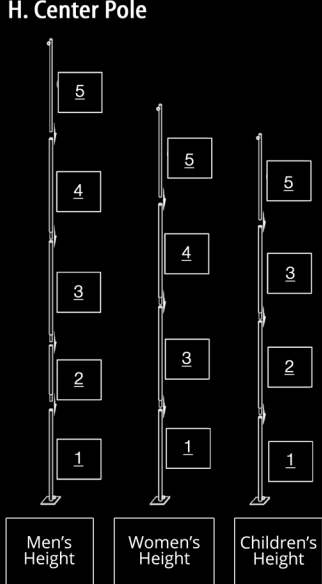
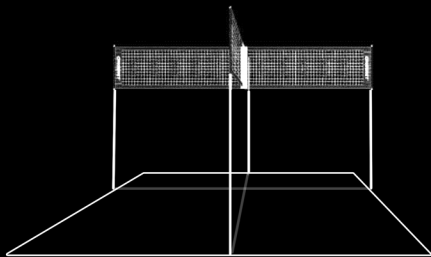
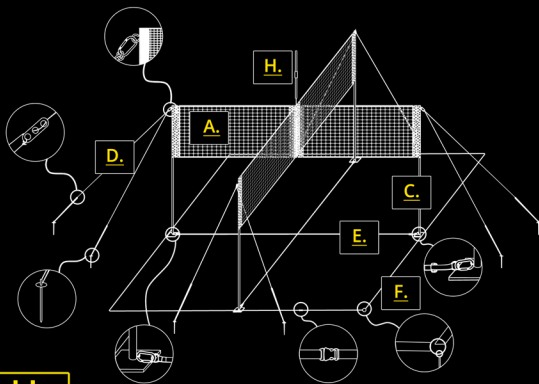


CROSSNET®

Set Includes

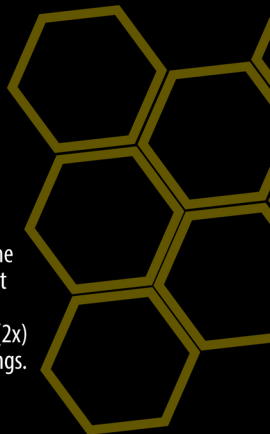
- A. CROSSNET Net
- B. Backpack
- C. Steel tubes (4)
 - Each steel tube consists of 5 pieces
 - 20 pieces total
- D. Tension Strings & Pegs (4)
- E. Inner Boundary (2)
- F. Outer Boundary
- G. Ball & Pump
- H. Center Pole





Assembly

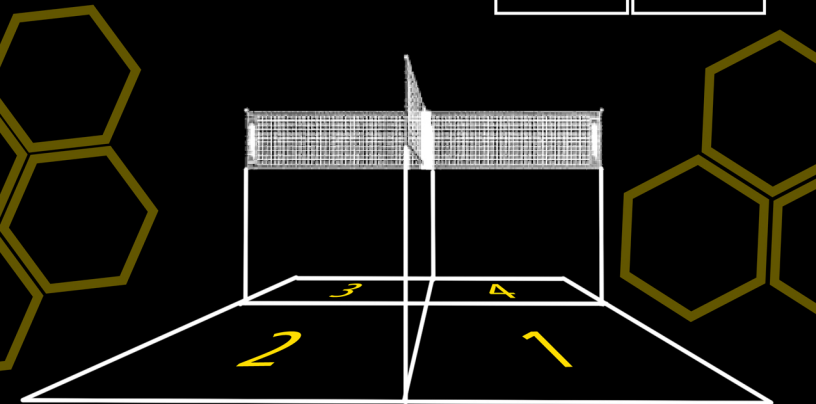
1. Select net height:
 - Men's: 7' 11 5/8"
 - Women's: 7' 4 1/8"
 - Children's: 5' 3/8"
2. Create 4 steel tubes by connecting the 20 steel attachments
 - For men's height, connect 1-2-3-4-5
 - For women's height, connect 1-3-4-5
 - For children's height, connect 1-2-3-5
3. Insert center pole into net and zip shut.
4. Build a traditional volleyball net with two opposite sides of the CROSSNET. Slip the steel tubes into opposite sleeves of the net (2x). Slip the eye bolt through the slot in the top of the net.
5. Clip the tension strings (D) to the top post at the eye bolt (C) (2x)
6. Have a partner hold the steel tube upright & pull tension strings. Press peg into the sand or grass 45 degrees from the pole. Hold the other steel tube upright. Press the peg into the ground (2x).
7. You will now have one side of your CROSSNET built. Repeat steps 3-7 with the remaining two sides of the net.
8. Connect inner boundary (E) to bottom of steel tubes (C) (2x).
9. Connect outer boundary (F) and peg into ground.
10. Adjust tension strings (D) as needed.



