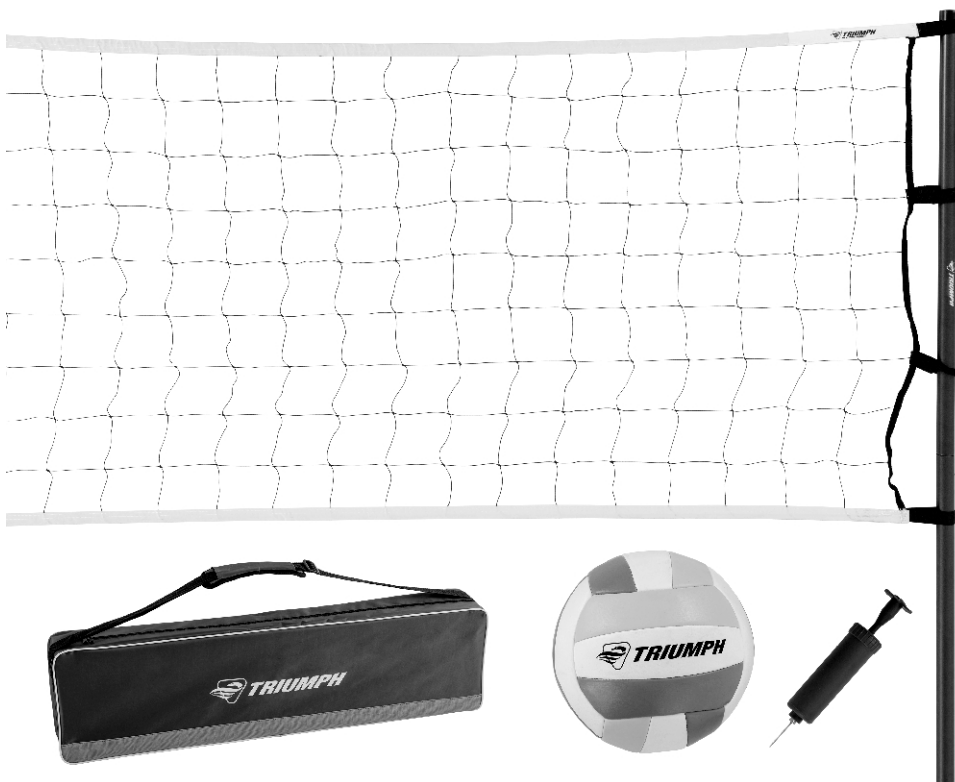




COMPETITION VOLLEYBALL SET INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: CHOKING HAZARD - Small parts included.

Recommended for ages 8 and over.

Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage and injury.

Be sure to check out all the exciting a games has to offer. Visit our web site at:



www.escaladesports.com

www.triumphsportsusa.com



BILLIARDS



DARTS



GAME TABLES



CASINO



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DARTBOARDS

Escalade Sports
817 Maxwell Avenue
Evansville, IN 47711
1-800-467-1421
www.escaladesports.com

Parts List

ASSEMBLY #	DESCRIPTION	QUANTITY
P1	3-Piece Steel Pole	2
P2	Competition Side Strap Volleyball Net	1
P3	Competition Guyline with Tensioner	2
P4	Ground Stakes	4
P5	Boundary Line with Corner Anchors	1
P6	Sports Bag	1
P7	Volleyball	1
P8	Pump with Needle Compartment and Needle	1

