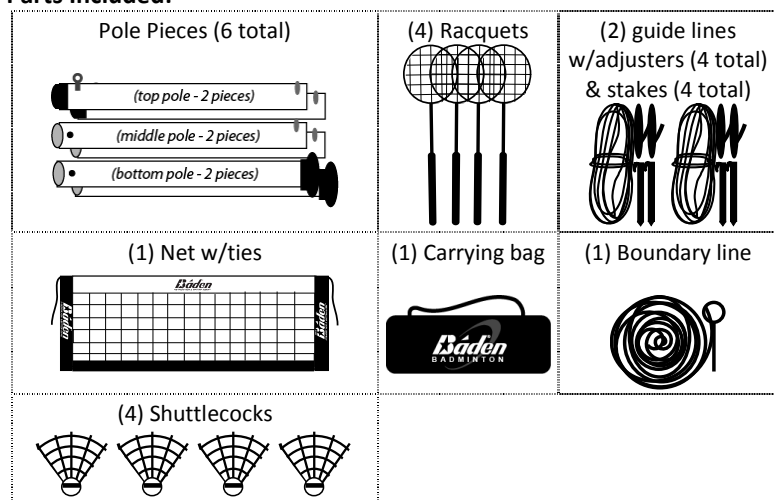


BADMINTON ASSEMBLY & RULES

Parts Included:

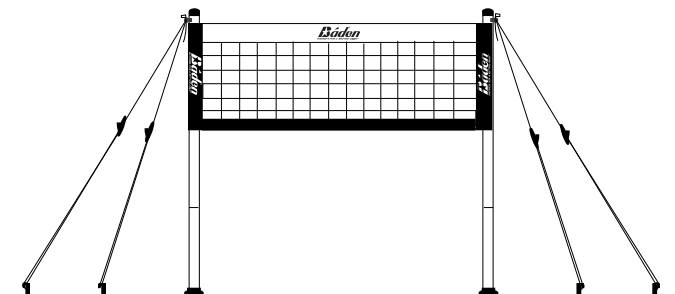


NOTE: Please carefully inspect your new badminton set to ensure all parts listed above are included. Before assembling, read all instructions and identify all parts required for proper assembly. For easiest assembly, use two or more people.

Assembly:

1. Unroll the net and spread across the court
2. Locate the pole pieces and lock the top & middle pieces together
3. Slide the side sleeve over each pole ensuring the white tape is across the top
4. Lock the bottom pole piece on to complete pole setup
5. Tie the net onto an eye hook on each pole to hold in place
6. Hook the guide lines to the eye hook
7. Have one person hold one of the poles upright
8. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed
9. Stand the other pole upright and pull until the net is straight across
10. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed
11. Tighten the net by pulling the net ties taut and re-tying
12. Using a tape measure, set the boundary line at 20' wide x 44' long*, with the net cutting the court in half

***All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!**



Basic Rules of Badminton:

Players:

- **Singles:** 1 player per side
- **Doubles:** 2 players per side

Playing the Game:

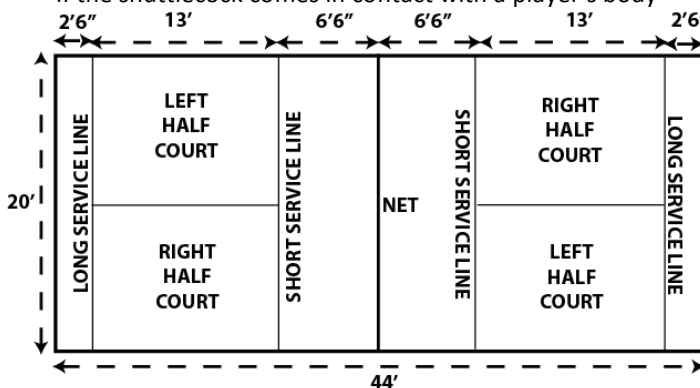
- One team may choose to serve first or choose the court end. The side that serves first is allowed one service to start the game. Each team receives two serves thereafter.
- Serves must be underhand.
- Players serve from the right half court when their score is 0 or an even number and from left court when their score is an odd number.
- A serve is lost if a player makes a *fault* when serving. If the receiver makes a fault, the server receives a point and continues the serve.
- Teams switch sides after each game
- Each team may only hit the shuttlecock once before returning
- The winning team serves first on the next game

Scoring:

- The winner is the team that wins the best of 3 games.
- A team wins a rally when the shuttle is hit over the net onto the opponent's floor/ground.
- **Rally Scoring:**
 - A point is awarded whenever a team wins a rally, and that team gains control of the serve
 - Play each game to 21 points
- **Service Scoring:**
 - If the serving team wins a rally, they are awarded a point and may serve again
 - If the receiving team wins a rally, they are not awarded any points, but gain control of the serve
 - Play each game to 15 points

