

RULES BOOK



S P O R T
C O U R T

Y O U R S P O R T , O U R C O U R T
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WELCOME

Congratulations on landing your very own Sport Court® game court. Your backyard is now “Sports Central” for the thrill of beating the buzzer. And, of course, beating your neighbors.

It's all in your backyard now, so you can play by your own rules. Or if you want to play by the established rules, they're listed right here in the Sport Court® Rules Book. So keep this guide in a handy spot and reference it often. You never know when your neighbor will try to argue your Dodge Ball call.

Also, write your Dealer's name and phone numbers at the bottom of this page for quick access in adding new products and/or yearly check-ups. Or just call if you need to round out your sixsome for Triples Tennis (yes, those rules are in here too.)

Dealer_____

Office Phone_____

Cell Phone _____

Now let the games begin!

You wanted a court, but you got a lot more. It's a basketball arena for the neighborhood champs. A volleyball game free from sand in your shorts. A place for roller hockey without a timeout for cars. And a tennis court with no waiting list.

You can play almost any game you want, any time you want. Just use this guide for additional rules and game ideas, then get your friends and family out there and cue the roar-of-the-crowd sound effects.

And start scalping tickets to your patio seats.



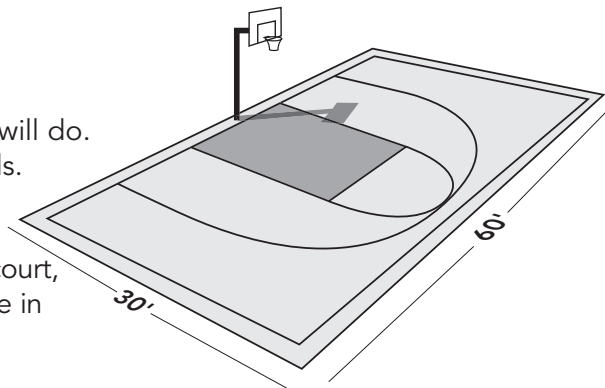
BASKETBALL

Now you can hoop it up like the pros, whether you have room for a full-length court or just a three-point arc. Try one of the games that follow, teach your kids the fundamentals, or just perfect your after-dinner fade-away jumper. Who knew that house league would be possible at your own house?

Game Rules

Ball: Use an official basketball, though any size will do. Consider using smaller balls for smaller kids.

Court: There is no "standard" basketball court size, and most games can be played with a half court, crossing the 3-point line line for each change in ball possession.



Scoring: Varies, depending on the game, but mostly 2 points for any shot except those "outside the arc," which usually count for 3 points. Some people count by "1's" and "2's" which puts a greater value on long shots outside the arc.



Horse

The object of the game is to be the last player left in the game. Players are eliminated when they have all the letters of the word "HORSE." Players are penalized with a letter, beginning with H and proceeding to E, when they fail to make a shot that a previous player has made. Once a player has all the letters to spell HORSE, they are immediately removed from the game.

The game begins by deciding a turn order in which players will shoot the basketball. In later games, the previous winner may choose the turn order, or it could be the order in which players were knocked out in the previous game.

The first shooter attempts to make a basket from anywhere on the court. If the shooter makes the shot, the next player must make the same shot. If the next player makes the shot as well, the third player must attempt to make the same shot. If all players make the shot and the original shooter's turn comes up again, the original shooter chooses a new spot from which to attempt a basket. If the original player misses his shot then the ball is passed to the second player who can attempt to make a basket from anywhere on the court.

Shots can be called such as 'backboard', left-hand' (or 'off-hand'), hook-shot, etc., indicating not only from where but how the shot must be made. For example, if you call "backboard", you must shoot the ball off the backboard and into the net. If you swish it or don't hit the backboard, the shot is no good. Subsequent players must make the same shot to avoid a letter.



Feel free to add your own house rules to best suit your own court. For example, if the ball goes over the fence into the neighbor's backyard, the shooter takes three letters.

Around The World

Players begin the game by shooting in order from spots designated on the court. If player makes spot #1, the player advances to spot #2. If the shot is missed, the player may "chance" it by calling out, "Chance!" In a chance, the shooter then has one additional try in which to make the shot. If the shot is made, the player advances to the next marked spot. If the shot is missed, the player's turn is over and he/she must start over at spot #1 when his/her turn comes up again.

If a player does not wish to "chance" a shot, his/her next turn resumes from the spot of the last made shot. Upon making spot #9, the player advances to the free throw line where (6) consecutive free throws must be made. Thus completing shots "Around the World".

The first player to go "Around the World" wins.

Two-On-One Cut Throat

Team with the ball always has one player. Team without the ball always has two players.



Player A takes the ball out and tries to score against Player B & C. If a shot is made, two points (or three) are awarded. Player A then goes to the free throw line for three free throws (each worth one point). If Player A makes all three free throws, he/she then takes the ball out again.

