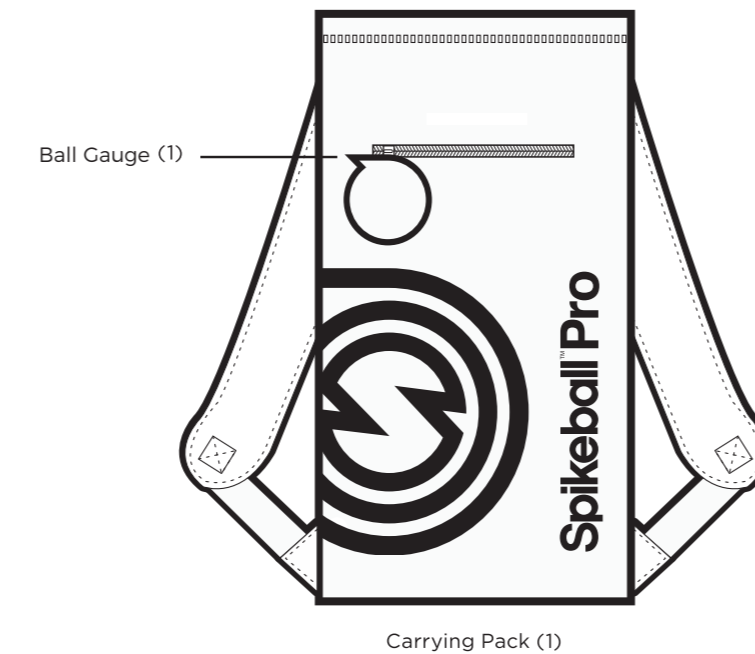
What's in the box?



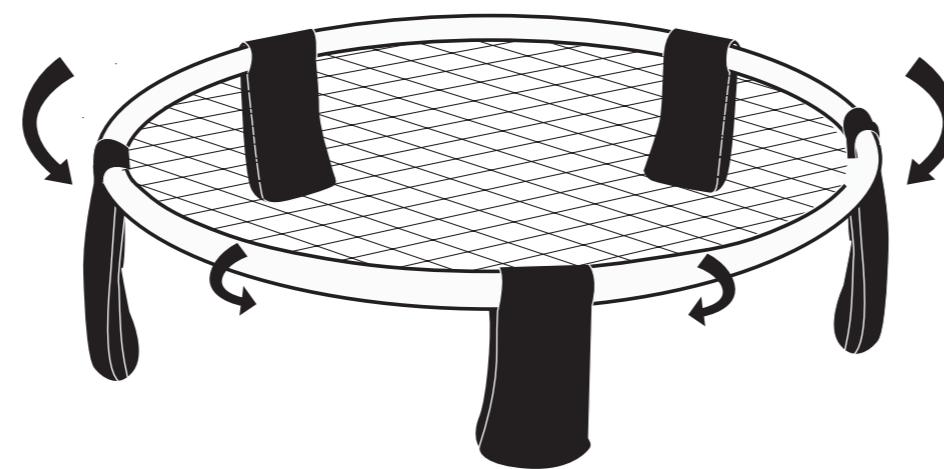
2. net



Spread out the net and attach it to the hooks in 4 places, making an "X" shape with the net. Note that the net goes over the rim and attaches to the hook underneath.



3. done



Continue attaching the net to the remaining hooks until it looks like this. Your Spikeball set is complete and you are ready to mix it up. Flip this page to learn the finer points of the game.



Congrats! You've just made the most important purchase of your life. OK, maybe not that big but you're going to love Spikeball™ if you haven't already fallen in love with your friend's set. Beach is the preferred court but also give it a try in a Gym, Lawn, or even in the Snow.

It's a sweeet game wherever you play.

What do I need?

Requirements

- 1 assembled Spikeball™ set and ball
- 4 players (two teams of two)
- Beach, backyard or Spikeball™ court

How do I play?

Teams

Two teams of two (four total). Each team starts on opposite sides of the net.

Gameplay

Standing at least 6 feet from the net, Team One serves by tossing the ball in the air and spiking it down on the net towards Team Two. Team Two has 3 hits (ie, bump, set, spike) between them before they have to spike it back on the net. Note: You do NOT have to use all 3 hits. This continues as a rally until one team cannot return the ball. To determine who serves first, teams should volley for serve or play rock, paper, scissors.

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Important: Once the ball is in play there are no longer "sides." Players can run or hit the ball in any direction.

Rotation

If the serving team wins the point, the server switches starting positions with their partner before serving to start the second point. This ensures that the server is serving to both opponents. The server will continue serving, and rotating with their partner, until they lose the point.

Scoring

A team is awarded a point when their opponent cannot return the ball onto the net within their 3 hits. 1st team to 21 wins (must win by two). Use rally scoring.

What about...

- To avoid a brawl, the opposing team must always put forth an honest effort to get out of the way of the 'hitting' team. If someone is in the way, it's called a 'hinder' and the point is to be replayed.
- If your shot hits the rim, it's called a 'Rimmer' and the other team gets a point.
- If your shot hits a 'pocket' (a shot that sort of hits the rim and sort of hits the net) you keep playing. If there is disagreement as to whether it was a 'Rimmer' or 'Pocket', you should do the point over.

• If the ball does not bounce off the net with a single bounce, it is the other team's point. It must clear the rim in order to be good.

• Body shots are legal. You can not keep 'juggling' the ball with your feet or hit it numerous times on your body. 1 body shot and then it must go to your partner or on the net. This rule has caused quite a bit of controversy on the Spikeball™ circuit. Proceed at your own risk.

Important: For Adult use only (keep away from small children); do not jump on Spikeball™; do not eat Spikeball™ parts; do not stare at Spikeball™; do not taunt Spikeball™; do not sleep with Spikeball™. Consider yourself warned.

Still don't get it?

Please remove your head from your @%(7(T(and visit Spikeball.com. You'll see some videos and photos that should clarify the easiest sport to learn and the most difficult to master. Again, congrats on the best purchase of your life. Now, act like you deserve it, and start practicing!

See you on the court,

-Spikeball™ Chris