



COURT LAYOUT, ASSEMBLY & RULES OF PLAY

012-70346

Court layout: Lay out a circle 20 feet in diameter. Inside the circle, locate two points 17 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)

Assembly: Place the ground sleeve (short pole) in the ground so it sits about 1" above the ground. The ground sleeve should be anchored in concrete for stability. Assemble poles as per diagram. Attach rope securely to ball and other end of rope to eyebolt. Attach eyebolt with nut to hole in top of pole so that ball is suspended 3 feet above ground. Mark a foul line on pole 5 feet from ground.

Rules: A toss of the coin will determine who serves first. Players stand facing each other in 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 in an effort 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 own playing area.

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.

Fouls:

1. Hitting the ball with any part of the body other than hands or forearms.
2. Stopping continuous play by holding or catching the ball.
3. Touching the pole with any part of the body.
4. Playing the ball while standing outside of the playing zone.
5. Stepping on the neutral zone lines.
6. Throwing the ball.

Note: When the set is not in use you can place the cap from top pole onto the ground sleeve which is cemented in the ground so debris will not get inside the sleeve.