Faults:

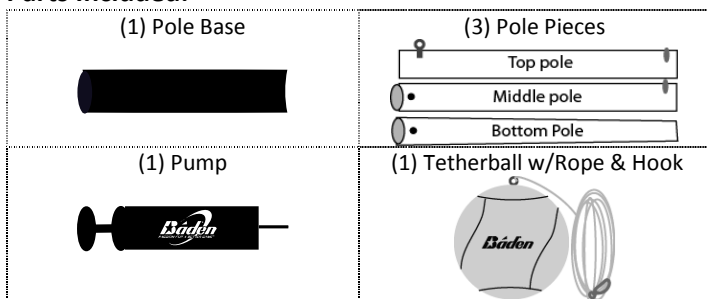
- If the shuttlecock is served overhand
- If the shuttlecock is served from higher than the server's waist
- If the shuttlecock is not served by striking the ball end
- If the shuttlecock is hit into the net or out of bounds
- If a player or team hits the shuttlecock twice in a row
- If a player reaches over the net, except during a follow through
- If the shuttlecock comes in contact with a player's body



WARNING: CHOKING HAZARD: Small parts. Not for children under 3 years. Please carefully read all instructions. Proper use of this set can prevent damage or injury.

TETHERBALL SET-UP & RULES

Parts Included:



NOTE: Please carefully inspect your new tetherball set to ensure all parts listed above are included. **Cement is required for proper installation of this product;** it is not recommended to install the pole base without cement.

Basic Setup:

1. Designate an area with a 16 - 20' diameter for play
2. Dig a hole in the center of the court area 1' deep and 18-24" in diameter. The pole base should protrude up to ½" above the surface
3. Place the pole base in the hole and tightly pack up to half of the pole base with dirt and/or gravel. Fill the remainder of the hole with cement keeping the pole base at a 90° angle to the ground
4. Connect the three pole pieces ensuring each piece locks into place
5. Inflate the tetherball with the pump if necessary
6. Hook the tetherball to the loop on the top pole
7. Insert the pole into the pole base

Basic Rules of Tetherball:

- The player serving first can select a direction to hit the ball
- The receiving player hits the ball back in the opposite direction
- The objective is to hit the ball in your direction so the rope wraps completely around the pole
- **Alternate Play:** after serving, the server cannot touch the ball again until the rope is wrapped around the pole 4 times or the opponent touches the ball

Scoring:

- 1 point is awarded to a player for wrapping the rope as far around the pole as it will go in his or her direction

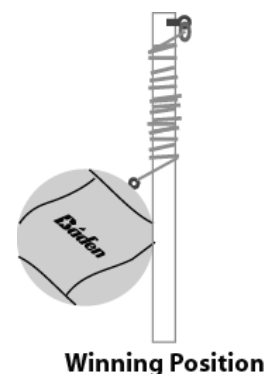
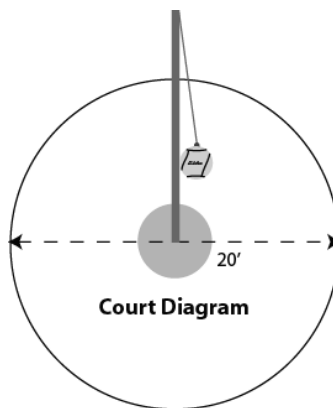
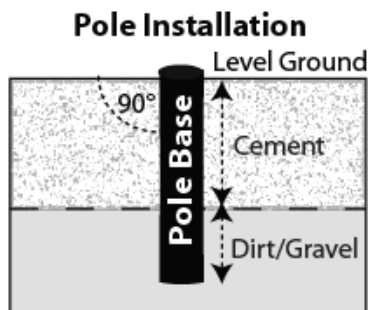
Penalties:

- If any of the following unintentional penalties occur, the game is paused, the ball is returned to where it was wrapped when the penalty occurred and the other player takes over the serve
 - Crossing to the opponent's side
 - Double hitting: striking the ball more than once before it wraps around the pole or the opponent hits it
 - Hitting the ball with any part of the body other than the hands or arms
 - Holding or catching the ball
 - Touching or grabbing the rope
- If a player grabs the pole or if a player commits 3 unintentional penalties in 1 game, that player loses the game

Winning the game:

