



TETHERBALL

- 1. Play Ro-Sham-Bo to see which player serves to start the game.**
- 2. The non-server gets the choice of what direction they would like to hit the ball.**
- 3. The game starts when the server hits the ball around the tetherball pole. Players can hit the ball with an open or closed hand only. The rope is off limits.**
- 4. Both players attempt to be the first to wrap the ball and rope around the pole in their direction.**
- 5. The player who winds the rope completely around the pole is the winner.**
- 6. The play must stop and the ball is handed to opposite player if player:**
 - hits the ball with any part of the body other than the hands**
 - holds or catches the ball**
 - touches the pole**
 - touches the rope**
 - steps inside the neutral zone**
 - winds the rope and ball completely around the pole without the other player hitting the ball at least once.**