If free throws are missed and Player B or C rebounds, then the game continues with that player going one on two. NOTE: Some versions of this game allow a player who makes a bucket to shoot free throws until he/she misses--no limit.

The first player scoring 21 points wins.

Spot Shot

Players take turn shooting five shots from each of six designated spots. The player with the best percentage after 30 spot shots wins.

One-On-One, Two-On-Two, Three-On-Three "Make It, Take It"

The game is played to 22 counting by twos and threes and must be won by a margin of four points.

Team A takes the ball out to start the game. If Team A makes a basket, Team B takes the ball out. Once a team has scored six points, they keep the ball after each basket (thus make it, take it) until the other team takes possession by rebound, foul or steal.

When one team scores the 20th point, this is considered "Game Point" and the opponent is given possession of the ball.



Twenty-One

Player A and Player B each have a basketball and stand behind a designated long shot line. On "go," players shoot one long and one short shot (short shot is a shot from anywhere). Long shots count as two points, short shots count as one point.

If a player makes a shot that brings the score to a total of 13 points, the player's score reverts back to zero and must start over. The first player to score 21 points wins.

The game can also be played using one ball and alternating turns after a shot is missed.

Fifty-One

This game is played just like 21 except there are three (3) shots. Long shot from designated line = 3 points. Rebound shot from the spot that the long shot is rebounded = 2 points. Shot from anywhere = 1 point. The first player with 51 points wins



Play a doubles match with the neighbors without paying a guest fee. No scheduling court time and no overpriced iced tea after your match. It's your club now. Just remind your neighbors that it's BYOBB -- bring your own ball boys.

Game Rules

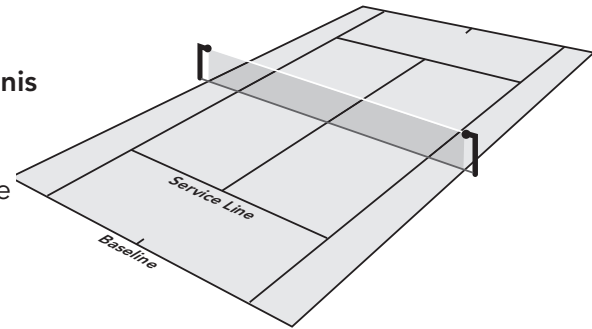
Short Court, QuickStart Tennis or Under 10 Tennis

Ball: Our specially designed low-compression tennis ball is the "key" to the game. The ball is especially engineered to absorb energy on our surface.

Racket: Sport Court® racket or standard tennis racket.

Court Size: The United States Tennis Association has designated 36' x 18', 60' x 27' and 78' x 36' as standardized court sizes. However, you can have fun on any size court.

Net: 36" high on ends, pulled taut.



Service: Overhead serve & the ball must land in service area.

Scoring: Same as tennis; points scored when a side commits a fault.

No Points = Love

1st Point = 15

2nd Point = 30

3rd Point = 40

4th Point = Game

Game: Must be won by a margin of at least two points. A tie at 40-40 is called a "deuce".

A 40-30 score is an advantage to the server or "AD IN". A 30-40 score is an advantage to the person receiving serve or "AD OUT".

Set: The first side to win six games by a margin of two games wins the set. A tie breaker is played at 6-6.

Tie Breakers: A tie breaker should be used when the score is tied 6-6

Match: The first side to win two sets wins the match.



Faults:

- Hitting the ball out of bounds (the boundary line is in).
- Stepping across base line before hitting the serve.
- Not allowing the serve to bounce before returning the serve.
- Letting the ball hit the ground twice before shot is returned.
- Any shot not crossing the net.
- Hitting the ball more than once before it has crossed the net.
- Being hit by, or touching the ball with anything but the racquet.

Triples Tennis

Yes, this really does mean 3 players a side. You'll find there is plenty of room on court for everyone. It's a game where you can really cover all of the court, but your opponents have 3 players too. The key difference between this and regular tennis (aside from the additional players) is that one member of the receiving side receives serve for an entire game, both in the deuce and ad courts.

A round robin format works well for organizing a triples event. Each match consists of 6 games, plus a tiebreaker if the score is 3-3. Play all 6 games, regardless of the score (e.g. 4-2, 5-1, 6-0 are all possible scores) as this keeps matches on court for about the same time and can be useful if a count-back is required.

Each player serves one game. The games are no-ad scoring. As already stated, one member of the receiving team receives serve for an entire game. The other players can stand anywhere.



The strongest player on each team must serve, and receive, against the strongest player on the opposing team. Similarly the 2nd and 3rd ranked players in each team will serve and receive against each other. This is important as it makes for a fair contest.

Tiebreakers shall be used when the score is tied 3-3 in a set.