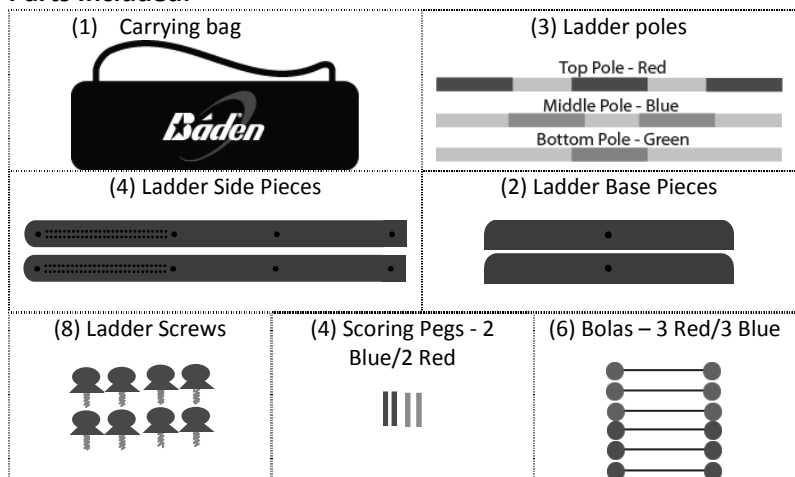
- The player with the highest score after 7 games wins the game

***All playing areas vary and diagrams represent suggested sized courts. Have fun and adjust the court to fit your playing area!**



WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

Parts Included:



NOTE: Please carefully inspect your new ladderball set to ensure all parts listed above are included.

Setting up the Game:

1. Connect each of the ladder poles to one side piece using a ladder screw, making sure the peg holes are facing outward
2. Connect the other ladder side pieces to the poles using the ladder screws, making sure the peg holes are facing outward
3. Attach the ladder base pieces to the ladder using the ladder screws
4. Set a throw line 15' or more from the ladder. Throw line can be adjusted for age and skill level

Basic Rules of Ladderball:

- The first player throws his or her 3 bolas, one at a time
- The second player then throws his or her 3 bolas
- The score for the inning is then calculated and the players mark their scores by placing the corresponding colored scoring pegs in the peg holes
- The game is won when a player reaches 21 points. If a player goes over 21 points, the points earned that turn do not count and the player goes back to the previous score
- If there is a tie, continue in overtime rounds until one player has scored 2 or more points more than the other

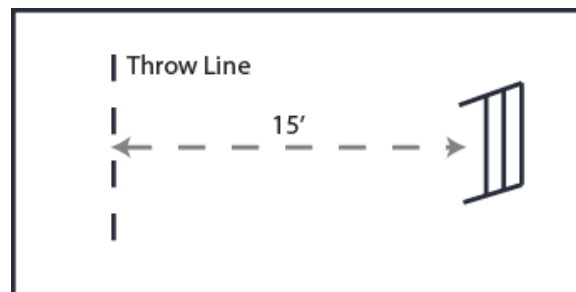
Scoring:

- **Standard Points:** award points as indicated:
 - Top step = 3 points
 - Middle step = 2 points
 - Bottom step = 1 point
- **Additional Points:** award an additional 1 point as indicated:
 - If all 3 bolas are on the same step
 - If player has landed a bola on each step
- Points are only awarded for bolas remaining on the ladder at the end of a round. Bolas knocked off during play do not receive any points

Winning the game:

- The player who scores exactly 21 points first wins

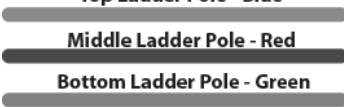
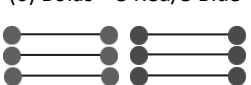
**All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!*



WARNING: CHOKING HAZARD: Small parts. Not for children under 3 years. Please carefully read all instructions. Proper use of this set can prevent damage or injury.

Item #G206-00

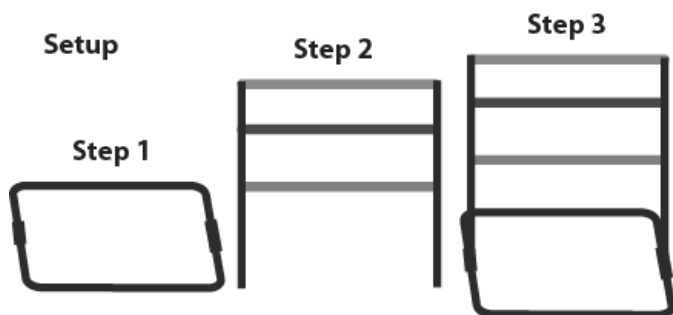
Parts Included:

(4) Long Ladder Base Pieces 	(6) Ladder poles – 2 each color Top Ladder Pole - Blue Middle Ladder Pole - Red Bottom Ladder Pole - Green 
(12) Ladder Connector Pieces 	(8) Short Ladder Base Pieces 
(12) Elbow Connectors 	(12) T-Connectors 
(6) Bolas – 3 Red/3 Blue 	(4) J-Hooks 

NOTE: Please carefully inspect your new ladderball set to ensure all parts listed above are included.

