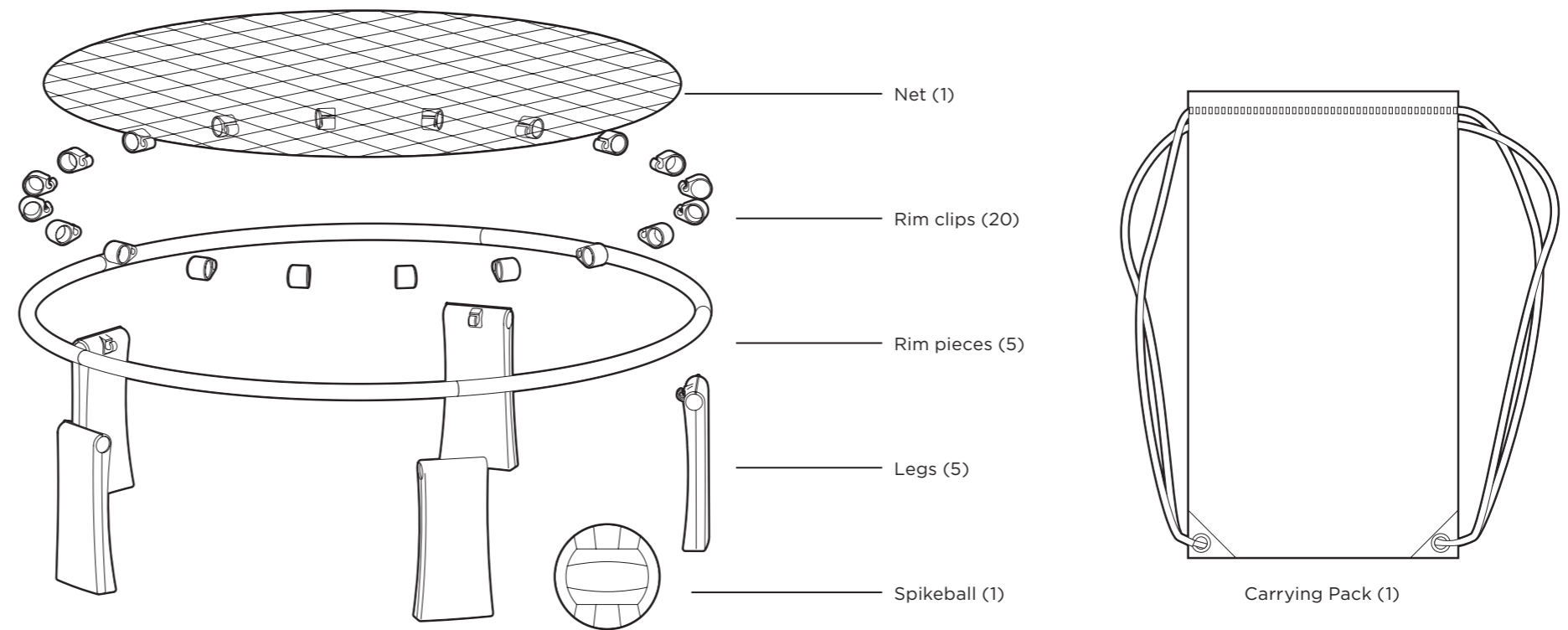


Hate reading instructions?