- 1.** The first team to 7 points, providing they are leading by 2, shall be the winner. The numerical scoring will continue until the margin of victory is 2.
- 2.** The player whose turn it is to serve shall serve the first point. The next player will serve points 2 and 3 starting from the left court. Serves shall continue in this manner.
- 3.** Players shall change ends after each six points and at the end of the tie-break game before the tie-break begins

Keep teams the same throughout the event as great camaraderie soon develops and also because it takes a little while for teams to sort out strategy.



Use a Sport Court paddle tennis racket and enjoy this game from every angle. Just think tennis, but with the mind of a volleyball master -- lob, volley, lob, volley -- then slam it home for the win.

Game Rules

Court: Paddle tennis is typically played on a 50' x 20' court, which is used for both singles and doubles. The court is marked into four service areas, each 22 feet long by 10 feet wide, with a baseline 3 feet behind the service line. **a)** Service Area – The area extending from the net back to the service line. **b)** Base Line – The back boundary line 25' from net line on both sides. **Note:** If there is less than 11 feet of back space, a special "lob area" rule goes into effect. Service lines then become the baselines, and the baselines become lob lines, marking a 20' x 3' lob area. A shot landing in this area must be a lob--that is, it must have reached a height of at least 10 feet above the court surface; otherwise it is counted "out."

Net: The net is 31 inches high (a 36" net will work too) and is stretched taut between two posts, each 18 inches from the sidelines. The rules call for at least 15 feet of space behind each baseline and at least 10 feet of space on each side of the court.



- Ball:** SPORT COURT® tennis ball.
- Paddle:** SPORT COURT® paddle tennis paddle.
- Service:** **a)** Only one (1) try at a serve is allowed.
b) The serve is underhand and below the waist.
- Scoring:** Same as tennis; points scored when a side commits a fault.
No Points = Love 3rd Point = 40
1st Point = 15 4th Point = Game
2nd Point = 30
- Game:** Must be won by a margin of at least two points.
- Set:** The first side to win six games by a margin of two games, or the first side to win seven games wins the set.



Match:

The first side to win two sets wins the match.

Faults:

- Hitting the ball out of bounds (a ball on the boundary line is good).
- Stepping across base line before hitting the serve.
- Not allowing the serve to bounce before returning the serve.
- Letting the ball hit the ground twice before shot is returned.
- Any shot not crossing the net.
- Hitting the ball more than once before it has crossed the net.
- Being hit by, or touching the ball with anything but the racquet.



WACKETBALL®

Wacketball® is played like tennis with different equipment. No, not hockey gear – just a special foam ball and Sport Court® Wacketball® racket. It's a good cardio workout that will improve your tennis skills, too. *Note: Because a foam ball is used, Wacketball® does not play well in windy weather. Go fly a kite instead.*

Game Rules

- Court:** The playing area is the same for both singles and doubles. a) Service Area-extending from penalty zone to the base line. b) Base Line-back boundary line.
- Net:** Shall be 36" on the ends pulled taut.
- Ball:** Official foam Wacketball® (available through Sport Court®).
- Racket:** Sport Court® Wacketball® racket.
- Service:** Overhand, as in tennis. Server must stand behind the base line & within the imaginary extension of the center line & side line. The serve must be cross-court into the diagonally opposite service area. Two attempts at serve are allowed. As in tennis, the player serving alternates sides as each point is scored.

The same player serves until game is completed.

Scoring:

Same as tennis; points scored when a side commits a fault.

Game:

Must be won by a margin of at least two points.

Set:

The first side to win six games, by a margin of two games or the first side to win seven games wins the set.

Match:

The first side to win two sets wins the match.

Faults:

- Hitting the ball out of bounds (a ball on the boundary line is good).
- Stepping across base line before hitting the serve.
- Not allowing the serve to bounce before returning the serve.
- Letting the ball hit the ground twice before shot is returned.
- Any shot not crossing the net.
- Hitting the ball more than once before it has crossed the net.
- Being hit by, or touching the ball with anything but the racquet.

PICKLE BALL®

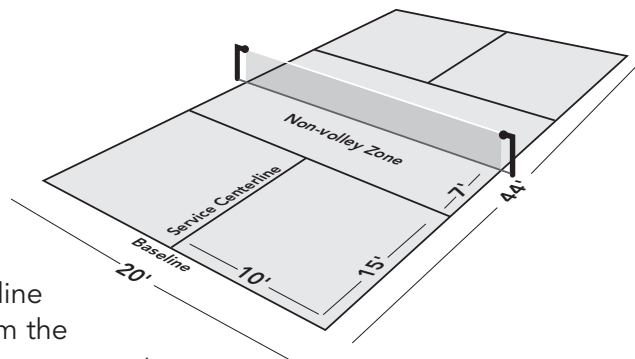
The only game we know with pickle in the name. In case you're wondering, the inventor of this game had a family dog named Pickles who would chase after the errant balls and then hide in the bushes, thus "Pickle's ball" was later shortened to the namesake of Pickle Ball®. This fast-paced version of tennis will get your kids or your friends or your friend's kids really running.

