



SRG Gaga Pit Installation Manual And Rulebook



Dear Customer,

Thank you for your recent purchase of a Sport Resource Group ProWall® Gaga Pit – our patented, snap-together plastic wall system. We know you will enjoy the most versatile containment system ever invented!

On the following pages you will find descriptions, photos and helpful tips – written in blue - which will make your installation as quick and easy as possible.

On the final page, there is an area for either your notes or a suggestion you would like added to this Installation Manual. If there are helpful hints which you have found on your own and you think would benefit a future customer, please write that suggestion on the final page and send or fax to us. If we use your suggestion to improve this manual, we will send you a free Sport Resource Group hat.

Again, thank you for your purchase. Please do not hesitate to contact us if we can be of service while you are installing your boards.

Yours truly,

Chris Guertin

Chris Guertin

President

Ph: 612-584-3030

Email: info@sportresourcegroup.com



Unloading Your Order

When you first receive your order, it is important to check over all of the packaging to make sure nothing was damaged during shipping. Take your time and review each pallet. While it is not the driver's responsibility to off-load the panels for you, he or she is required to wait while you inspect your shipment. If you do find any damage, please note it on the bill of lading, sign and keep a copy for yourself.

The rotational molding process creates quite a bit of static on your panels. Your panels will attract dust and dirt particles for the first few weeks you own them. Please realize this is a normal part of the manufacturing process and this static will disappear eventually. Cleaning your boards once a week for the first few weeks will keep them looking fresh and new for a long time.

The best method of cleaning your boards outdoors is a power washer or a hose. Indoor you can use any type of cleaning wipes or baby wipes.

Helpful Tip #1: If using a forklift, make sure your forks are longer than 4 ft or that you have extensions. Most pallets are 8 ft long. Also, having a pallet jack handy is a great way to move the panels from the nose of the truck to the tail of the truck.

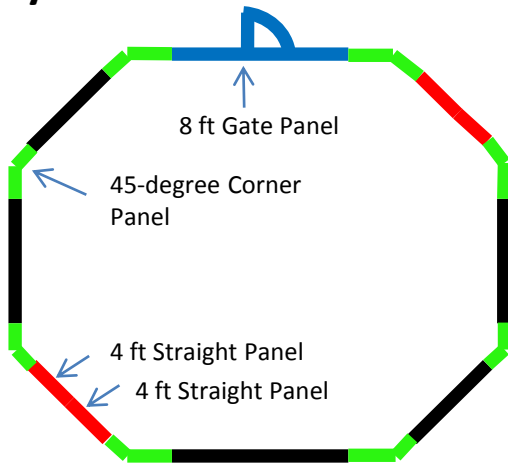
Helpful Tip #2: If manageable, you may want to consider off-loading your order by hand. Set up your workers in pairs and they can off-load a pallet worth of panels in just minutes.


Tools required: None


Tools suggested: Forklift, pallet jack, dolly


Game: Gaga (Official Size Pit for 25+ kids or older kids)


Layout:



 = 8 ft Straight Panel

Key:  = 4 ft Straight Panel

 = 45° Corner Panel

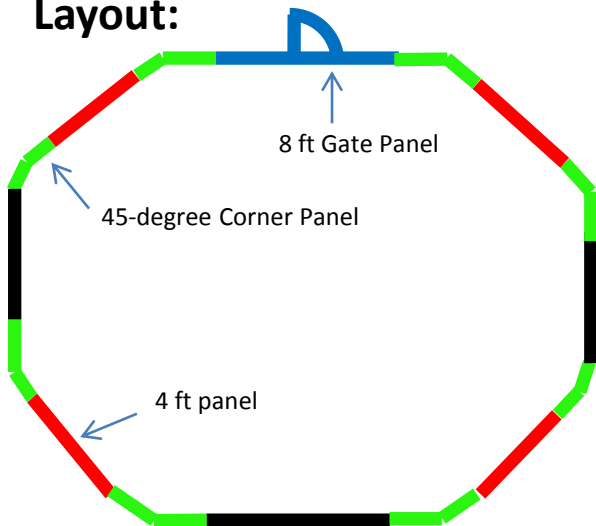
 = 8 ft Gate Panel

Rules:

