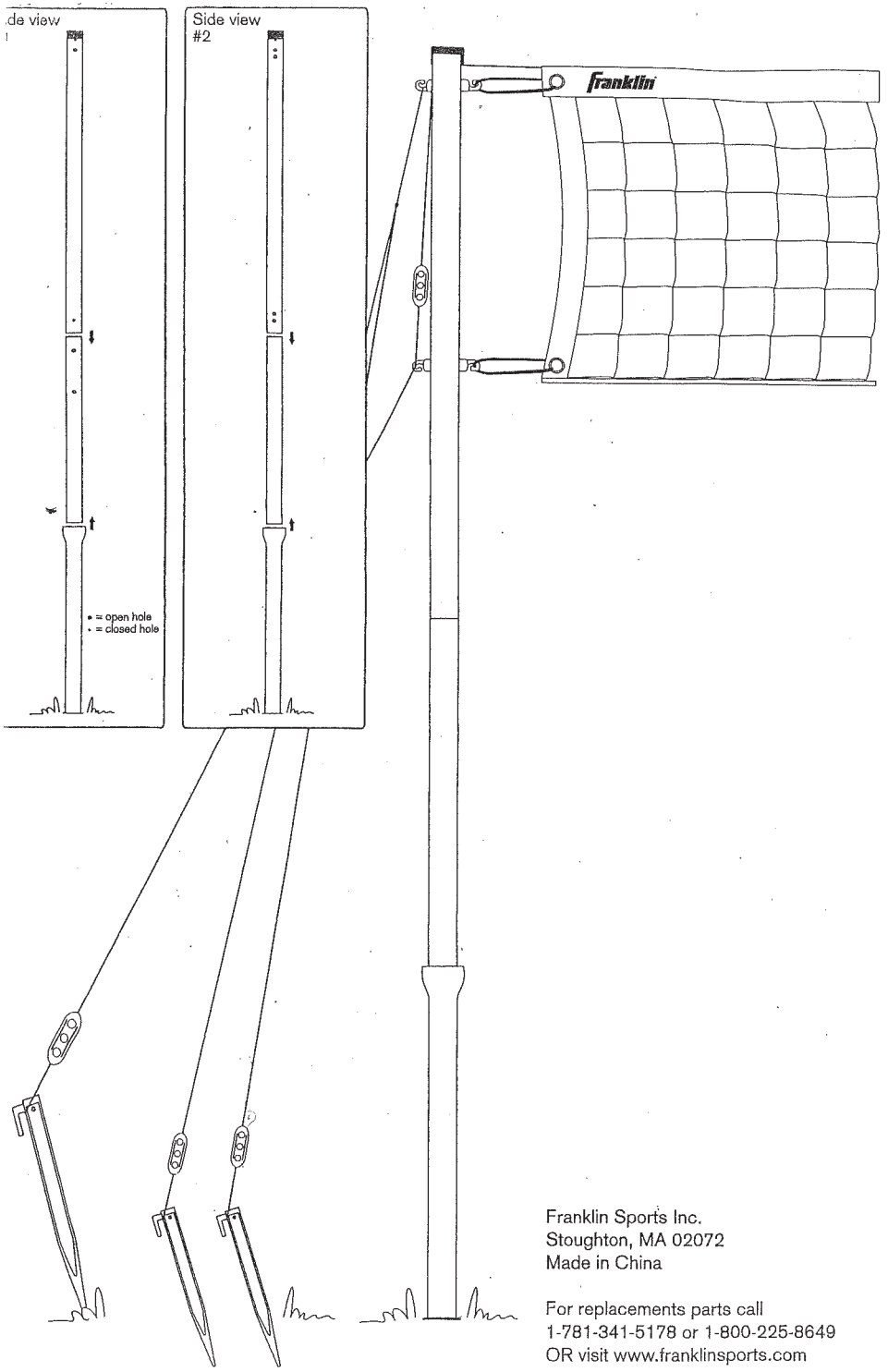

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Franklin®

RECREATIONAL

VOLLEYBALL/BADMINTON

UPDATED: JULY 2011
Item # 13078

ASSEMBLY INSTRUCTIONS:

Remove all contents from bag near the area where you will be playing. Set up will require two people.