Game Rules

Ball: A baseball-size plastic wiffle ball.

Paddle: A Pickle Ball® Sport Court® paddle.

Court: At least a 20' x 44' size court



The server must serve from the right side behind the base line whenever the score is zero or an even number. Serve is from the left side whenever the server's score is an odd number. The serve must clear the neutral zone and land in the diagonally opposite service area.

In singles, the player serving continues to serve until service is lost.

Only one try per serve is allowed and the serve must be underhand, below the waist. On serve, the ball may be hit “out of hand” or bounced and hit. A serve touching the net and landing in the proper serve area is to be replayed. If the serve touches the net and lands in the neutral zone, serve is not replayed. With loss of service, ball goes to the other side.

One Bounce Rule: Each side must allow the ball to bounce once (service and return of service), and then it can be played in the air or on the bounce.

In doubles, players retain their same position on the court at all times, only the ball changes hands. When serving side’s score is an even number, the ball is served from the right hand court by the player on that side. When serving side’s score is an odd number, the ball is served by the player in the left court. Remember the players do not alternate sides, only the ball changes sides each time a point is scored.

After each game, players must switch positions, alternately one team at a time. After four games, the teams switch sides of court.

Scoring: Points are only scored by serving side.

Game: Played to 11 but must be won by a margin of at least 2 points.

Set: The first side to win 3 games.

Match: The first side to win 2 sets wins the match.

Neutral In Pickle Ball®, you should identify a 'non-volley zone' (usually 7' on either side of the net) utilizing Sport Court® custom paint marks. No player is allowed to enter this zone at any time except to return a shot after it has bounced in this zone. No ball may be hit on the fly while any part of the body is in the zone.

If the opponent makes a legal return and is still in the non-volley zone, hit the ball right back at him/her since they are not allowed to hit the ball on the fly while any part of the body is within the zone. Any follow-through into the non-volley zone is a fault.

Faults:

- Hitting the ball out of bounds (a ball on the boundary line is good).
- Stepping across the base line before hitting the serve.
- Not allowing the serve to bounce before returning the serve.
- Letting the ball hit the ground twice before shot is returned.
- Any shot not crossing the net.
- Hitting the ball more than once before it has crossed the net.
- Being hit by or touching the ball with anything but the racquet.
- Wandering into the non-volley zone when a ball has not bounced in

Now you can hit the beach for a game of volleyball even if the beach is 1000 miles away. Throw a CD of waves crashing on the beach for the right effect and enjoy the sun on your face.

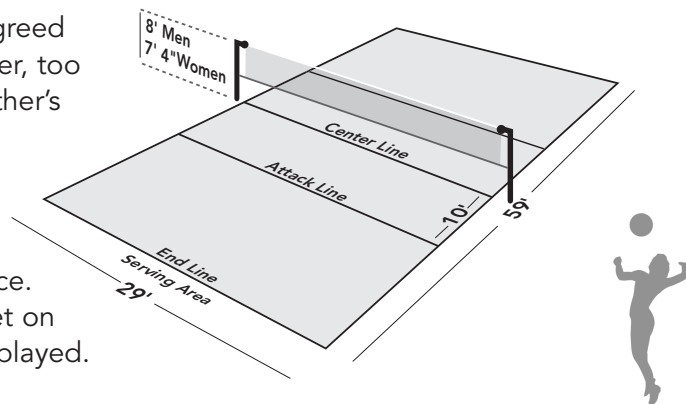
Ball: Standard Volleyball

Court Size: Use court as lined for boundaries

Net: Men (8'). Women (7' 4"). Quickly adjust the net height and you are ready to spike.

Players: Each team may consist of any agreed upon number of players. However, too many players may get in each other's way and result in injuries.

Service: Overhand or underhand behind baseline. Player serves in turn & serves until opponent wins service. 'Let' balls -- those that hit the net on serve are 'good' and should be played.



The serve may be hit with any part of the hand, fist or forearm. Serve must go over net and land within the boundary lines.

Volley: The ball may be volleyed up to three times before it must go over the net. No player may hit the ball twice in succession. One or two hands may be used.

Rotation: After a team wins the service, players rotate one position clockwise before serving.

Scoring: Scoring occurs on every play, regardless of team serving.

Game: First team to score 21 points (tie must be broken with two point's difference).

Faults:

- If the ball does not go over the net when served or goes out of bounds (if it hits base line, it is considered good), or is touched by a player before going over the net.
- Holding or throwing the ball.
- If ball touches any part of the body except hands or forearms.
- Reaching over the net or touching the net with any part of the body.
- Ball hits court surface.



In the era of multitasking, this is the perfect way to hone two sports skills at once. Then your kids just have to decide which scholarship to go after.

Court: Use court as lined for boundaries.

Net: 36" on both ends, pulled taut

Ball: Soccer ball, volleyball or four-square ball.