— PLEASE RETAIN MANUAL FOR FUTURE PARTS IDENTIFICATION —

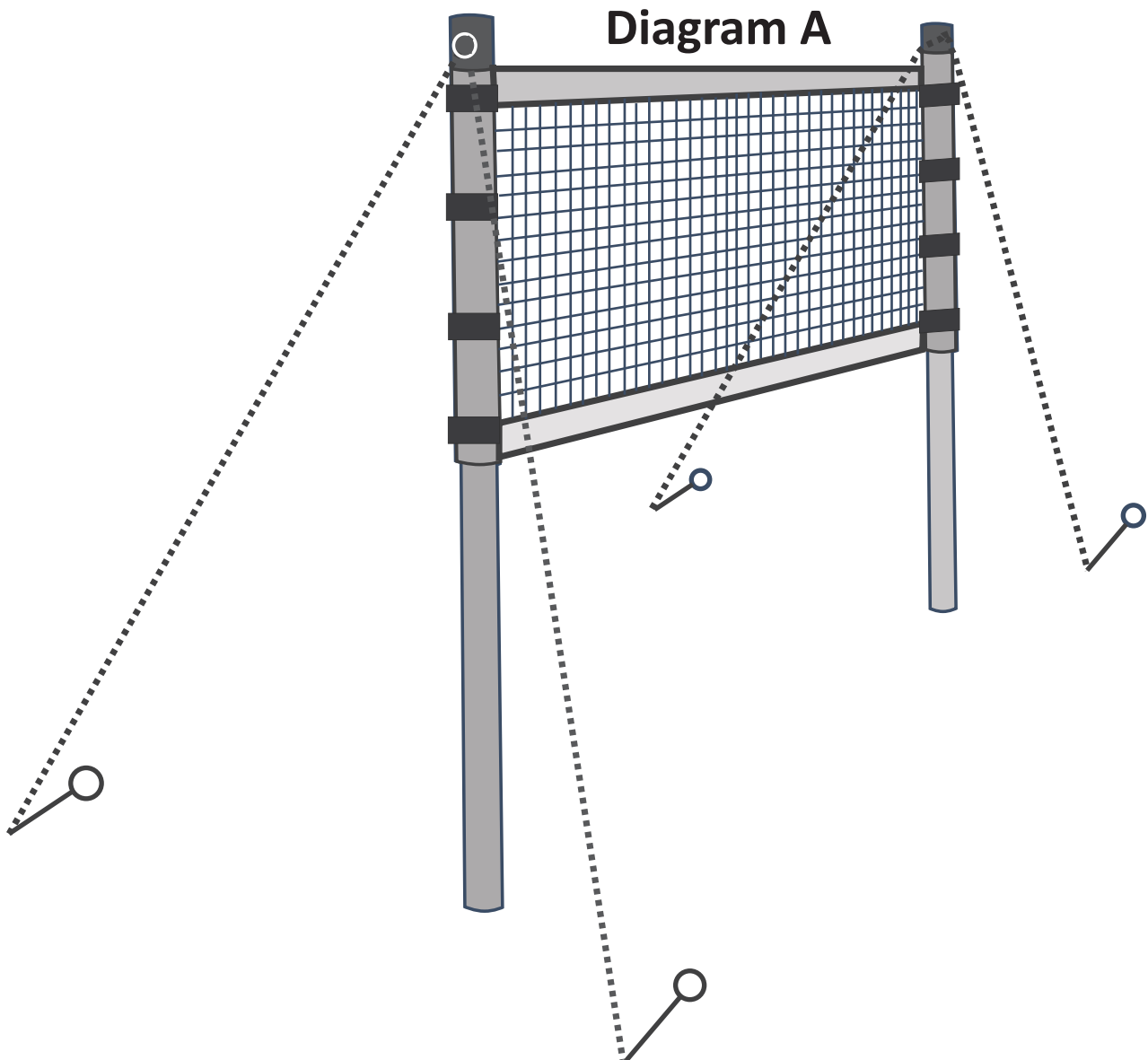
ASSEMBLY INSTRUCTIONS

STEP 1: SECURING GUYLINES

The Triumph Competition net has pole straps on the net that each pole slides through. Once pole has been extended to the desired height and the net side straps have been slipped over each pole, attach the guyline “S” hook to the eyebolt at the top of each pole.

With the pole in an upright position, and with the bottom of the pole pitched slightly toward the center of the court, lightly tension the guylines at 45 degrees and about 9 to 10 feet (3m) apart and anchor with steel ground stakes.

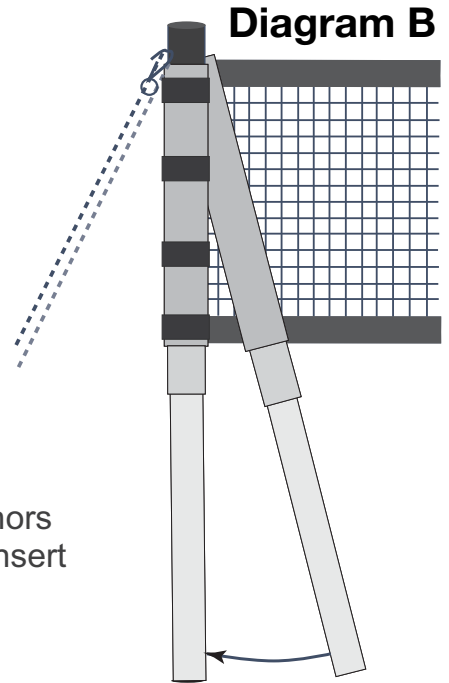
(note **Diagram A**)