A. Begin by assembling both poles (see illustration on back).

B. Person #1 -- Hold one of the poles upright; pole should be resting on pole base insert at a 90 degree angle from the ground.

C. Person #2 -- Attach the plastic hook of the double guy rope to the top hole of the top pole. Holding both ropes, walk away from the center of the pole, then walk one of the ropes 5ft (1.5m) to the left of dead center, and the other rope 5ft (1.5m) to the right of dead center. Ground stakes should be put into the ground at a 45-degree angle from the pole.

D. Attach the plastic hook of the guy rope to the hole in the middle pole and put the ground stake into the ground so that the guy rope runs opposite the net and at a 45-degree angle from the pole. (The middle guy rope stake should be 5ft (1.5m) from each top guy rope stake.)

E. Take the two black bungee hooks and attach one to each set of double-holes on the top pole.

F. Hold the net so that the Franklin logo is on top.

G. Attach the opposite ends of the black bungee hooks to the holes in the corners of the net.

H. Take the white rope that runs out from the top of the net and run it through the indents at the very top of the assembled pole. Then run that rope down the side of the pole and attach its plastic hook in the same hole as the guy rope.

I. Adjust the guy rope tension clips to remove all slack from the ropes. Start with the top guy ropes first, then do the middle guy rope, and finally the white net guy rope. (Do not over-tighten lines.)

J. Place black pole cap on top of assembled pole to hold rope in place.

K. While Person #1 remains holding the completely assembled pole, Person #2 can now go to the opposite pole and attach the net to that side.

L. When Person #2 has the second pole upright and far enough away that the net is taut, Person #1 can let go of the first pole and repeat steps C through J for the second pole.

M. When the second side is completely assembled, readjust all guy ropes as needed.

N. Net tension clips can be adjusted at this time, if necessary.

BADMINTON-RULES OF PLAY:

COURT– Service lines are 15ft 6in (4.7m) from the back court lines. The net is set at 22ft (6.7m) from the back court lines.

POSTS– The posts shall be 5ft 1in (1.55m) from the ground and shall be placed on the side boundary lines of the court.

NET– The net shall be firmly stretched from post to post. The top of the net shall be 5ft (1.52m) in height from the ground at the center; 5ft 1in (1.55m) at the posts.

PLAYERS– A doubles game shall have two players to a side; a singles game shall have one player to a side.

TOSS– The side winning the toss shall have the options of:
a) serving first; or
b) receiving; or
c) choosing a particular end of the court.

OBJECT– You win a rally (serve) if you hit the shuttle over the net and onto the floor of the opposing side's court. You lose a rally (serve) if you:
a) hit the shuttle into the net;
b) hit shuttle over the net but outside of the opposing side's court;
c) if the shuttle touches you or your clothing;
d) you hit the shuttle before it crosses the net.

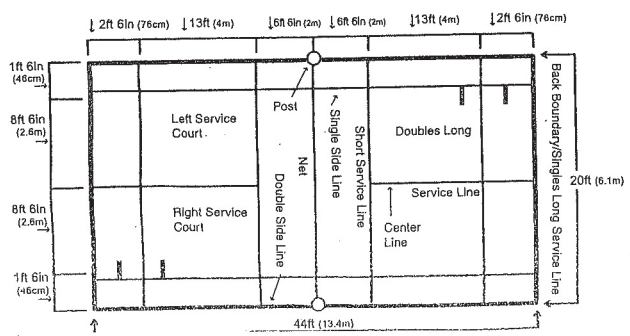
SCORING– A match is comprised of the best of three games. A game starts at "love-all" (0-0). If the serving side wins a rally (serve) they score a point and they serve again but from an alternate service court. If the receiving side wins the rally no points are awarded and the service passes to the next player in line. In singles the next player is the opponent. In doubles it is either the partner of the first server or if both players have just had a turn at serving the serve goes to one of the opponents. 15 points are needed to win a game. However, if the score reaches 14-14, the side which first reached a score of 14 can choose to play to 15 of to set the game to 17 points. The final score reflects the total points won before setting plus the points gained in setting.