Service: Server must stand behind the base line. On the serve, the ball may be kicked from hand or bounced once then kicked. The serve may land anywhere within the boundaries once it has crossed the net. Two tries at serve are allowed.

The ball must bounce once on service and return of service before it can be kicked in the air. After return of service, ball may be kicked in air or after one bounce.

Upon loss of service, ball goes to the other side. In singles, player continues serving until serve is lost. In doubles, serve alternates between teammates.



Any ball landing on a line is good. Any shot that may be kicked, may also be “headed” except for the service.

Scoring: Scoring occurs on every play, regardless of which team is serving.

Game: Played to 11 but must be won by 2 points.

Set: The first side to win 3 games.

Match: The first side to win 2 sets wins the match.

Faults:

- Touching the ball with hands.
- Hitting or kicking the ball out of bounds.
- Letting the ball hit the ground twice before being kicked.
- Any shot not crossing the net.
- Hitting the ball more than once before crossing the net.

Doubles: In doubles, the ball may be passed between team players two times before it must be kicked or headed over the net. The ball may bounce once between each pass.



If you think tennis is fast, wait until you start up a fierce game of Sport Court® backyard badminton. The birdie in some professional matches travels over 200 miles per hour! Maybe it's time to get your own backyard speed gun.

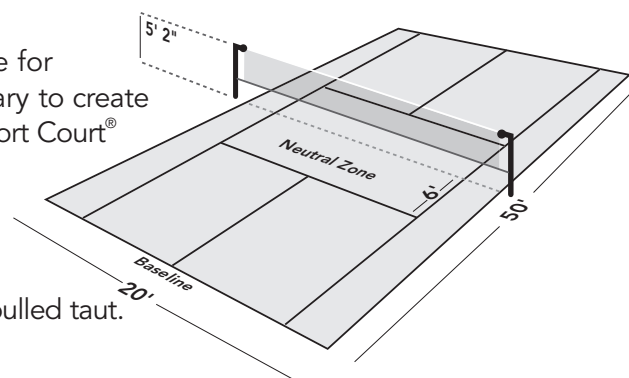
Court: 20' x 50'. The playing area is the same for singles and doubles. It will be necessary to create a neutral zone (see diagram) utilizing Sport Court® custom paint marks. The neutral zone boundary line should be marked 6' out from the net on both sides.

Net: The net shall be 5' 2" on the ends and pulled taut.

Racket: Any badminton racket may be used.

Shuttlecock: Birdie (any may be used).

Service: Server must serve from within respective service court. Player served to must be in diagonally opposite service court. When server's score is even, service is from the right side of the court.



When score is odd, service is from the left side of the court. Serve must be underhand, below the waist at point of contact and must land in diagonally opposite service court. The serve must pass the 6' neutral zone to be in play.

In doubles, no player shall serve more than one consecutive point. The birdie alternates sides, not the players.

Scoring: Only the side serving can score.

Game: Played to 15. Must win by a margin of at least 2 points.

Match: First side to win 2 games.

Faults:

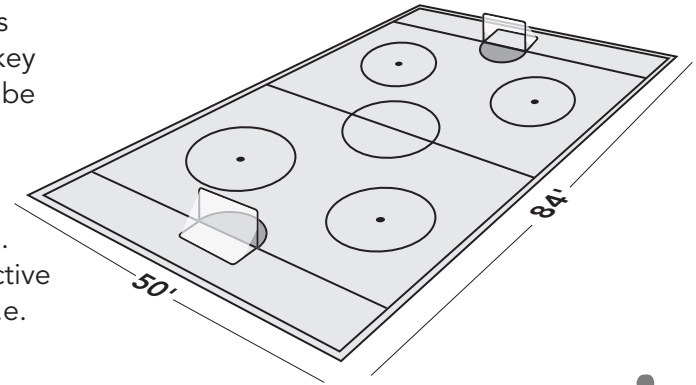
- Serving overhand.
- Touching the net or reaching over the net.
- Hitting the birdie twice before it goes over the net.
- Serving the birdie into the wrong service court. (It must be served into the court diagonally opposite the server beyond 6 ft. neutral line).
- If birdie lands outside the boundaries of the court (if it hits the line, it is good), fails to go over the net or touches the court surface or a player.



ROLLER HOCKEY / STREET HOCKEY

Pull the kids off the street and let them fire away on the Sport Court® nets in your backyard. Develop skills, speed, and a killer slap shot. Roller or street hockey is played much like ice hockey with a few modifications. Best of all, there's no waiting for the Zamboni® to clean the ice.

Equipment: Two self-standing goals should be placed behind the court base lines and centered on the court. A hockey stick with a plastic bottom should be used with a plastic disc (puck) or street hockey ball. The goalie should have a hockey stick and baseball glove to protect the goal. When playing roller hockey protective gear is recommended for safety (i.e. helmet with mask, knee/elbow pads, shin guards, wrist pads).



