

RockBall™

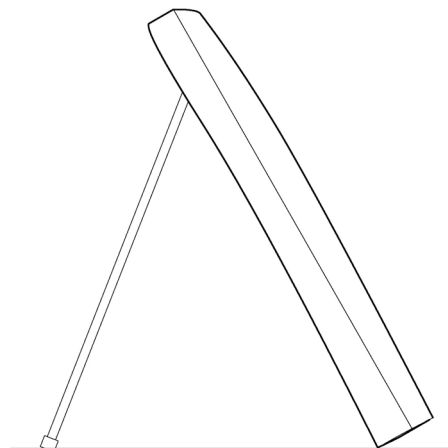
the game

Congratulations! You have in your hands a RockBall™ set. You have earned 52 cool points. Now you need to set it up and play. Read on...

Set-Up

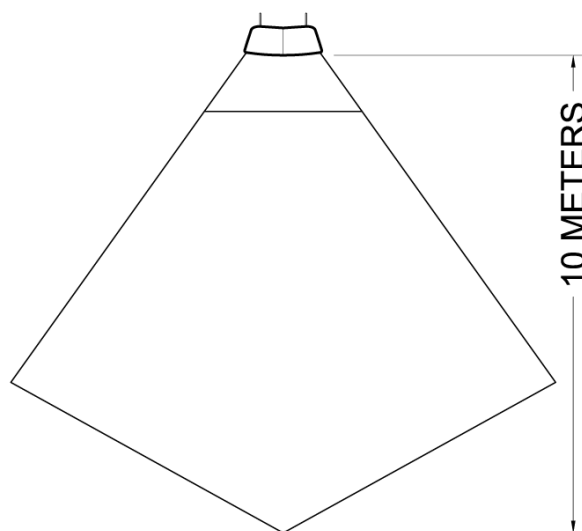
The Rock

Take the RockBall™ set to an open area (grass, sand, whatever). You'll need about 40 ft. x. 40 ft. and it should be pretty flat. If the ground isn't level, position the Rock so it's at the highest end. (You also want to consider the sun and wind.) Swing the legs out so the Rock is inclined as shown. Make sure each leg is supporting the Rock evenly.



The Court

Spread out the lines to make sure they're not tangled. Feed one end through the hole in the Rock (from the gray side to the white side). Tie a knot. Repeat with the other end in the other hole. Then, starting at the Rock, walk out from it about 12 big steps (10 meters). This is where the "center-field" stake goes. Once that's in, pull the other stakes out wide until the lines are taut. That's where the corner stakes go. The court should now look like the figure. When you're done playing, just throw the lines into the Rock and fold it up.



Rules

The first rule of the game is sportsmanship. If you can't play nice- don't play.

Doubles Rules

Play in teams of 2. One member of a team starts the rally by serving from center court. The ball must be thrown against the Rock and can't hit the ground (or anyone else) before hitting the Rock. Either member of the opposing team must catch the ball before it lands within the court. If the ball misses the Rock or lands out-of-bounds, the opposing team wins the point and gets to serve. If the ball lands in-bounds the serving team wins the point. Usually, the ball is caught before it hits the ground. Whoever caught the ball throws it back against the Rock and the rally continues.

A game is to 15, win by 2. If the ball lands on any line, it is *out*. The area between the Rock and the short line is out-of-bounds. Either member of the serving team can serve but it's nice to alternate. You can't obstruct someone from catching the ball and if you touch your teammate's (or your own) throw, you lose the rally. You have 3 seconds to throw once you catch the ball and you must throw from where you caught the ball (within a couple steps). Players can go outside the boundaries if they need to, and can step back in-bounds to throw.

In the case of unintentional interference, a "let" is called and the point is re-played.

Singles Rules

Same as doubles, but subtract one player from each team.

Tidbits

Make sure you push the stakes all the way down so they don't catch a toe.

For beginner players, tilt the Rock back more to give the ball more loft. Tilt the Rock forward for more advanced play.

You can adjust the court to suit your style of play. A wider court makes for more diving up front, while a more narrow (longer) court makes for longer rallies.