Setting up the Game:

- Create the ladder base:** attach 1 elbow connector to the end of each long ladder base piece; attach 1 short ladder base piece to each elbow connector to create 2 “U” shapes; connect the 2 “U” shapes together with 2 T-Connectors to create a square base with the center opening facing upward
- Create the ladder:** attach 2 ladder connector pieces to the blue pole using 2 elbow connectors; attach the red pole to those pieces and connect 2 ladder connector pieces to the red pole; attach the green pole to those pieces and attach 2 ladder connector pieces to the green pole
- Connect the ladder to the base by inserting the ladder connector pieces into the base
- Place the two ladders at least 30’ apart and secure the bases to the ground by placing a J-Hook over the front and back sides of each base and inserting into the ground
- Set a throw line 15’ or more from the ladder. Throw line can be adjusted for age and skill level



Basic Rules of Ladderball:

- The first player throws his or her 3 bolas, one at a time
- The second player then throws his or her 3 bolas
- The score for the inning is then calculated and the players play the next inning by reversing direction and throwing at the other ladder
- The game is won when a player reaches 21 points. If a player goes over 21 points, the points earned that turn do not count and the player goes back to the previous score
- If there is a tie, continue in overtime rounds until one player has scored 2 or more points more than the other

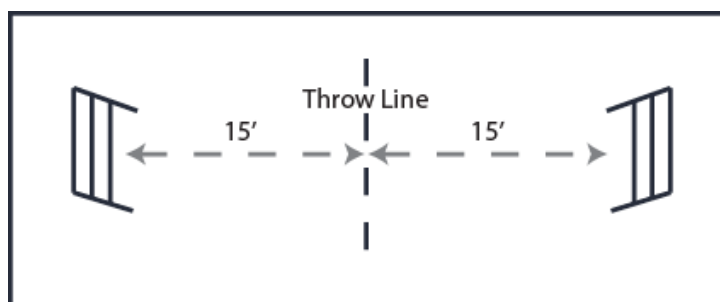
Scoring:

- Standard Points:** award points as indicated:
 - Top step = 3 points
 - Middle step = 2 points
 - Bottom step = 1 point
- Additional Points:** award an additional 1 point as indicated:
 - If all 3 bolas are on the same step
 - If player has landed a bola on each step
- Points are only awarded for bolas remaining on the ladder at the end of a round. Bolas knocked off during play do not receive any points

Winning the game:

- The player who scores exactly 21 points first wins

***All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!**

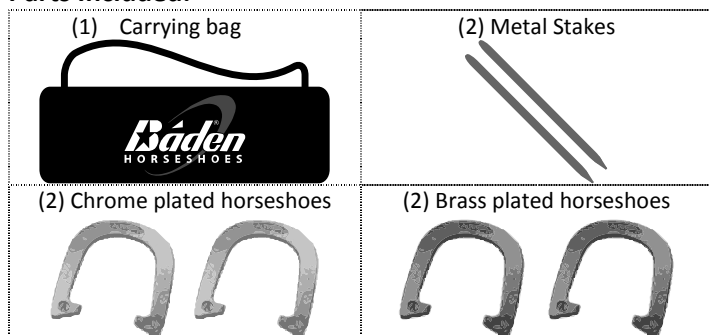


WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

Item #G210-00

HORSESHOES SET-UP & RULES

Parts Included:



NOTE: Please carefully inspect your new horseshoe set to ensure all parts listed above are included.

Setting up the Pitching Boxes:

1. Mark off two 6'x6' boxes which are approximately 34' apart.
2. Fill a 3'x6' inner section with sand to create the pit.
3. Place the stakes in the center, angled toward the opposite pitching box (angle at about 11° or 3" from the base of the stake) and standing 15" in height above ground.
4. Designate the areas on either side of the pit for the pitching box. Both feet must remain in the pitching box when pitching.
5. Stand away from the pitching box when the opposite team is pitching.

****All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area! If needed, play using only one pit.***

Basic Rules of Horseshoes:

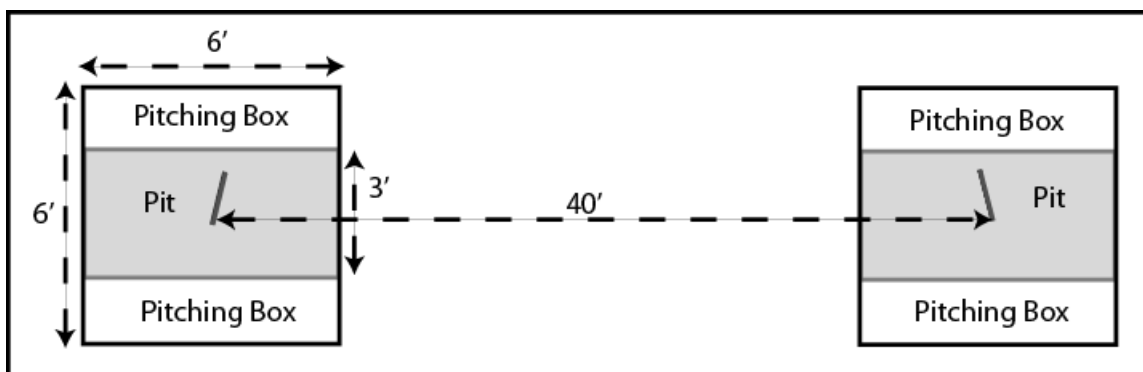
- The first player throws both horseshoes at the opposite stake, one after the other.
- The second player then throws each horseshoe at the opposite stake, one after the other.
- The score for the inning is then calculated and the players play the next inning by reversing direction and throwing at the other stake.
- The game can be played for 20 innings or to an agreed upon score.