SERVING– Service courts are slightly different for singles and doubles. A shuttle that lands on the line is considered "in." The server and receiver stand opposite one another in diagonal service courts. Always right hand at the start of a game. Once a serve has been made the players may move anywhere on their side of the net. Serves are always underhand in delivery and the receiver must stand still until the serve has been made. In doubles, future serves are then made from alternate service courts to alternate players. In singles, both players shall change service courts after each point.

FAULTS– A fault by a player of the side which is "in" puts the server out; if made by a player whose side is "out," it counts as a point to the "in" side.

It is a fault:
a) If in serving, the shuttle falls into the wrong service court, or falls short of the short service line, or beyond the long service line, or outside the boundary lines.
b) If the server's feet are not in the service court from which the service is being made, or if the feet of the receiver are not in the service court diagonally opposite until the service is delivered.
c) If, when the shuttle is "in play," a player touches the net or its supports with racket, person, or clothing.
d) If the shuttle is hit twice in succession by the same player; is hit more than once; or is held on the racket during the execution of a stroke; or if the shuttle is hit by a player or his partner successively.
e) If the server, in attempting to serve, misses the shuttle, it is not a fault, except if the racket touches the shuttle, then a service is thereby delivered.

BADMINTON RULES / COURT



VOLLEYBALL-RULES OF PLAY:

COURT– The sizing of a volleyball court is recommended to be 15ft (4.6m) x 40ft (12.2m). The width of the court is determined by the size of the net used. The service areas must be a minimum of 6ft (1.83m) in back of the end lines. If the playing area does not provide for such a depth, then the serving area may extend into the court to whatever distance is necessary to provide such a minimum service area.

NET– The net should be stretched across the center of the playing surface, separating the two courts.

PLAYERS– Each team will consist of no more than six persons, with each side having an equal number.

POSITIONS– Each player must be in his own position before the ball is served. After the server strikes the ball, each player may cover any section of the court.

SERVICE– Each player will serve in turn and continues to serve until side is out. When serving, the ball must go over the net.

ROTATION– After a team has lost its serve, the team receiving the ball for the first serve will, before serving, rotate one position clockwise.

VOLLEY– The ball may be volleyed only three times from one team member to another before returning it over the net. During this volley, a player may not hit the ball twice in succession. One or both hands may be used.

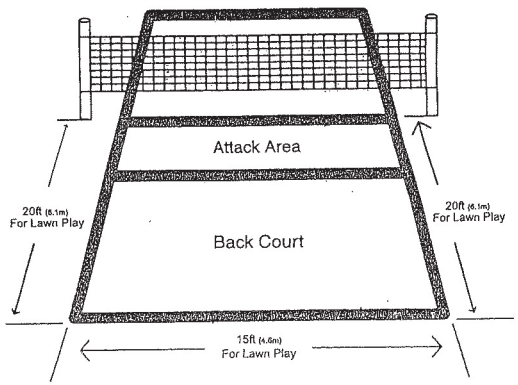
FOULS –
a) Holding the ball or throwing it.
b) If the ball touches any part, except the hand or forearms.
c) Touching the net with any part of the body or hands, or reaching over the net.
d) If a player plays out of position when the ball is being served.

ERRORS – When a player, while the ball is in play:
a) Does not clearly hit the ball or allows the ball to come to rest on any part or parts of the body.
b) Hits the ball out of the boundaries of the court.
c) Allows the ball to hit the floor, or any object outside or over the court (except the net), before being legally returned to the opponent's court.
d) Touches the ball twice in succession.
e) Fails to make a good serve.

PENALTY – The penalty for fouls or errors committed will be "point" or "side out," as the case may be.

RALLY POINT SCORING – A point is scored for the opposing team when the serving team fails to serve properly, fails to return the ball, or commits any other fault. The serving team scores a point if the opposing team fails to return the ball, or commits any other fault. Whichever team wins the rally scores a point and gains or reserves the right to serve.

CHANGE SIDES – The teams change sides when one team has scored 8 points.

GAME – The game will be played up to 25 points with a two point advantage. A match consists of two out of three games.

VOLLEYBALL COURT DIAGRAM