

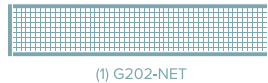
VOLLEYBALL/BADMINTON

#G202

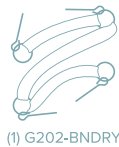
Instructions

1

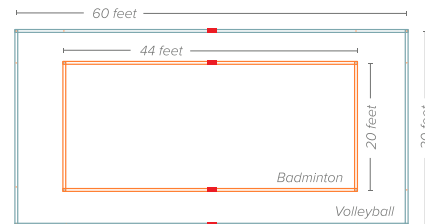
SET INCLUDES:



Assembly



1. Place the boundary line (G202-BNDRY) down to create your 30' x 60' court for volleyball.



To adjust the boundary line to 20' x 44' for badminton, simply stick the corner stake through the gromets that are 8' and 5' away from each corner.



Assembly (cont.)

2. There are markers that divide the court in half. This will be where the net and poles go. Unroll the net (G202-NET) and spread across the court between the two markers.
3. Connect the top pole (G202-POLETOP) to the middle pole (G202-POLEMID), locking into place with the push button. For badminton leave out the middle pole.
4. Before attaching the bottom pole sections, slide the side sleeve of the net onto the connected poles from the bottom ensuring the Baden logo is across the top. Push the net all the way up to the eyebolt.

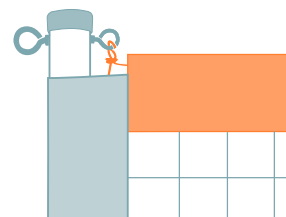


Assembly (cont.)

5. Connect each bottom pole (G202-POLEBOT) to the connected poles and lock into place with the push button.



6. Tie the net onto the eye hook at the top of the pole to hold it in place.



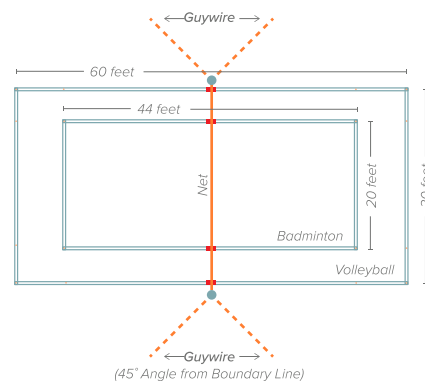
Assembly (cont.)

7. Hook the guywire (G202-GUYWIRE) to the eye hook. Have one person hold one of the poles upright about 1' outside boundary for volleyball.

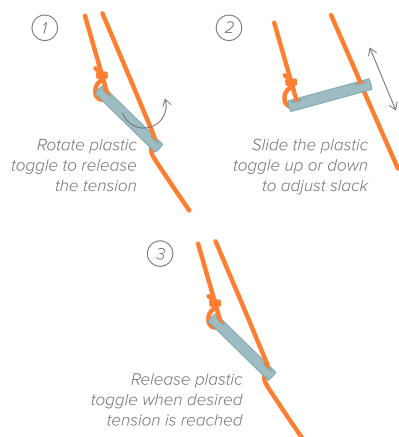


Assembly (cont.)

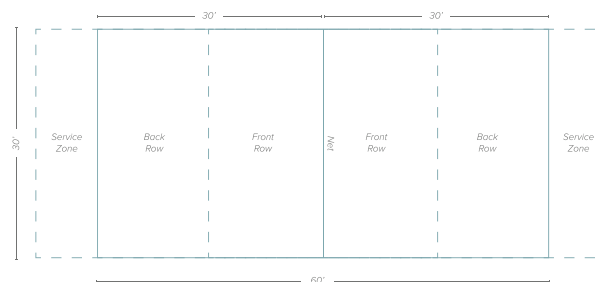
8. Pull the guywire lines out at a 45 degree angle and hammer the stakes into the ground.



Tip: Shorten the guywire as needed based on available space prior to pushing stakes into the ground.



BASIC RULES OF VOLLEYBALL



The first team serving is the team who wins a volley.