- To begin the game, each player must have at least one hand touching the wall.
- Up to 30 players can play in an "official" size gaga pit (26' x 26').
- One person will throw the ball in the air so that it bounces three times.
- On each bounce the players yell "Ga" "Ga" "Ga."
- On the third bounce the ball is on play and the game has begun.
- You can hit the ball with open hands, but picking up the ball and throwing it at a player is not allowed.
- Hitting the ball with a closed hand or a "fist" is not allowed.
- If the ball touches a player anywhere on or below the waist (in some versions, below the knee), that player is eliminated from the game.
- The first player eliminated from the game functions the gate – opening and closing it when others are eliminated.
- A player cannot touch the ball two times sequentially, the ball must hit another player or wall before that player can touch the ball again. If the player violates this rule, it is called a double touch and that player is out. Some versions of the game allow double or even triple touches.
- If a player hits the ball out of the court, and the ball doesn't hit anybody, then the player who hit it is out.
- If a player hits the ball at another player and the ball hits that player above the waist, then the player who hit the ball is out.
- The player cannot kick the ball (as this is touching the ball below the waist).
- When only two, three or four players remain, another gaga ball may be tossed into the gaga pit and it becomes "live". The same rules as above apply and any player touched by either ball is eliminated.
- When one player has eliminated all other players, the game is over and a new one may begin.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as "house" rules and will be added to this "rule book" to give the kids a sense of ownership over this area.

Game: Gaga (Junior Size Pit for 15-20 younger kids or for tight spaces)

Layout:

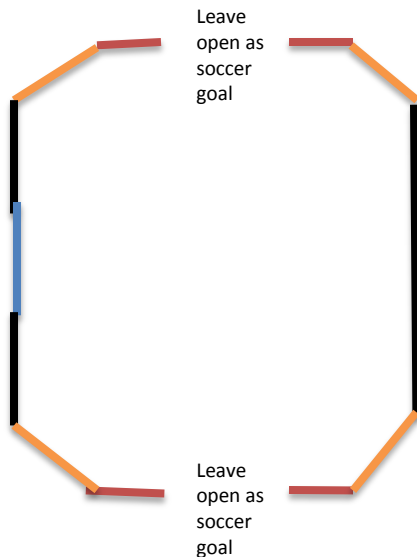


Rules:





- To begin the game, each player must have at least one hand touching the wall.
- Up to 20 players can play in an "official" size gaga pit (22' x 20').
- One person will throw the ball in the air so that it bounces three times.
- On each bounce the players yell "Ga" "Ga" "Ga."
- On the third bounce the ball is on play and the game has begun.
- You can hit the ball with open hands, but picking up the ball and throwing it at a player is not allowed.
- Hitting the ball with a closed hand or a "fist" is not allowed.
- If the ball touches a player anywhere on or below the waist (in some versions, below the knee), that player is eliminated from the game.
- The first player eliminated from the game functions the gate – opening and closing it when others are eliminated.
- A player cannot touch the ball two times sequentially, the ball must hit another player or wall before that player can touch the ball again. If the player violates this rule, it is called a double touch and that player is out. Some versions of the game allow double or even triple touches.
- If a player hits the ball out of the court, and the ball doesn't hit anybody, then the player who hit it is out.
- If a player hits the ball at another player and the ball hits that player above the knees, then the player who hit the ball is out.
- The player cannot kick the ball (as this is touching the ball below the waist).
- When only two, three or four players remain, another gaga ball may be tossed into the gaga pit and it becomes "live". The same rules as above apply and any player touched by either ball is eliminated.
- When one player has eliminated all other players, the game is over and a new one may begin.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as "house" rules and will be added to this "rule book" to give the kids a sense of ownership over this area.

