

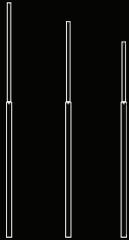
# CROSSNET™

*The Official Four Square Volleyball Game*

## **ASSEMBLY & GAME RULES**



1



Decide Game Play Height:  
Men's - Women's - Children's

2



Connect Two  
Sets of Poles

3



Slide Net Over  
Two Sets of Poles

4



Attach Tension Strings

5



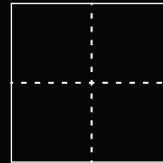
Stretch Tension Strings to  
Create One Side of the Net

6



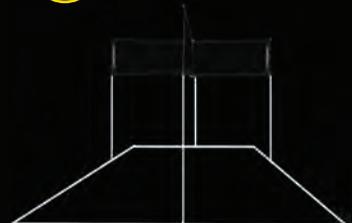
Repeat Steps 3-7 to  
Create your CROSSNET

7



Attach Outer  
Boundaries

8



Let's Play!

# QUICK SET UP GUIDE

**1.** Remove your **CROSSNET** set from the box and lay all the pieces out.

**2.** Select Net Height:  
Men's: **7'11" <sup>5/8"</sup>**  
Women's: **7'4" <sup>1/8"</sup>**  
Children's: **5'3" <sup>3/8"</sup>**

**3.** Create **4** poles by connecting the spring fasteners (Connect tubes **1-5**).



**4.** Insert center rod (**E**) into the net and zip shut.

**5.** Start by building one side of the net (**A**) (like a traditional volleyball net). Slip **1** pole into each side of the net. Add the eye bolt (**G**) through the slot at top of the net.

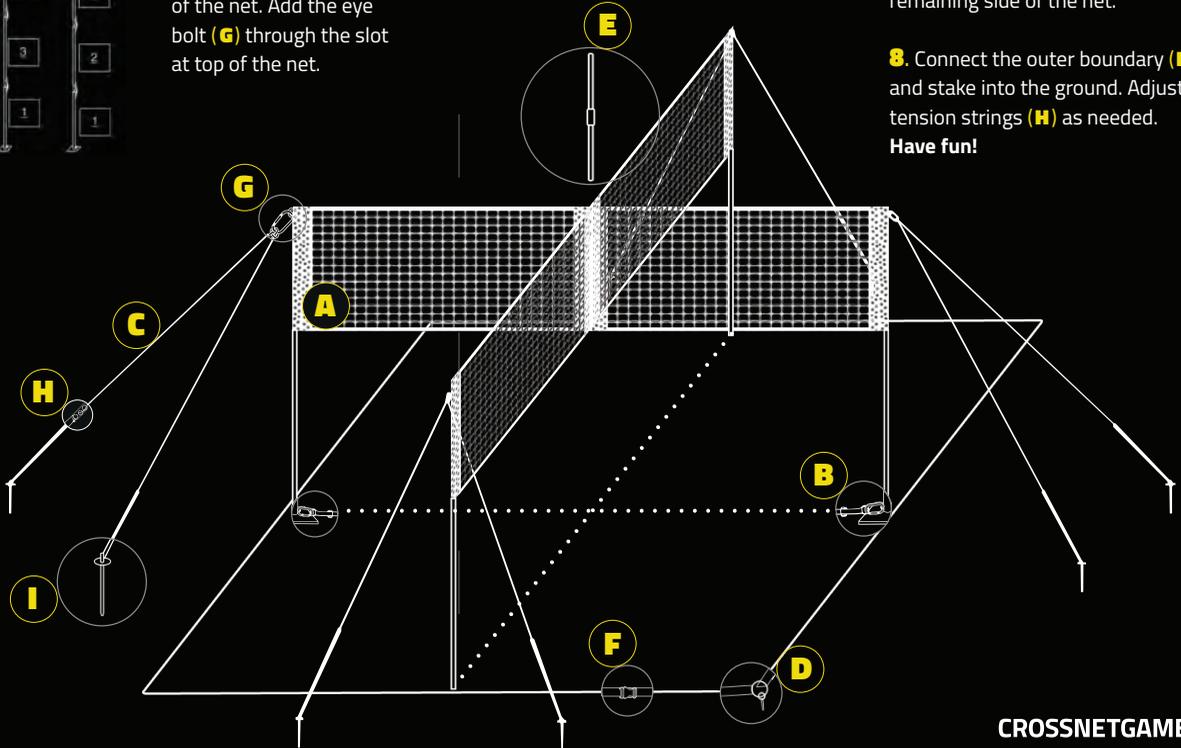
**6.** Clip the tension strings (**C**) to the top post at the eye bolt (**G**). Repeat **2x** total.