Scoring:

- **Ringers (3 points):** Any horseshoe that completely surrounds the stake is called a "ringer." A straight edge can be placed against the open end of the horseshoe if needed to confirm the throw is a ringer.
- **Closest to Stake (1 point):** Any horseshoe closest to the stake in an inning wins 1 point. If one player has both horseshoes closest to the stake, award 2 points.
- **Cancelations:** If both players score 1 ringer, the ringer points are canceled out. If one player scores 2 ringers and the opponent scores 1 ringer, the first player is awarded 3 points for 1 ringer.

Winning the game: The winner can be determined one of two ways:

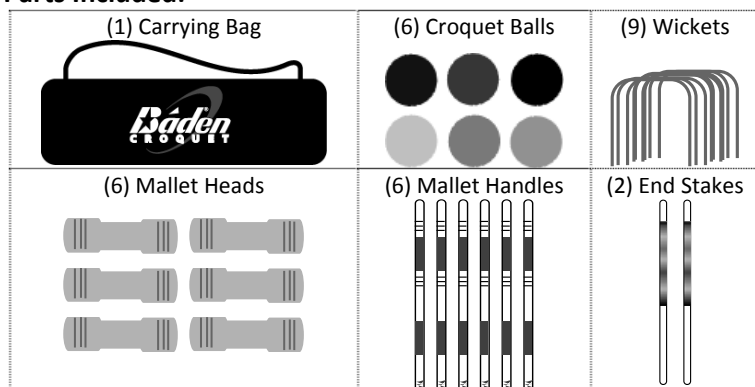
- The player who reaches an agreed upon score first
- The player who has the highest score after 20 innings



WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

DELUXE SERIES CROQUET SET-UP & RULES

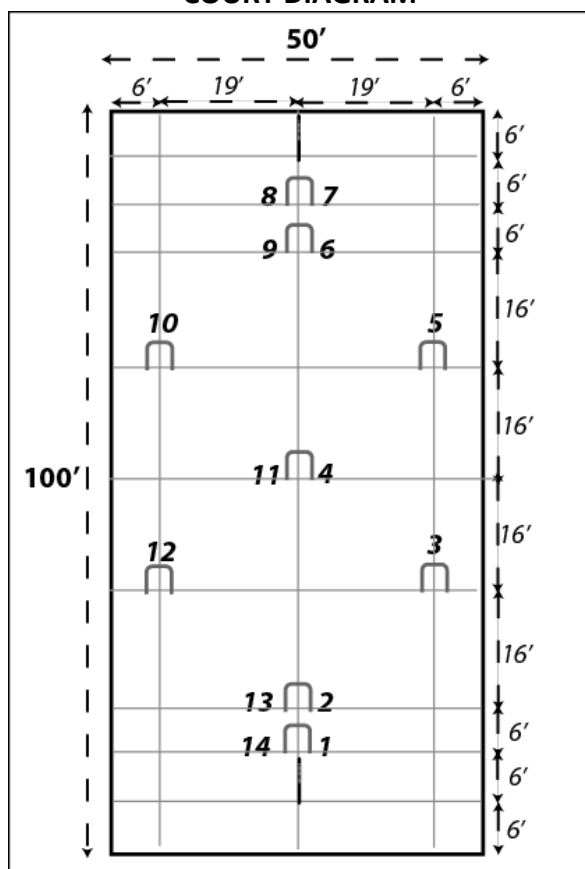
Parts Included:



NOTE: Please carefully inspect your new croquet set to ensure all parts listed above are included.

Assembly: screw mallet heads onto mallet handles for play; unscrew for storage.

COURT DIAGRAM



- The croquet court is set up at 50' wide by 100' long*
- Adjust the court to fit your playing space if needed
- Place stakes and wickets 6' from each side and as marked on the court diagram

***All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!**

Basic Rules of Croquet

Teams:

- **6 Players:** Split the players into two teams: a "cool" team playing the black, blue and green balls, and a "hot" team playing the red, orange and yellow balls.
- **4 Players:** If each team has two players, each player plays one ball.
- **3 Players:** If three people are playing, one team is made up of only player who will play both balls for that team.
- **2 Players:** If only two people are playing, each plays two balls.

