



# Congratulations On Your New Volleyball Set Purchase. Important Notice And Care For All Telescopic Poles.

It is extremely important that poles are clean or cleaned before and after each use. This will prolong the life and cosmetics of your equipment and eliminate any potential jamming caused from sand or dirt entering into the telescopic poles.

# Spectrum<sup>™</sup> Classic BC Includes

2" Telescopic, 2-piece "Aircraft-Aluminum" poles with three height settings for men's 8', women's 7'4" and coed 7'8" play

3'x32' Professional sleeve net with 3" bindings

5/16" Pull-down™ guylines with handles

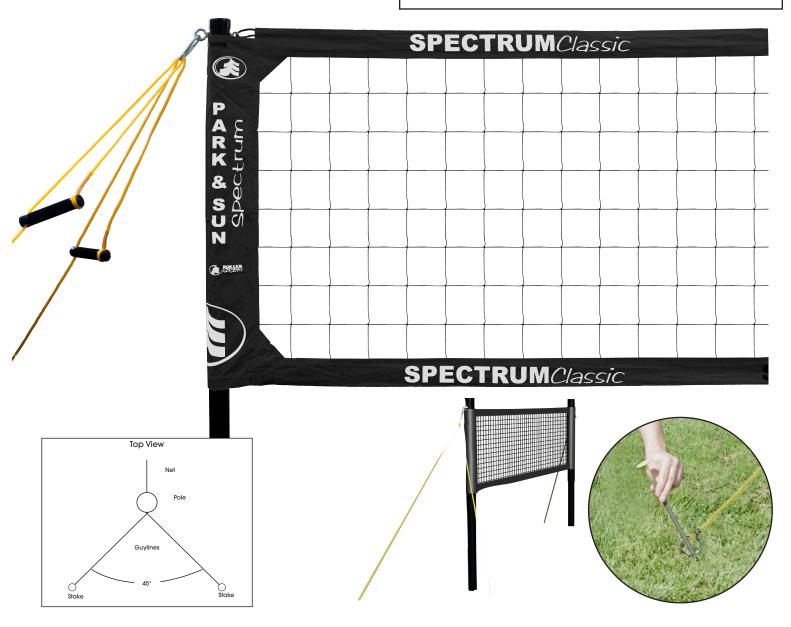
12" Steel stakes with bag

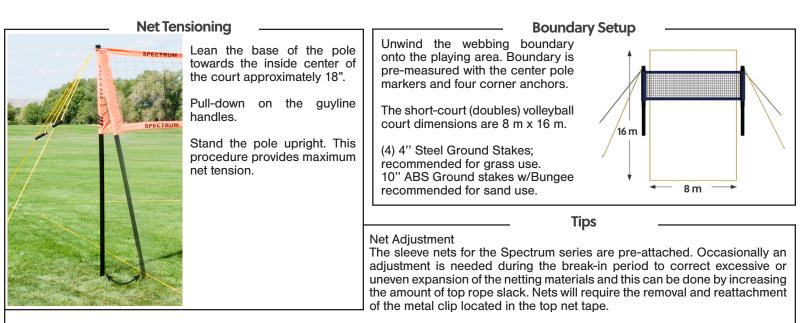
Beach Court 2" Black Webbing Short-Court Boundary (8m x 16m), with sand stakes with bungees, grass stakes, and boundary cord winders

1800 Denier, heavy duty equipment bag

#### Guylines

Attach the carabiner to the top of the outside pole, 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. Insert ground stakes at a slight angle for best support.





Pole Maintenance - After each use, separate pole sections and remove all dirt, sand and debris to prevent the poles from jamming.

It is extremely important that poles are clean or cleaned before and after each use. This will prolong the life and cosmetics of your equipment and eliminate any potential jamming caused from sand or dirt entering into the telescopic poles.

These volleyball sets are not toys and are not recommended for use by unsupervised children 12 and under. Adult assembly and supervision recommended.

Warning: Stakes contain sharp edges.

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# **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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