ASSEMBLY INSTRUCTIONS

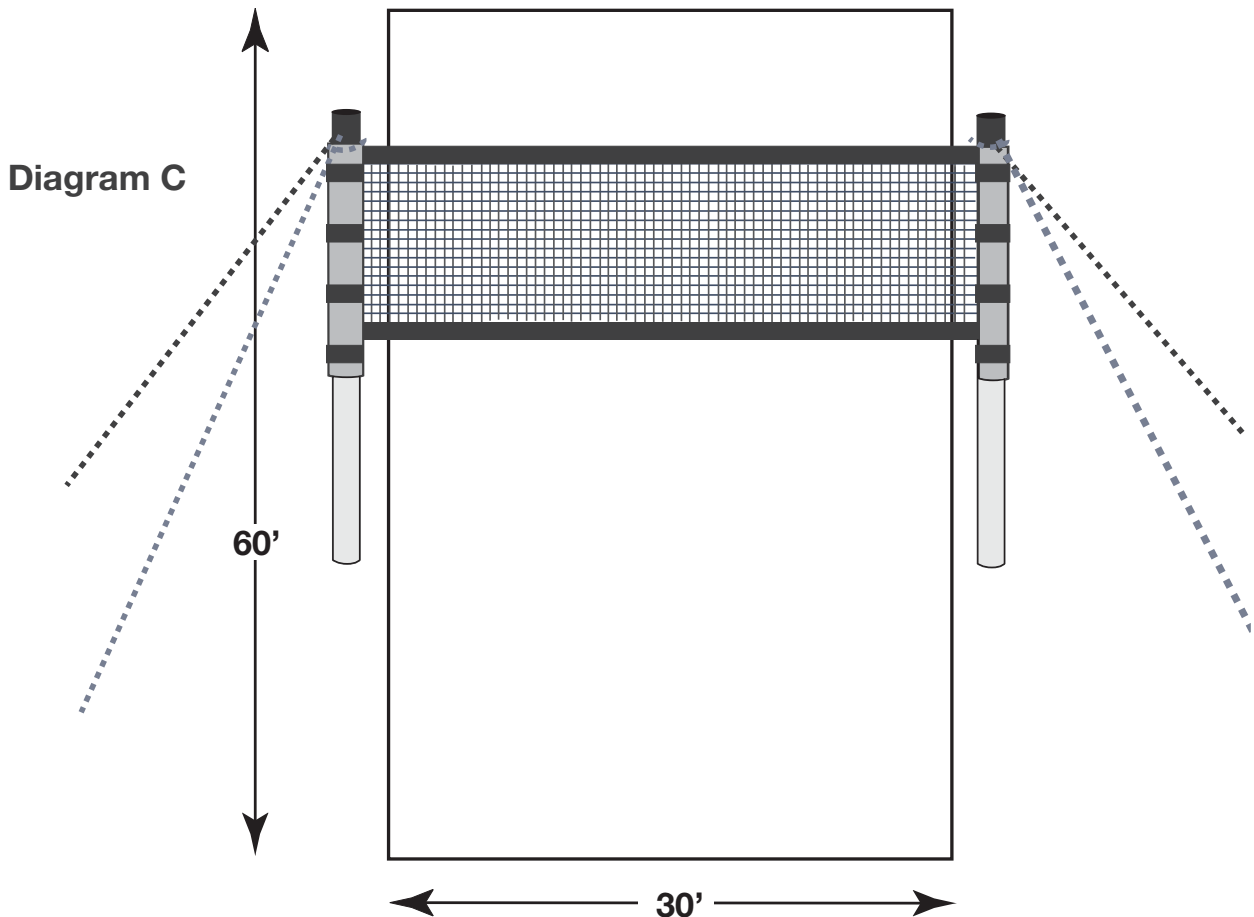
STEP 2: NET TENSIONING

With the base of the pole angled toward and aligned with the center of the court by approximately 18", pull down the plastic guyline tensioner to tension guyline system. Slide the poles to an upright position to maximize the net tension (note **Diagram B**)



STEP 3: INSTALLING BOUNDARY

Lay the boundary out onto the play area. Identify the center pole markers and position the four corner anchors in each corner of the play area. Square corners and insert corner anchors in ground. Your court dimensions will measure 30 feet wide by 60 feet in total length. (note **Diagram C**)



Congratulations. You are now ready to play.

VOLLEYBALL GAME RULES

Scoring:

Games are usually played to either 11 or 15 points which should be determined before play begins. Pro Beach Volleyball matches are best of three games with the first two games or sets played to 21 and the third played to 15 points.

Court Exchanging:

Side changes or exchanging courts occur at specified times during the game. In a 15 point game courts are exchanged each time 5 points are scored. In an 11 point game courts are exchanged each time 4 points are scored. In games to 21 side changes occur after every 7 points are scored. In competitive play side changes should be direct and without delay.

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 a fault.

Ball Play:

Ball in: The ball is “in” when, after being served into play, its first contact with the ground is on the playing court or on a boundary line.

Ball out: The ball is “out” when, after being served into play, its first contact with the ground is completely outside the playing court, or it touches an object outside the court, an overhead object or a person out of play, or it touches the antennas, ropes, posts or the net outside the antennas.

Team Contacts:

Each team is entitled to a maximum of three contacts to return the ball to the opponent. 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.

VOLLEYBALL GAME RULES (continued)

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 opponent's playing space.

Block:

Blocking is an action at the net where a player and/or players rise up and deflect the ball coming from the opponent.

For doubles and triples, blocking does constitute as a contact and any player may make contact with the ball after a block.

For four (4) person and six (6) person play blocking does not constitute a team contact. Any player may make the first contact with 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 the 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. Also occurs when two players hold the ball at the same time above the net during a blocking maneuver. The point is replayed in this instance.

Player/Net: It is a fault for a 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.

VOLLEYBALL NET SYSTEM MAINTENANCE

Boundary line

Though the boundary line used with this net system is unlikely to knot it can tangle and should be carefully wound up after each use.

Telescopic poles and push buttons

Poles should be checked for dirt and debris after each use.

Keeping the push buttons clean will allow them to operating smoothly.