

TETHERBALL

Item # 50301

GAME RULES AND COURT LAYOUT

RULES OF THE GAME:

The player who serves first is chosen by lot. After the first game the winner serves first. One player stands in each court. The server starts the game by tossing the ball into the air and striking it any direction, the opponent may not strike the ball until it passes on its second swing around the pole. As the ball travels, each player tries to hit it in an effort to wind the rope completely to the end of the spiral coil. The first player to do so in the direction of their play, wins the game. During the game each player must remain in their own playing zone.

TETHERBALL FOULS:

1. Hitting the ball with any part of the body.
2. Stopping continuous play by holding or catching the ball.
3. Touching the pole with any part of the body.
4. Interfering with the progress of the game by hitting the rope.
5. Playing the ball while standing outside of the playing zone.

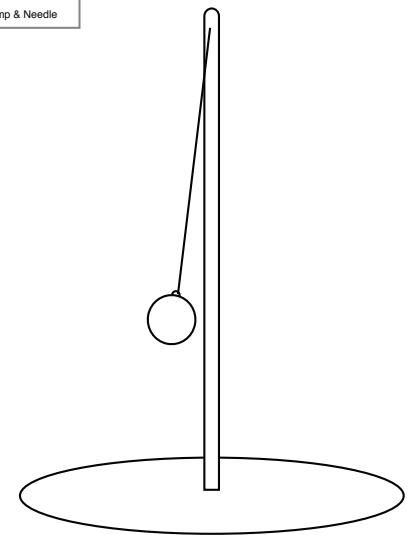
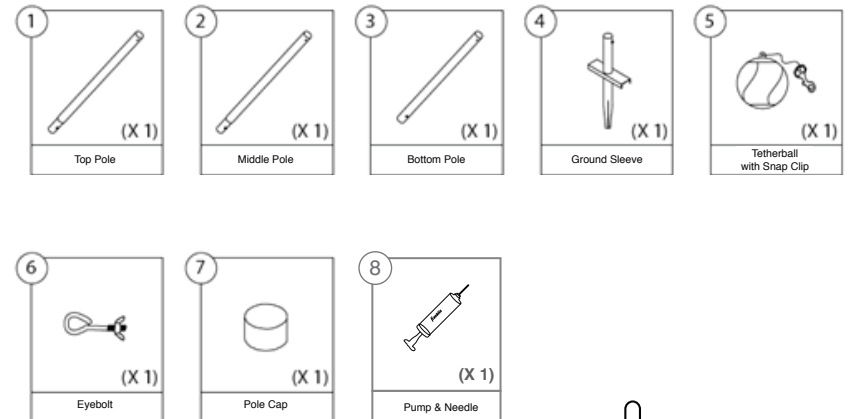
PENALTY:

A player who commits any of the fouls listed above forfeits the game to their opponent. Play stops immediately after a foul has been committed.

SCORING:

The game is won by the player who last winds the rope completely around the pole or by forfeit because of a foul committed by their opponent. A set consists of four games won.

PARTS LIST:



⚠ WARNING:
 CHOKING HAZARD --Small parts.
 Not for children under 3 yrs.
 Adult assembly required.



Franklin Sports, Inc.
 Stoughton, MA 02072

For replacement parts call: 1-800-225-8649

MA residents call: 781-341-5178

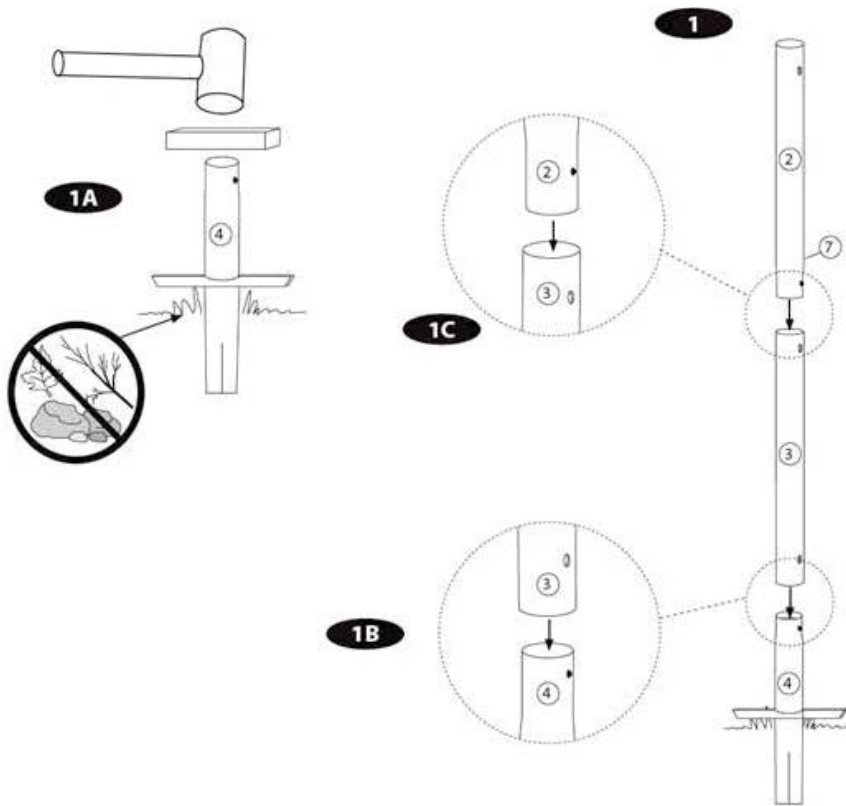
or visit

www.franklinsports.com

ASSEMBLY INSTRUCTIONS: (Refer to the Parts Guide).