Game Play:

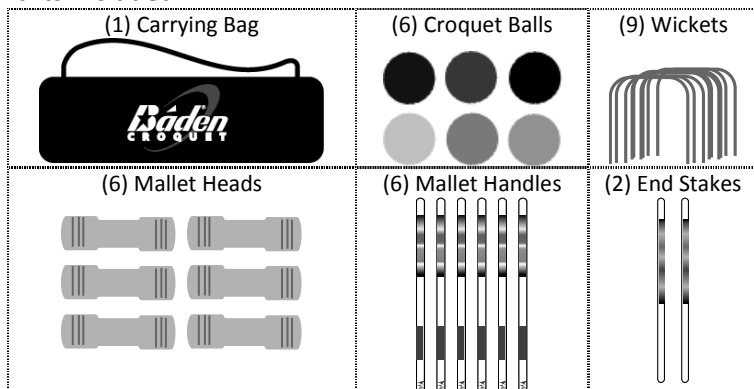
1. Players take turns in the order of the corresponding colors on the end stakes.
2. Place your ball halfway between the end stake and first wicket and try to hit it through. If you succeed, you earn a bonus hit for each wicket your ball passes through. If you miss, your turn is over.
3. Pass your ball through the wickets in the proper order. See diagram: start with wicket 1 and continue to number 14.
4. If your ball comes to rest in contact with another player's ball during your turn, it is called a "roquet" and you are awarded 2 bonus hits:
 - Use the first hit to move your opponent's ball by placing your foot on your own ball and striking it so your ball stays in place, but your opponent's ball is moved off course.
 - Use the second bonus hit to move your ball toward the next wicket.
5. Once your ball has been hit through all 14 wickets, you may end your game by hitting the end stake, or you may return your ball to the court to serve as a rover:
 - The rover may be used to help your partner and hinder opponents.
 - The rover may roquet any ball in play, once per turn, unless the rover passes through a wicket. The rover cannot roquet a ball twice in a row.
 - Take your rover ball out of play when it hits the final stake.
6. The team that is the first to hit the final stake with all balls wins the game.



WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

CROQUET SET-UP & RULES

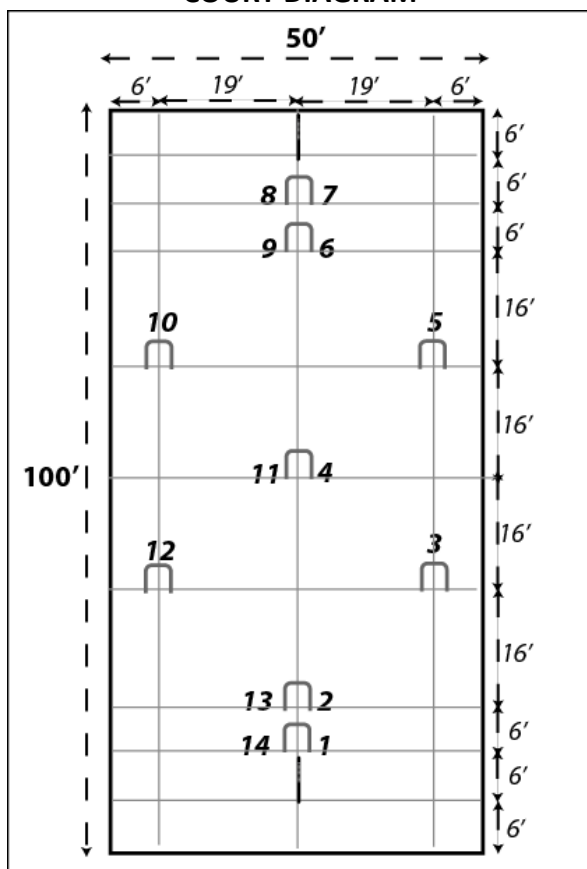
Parts Included:



NOTE: Please carefully inspect your new croquet set to ensure all parts listed above are included.

Assembly: screw mallet heads onto mallet handles for play; unscrew for storage.

COURT DIAGRAM



- The croquet court is set up at 50' wide by 100' long*
- Adjust the court to fit your playing space if needed
- Place stakes and wickets 6' from each side and as marked on the court diagram

***All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!**

Basic Rules of Croquet

Teams:

- **6 Players:** Split the players into two teams: a "cool" team playing the black, blue and green balls, and a "hot" team playing the red, orange and yellow balls.
- **4 Players:** If each team has two players, each player plays one ball.
- **3 Players:** If three people are playing, one team is made up of only player who will play both balls for that team.
- **2 Players:** If only two people are playing, each plays two balls.

