



PARK & SUN SPORTS®

www.parksun.com • 800-776-7275

SPECTRUM SERIES INSTRUCTIONS

Models:

TS-CL

TS-2MS

Set Name:

Spectrum® Classic

Spectrum® 2000



*TS-CL - Spectrum® Classic Shown

2150 S Tejon St • Englewood, CO 80110
office 303.935.8449 • fax 303.935.8872

SPECTRUM SERIES



Spectrum Sets Include

1. Telescopic, push button, aluminum poles
2. Three height adjustments: 8' Men, 7'8"
3. Co-ed, 7'4-1/8" Women
4. 3' x 32' professional sleeve net
5. "C" Clips (Pole/net clip)
6. Pull-down guylines system
7. Forged steel ground stakes
8. Pre-measured boundary with corner anchors
9. Equipment bag and cord winder

Guylines

Attach the swivel clip to the top of the outside pole [Diagram 1A], to the large eyebolt. Holding the pole upright, extend the guylines out to 45 degrees (approximately 8-10 feet apart) and anchor with ground stakes [Diagram 2A & 3A] .



Diagram 1A

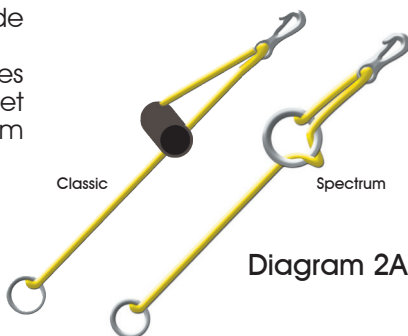


Diagram 2A



Diagram 3A

Net Tensioning

Lean the base of the pole towards the inside center of the court approximately 18", Pull-down on the guyline tension ring or handle. Stand the pole upright. This procedure provides maximum net tension [Diagram 1B].

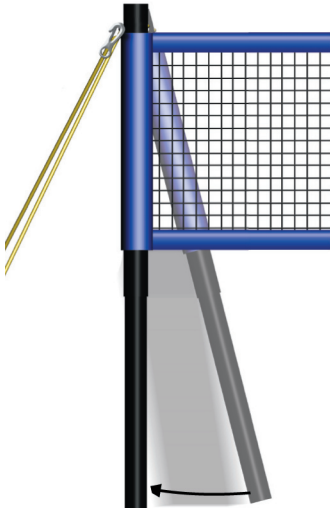


Diagram 1B

Boundary Setup

Unwind the boundary cord onto the playing area. The boundary is pre-measured with the center pole markers and four corner anchors. The standard and current volleyball court dimensions are 30' x 60' [Diagram 1C].

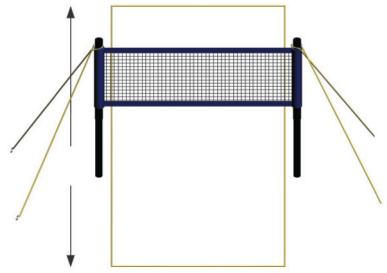


Diagram 1C

Tips

Pole Maintenance - Separate pole sections and remove all dirt, sand, and debris to prevent the poles from jamming.

Net Adjustment - If net adjustment is required, this can be done by increasing the amount of top rope slack. Nets will require the removal and re attachment of the metal clip located in the top net tape.

BASIC VOLLEYBALL RULES

Scoring:

Games are usually played to 11 or 15 points and should be determined before play begins. Court switches or exchanging courts occur at specified times during the game. In a 15-point game, courts are exchanged each time the total number of scored points is a multiple of 5. In an 11-point game, teams exchange playing courts each time the total number of scored points is a multiple of 4.

Rally Point Scoring: In rally point scoring, either the serving or receiving side scores a point whenever a team fails to serve properly, return the ball, or commits any other fault.

Ball Play:

- **Ball in:** The ball is "in" when, after being put in play, its first contact with the ground is on the playing court or a boundary line.
- **Ball out:** The ball is out when after being put in play, its first contact with the ground is completely outside the playing court.
 - It touches an object outside the court, an overhead object or a person out of play.
 - It touches the antennas, ropes, posts or the net outside the antenna.

Team Contacts:

- Each team is entitled to a maximum of three contacts to return the ball to the opponents.
- A player may not contact the ball consecutively, except during or after a block or at a team's first contact.

Contact Characteristics:

- A player may touch the ball with any part of the body.
- The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown.
- The ball cannot roll or come to rest on any part of a player's body.
- An exception is allowed during the defensive play of a hard driven ball. At this time, the ball may be momentarily lifted or pushed.

Attack Hit:

- All actions directing the ball toward the opponent's playing area, except the acts of serving and blocking, are attack hits.
- You cannot contact the ball within the playing space of the opponents.

Block:

- Blocking is an action that deflects the ball coming from the opponent by a player and/or players at the net.
- For doubles and triples, blocking does constitute as a contact and any player may make contact of the ball after the block.
- For four-person and six-person play, blocking does not constitute a team contact. Any player may make the first contact of the ball after the block.

Simultaneous Contact:

- When two blocking teammates touch the ball simultaneously, it is considered one contact and any player may make next contact.

Faults:

- **Assisted Hit:** A player takes support from a teammate or any object in order to reach the ball.
- **Double Contact:** A player contacts the ball twice in succession or the ball contacts various parts of the player's body successively.
- **Held Ball:** A player does not cleanly contact the ball.
- **Player/Net:** It is a fault for the player or their clothing to touch any part of the net.
- **Reaching beyond the net while blocking.** A player may touch the ball beyond the net provided the player does not interfere with the opponent's play before or during the attack-hit.
- Player may cross the center line, either before, during or after legal play of the ball, provided this does not interfere with the opponent's play.
- While opposing players are not required to avoid the ball or the player, they cannot intentionally interfere with any legal attempt to play the ball on their court.