



# DTBSET DELUXE TETHER BALL SET

## Features:

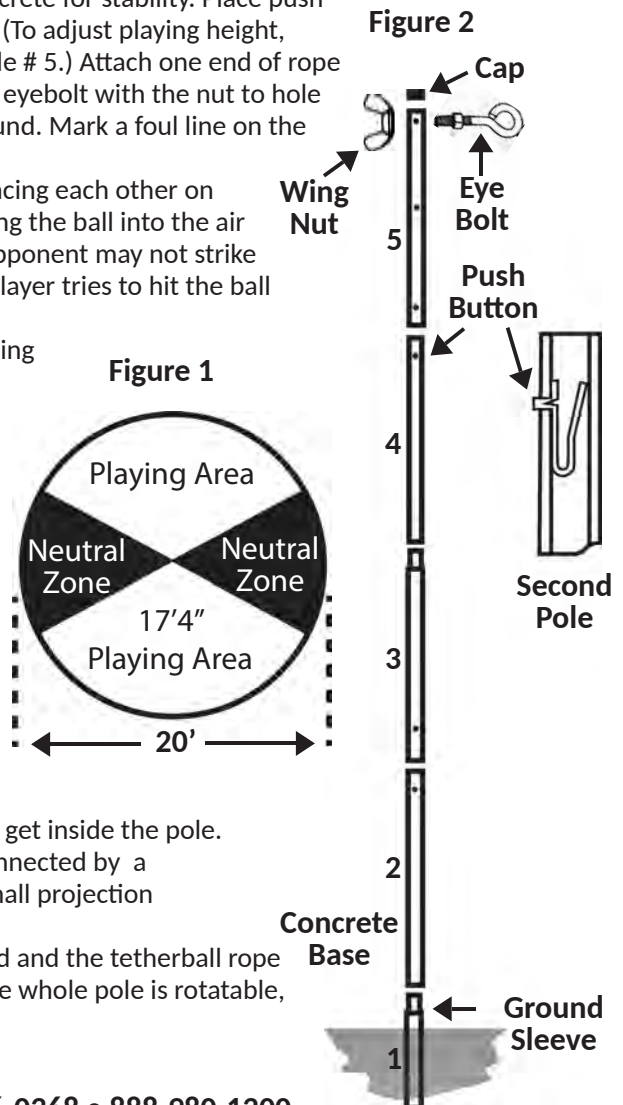
- Official size rubber tetherball on a durable 102" nylon rope
- Includes three 1.5" steel telescopic 24" poles
- 6" inflating pump and needles
- 12" ground sleeve
- Carrying bag with inner box



## Instructions:

The Champion Sports Deluxe Tetherball Set has everything you need to set up a game of tetherball at the park, campsite, or even at the beach.

1. Lay out a circle 20 feet in diameter. Inside the circle, locate two points 7 feet 4 inches apart. From these points draw two lines through the center of the circle. The tetherball pole should be placed directly in the center of the court. (Note: Drawing the court layout lines is optional.) **Figure 1**
2. The poles are numbered from 1 to 5 for easy assembly. Place the ground sleeve (short pole #1) in the ground, so it projects about 1" above the ground. The ground sleeve must be anchored in concrete for stability. Place push buttons inside holes in poles #2 and #4. Assemble poles as per diagram. (To adjust playing height, depress pushbutton in pole #4 until it aligns with the desired hole in pole #5.) Attach one end of rope securely to the ball and the other end of the rope to the eyebolt. Attach eyebolt with the nut to hole in the top hole of pole #5 so that ball is suspended 3 feet above the ground. Mark a foul line on the assembled pole 4 to 5 feet above the ground. **Figure 2**
3. Rules: A toss of the coin will determine who serves first. Players stand facing each other on their respective side of playing area. The server starts the game by tossing the ball into the air and striking it with their hand or fist in the direction they choose. The opponent may not strike the ball until it passes them on its second swing around the pole. Each player tries to hit the ball to wind the rope completely around the pole. The player who winds the rope completely around the pole to the foul line wins the game. During the game, each player must remain in their playing area.
4. Scoring: The game is won by the player who winds the rope completely to the foul line or if a foul is committed by their opponent as described below. A set consists of four out of seven games.
5. Fouls:
  - Hitting the ball with any part of the body other than hands or forearms.
  - Stopping continuous play by holding or catching the ball.
  - Touching the pole with any part of the body.
  - Playing the ball while standing outside of the playing zone.
  - Stepping on the neutral zone lines.
  - Throwing the ball.



**Note:** When the set is not in use you can place the cap from the top pole onto the ground sleeve which is cemented in the ground so debris will not get inside the pole. Please refer the diagram and you can see the pole #4 - #5 & #2 - #3 are connected by a push button (locked), and the pole #3 - #4 & #1 - #2 are connected by a small projection the is rotatable.

When using the push button and lock in all sections, the whole pole is fixed and the tetherball rope may twine on the pole or pull the top eyebolt too hard. However, since the whole pole is rotatable, the rope will not twine on the pole and the tetherball can whirl smoothly.