

## PENALTIES OF PLAY

If a penalty occurs, play stops and a point is awarded to the non-fouling player. The non-scoring player then serves to start the next point.

### THE FOLLOWING ITEMS ARE ILLEGAL AND WARRANT A PENALTY:

- Crossing over to the opponent's side.
- Hitting the ball with any part of the body including the hand and fingers. Players may only hit the ball with their hand paddle.
- Touching the rope or pole at any time during play.
- Holding or catching the ball.

If a player commits 3 penalties in 1 game that player automatically forfeits and loses the game.

If for some reason the ball gets tangled during play and it was not done illegally then unwind the rope and replay the point.



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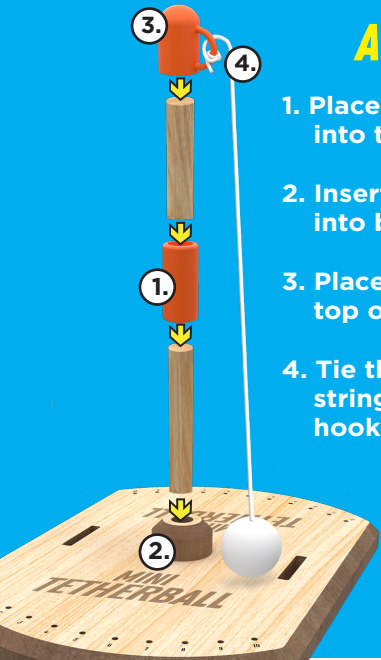
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- 2 TETHERBALLS WITH STRING
- 2 HAND PADDLES
- 2 SCORING PEGS (FOR SCORING COUNTER)
- STORAGE BAG & INSTRUCTIONS

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## ASSEMBLY

1. Place the two wood dowels into the middle collar.
2. Insert pole with collar into base.
3. Place ball connector onto top of pole.
4. Tie the end of a tetherball string to the ball connector hook.

## GAME OVERVIEW

Your goal when playing tetherball is to keep hitting the ball with your hand paddle in a way that gets it past your opponent so that the rope winds completely around the tetherball pole, to the point where the ball touches the pole to score.

## HOW TO PLAY

- The court is evenly divided into two sides, one for each player. Stay on your side.
- The player with the smallest hand serves first.
- The player serving the ball selects the direction to hit the ball with their paddle. The other player will then be hitting the ball in the opposite direction.

Usually when serving the player holds the ball and hits it with their hand paddle. However, the serving player may hold the rope to hit the ball if they choose. This is the only time the rope may be touched during play.

## HOW TO PLAY (CONTINUED)

- The receiving player tries to hit the ball back in the opposite direction when it arrives on their side.
- The object is to hit the ball with the hand paddle in a way that gets it past the opponent so that the rope winds completely around the tetherball pole and the ball touches the pole to score.

**STRATEGY:** Gain momentum by hitting the ball at different angles so it's difficult for opponents to hit the ball.

- When a player scores, they move their scoring peg one space to indicate the point.
- The non-scoring player then serves to start the next point after the ball is unwrapped from the pole.
- THE FIRST PLAYER TO REACH 10 POINTS, WINS!