

TETHERBALL RULES

TO PLAY:

One player stands in each court. The server starts the game by tossing the ball into the air and striking it in any direction. The opponent may not strike the ball until it passes on its second swing around the pole. As the ball travels, each player tries to hit it in an effort to wind the rope completely around the pole. The player who first winds the rope completely around the pole wins the game. During the game, each player must stay in his/her own playing zone.

FOULS:

- 1. Hitting the ball with any part of the body other than hands or forearms.**
- 2. Stopping play by holding or catching the ball.**
- 3. Touching the pole with any part of the body.**
- 4. Hitting or holding on to the rope.**
- 5. Playing the ball while standing outside of the playing zone.**

A player who commits any of the fouls listed above forfeits the game to the opponent and goes to the end of the waiting line. Play stops immediately after a foul has been committed.

SCORING:

The game is won by the player who winds the rope completely around the pole or by forfeit because of a foul committed by an opponent.