**7.** Have a partner hold the pole upright & pull the tension strings to create a **45°** angle. Press stakes (**I**) into the sand or grass. Then hold the other pole upright and repeat. You now have one side of your **CROSSNET** complete. Repeat steps **5-7** with the remaining side of the net.

**8.** Connect the outer boundary (**D,F**) and stake into the ground. Adjust tension strings (**H**) as needed.  
**Have fun!**

### Set Includes:

- **1x CROSSNET NET**
- **1 x CROSSNET VOLLEYBALL**
- **20x Spring Fastener Tubes**  
(Each pole consists of **5** tubes)
- **1x Center Rod**
- **4x Tension Strings**
- **12x Ground Stakes**
- **1x Outer Boundaries**
- **1x Volleyball Pump**
- **1x Backpack**



## ASSEMBLY

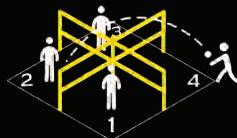
## SET UP

The court is divided into four squares.



## Serve

Square 4 serves from out of bound diagonally to square 2.



## How to Play

Four players choose a square 1-4. To start, the player in the 4th square serves diagonally to the 2nd. From there, the game is live, and the 2nd square can return the ball to any square. Players protect their square with only one hit. The goal is to get to the 4th square and score 11 points.

In order to get to the 4th square, you will need to eliminate your friends by landing the ball in their square and rotating clockwise when a player is out. The 4th square is the only place you can score points and a player keeps their points when eliminated.

## Elimination

Each time a player is eliminated, that player leaves the court and all players rotate clockwise to the highest number square. The lowest ranking square is then filled with a new or the eliminated player. If more than four players are playing, an eliminated player must leave the court and wait their turn to join back in the 1st square.

- Failing to hit the ball into another square
- Allowing the ball to hit the ground in your own square
- Hitting the ball out of bounds
- Hitting the ball incorrectly, such as holding, catching, or carrying
- Hitting the ball out of turn (poaching)
- Violating any additional rules that players incorporate into their rallies

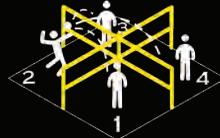
## The Game

Squares are ranked highest to lowest, 4-1. Outside boundaries are the outermost edges of the entire court.

- If a player lands the ball within the outside boundary, it is considered in play, and the player in that square is eliminated. However, if the ball lands outside of the outside boundaries, it is out of bounds and the player that last hit the ball is eliminated.

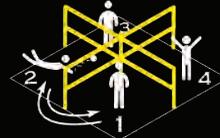
## Gameplay

Whoever misplays is eliminated and returns to square 1.



## Score

A point can only be scored when serving from the 4th square. If the player in the 4th square does not get eliminated during a rally, they score a point.



- If the ball travels into another player's square and lands inside the outside boundaries that player is eliminated. The ball can land anywhere within the outside boundary as long as the volleyball lands in play.
- If the ball travels over the net, into a player's square and then under the net into another player's square it is the responsibility of the first player to return the ball.
- The ball is always served diagonally from the 4th square to the 2nd. The player receiving the serve in the 2nd square is prohibited from spiking when returning the serve. After the 2nd square returns the ball spikes are allowed.
- Each time the ball enters in a square, the owner of the square must hit the ball into another square. Once the ball enters a square only the owner of the square can touch the ball next, if the owner does not touch the ball, then he/she is out. If the player hits it poorly or out of bounds, the player is out. If another player hits the ball not in his/her square before the owner of the square does, that other player is out. Points are scored each time a player remains in the 4th square without mistake.

## The Redo or Showdown

If there is a dispute that cannot be settled by the players, then the only proper way to resolve the disagreement is by replaying the point. If there is beef between just two players, the Showdown is a great option. The Showdown is a mini game of two squares with no set rules and the loser is eliminated.

## Extra Touches

If your group decides, players can extend play by adding one additional touch from each body part such as head, knees, and feet. Are you a rule breaker and volleyball superstar? Feel free to add three touches per player and a bump, set, and spike into your gameplay.

# GAME RULES

# CROSSNET™

## WHAT'S IN THE BOX?

Four-Way Volleyball Net

Durable Uprights

Volleyball & Pump

Carry-All Backpack



It's so easy!

## Learn to Play

Point your **SMARTPHONE CAMERA** at this QR code, and click the link!

Or say "HEY SIRI" / "HEY GOOGLE"  
...**"SCAN A QR CODE"**.

[CROSSNETGAME.com](http://CROSSNETGAME.com)