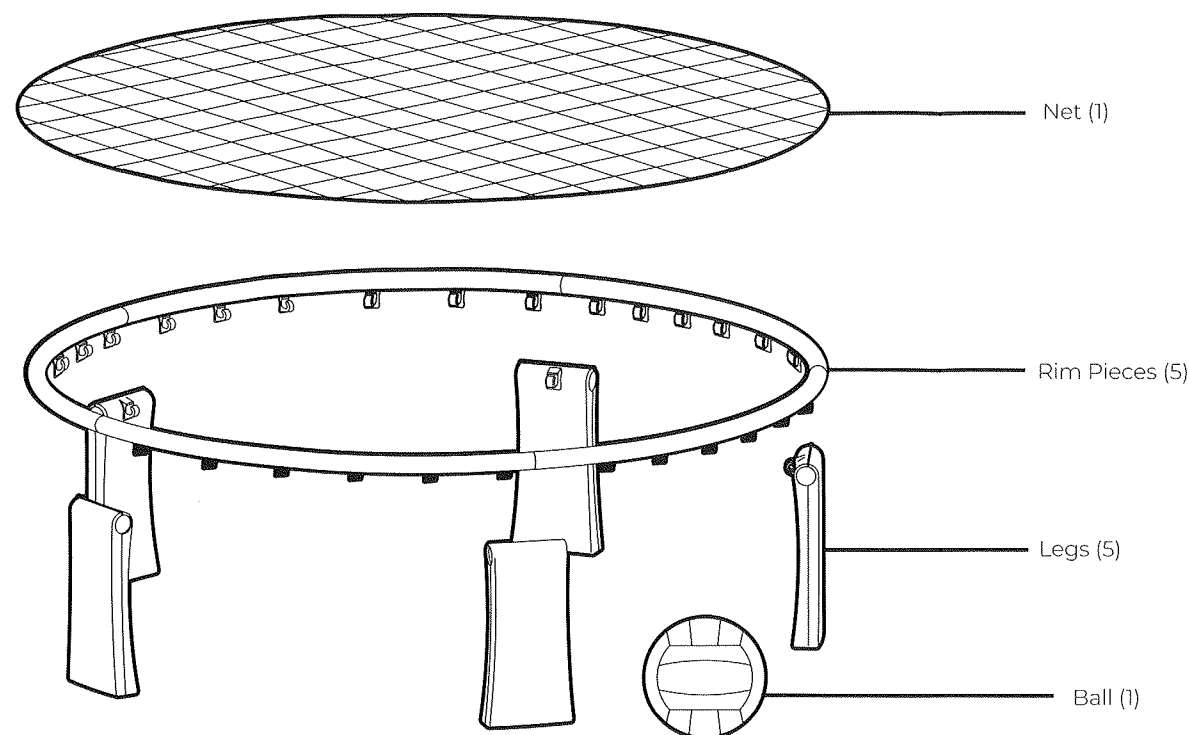


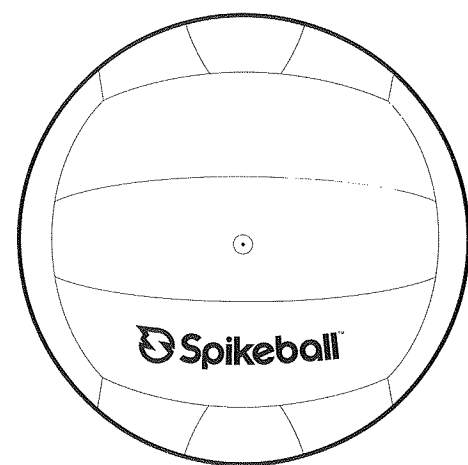
Hate reading instructions?

We do too. However, you'll need to learn the finer points if you're going to master this game.

Review this side to assemble, then flip for step-by-step instructions for world Spikeball™ domination.

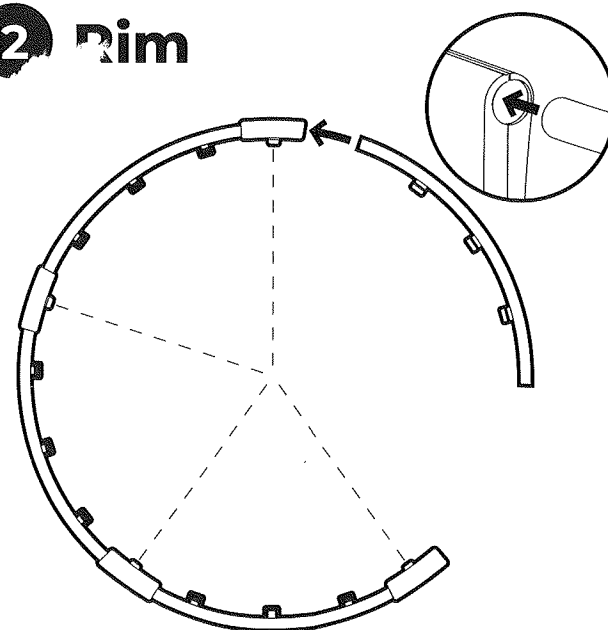


1 Ball



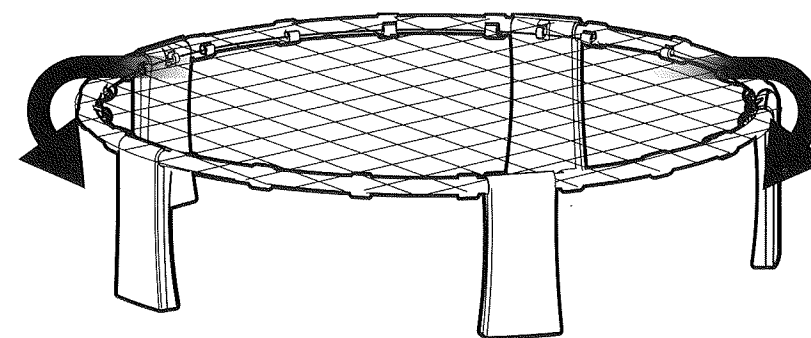
Your ball should be good to go right out of the box. The ball doesn't have to be perfect but we recommend pumping it to be 90% full. If inflated 100%, the ball will bounce higher, but will be harder to control.