How to Play

CROSSNET is the world's first version of four-square volleyball. Players compete in a four-way battle to eliminate one another and have the ball land in their opponent's square. Games are played to 11 points and you must win by 2.

To begin playing CROSSNET, players first designate the four quadrants and assign players a number 1-4. Rallies begin by the 4th square serving diagonally to the 2nd square and then the ball being returned to any other square. Only one hit is allowed per return. Points are only accumulated in the 4th square and players keep their points when eliminated.



The Ball

Players may hit the ball only once with their hands to return the ball over the net. We define "hands" as any area between a player's wrists and fingertips, including the back of the hands. Players may not catch, carry or hold the ball at any time during play. If your group decides, players can extend play by adding additional touches to each return such as bump, set, spike or our personal favorite (head, knees, and feet).

Elimination

Each time a player is eliminated, that player leaves the court and all players advance to the highest number square. The lowest ranking square is then filled with a new player. All eliminated players leave the court and wait for their next turn to join in the 1 square.

These situations represent possible ways to be eliminated:

- Failing to hit the ball into another square
- Allowing the ball to hit the ground in their 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

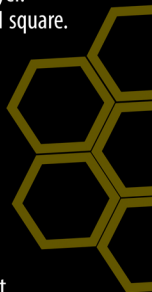
The Game

Square are ranked highest to lowest, 4-1. There are two sets of lines on the court. Outside boundaries are the outermost edges of the entire court, while inside boundaries divide the individual squares.

- If a player lands the ball on any 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.
- Inside boundaries do not dictate if a ball is in or out. If a ball travels over the net and into a player's square they are responsible for returning and playing the ball.
- 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.

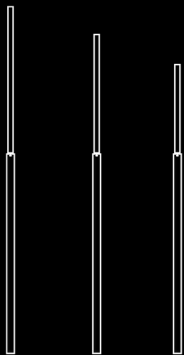
The Showdown

If there is a dispute that cannot be settled by the players, then the only proper way to resolve the disagreement is through the Showdown. The Showdown is a mini game of two square with no custom rules and the loser is eliminated.





①



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

②



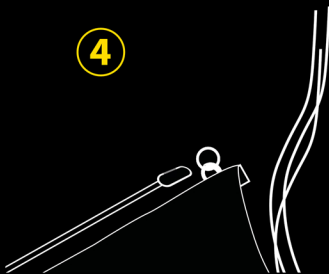
**Connect Two
Sets of Poles**

③



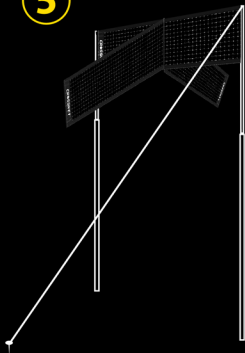
**Slide Net Over
Two Sets of Poles**

④



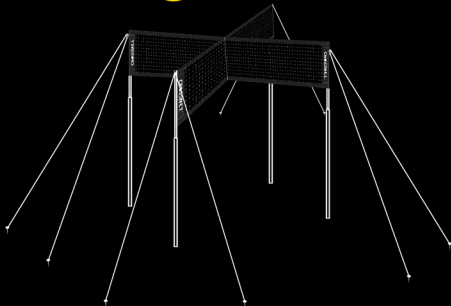
Attach Tension Strings

5



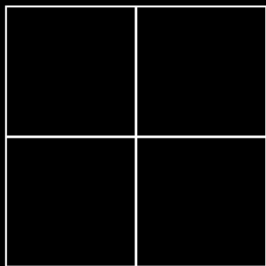
**Stake Tension Strings to
Create One Side of the Net**

6



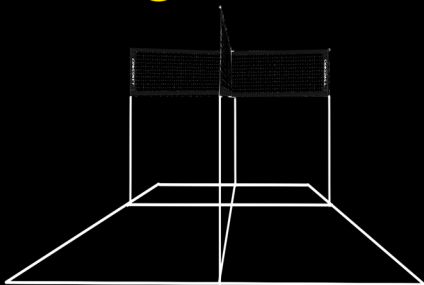
**Repeat Steps 3 - 7
to Create your CROSSNET**

7



**Attach Interior and
Outer Boundaries**

8



Let's Play!