

Parts:

- A** One carrying bag
- B** One top pole
- C** One middle pole
- D** One bottom pole
- E** One tetherball with rope and hook
- F** One pump
- G** One bottom pole sleeve

Court Setup:

Playing areas can vary—the diagrams below represent suggested sizes for courts. Adjust the court to fit your players' needs and comfort levels.

- Designate a court area with a 16–20' diameter for play. **Figure 1.**
- Dig a 12" deep hole in the center of the court, 18–24" in diameter.
- Place the bottom pole sleeve **G** in the hole. Tightly pack the hole up to half of the bottom pole sleeve **G** with dirt and/or gravel. Fill the remainder of the hole with cement while keeping the bottom pole sleeve **G** at a 90° angle to the ground. The bottom pole sleeve **G** should protrude up to ½" above the ground. **Figure 2.**
- With the holes on top, insert the bottom pole **D** into the bottom pole sleeve **G**.
- Connect the middle pole **C** to the bottom pole **D**, and then connect the top pole **B** to the middle pole **C**. Ensure that each pole locks into place.
- Clip the hook of the tetherball **E** to the loop on the top pole **B**.
- Inflate the tetherball **E** with the pump **F** if necessary.

Rules:

- The player serving first can select a direction to hit the ball.
- The receiving player hits the ball back in the opposite direction.
- The objective is to hit the ball in your direction so the rope wraps completely around the pole.
- Alternate Play: After serving, the server cannot touch the ball again until the rope is wrapped around the pole four times or the opponent touches the ball.

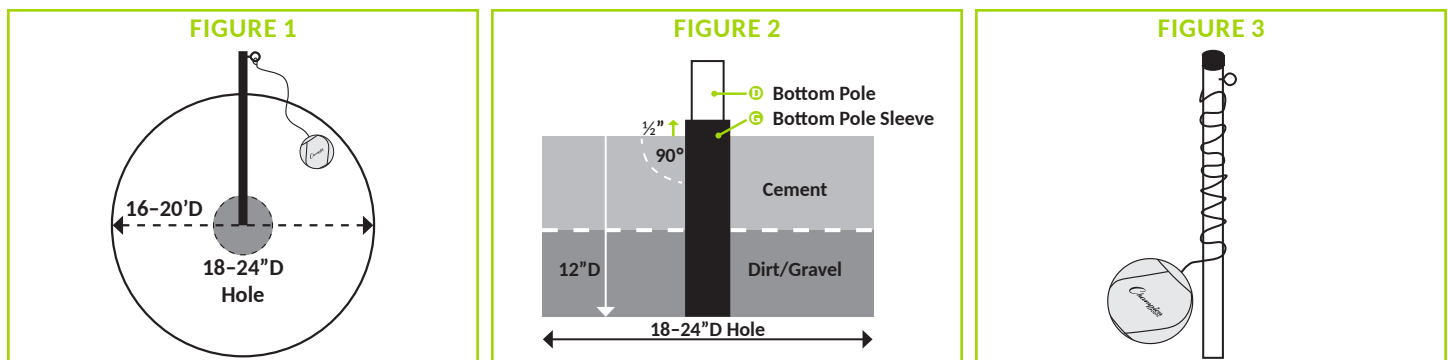
Scoring and Winning:

- One point is awarded to a player for wrapping the rope as far around the pole as it will go in their direction. **Figure 3.**
- The player with the highest score after seven games is the winner.

Penalties:

If any of the following unintentional penalties occur, the game is paused, the ball is returned to where it was wrapped when the penalty occurred and the other player takes over the serve.

- Crossing to the opponent's side.
- Double hitting: striking the ball more than once before it wraps around the pole or the opponent hits it.
- Hitting the ball with any part of the body other than the hands or arms.
- Holding or catching the ball.
- If a player grabs the pole or if a player commits three unintentional penalties in one game, that player loses the game.



WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury. Please carefully inspect your new tetherball set to ensure all parts listed above are included. Cement is required for proper installation of this product; it is not recommended to install the bottom pole without cement.