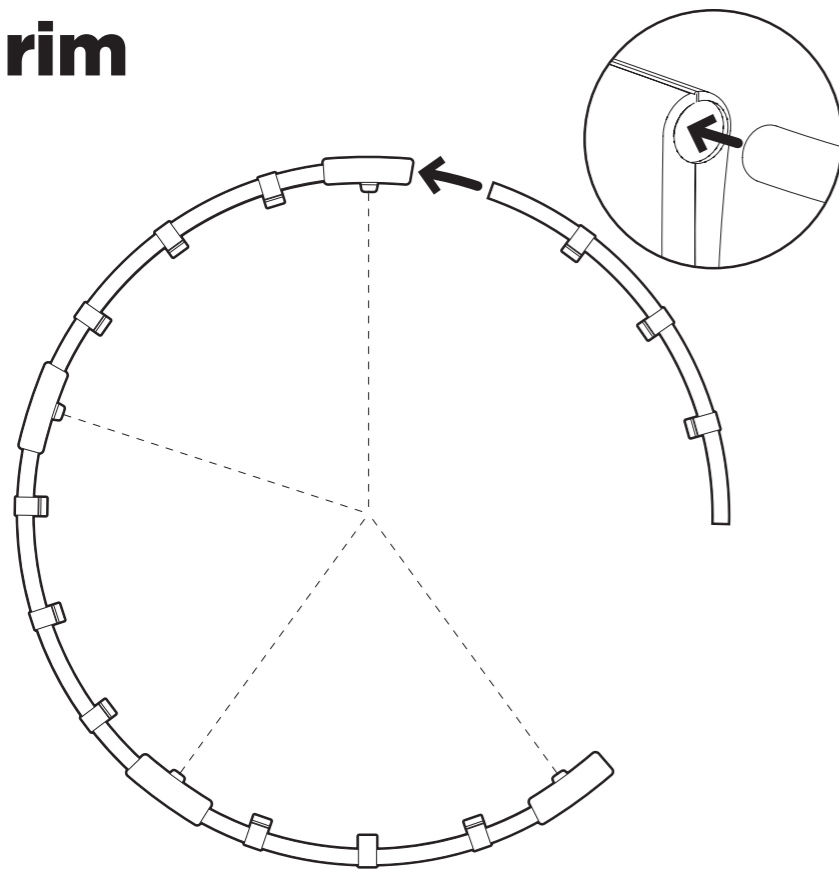
We do too. However, you'll need to learn the finer points if you're going to master this game. Review this side to assemble, then flip for step by step instructions for world Spikeball domination.



What's in the box?

