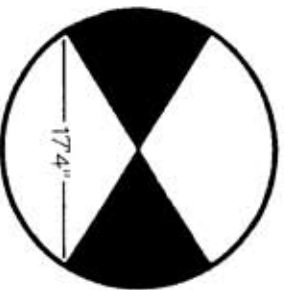




# TETHERBALL



Lay out a circle 20 feet in diameter. Anywhere on this circle locate two points 17 feet 4 inches apart. From these points draw two lines through the center of the circle. White is the playing zone, black is the neutral zone.

## RULES

**EQUIPMENT REQUIRED:** Tetherball pole, tetherball and rope. Notice that the rope is packed with each tetherball, ball designed and constructed for easy insertion into the hitch in the ball.

The rope should be attached to the top of the pole, and should permit the ball to hang three feet above the ground.

**COURT LAYOUT:** the court is a circle 20 feet in diameter crossed by 2 lines which meet at the center at an angle of 60 degrees. (See diagram.)

**METHOD OF PLAY:** The player who serves first is chosen by lot. After the first game, the winner serves first. One player stands in each court. The server starts the game by tossing the ball into the air and striking it with his hand or fist in the direction he chooses. His opponent may not strike the ball until it passes him on its second swing around the pole. As the ball travels, each player tries to hit it in an effort to wind the rope completely around the pole. The player who first winds the rope completely around the pole above the foul line and in the direction of his play wins the game. During the game, each player must remain in his own playing zone.

**FOULS:** The following are fouls:

- Hitting the ball with any part of the body other than the hands or forearms.
- Stopping continuous play by holding or catching the ball.
- Touching the pole with any part of the body.
- Interfering with the progress of the game by hitting rope with forearm or hands.
- Playing the ball while standing outside of the playing area.
- Stepping on the neutral zone lines.
- Throwing the ball.
- Winding ball around pole below foul mark (5 feet above playing surface).

**SCORE-KEEPING:** The game is won by the player who first winds the rope completely around the pole or by forfeit because of a foul committed by his opponent. A set consists of four game won out of seven.

**PENALTIES:** A player who commits any of the fouls listed above, forfeits the game to his opponent. Play stops immediately after a foul has been committed.

**NOTE:**

- For longer life, remove ball from pole and store inside when not in use
- Do not "ride" on ball, as this will cause damage to hitch, and also will risk personal injury.
- Follow these instructions for more play value and greater satisfaction from your set.