Players: The game can be played with two or more players but no more than six may play on each side (3 forwards, 2 defensive, 1 goalie).



**To Start
Game:**

Place puck in middle of court with one player from each team on each side of puck. The other players should be positioned approximately 6' back from the center court. One player counts to three and the two players put the puck in play by trying to hit the puck to a teammate.

Scoring:

A goal is scored when the puck is shot, with the stick, into the opponents' net. If the puck is kicked or pushed into the net with hands or feet the goal is not allowed. After a goal is scored the puck is placed in the middle of the court for face off to start play.

Game:

Game is played to 10 goals or three periods, each lasting 10 minutes.

Court:

Sport Court Hockey can be played on any size Game Court. The entire court is inbounds. If the puck goes off the court, the last team to touch it is at fault. The other team then passes the puck to their teammates from the spot it went out.

VIOLATIONS: NO BODY CHECKING, HIGH STICKING, TRIPPING OR PUSHING IS ALLOWED. IF THESE FOULS ARE COMMITTED, ONE FREE SHOT FROM CENTER COURT IS AWARDED FOR THE PENALTY (For free shot, the goalie stands outside and away from the net).



SHUFFLEBOARD

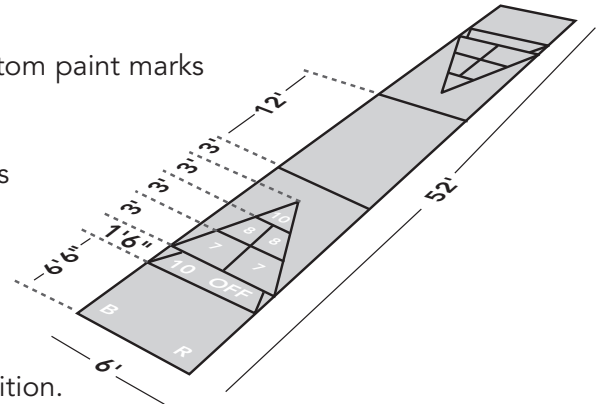
All the fun of the cruise ship game without the annoying casino to lose your shirt in. Perfect for any age player - kids against adults, boys against girls, or neighbors against home team. Just make sure the losers do the dishes.

Court: As marked on court with Sport Court® custom paint marks
(Ask your Sport Court Dealer).

Equipment: 8 discs of two colors, 6" diameter 2-4 cues

Object of the Game: To slide discs into numbered areas and to knock opponent's discs out of scoring position.

Rules: Discs are played from behind 10-Off area. Play alternates until all discs are played. A disc returning, or remaining on the court after having struck any object other than a live disc shall be removed before further play.



Scoring: Scores are counted after both players have shot all discs. Score only discs within, but not touching the line. Any disc which lands in the center area (neutral zone) should be removed before the next disc is played. Any disc touching any line is nullified.

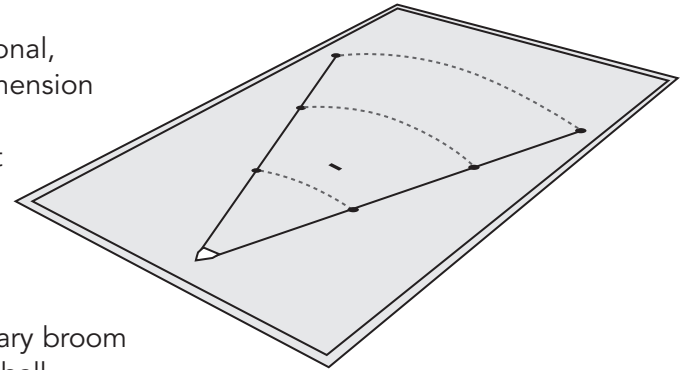
Game: 50, 75 or 100 point.

Match: Best of three games



Everyone loves to smack a wiffle ball. It isn't as easy as it looks, though. You can throw crazy curves and amazing sinkers. And if you swing too hard you'll put the "whiff" back in "wiffle".

Court: The size of the playing field is optional, but we recommend a minimum dimension of 20 feet in width at the home run markers (approx. 8 paces) by about 60 feet long (approx. 23 paces) from home plate to each home run marker.



Equipment: WIFFLE® bat, or substitute an ordinary broom handle. WIFFLE® perforated plastic ball

The WIFFLE ball was designed for use in congested areas. Because the ball will not travel far even when solidly hit, ball chasing and base running have been eliminated. The field is laid out with foul lines and markers for singles, doubles, triples and home run areas. See sketch of suggested playing field.



The minimum number of players required to play a game with the Wiffle Ball is two—the pitcher and batter—one player per side. The maximum number of players that can compete is ten—five players to a side.

If a full team is playing, each side will consist of a catcher, pitcher, double area fielder, triple area fielder and home run area fielder. Fielders cannot move from one area to another when a full team is playing. When more than two players are playing, captains for each side are picked and they choose their respective teams alternately.