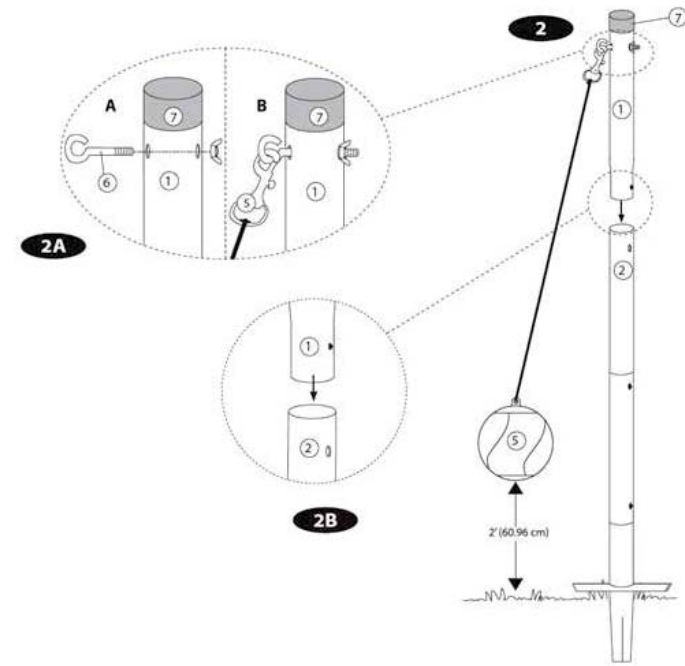
STEP 1

- [1A] Make sure the ground is soft and clear of rocks or any other obstructions. With a rubber mallet and a block of wood (both not included), gently hit the Ground Sleeve (#4) into the ground.
- **NOTE:** To assemble your set in a more permanent fashion, secure the ground sleeve into a one foot square base of concrete or drill a 12in deep hole in a hard surface (not shown).
- [1 & 1B] Insert the Bottom Pole (#3) onto the Ground Sleeve (#4) until the button locks into place.
- [1 & 1C] Repeat the same for the Middle Pole (#2).



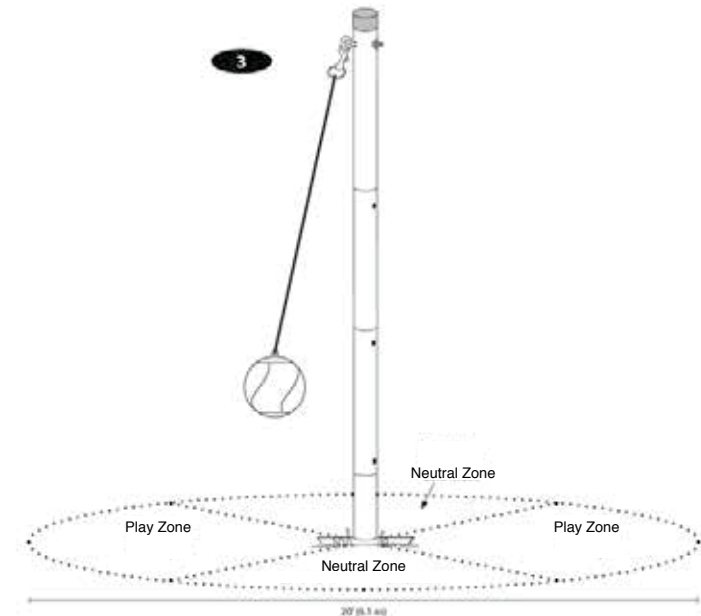
STEP 2

- [2A] Attach the Eyebolt (#6) into the Top Pole (#1). Attach the Snap Clip with Tetherball (#5) to the Eyebolt (#6).
- **NOTE:** The ball should hang approx. two feet from the ground.
- [2 & 2B] Attach the Top Pole (#1) to the Middle Pole (#2).



STEP 3

- The court should be set up in a circle 20 feet in diameter which is divided into two playing zones.
- **NOTE:** If dividing the circle in degrees, draw a straight line between 60° and 240°, and also between 120° and 300° (between 2 and 8 o'clock and between 4 and 10 o'clock of a clock's dial).



- **WARNING:** It is recommended that the tetherball be stored indoors after use. Do not hang from or pull on the pole as permanent damage may result.