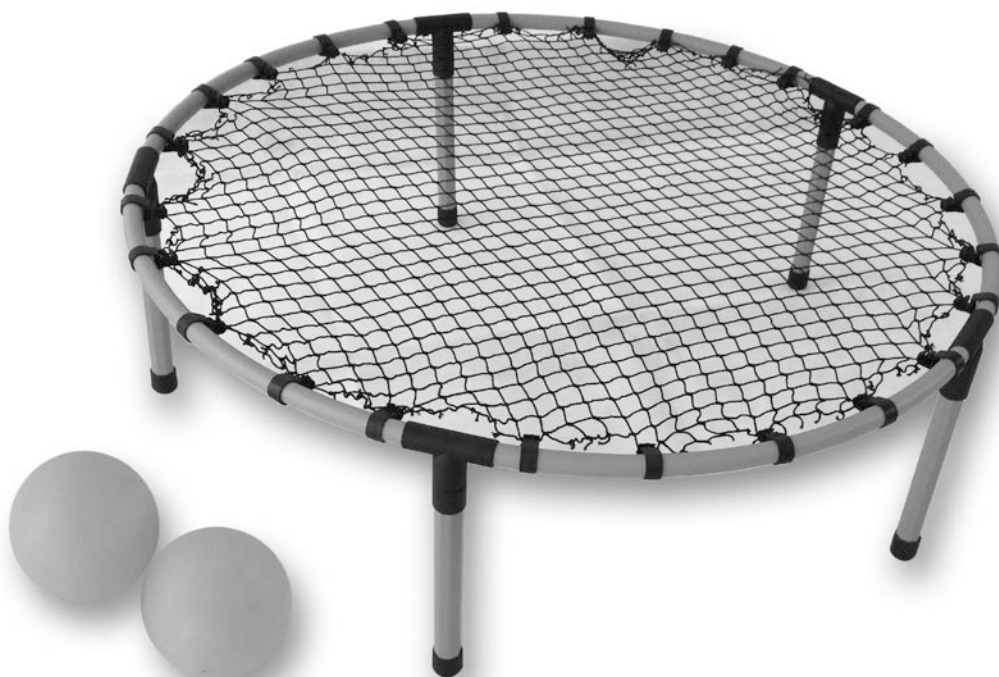




Rallyball™



Please keep this instruction manual for future reference

**If you have any problems with your new product,
please contact Triumph Sports USA at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com
for any technical support or warranty issues.**

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU 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 TSU game. This will void any and all TSU 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: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

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

Warnings



WARNING: Choking Hazard—This item contains small balls and/or small parts. Recommended for children ages 12 and up.

Be sure to check out all the exciting games  has to offer.

Visit our web site at:

www.triumphsportsusa.com



BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



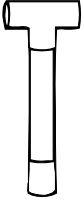
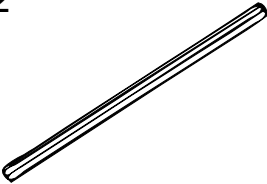
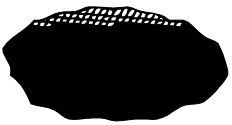

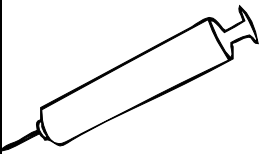

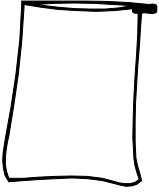
DARTBOARDS

Triumph Sports USA
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West Allis, WI 53227

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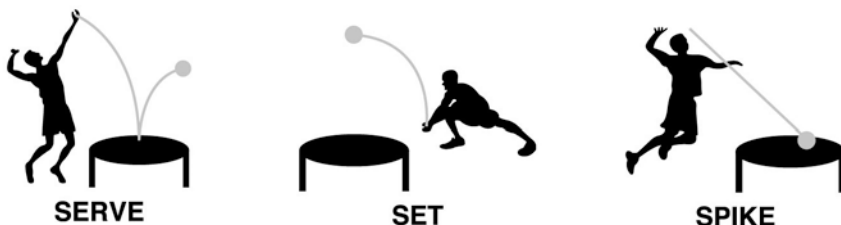
Parts List

1  Leg 5 pcs	2  Cross Bar 5 pcs	3  Bounce Net 1 pc	4  Tension Clip 25 pcs
5  Inflating Pump with Needle 1 pc	6  Ball 2 pcs	7  Carry Bag 1 pc	

Game Rules

Rallyball™

2 to 6 players may play per game: Singles, two teams of 2, or two teams of 3.



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. Each point should begin with a serve.

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 ensure. 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.

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:

- Games are scored similar to volleyball with points only being awarded on serve.
- Games may be played to any point total that is agreed upon before the game starts but are most often played to 21 points.
- The winning team must win by 2 points.
- Shut-out Rule Applies: If the score reaches (9-0) the team that has failed to score automatically loses the game.

If the serving team is unable to return the ball into the net the opposing team is granting the following serve but is not awarded any points.

Additional Game Rules:

Rallyball is does not have boundaries and may be played by both teams from any position around the hoop.

Once the ball is served or hit into the net by Team "A", Team "A" players must do everything in their power to give Team "B" players a fair chance to hit the ball back to the net.

On a Serve - If the ball does not bounce cleanly off of the net to the opposing team during a serve the serving team loses their turn and service is turned over to the opposing team.