

**Franklin<sup>®</sup>**

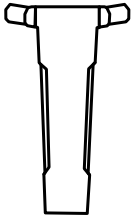
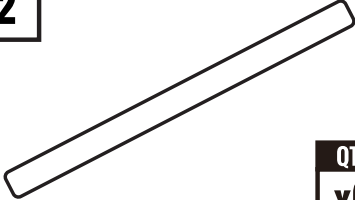


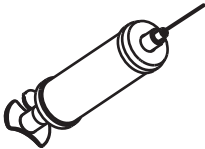
# SPYDERBALL PRO

ITEM NUMBER: **52556**

[www.franklinsports.com/52556](http://www.franklinsports.com/52556)



# PARTS LIST

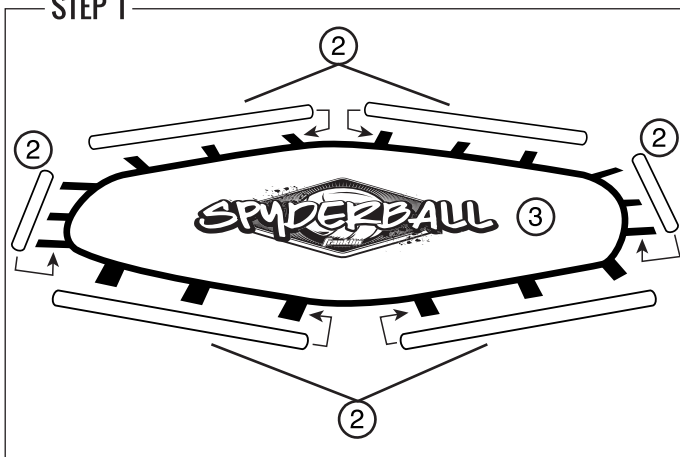
<p><b>1</b></p>  <p><b>QTY</b> <b>x6</b></p>	<p><b>2</b></p>  <p><b>QTY</b> <b>x6</b></p>	<p><b>3</b></p>  <p><b>QTY</b> <b>x1</b></p>
<p>Foldable Legs</p>	<p>Cross Bars</p>	<p>Bounce Net</p>
<p>Rep. Part: 52556-R1      Rep. Part: 52556-R2      Rep. Part: 52556-R3</p>		
<p><b>5</b></p>  <p><b>QTY</b> <b>x2</b></p>	<p><b>6</b></p>  <p><b>QTY</b> <b>x1</b></p>	
<p>Spyderball Balls</p>	<p>Inflation Pump with Needle</p>	
<p>Rep. Part: 52556-R4</p>		

# ASSEMBLY INSTRUCTIONS

## GENERAL NOTE

1. Find a clean, level place to begin the assembly of your Spyderball Pro. We recommend that two adults work together to assemble this Spyderball Pro.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list page. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

## STEP 1



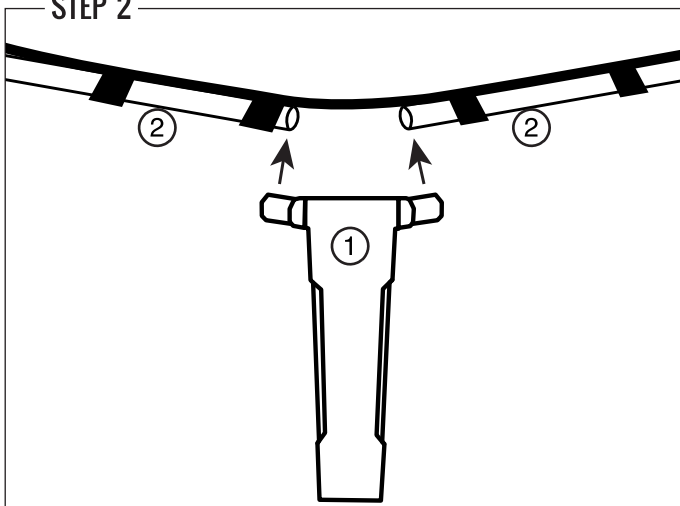
## PARTS

- |   |  |    |
|---|--|----|
| 2 |  | x6 |
| 3 |  | x1 |

## NOTE

Slide the **Cross Bars** (#2) through the loops of the **Bounce Net** (#3). Tighten self-stick straps accordingly to perfect the bounce you'd like to receive during game play. The tighter the straps, the higher bounce you'll receive.