2 Rim



Insert rim segments into leg openings to make a 360° circle.

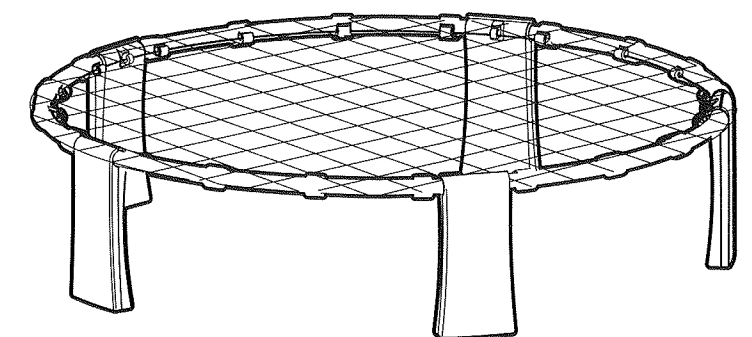
3 Start Net



At each yellow leg, place the net over the top of the rim and attach it on the hooks on the rim's inner edge. It's kind of an "over and under" motion. Do this at each leg then hook the rest.

To test, drop the ball from shoulder height directly over the center of the net. The ball should bounce up to knee

4 Finish Net



Your Spikeball™ set is complete and you are ready to mix it up. Flip this page to learn the finer points of the game.



Congrats on your Spikeball™ purchase! If you have kids, you just gained 2 cool points. If you don't have kids, sleep as much as you can and enjoy it, trust us.

OFFICIAL RULES

TEAMS

Two teams of two (four total). Each team starts on opposite sides of the net.

GAMEPLAY

Team One serves by tossing the ball and spiking it down on the net towards Team Two. Just like volleyball, Team Two has up to 3 alternating hits (ie, bump, set, spike) before they have to spike it back on the net. This continues as a rally until one team cannot return the ball.

Do the decent thing to determine who serves first. Play rock, paper, scissors.

IMPORTANT: Once the ball is in play, there are no longer "sides." Players can run and hit in any direction.

ROTATION

If the serving team wins the point, the server switches starting positions with their partner before serving the next point. This ensures the server is serving to both opponents. The server will continue serving, and rotating with their partner, until they lose the point.

The submitted sample has been tested by QIMA TESTING (HONG KONG) CO., LTD. with the listed standards below and found the compliances with the related requirement stated in Test Report# 19H-009113(A3).

Sufficient samples of the product have been tested and found to be in conformity with the following:

Relevant Community harmonisation legislation:

Harmonised Test Standards

Other test standards:
Regulation (EC) No. 1907/2006 REACH Annex XVII, Item 23 Cadmium in Paints and Surface Coatings
Regulation (EC) No. 1907/2006 REACH Annex XVII, Item 23 Cadmium in Substrate Materials
Regulation (EC) No. 1907/2006 REACH Annex XVII as amended, Item 51 and 52 Phthalates – Mouthable (DBP, BBP, DEHP, DIBP, DnOP, DINP, DIDP)
Regulation (EC) No. 1907/2006 REACH Annex XVII as amended, Item 51 Phthalates – Non-Mouthable (DBP, BBP, DEHP, DIBP)
EC Directive 94/62/EC and its amendments, Heavy Metals in Packaging
EN 71-1:2014+A1:2018 - Safety of Toys: Mechanical & Physical Properties

SCORING

A team is awarded a point when their opponent cannot return the ball to the net within 3 hits. First team to 21 points wins (must win by two, rally scoring).

- If your shot hits the rim, the other team gets a point.

- If your shot hits a pocket (sort of hits the rim and sort of hits the net) you keep playing the point. If there's disagreement if a shot was a rim or pocket, shake your head and say "silly Spikeball," then replay the point.

- The ball needs to bounce off the net with a single bounce. If it doesn't, it's the other team's point.

WHAT ABOUT...

- To avoid a brawl, the opposing team must always try to get out of the way of the hitting team. If someone is in the way, it's called a "hinder" and the point is replayed.

- Body shots are legal but it counts as a touch. After a body shot, the ball must then go to your partner or onto the net.

QUESTIONS? CHEAT CODES?

Check out: spikeball.com/rookie for more resources and how to videos. If you have specific questions or concerns, please send an email to helpme@spikeball.com

EU Declaration of Conformities

Importer / Distributor Name:
Brookline B.V.

Importer / Distributor Address:
Oudhuizerstraat 31
7382 BS Klarenbeek
The Netherlands

PRODUCT INFORMATION:
Description: Single Set
SKU/style No.: S-SS-001

Manufacturer Name:
Spikeball Inc

Manufacturer Address:
2045 W Grand Ave., STE B #59022
Chicago, IL, 60612

Country of Distribution:
Europe

Country of Origin:
China

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19 Parsonage Downs
Great Dunmow
CM6 2AT
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Additional information:

Signed for and on behalf of:

Hadas Look, Spikeball Inc.,
12/29/2021, Chicago, IL US