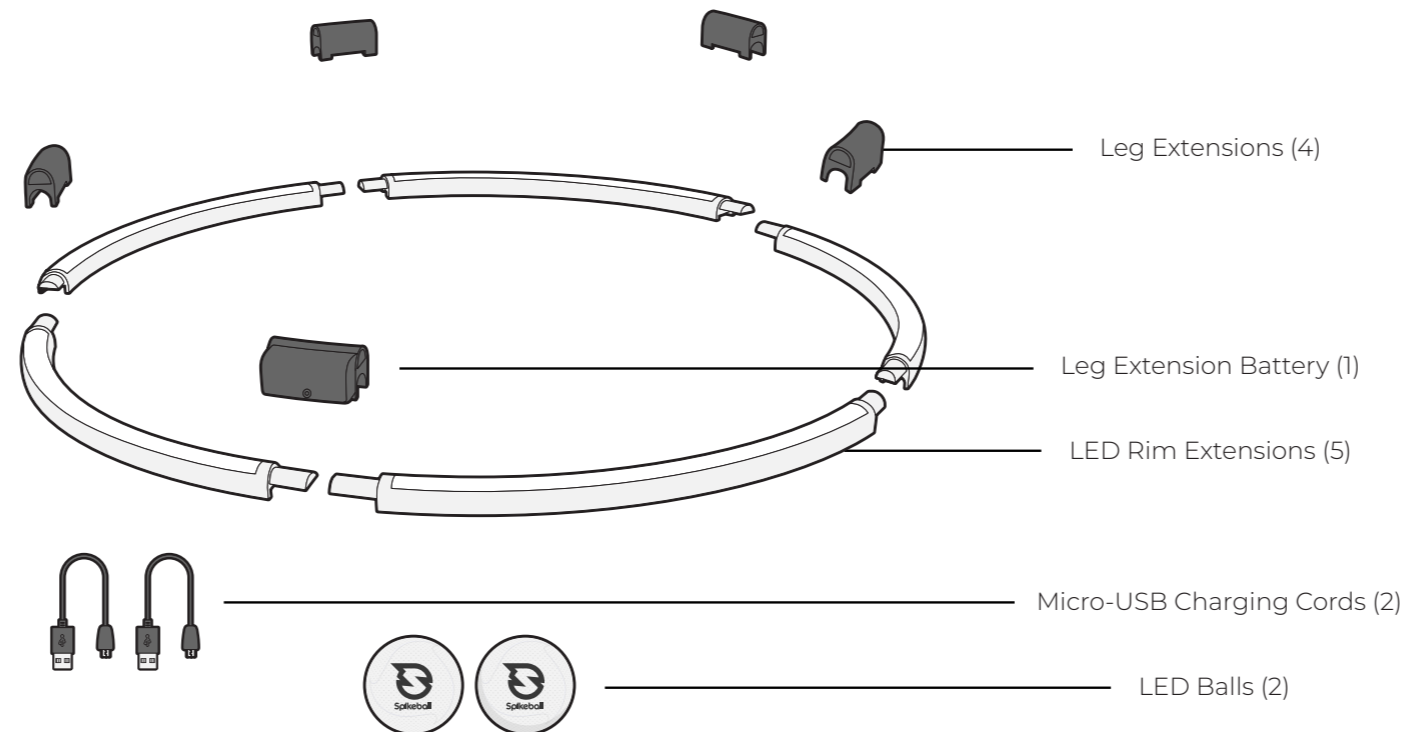




# What's In The Box?

## Hate reading instructions in the dark?

We do too, so hopefully you're reading this inside under a light. But don't stress, if you know how to assemble a standard Spikeball™ kit you definitely have the fine motor skills and mental aptitude to assemble SpikeBrite™.



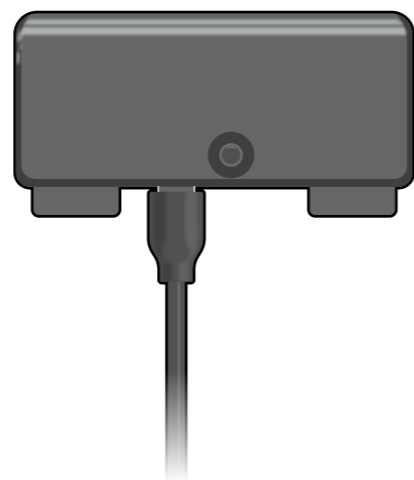
Carrying Pack (1)

### 1. Charge Ball



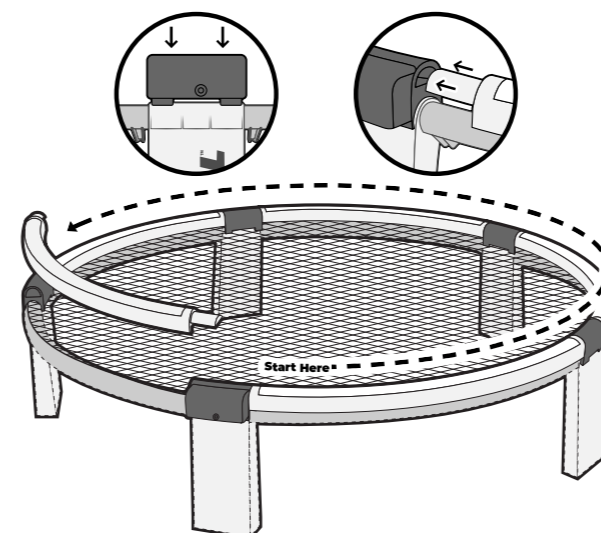
With the charging cable, plug your ball into a power source. Give it 30 minutes to fully charge, then turn the ball on by hitting it. The ball will turn off after a few minutes of inactivity.

### 2. Charge Rims



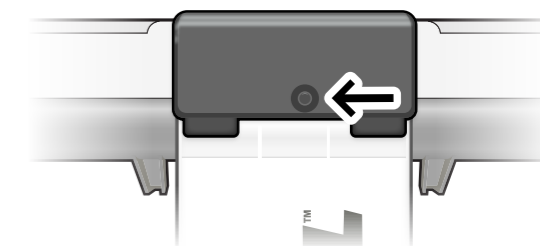
Plug your leg extension battery (the one with the button) into a power source. It will also take 30 minutes to fully charge.

### 3. Connect



Attach the leg extension battery on top of a Spikeball™ set leg. The button should face outside and the screws should face inside.  
Connect one rim extension into the leg extension battery. Alternate connecting one battery and rim extension. Repeat this process until you've formed a complete circle on top of the Spikeball™ set.

### 4. Turn On and Play



Double check that all your rim extensions are fully connected and then press the button on your leg extension battery to turn on. Voila!

## RULES FOR PLAYING IN THE DARK

We play using the standard rules but with two considerations:

- 1) Consider the LED rim extensions as part of the rim. A shot that directly hits a rim extension is no good. A shot that sort of hits the net and sort of hits the rim extension is a pocket, and therefore good.
- 2) It's probably dark so inspect your playing surface before you start. Any uneven spots in the ground or hidden obstacles (tree root, oil slick, ex significant other)? If yes, consider moving to a safer spot.

## 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 serve goes to both opponents. The server will continue serving, and rotating with their partner, until they lose the point.

## 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.

### FCC Compliance Statement

a) This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Please note that changes or modification not expressly approved by the party responsible for compliance could void the user's authority to operate equipment.

b) NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver.
- Consult the dealer or an experienced radio TV technician for help."

### DOWNLOAD THE SPIKEBALL APP

Learn the basics, find local games, and join the community