Game Play:

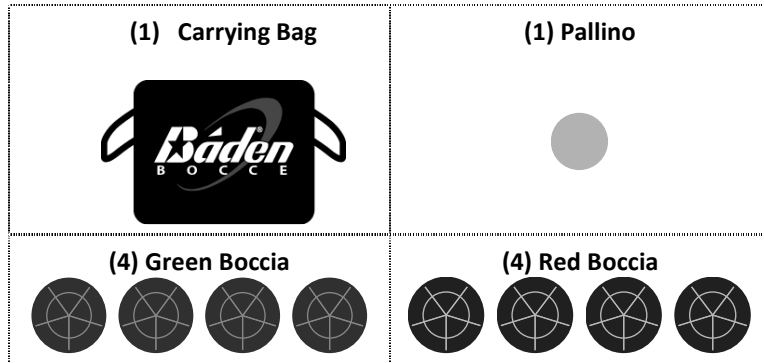
1. Players take turns in the order of the corresponding colors on the end stakes.
2. Place your ball halfway between the end stake and first wicket and try to hit it through. If you succeed, you earn a bonus hit for each wicket your ball passes through. If you miss, your turn is over.
3. Pass your ball through the wickets in the proper order. See diagram: start with wicket 1 and continue to number 14.
4. If your ball comes to rest in contact with another player's ball during your turn, it is called a "roquet" and you are awarded 2 bonus hits:
 - Use the first hit to move your opponent's ball by placing your foot on your own ball and striking it so your ball stays in place, but your opponent's ball is moved off course.
 - Use the second bonus hit to move your ball toward the next wicket.
5. Once your ball has been hit through all 14 wickets, you may end your game by hitting the end stake, or you may return your ball to the court to serve as a rover:
 - The rover may be used to help your partner and hinder opponents.
 - The rover may roquet any ball in play, once per turn, unless the rover passes through a wicket. The rover cannot roquet a ball twice in a row.
 - Take your rover ball out of play when it hits the final stake.
6. The team that is the first to hit the final stake with all balls wins the game.



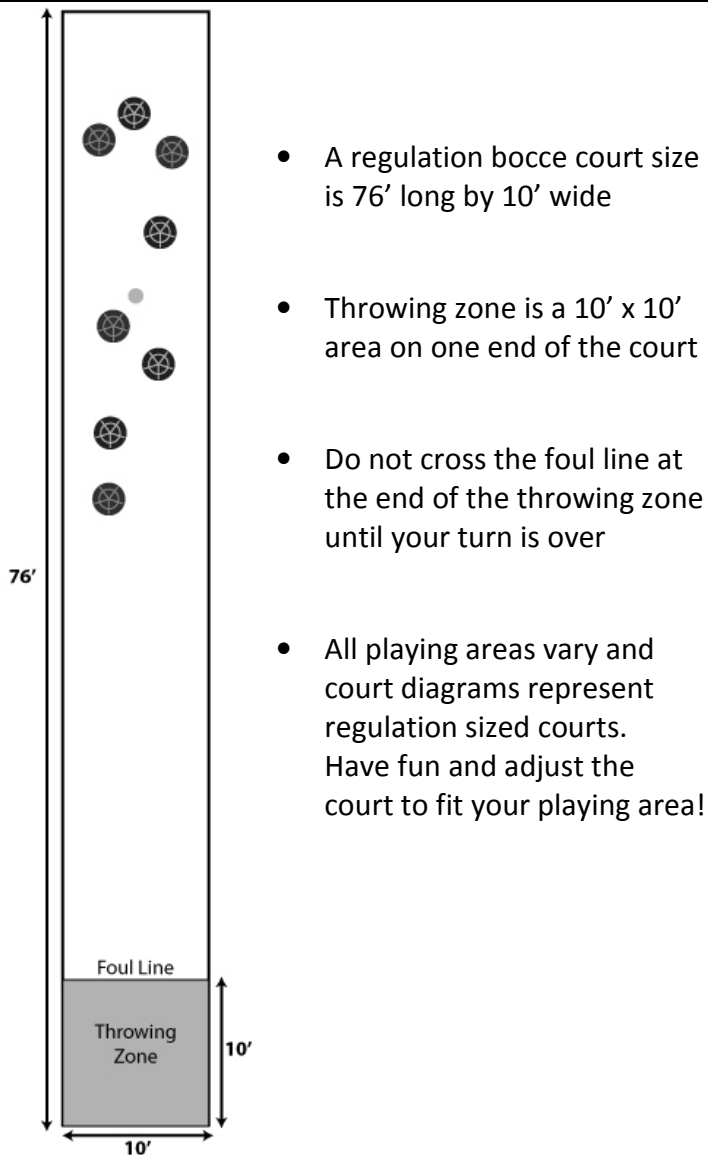
WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