Game: Boxed Soccer (2 vs. 2 or 3 vs. 3)

Layout:



Key:

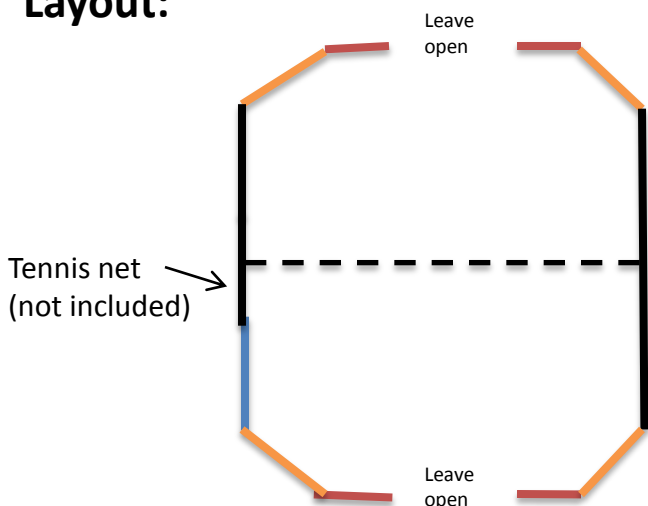
| | |
|---|-----------------------|
|  | = 8 ft Straight Panel |
|  | = 4 ft Straight Panel |
|  | = 45° Corner Panel |
|  | = 8 ft Gate Panel |




Rules:

- Many rules are the same as basic soccer.
- Soccer ball cannot be touched by hands, arms, elbows or shoulders. Touching with feet, knees, chest and head is allowed.
- One point is scored when a goal is scored.
- To score a goal, the ball must completely pass through the complete goal opening BELOW the top of the boards (under 42").
- A ball kicked OVER the goal (above 42") is considered "out of bounds" and not considered a goal.
- If a ball is kicked out of bounds without bouncing off of the wall or another player, the opposing teams receives one point.
- A goal can only be scored from within the offensive team's half of the field. In most cases this will be marked by the location of the gate. Goals may not be scored from the back half of field.
- A minimum of one player must remain on the back half (defensive zone) of the field at all times.
- At least two players on the same team must touch the ball prior to a goal being scored.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as "house" rules and will be added to this "rule book" to give the kids a sense of ownership over this area.

Game: Soccer Volleyball (2 vs. 2, 3 vs. 3 or 4 vs. 4)

Layout:



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|  | = 8 ft Straight Panel |
|  | = 4 ft Straight Panel |
|  | = 45° Corner Panel |
|  | = 8 ft Gate Panel |

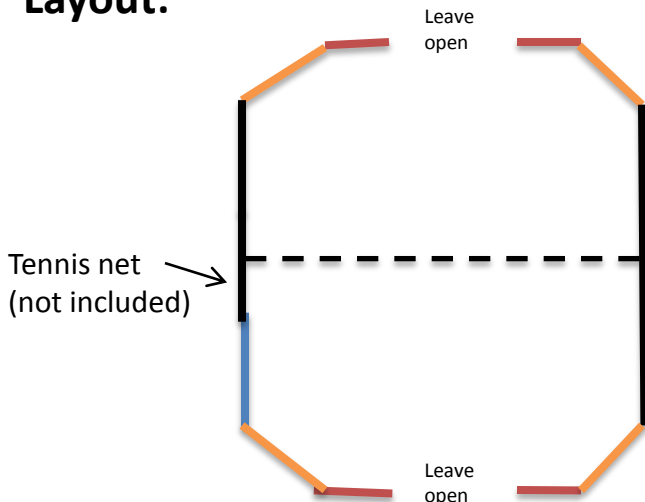
Key:





Rules:

- Many rules are the same as basic volleyball.
- Soccer ball cannot be touched by hands, arms, elbows or shoulders. Touching with feet, knees, chest and head is allowed.
- The ball may not touch the ground at all.
- One point is scored when the ball hits the ground on the opposing team's side or if the ball is hit out of bounds.
- Each team gets three "hits" to return the ball (to send the ball back over the net).
- Passing, setting and spiking are allowed as is allowed in traditional volleyball, however no hands are allowed to be used.
- When the ball is kicked OVER the boards and "out of bounds", the last team to touch the ball is penalized by one point.
- The first team to 15 points wins.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as "house" rules and will be added to this "rule book" to give the kids a sense of ownership over this area.

