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TOURNAMENT 4000 INSTRUCTIONS

Model:
TS-4000

Set Name:
Tournament 4000

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Net System Instructions

Tournament 4000 Series

Tournament 4000

- 4"x12'6" aluminum standards with eyebolts
- Steel cable net
- Lever net ratchet (1,000 lbs.)
- S-hook net connectors
- Sand/Grass boundary with corner anchors
- Equipment bag (Net and accessories)

Optional:
4'6" PVC ground sleeves with caps

Pole Assembly

Step 1: The poles should be positioned 36 feet apart (from center to center of each pole) [Diagram 5A].

Step 2: A 10" – 12" diameter hole is recommended [Diagram 5B]. Position the pole depth to leave a height of 8' 2" [Diagram 5C] from the upper eyebolt to the ground and/or playing level.

Step 3: If using the optional PVC ground sleeves, cover the bottom sleeve with heavy duty tape or plastic bag to prevent concrete from entering the sleeve when filling the hole with concrete.

Step 4: Pour concrete into the hole and allow the concrete to harden. Set a weight on the sleeve while allowing the concrete to dry for 24 hours (or per manufacturer's recommendations).

Step 5: Without PVC ground sleeves, poor concrete into the hole, insert the poles and allow the concrete to harden. Allow the concrete to dry for 24 hours (or per manufacturer's recommendations). Make sure poles are straight and are at 90° (center position) while the concrete sets.

Net Attachment

Step 1: Attach single side net cables, with looped ends, using the S-hooks and attach to the pole upper and lower eyebolts [Diagram 6A].

Step 2: Extend the net cables to the opposite pole and insert the top cable down through the upper eyebolt and attach one lever ratchet carabiner to hold the cable in place and prevent it from going back through the eyebolt. Bring the lower net cable up through the lower eyebolt and attach the end to the lower lever ratchet carabiner [Diagram 6B]. This step may require two people. (Adult assembly only.)

Step 3: The net is now ready to be tightened. The lever ratchet will tighten both the upper and lower cables evenly. Do not over tighten the cables as it may damage your equipment.

Step 4: Attach side cords to the net sides and pole to adjust net tension evenly between the poles.

Note: If additional net cable tension is required, you may need to re-configure the fixed cable end attachment [Diagram 6C] or shorten the cable using cable bolts.

Net Removal

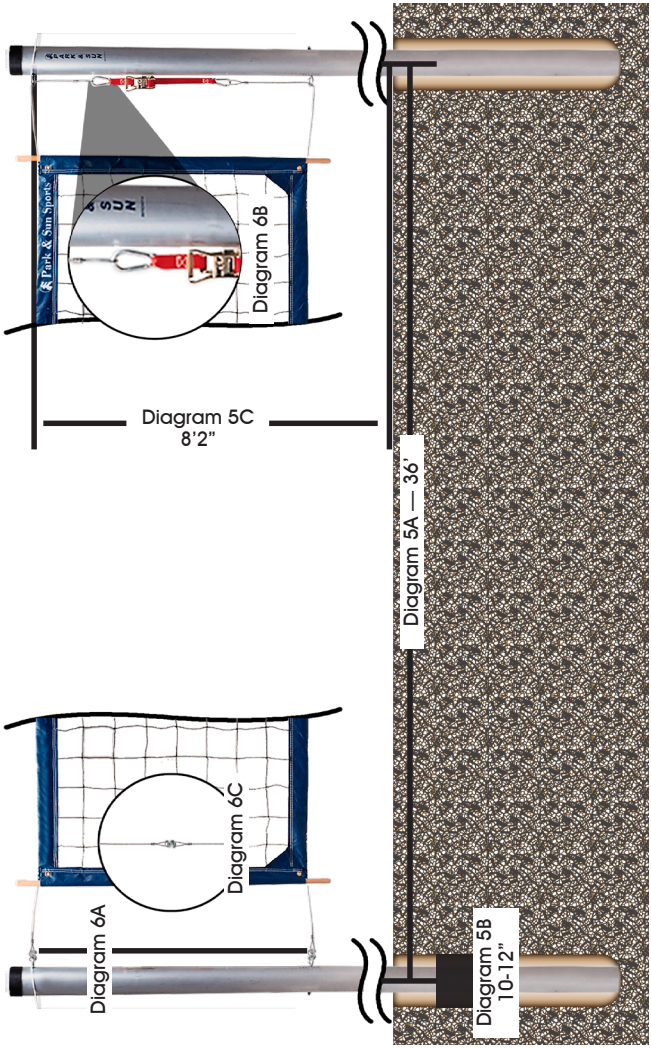
Carefully release net tension by lifting the lever ratchet release at the ratchet body center. This procedure may require two adults to control the release of the net tension. (It is advised to wear gloves and eye protection).

Note: poles are designed to flex creating additional ball-out-of-net play.

Lever Ratchet

Adult assembly only

Use caution when releasing or applying tension. Using the lever ratchet handle, ratchet until required net tension is achieved and lock handle in place. When releasing the lever ratchet, keep all body parts at a safe distance when releasing the net tension. This procedure may require two adults to control the release of the net tension. (It is advised to wear gloves for protection.)



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.

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