BOCCE BALL SET-UP & RULES

Parts Included:

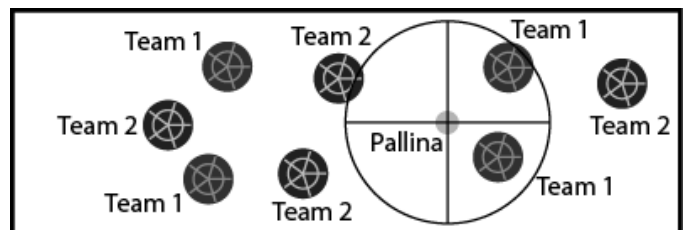


Bocce Ball Court Diagram



Basic Rules of Bocce Ball

1. Bocce is best played on a flat, level playing surface such as dirt, sand, gravel or grass.
2. Divide into two teams of one, two or four players each.
3. Divide the 4 balls for each team equally to each player
4. A player from Team 1 throws the pallino toward the opposite end of the playing surface from the throwing zone.
5. The first player from Team 1 then throws one of the boccia to get it as close to the pallino as possible.
6. From then on, the team that does *not* have the ball closest to the pallino has a chance to throw, alternating until one team has used all four balls. At that point, the other side bowls its remaining bocce balls.
7. The team with the closest ball gets one point for each of its balls that are closer to the pallino than the other team's closest ball.
8. If the two teams' closest balls are an equal distance from the pallino, no points are awarded.
9. A frame ends after all eight balls have been thrown and the score has been totaled. The scoring team begins the next frame. If neither team scored, the team that threw the pallino begins the next frame.
10. The winner is the team that first reaches a total score of 16 points.



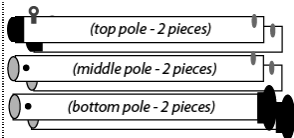
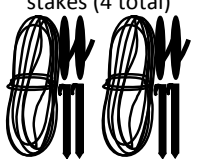
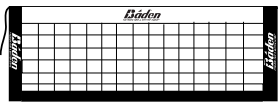
In this example, team 1 has two balls closest to the pallino, so team 1 would end the frame with 2 points. Team 1 would then start the second frame.



WARNING: Please carefully read all instructions. Proper use of this set can prevent damage or injury.

VOLLEYBALL SET ASSEMBLY & RULES

Parts Included:

Pole Pieces (6 total) 	(1) Boundary line 	(2) guide lines w/adjusters (4 total) & stakes (4 total) 
(1) Volleyball net w/ties 	(1) Carrying bag 	(1) Ball pump 
(1) Volleyball 		

NOTE: Please carefully inspect your new volleyball set to ensure all parts listed above are included. Before assembling, read all instructions and identify all parts required for proper assembly. For easiest assembly, use two or more people.

Assembly:

1. Unroll the net and spread across the court
2. Locate the pole pieces and lock the top & middle pieces together
3. Slide the side sleeve over each pole ensuring the white tape is across the top
4. Lock the bottom pole piece on to complete pole setup
5. Tie the net onto an eye hook on each pole to hold in place
6. Hook the guide lines to the eye hook
7. Have one person hold one of the poles upright
8. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed
9. Stand the other pole upright and pull until the net is straight across
10. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed
11. Tighten the net by pulling the net ties taut and re-tying
12. Using a tape measure, set the boundary line at 30' wide x 60' long*, with the net cutting the court in half
13. Inflate ball by inserting the pump needle at a 90° angle

Basic Rules of Volleyball

- The first team serving is the team who wins a *volley*
- Following games will be served by the previous game loser
- Server must serve from the service zone behind the boundary line until after contact
- Ball may be served underhand or overhand
- Ball must be clearly visible to opponents before serve
- Served ball may graze the net and drop to the other side for a point
- Serve must be returned by a bump only. No *setting* or *attacking* a serve

Scoring – Rally Style

- A point is scored on every live play of the ball, either by the serving or receiving team
- Offense scores on a defensive miss or out of bounds hit.
- Defense scores on an offensive miss, out of bounds hit, or serve into the net
- Must win by 2 points
- Game will be played to 25 points or until 1 team has 2 more points than the opposing team

Rotation

- Teams rotate each time they win the serve
- Players rotate in a clockwise manner
- 4-6 players on each side, with half in the front row and half in the back row

Playing the Game - Volley

- The ball can be played off the net during a *volley* or serve
- Players must not *block* or *attack* a serve
- Maximum of three hits per side
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play
- Players may not hit the ball twice in a row (*blocks* are not considered hits)
- A ball touching the boundary line is considered in-bounds
- A legal hit is contact with the ball by a player's body above and including the waist and does not allow the ball to come to a rest
- Switching positions will be allowed only between front row players any only after the serve