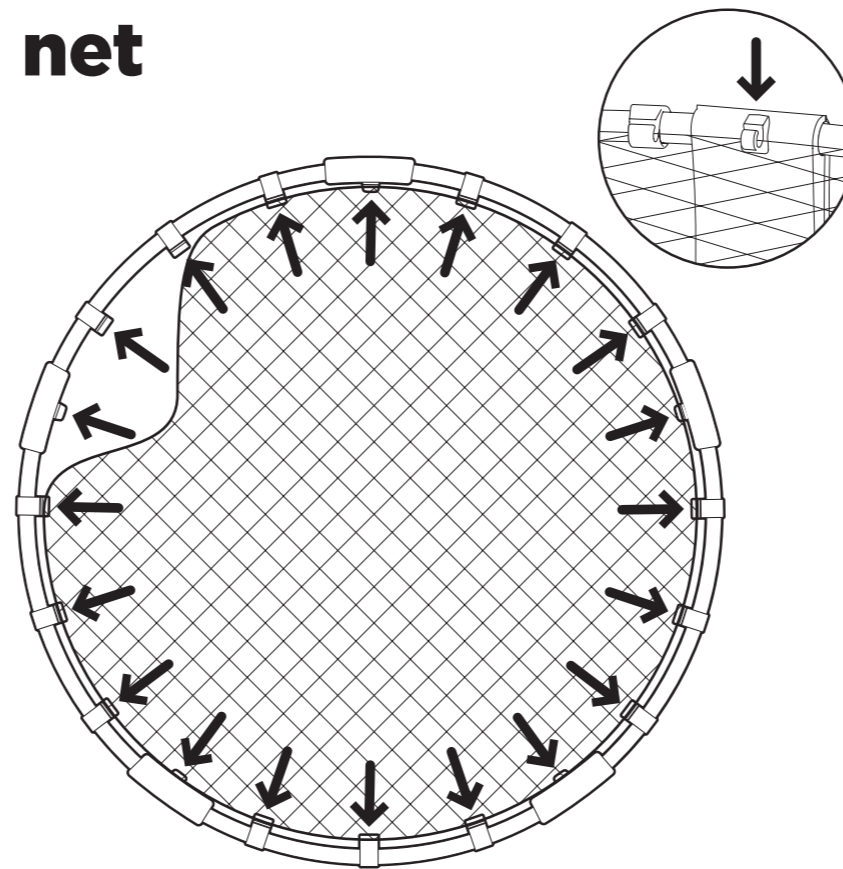


1. rim



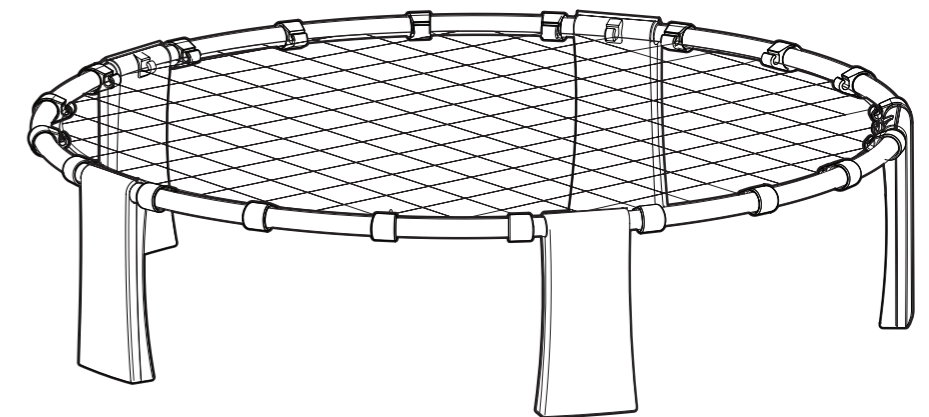
Insert rim segments into leg openings to make a 360° circle.

2. net



Hook your net to the rim clips and leg hooks. To tighten the net just stretch it tighter and clip in place. This may be necessary as the net stretches with use. Please make sure your net is tight prior to beginning.

3. done



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 sweeeeet 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.

Serving

Team One serves by hitting the ball off the net towards Team Two. Team Two has up to 3 hits between them before returning the ball to the net. (Note, it is NOT required that you use all 3 of your hits.) This continues as a volley until one team can not return the ball. Side-out scoring is used (you can only score when serving).

To determine who serves first, the teams should volley. Once the game has begun, each team alternates serves between players.

Important: Once the ball is in play there are no longer "sides". Each team member can run anywhere at any time. Teams switch serving sides once the first team has reached 11 points. The first team to 11 points usually has the most trash talking at this point.

Serving etiquette

There are two schools of thought on serving. The "GET IT IN PLAY" serve means the serve should be easy enough that the opposing team can return it with little effort. This style encourages longer, more competitive rallies.

The second option "BRING THE HURT" serve means anything goes, hit as hard or as soft as you like. This method gives the serving team the advantage and makes the game more competitive.

There is no right or wrong in these two methods. Choose one that works for you and your crowd and get playing.

Scoring

1st team to 21 wins (must win by two). Use side-out scoring. If your team served and the other team cannot return your shot, you've won a point.

Note: You can only score when serving.

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 a solution is unclear, the point becomes a do-over.

- If your shot hits the rim it is known as a "Rimmer" and is side-out.
- If your shot hits a "pocket" (kind of on the net and kind of on the rim) you do the point over. Sorry, we don't have a clever name for this type of shot, call it a "Pocket".
- If the ball does not bounce off the net, the point is side-out.
- In order for the ball to be in play, after hitting the net, it must clear the rim. If it doesn't it is side-out.
- Body shots are legal... for the most part. You can not use your legs but if needed you can use forearms and chest. 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 sleep with Spikeball.

Still don't get it?

Please remove your head from your @&*# and visit spikeball.com. You'll see some videos and photos that should help you understand the easiest game to learn and the hardest to dominate. Again, congrats on the biggest purchase of your life.

See you on the beach, *Spike On!*

Share your Spikeball stories at spikeball.com