Game: Soccer Tennis (1 vs. 1, 2 vs. 2 or 3 vs. 3)

Layout:



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|  | = 8 ft Straight Panel |
|  | = 4 ft Straight Panel |
|  | = 45° Corner Panel |
|  | = 8 ft Gate Panel |

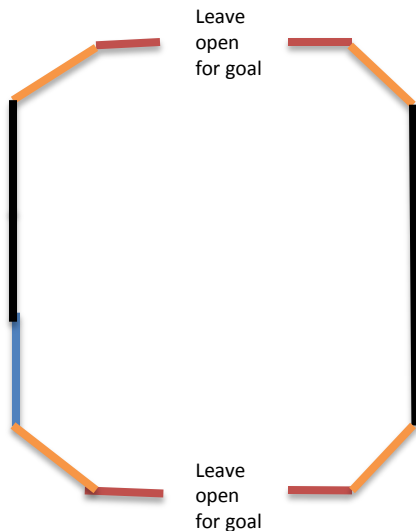
Key:





Rules:

- Many rules are the same as basic tennis.
- A ball may be returned over the net after one bounce or no bounces at all.
- The ball cannot be touched by hands, arms, elbows or shoulders. Touching with feet, knees, chest and head is allowed.
- One point is scored when the ball hits the ground on the opposing team's side or if the ball is hit out of bounds.
- Scoring is the same as tennis and should be kept as Love, 15, 30 and 60 points.
- A set is played up to six (6) points
- When the ball is kicked and lands "out of bounds", the last team to touch the ball is penalized by one point.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as "house" rules and will be added to this "rule book" to give the kids a sense of ownership over this area.

Game: Floor hockey (2 vs. 2, 3 vs. 3 or 4 vs. 4)

Layout:



| | |
|--|-----------------------|
|  | = 8 ft Straight Panel |
|  | = 4 ft Straight Panel |
|  | = 45° Corner Panel |
|  | = 8 ft Gate Panel |

Key:

Rules:





- Kids are divided equally into two different teams
- If possible, all kids on one team should have a certain color stick and all kids on the other team should have the same colored stick.
- The ball is dropped into play and basic hockey rules are followed – no contact is allowed (other than incidental), when the ball passes through the goal a point is awarded.
- If other kids are waiting, they should be rotated into play.
- If less than a full team is waiting, you can rotate kids in one at a time by replacing the most recent goal scorer. Once a goal is scored, that player leaves the game and replaced by one on the sideline.
- If there are enough kids to form a full team, that team comes on the court and the winning team (first team to five goals) gets to stay.
- No team can play more than two games in a row if other teams are waiting.
- One point is scored when the ball passes through the goal.
- When the ball is hit and lands “out of bounds”, the last team to touch the ball is penalized by one point.
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as “house” rules and will be added to this “rule book” to give the kids a sense of ownership over this area.

Game: Football (2 vs. 2, 3 vs. 3 or 4 vs. 4)

Layout:



Key:

| | |
|--|-----------------------|
|  | = 8 ft Straight Panel |
|  | = 4 ft Straight Panel |
|  | = 45° Corner Panel |
|  | = 8 ft Gate Panel |

Rules:

- Wall system acts as back of the endzones
- This helps “define” a football area and protects kids from wandering into field of play
- In order to score a touchdown, players must pass into area above past dotted line
- Add your own rules – have your students come up with one or more additional rules. These new rules are known as “house” rules and will be added to this “rule book” to give the kids a sense of ownership over this area.



NOTES/SUGGESTIONS