Following games will be served by the previous game loser.

Server must serve from the service zone behind the boundary line until after contact.

Ball may be served underhand or overhand. Ball must be clearly visible to opponents before serve.

Served ball may graze the net and drop to the other side for a point.

Serve must be returned by a bump only. No setting or attacking a serve.

Teams rotate each time they win the serve.

Players rotate in a clockwise manner.

4-6 players on each side, with half in the front row and half in the back row.

The ball can be played off the net during a volley or serve.

Players must not block or attack a serve.

Maximum of three hits per side.

If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.

Players may not hit the ball twice in a row (blocks are not considered hits).

A ball touching the boundary line is considered in-bounds.

A legal hit is contact with the ball by a player's body above and including the waist and does not allow the ball to come to a rest.

Switching positions will be allowed only between front row players any only after the serve.

A point is scored on every live play of the ball, either by the serving or receiving team.

Offense scores on a defensive miss or out of bounds hit.

Defense scores on an offensive miss, out of bounds hit, or serve into the net.

Must win by 2 points.

Game will be played to 25 points or until 1 team has 2 more points than the opposing team.

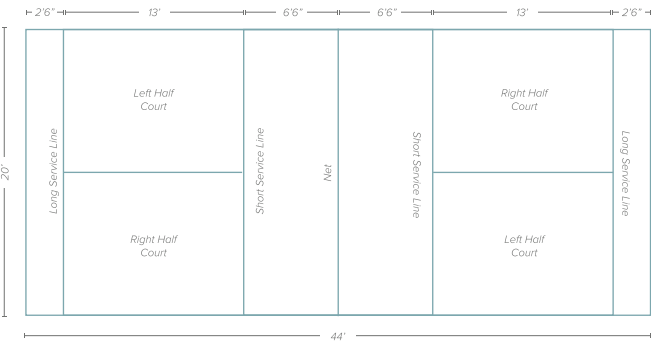
Violations

- Stepping over or on the boundary line while serving
- Failing to hit the ball over the net
- Illegal hitting of the ball:
 - One player hitting the ball twice in a row
 - Hitting the ball more than 3 times before passing to the opponent
 - Carrying, holding, palming, throwing, etc:
- Touching the net with any part of the body while the ball is in play

Violations (cont.)

- Reaching over the net with the following exceptions:
 - When following through a spike or attack
 - When blocking a ball that is in the opponents'
- Reaching under the net if it interferes with the ball in play or an opposing player
- Failing to serve in the correct order
- Blocking or spiking from the front row area when playing from a back row position

Court Diagram



Players

- Singles:** 1 player per side
- Doubles:** 2 players per side

Playing the Game

- One team may choose to serve first or choose the court end. The side that serves first is allowed one service to start the game. Each team receives two serves thereafter.
- Serves must be underhand.
- Players serve from the right half court when their score is 0 or an even number and from left court when their score is an odd number.
- A serve is lost if a player makes a fault when serving. If the receiver makes a fault, the server receives a point and continues the serve.

Playing the Game (cont.)

- Teams switch sides after each game.
- Each team may only hit the shuttlecock once before returning.
- The winning team serves first on the next game.

Scoring

- The winner is the team that wins the best of 3 games.
- A team wins a rally when the shuttle is hit over the net onto the opponent's floor/ground.

Scoring (cont.)

- Rally Scoring**
 - A point is awarded whenever a team wins a rally, and that team gains control of the serve.
 - Play each game to 21 points.
- Service Scoring**
 - If the serving team wins a rally, they are awarded a point and may serve again.
 - If the receiving team wins a rally, they are not awarded any points, but gain control of the serve.
 - Play each game to 15 points.



If the shuttlecock is served overhand.

If the shuttlecock is served from higher than the server's waist.

If the shuttlecock is not served by striking the ball end.

If the shuttlecock is hit into the net or out of bounds.

If a player or team hits the shuttlecock twice in a row.

If a player reaches over the net, except during a follow through.

If the shuttlecock comes in contact with a player's body.