## STEP 2



## PARTS

- |   |  |    |
|---|--|----|
| 1 |  | x6 |
| 2 |  | x6 |

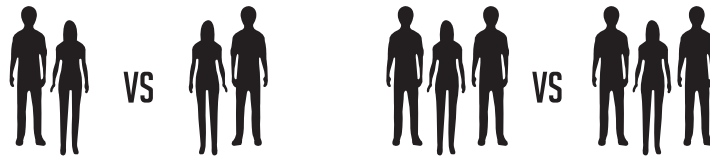
## NOTE

Connect the **Cross Bars** (#2) together by inserting the **Foldable Legs** (#1).

# YOU ARE NOW READY TO PLAY!

## PREPARING FOR PLAY:

Spyderball: This game is played with (2) teams, consisting of either (2) or (3) players per team.



**NOTE** – Teams are chosen amongst the group evenly. Flip a coin or volley for preferred service. Players should line up next to their teammate, but are free to move anywhere around the net once the ball is put into play.



## SPYDERBALL TERMS:

**Serve** – A ball struck into the net from Team (A) to Team (B) to commence play

**Set** – Volley between teammates to keep play alive or position to spike

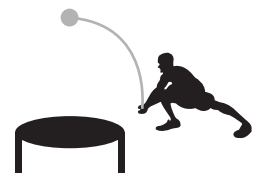
**Spike** – Aggressive striking maneuver when attempting to score

1. **SERVE IT!** Teams should volley for serve to determine who goes first. The serve results from a player on Team A striking the ball overhand into the net for the player on Team B across from them. A “gentlemen’s serve” is suggested for normal play, where the ball must be easily returnable. Each point should begin with a serve.



**SERVE**

2. **SET IT!** A served ball **MUST** be set to one’s partner, as it is illegal to spike a serve. A set is any strike of the ball that allows a volley to ensue. This is to set-up one’s teammate’s spike. For any consecutive rallies, the number of sets are optional, up the max of (3) hits total per team per turn.



**SET**

3. **SPIKE IT!** Once your partner sets the ball to you, you are free to Spike the ball into the net. A good Spike will not be returned by the opponents and will earn you a point. Striking the Rim or a Clip is considered OUT, and results in loss of possession.



**NOTE** – Teams have 3 hits amongst themselves to get the ball back to the net (the same number of hits allowed as normal volleyball). If they cannot do so, the opposing team is granted a point. No player can hit the ball twice in a row. (sets and spikes are both included when counting hits)

**SCORING:** Only the team serving the ball is able to score a point during gameplay. A point is earned if the opposite team is unable to return the ball to the net at any time during gameplay.

**SERVING:** If the team that's serving the ball is the team that's unable to return the ball to the net, the opposing team is then granted the following serve.

### **WINNING SPYDERBALL:**

- The first team to reach 21 points wins the game. Keep in mind you can only score a point when your team is serving the ball.
- Must win by 2 points
- Optional games to 11 allowed
- Shutout Rule - If a team reaches (9-0) during gameplay, the team win 0 points automatically loses.

### **CONTROVERSY RULES:**

Once the ball is hit to the net by Team "A", they must do everything in their power to grant Team "B" a fair chance to hit the ball back to the net.

**ON A SERVE** – If the ball doesn't bounce cleanly off of the net to the opposing team during the serve, the serving team loses their turn and service is transferred to the opposing team. Rimmers lose a point and hitting the pocket (outside area where the ball doesn't cleanly bounce) is a do over.