As in baseball, the game is played with one team at bat and one team in the field. The batting order of the team at bat is Pitcher, Catcher, Double Area player, Triple Area player and, finally, Home Run area player.

The rules of play are similar to baseball, however there is no base running. Three outs to retire a side, per inning, nine innings per game. In case of a tie, additional innings are played. For a complete inning, both sides must bat.

An out for the batter can be made in three ways:



1. The batter can strike out only if he/she swings at a pitched ball and does not foul tip the third strike. Foul tips count as a strike for the first two strikes only. A foul tip caught in back of the batters box does not count as an out.

2. Fly balls caught in fair or foul territory

3. Ground balls caught while the ball is in motion, in fair territory. Bunting is not allowed and the batter cannot obtain a base on balls.

Scoring:

Single markers are placed approximately 24 feet from home plate on the foul line. A ball hit in the single area (i.e. the area between batters box and single markers) and not caught, constitutes a single. Double markers are placed approximately 20 feet in back of the single markers on the foul line. A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double. Triple markers are placed on foul lines 20 feet back of the double markers. Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple. Balls hit past the triple markers, and not caught, constitute a home run.

The baseball rules of scoring apply:

Example: A player hits a single – his/her team has a man on first base (imaginary runners). The next player hits a single – the team now has a man of first and second. Third batter hits a home run – three runs score! (The imaginary runners on first and second, plus the home run.)

- A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.



- A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple
- A runner on 2nd base advances one base on a single and scores on a double or triple.
- A runner on 3rd base scores on any hit.

CAUTION: COURT SURFACE MAY BE SLIPPERY WHEN WET. NO SLIDING TO BASE
LOWED. BE SURE WINCH HANDLE IS REMOVED OR HANDLE TURNED DOWN
OUT OF THE WAY. BE CAREFUL OF NET ADJUSTMENT HARDWARE.



SMALL COURT FUTSAL

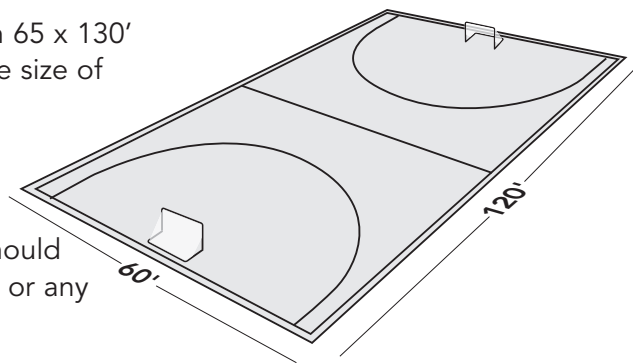
Think soccer, in a close space, played very, very fast. Try to bend your shots, blast a corner kick, or hit your header towards that open goal. Then start thinking Major League Soccer.

Court: International competitions are held on 65 x 130' courts with 5 players per team, but the size of the playing field is optional.

Equipment: Official futsal ball preferred as they are designed for less bounce. Alternatively a size 3 or smaller ball should be used. A hockey goal may be used, or any other agreed upon goal.

Players: 3 vs 3 recommended for reduced size courts, though teams can consist of any number of players.

Game Rules: Futsal is FIFA's (Federation Internationale de Football Association) official version of indoor or limited space soccer. The ball is out of bounds when the entire ball goes over the line. Balls touched over



the sideline result in a kick in for the opposing team. Balls touched over the end line result in a corner kick if last touched by the defense or a goal kick if last touched by the offense.

Each team starts the game on its own side of the field, and a coin flip determines which team kicks off. Following a goal each team begins on their own side again, and the team that conceded the goal kicks off.

It is forbidden to kick, push, hit, trip, hold, or otherwise contact an opponent.

It is prohibited to intentionally touch the ball with the hand or any part of the arm. A handball results in a free kick for the opposing team at the site of the infraction.

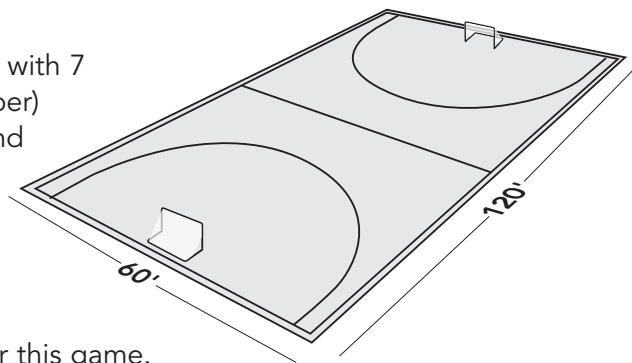
During a goal kick, corner kick, free kick, or kick in from the sidelines, opposition players must stay 10 feet back from the ball.

Local competition rules may vary.



