

GOODSPORT

SMASHNET

ASSEMBLY & GAME RULES

**"My daddy made this with his
bare hands"**

Danny Duncan



SMASHNET

WHAT'S IN THE BOX?

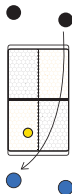
- A. 14 x Oval Hooked Poles
- B. 7 x Straight Connectors
- C. 4x Three-Way Connectors
- D. 2 x Five-Way Connectors
- E. 6 x Legs
- F. 2 x Net Poles
- G. 1 x Balls
- H. 1 x Center Net
- I. 1 x Platform Net
- J. 1 x Carry Bag
- K. 1 x Ball Pump



THE BASICS

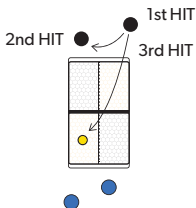
HOW TO PLAY

Players form two teams. SmashNet is played 2v2 with two players on each team. Team 1 starts by diagonally serving behind the net to Team 2. The serving team has three touches to return the ball back over the center net and onto the opposing team's platform. A point is scored when the team can't return the ball over the net or the ball bounces off the platform.



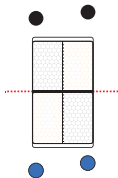
SERVE

The game starts with Team 1 serving diagonally to Team 2



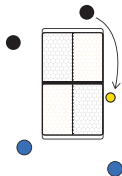
RETURN

Each team has up to three alternating touches to return the ball to the opposing side's platform. Note: The same player can't hit the ball twice in a row.



GAMEPLAY

While the game is alive, teams are allowed to move freely on their side, as long as they do not cross the center axis.



SCORE

Points are scored when the ball hits the ground or a team misplays it. Game to 11, win by 2.

QUICK SET UP GUIDE

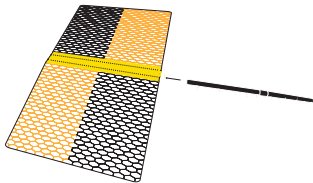
1

Locate the (a) 14 Oval Hooked Poles. Fasten them together using the (b) Straight Connectors to create 7 long poles. Make sure the hooks are facing the same side and direction.



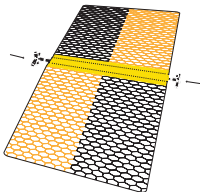
2

Insert one of the assembled long poles through the center sleeve of the (i) Platform Net.



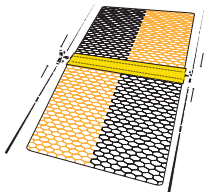
3

Take the two (d) Five-Way Connectors and attach them to the ends of the pole that's through the center of the Platform Net.



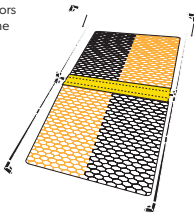
4

Connect two of the assembled long poles into each of the Five-Way Connectors with the hooks on the outside pointing down.



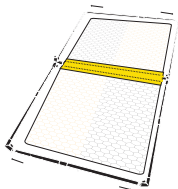
5

Connect the four (c) Three-Way Connectors to the ends of the poles opposite from the Five-Way Connectors.

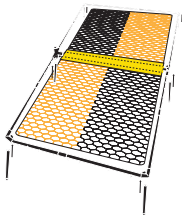


6

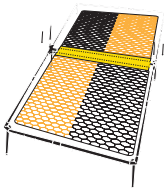
Insert the final two assembled long poles into the Three-Way Connectors.

**7**

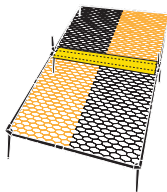
Attach the 6 (e) legs to the bottoms of the Three and Five-Way Connectors.

**8**

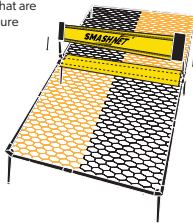
Place the 2 (f) Net Poles into the top of the Five-Way Connector.

**9**

Starting with the corners (towards the Three-Way Connectors) hook the (i) Platform Net onto the hooks. Working around the perimeter of the base until the net is secured all around.

**10**

Put the (h) Center Net on the (f) Net Poles that are attached to the 5-Way Connectors. Make sure the net is taught and pulled down.



THE DETAILS

Every team needs that one player who knows all the technicalities.

THE BASICS

BEFORE PLAY:

- Make sure ball is inflated properly
- Tension of net should be taut and allow ball to bounce 10-16 inches when dropped from shoulder height

DURING PLAY:

- Teams have up to 3 alternative touches to return the ball to the opposing team
- Possession changes when the ball crosses the center net and lands on the opposing team's side
- Once the serve is returned from the diagonal player, players are allowed to move freely on their side
- Players feet may not cross the center net axis line

SCORING & PLAY

DURING PLAY:

- Game is played to 11 points, win by 2
- A team can only score if they are serving and on offense
- A team defending the serve is on defense
- The rally ends and the round is replayed if:
 - The ball lands in a pocket
 - The ball rolls and is unplayable
 - If the above situation occurs twice in a row, the round is over and the other team serves

* A pocket is when the ball contacts the outer parts of the net near the rim.

This will cause the ball to change its trajectory.

- **The rally ends and a point is awarded to the offense when:**

- The ball contacts the ground
- The defending team fails to return the ball over the net
- The ball is hit directly into the rim
- The defending team double touches the ball

Don't Like
Reading?
Watch our
Video & Learn
to Play



SERVING

- Team 1 serves diagonally to Team 2, starting on the right side
- Server's extended hand must not break the plane of the SmashNet's back frame
- There are no jump serves
- Serves may be struck at any speed
- A server continues serving until their team loses a rally and alternates serving sides on each point
- Team 1 and Team 2 alternate serving each time a rally is lost
- Serving players alternate each time there is a new offensive possession
- The defense is not allowed to alternate who returns on defense, they must always return to starting sides after each point
- If the ball hits a "pocket" or ball rolls during service, the point is replayed
- If there is more than one replay in the same offensive sequence, the point is lost
- If the ball hits the rim the play is out
- Server only has one attempt
- The ball must leave the players palm on serve
- If the ball hits the center line on a serve the shot is considered good

RALLIES

- Touches must alternate between teammates. Consecutive touches by one player result in the end of the point
- Server's extended hand must not break the plane of the SmashNet's back frame
- The ball must be hit cleanly, not caught or thrown. Players are allowed to hit the ball with two hands, "volleyball style"
- Players may use any individual part of their body to hit the ball instead of their hands
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable
- After the serve, if any ball hits a pocket, the point is replayed
- If teams cannot determine the legality of a hit, the point is replayed

INTERFERENCE

- If a player steps across the center net's horizontal line, the point is lost
- A player is allowed to make accidental contact with the SmashNet, however, if the game's play is interfered or the SmashNet moves, the point is lost

GOODSPORT

STEP UP YOUR BACKYARD GAMES

Like SmashNet? Then you'll love these:

