



HOW TO PLAY

PaddleSmash (think pickleball meets Spikeball) is an outdoor game best played 2 vs. 2 where you are working with a teammate to bump, set and smash the ball back into the court.

3 QUICK TIPS:

1
Give yourself 10 minutes to get used to gameplay

2
Serve across to your teammate

3
Consecutive hits are allowed

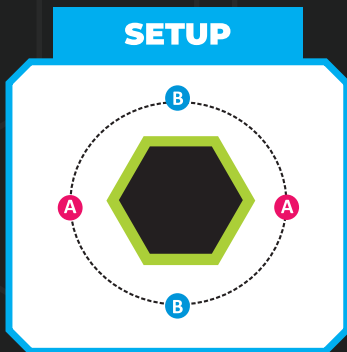


SETTING UP THE GAME

- Unfold the court and remove the net, 6 poles, 4 paddles, and 2 balls.
- Place the court on an even surface so it's sitting as level as possible.
- Slide 1 pole into each of the six sleeves of the net.
- Once all poles are inserted into the net, fully insert 1 pole into each of the holes on the edge of the court.
- The net should be fairly taut in all directions.



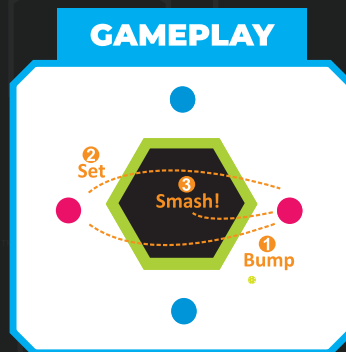
GAMEPLAY QUICK GUIDE



PaddleSmash is best played 2 vs. 2 with teammates starting on opposite sides of the court.



The server on Team A strikes down on the ball so it hits off the court to their teammate.



Teams get up to 3 alternating hits (think bump, set, smash) to get the ball back into the court.



Points are scored when 1) the ball does not clear the net in a single bounce or 2) the ball hits the ground.

Games are played to 11, win by 2. Rally scoring. Rotate the server clockwise on every point.

PADDLESMASH DETAILED 2 VERSUS 2 GAMEPLAY & RULES



SERVING

The youngest player serves first.

The server should hit an easily returnable shot (remember you're serving to your teammate) by striking the ball down into the court.

Once the serve has been hit, the serving team then has 2-3 hits to get the ball back into the court (the serve DOES NOT count as one of the hits).

Use rally scoring whereby points can be scored by the serving or opposing team.

Serving rotates clockwise on every point, regardless of who won the previous point.

SCORING

Games are played to 11, win by 2.

A point is scored when a team fails to return a hit (the ball touches the ground or doesn't hit into the court and travel over the net) within 3 hits.

HITTING

A hit consists of the ball hitting the court and then traveling up and over the net.

Each team is allowed up to 3 hits per sequence (think bump, set, smash).

A team must make at least 2 hits in a sequence and both teammates must hit the ball.

A player is allowed to make 2 consecutive hits but **both players must hit the ball** in a single sequence (for example, a player may use her 1st hit to bump the ball to herself, the 2nd to set to her teammate and then the teammate must use the 3rd to smash the ball into the court).

The ball is allowed to come into contact with the net on a hit.

MOVEMENT

Players may move around the court in any direction once the ball is in play but must reset to their original serve order at the start of each point.

INFRACTIONS

If the ball hits the net on a serve and makes it over the net, the ball is in play.

Players are allowed to hit into the net with their bodies and/or paddles so long as that does not impact the trajectory of the ball.

If the net touch does impact trajectory, a point is awarded to the opposing team.

WHAT IF AN OPPONENT HINDERS MY SHOT? If the hindrance is unintentional, just replay the point. If the hindrance is intentional (don't act all innocent!), the offending team loses the point.

IF THE BALL DOES NOT HIT THE HARD COURT AND ONLY HITS THE NET AND BOUNCES OUT IS THAT A POINT? The ball must hit the hard court to be considered a point. It can hit the net on the way down and on the way out, but for it to be a legal hit, it must come in contact with the hard court as well.