Most handball courts have bright white lights and stark white ceilings closing you in. Your court is simply filled with fresh air and sunlight. Now with your Sport Court® set up, you can show off your handball tan.

Court: Typically played on a 65 x 130' court with 7 players per team (including goalkeeper) although a version with less space and fewer players will help develop skills and coordination while being a fun and challenging team game.



Equipment: Use an official team handball, futsal ball, dodgeball or volleyball for this game. An official handball goal opening is 2 x 3 meters, about 6' 7" high and 9' 10" wide. You can agree to use your Sport Court hockey goal or any other goal.

Game Rules:

- Use the basketball 3-point line as your goal zone line – only the goalkeeper is allowed inside the goal zone. The goal is located at the center of the back line inside the zone.



- Players are only allowed to take 3 steps or hold the ball for 3 seconds without bouncing the ball or having to pass it. A holding or traveling violation results in having to give the ball to the other team from that spot.
- The defensive team typically spreads itself out along the outside of the goal zone line and the offensive team moves and passes the ball back and forth in an attempt to get an open shot at the goal. Defensive players move to block the shots and keep the offensive players from having an easy shot at the goal.
- At the beginning of each half and after each goal, teams both start on their respective sides of the centerline.
- The goalkeeper is allowed to use any part of his body to keep the ball out of the goal. Other players are not allowed to kick the ball at any time. The Goalkeeper does not need to bounce the ball if running or moving with the ball in his possession inside the goal zone. The goalkeeper can leave the zone, but then has to follow the same possession rules as the rest of the players.
- It is not permitted to pull the ball out of the hands of the opposition, nor to block, push or hit them.



- A ball going out of bounds results in a throw-in to the opposing team. A player standing out of bounds initiates play by throwing the ball in to a teammate. Balls going over the end line are thrown in from the corner if the defensive team touched it last, or anywhere in the goal zone by the goalkeeper if the offensive team was the last to touch the ball.
- The team with most goals at the end of the agreed-on time limit is the winner.



REBOUNDER RACQUETBALL

Want to play the fastest racquetball game of your life? Rebounder racquetball will really get you moving because everything comes off of the one and only front wall.

Court: 20' x 25'

Equipment: A Sport Court® rebounder net. Any racquetball racket can be used with a live tennis ball, rubber ball or racquetball.

Game Rules: Spot Court® rebounder racquetball is a modified version of three and four wall racquetball. Although it does not allow for side and back wall play, it does offer an extremely vigorous workout for two players

Service: Serve from approximately 6' back from center court. If server's score is even, serve is from right. If server's score is odd, serve is from the left. Serve must be bounced and hit into rebounder above line marker and land in diagonally opposite service court. Two serves are allowed. Any ball landing beyond side court lines or over rebounder results in loss of serve.



There is no out of bounds in back court or front of rebounder. Any shot after service, which hits the rebounder apron or lands in front of baseline is a good shot.

Faults:

- Hitting ball outside court boundary lines.
- Hitting ball over rebounder.
- Stepping across service court line before hitting serve.
- Not allowing the serve to bounce in service court before returning the serve.
- Letting ball hit court twice before shot is returned.
- Serve not hitting above line marker on rebounder.
- Any shot hitting court before hitting rebounder.

Hinder:

Anytime a player physically obstructs opponents' opportunity for shot, the point is played over

Score:

The player serving scores points. Game is to 15 or 21.



DODGE BALL

If you ever made it through 5th grade, you've probably mastered dodge ball. But just in case, here are the official rules.

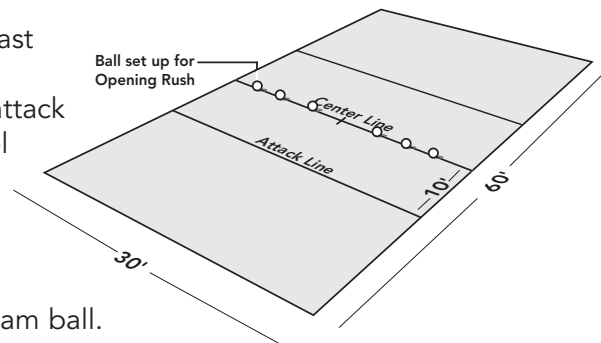
Court: The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into 2 equal sections by a centerline and attack lines 3m (approx. 9' 10") from, and parallel to, the centerline. ***Ideal Measurements:*** 60' x 30' – Identical to a volleyball court.

Equipment: The official ball used in tournament and league play will be an 8" rubber-coated foam ball.

Game Rules: The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player below the shoulders with a LIVE thrown ball .
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

(A LIVE ball is one that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).



- Boundaries:** During play, all players must remain within the boundary lines. Players may leave the boundaries through their endline only to retrieve stray balls. They must also return through their endline.
- Starting the Game:** Game begins by placing the dodge balls along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
- Timing and Winning Game:** The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has all its players eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.
- In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.

