A tabletop volleyball system for playing tabletop volleyball for sport and entertainment; the tabletop volleyball system having a net having a perimeter, and a mesh, a first-bracket, and a second-bracket. The net is defined by the perimeter and has the mesh within and integral to/with the perimeter. The net is adjustable relative to an existing tabletop tennis table assembly and the net is located on a plane, when installed, above an existing-net for play.
TABLETOP VOLLEYBALL SYSTEMS AND METHODS OF PLAY

BACKGROUND OF THE INVENTION

[0001] The following includes information that may be useful in understanding the present invention(s). It is not an admission that any of the information provided herein is prior art, or material, to the presently described or claimed inventions, or that any publication or document that is specifically or implicitly referenced is prior art.

[0002] 1. Field of the Invention

[0003] The present invention relates generally to the field of tabletop games and accessories and more specifically relates to tabletop volleyball systems and methods of play.

[0004] 2. Description of Related Art

[0005] Many people in modern society enjoy participating in sports for pleasure and fitness. Volleyball is such a team sport which may be played where two teams of six players are separated by a net. Each team tries to score points by grounding a ball on the other team’s court under organized rules. The complete rules are extensive. But simply put, play proceeds as follows: a player on one of the teams begins a ‘rally’ by serving the ball, from behind the back boundary line of the court, over the net, and into the receiving team’s court. The receiving team must not let the ball be grounded within their court. The team may touch the ball up to 3 times but individual players may not touch the ball twice consecutively. Typically, the first two touches are used to set up for an attack, an attempt to direct the ball back over the net in such a way that the serving team is unable to prevent it from being grounded in their court. Volleyball may require a large court and a number of players if traditionally played which may not be feasible in close quarters.

[0006] Table tennis, another sport, is a sport in which two or four players hit a lightweight ball back and forth across a table using a small, round bat. The game takes place on a hard table divided by a net. Except for the initial serve, players must allow a ball played toward them only one bounce on their side of the table and must return it so that it bounces on the opposite side. Points are scored when a player fails to return the ball within the rules. Play is fast and demands quick reactions. Certain participants may enjoy a less rigorous pace which traditional table tennis does not provide for.

[0007] Several attempts have been made to solve the above-mentioned problems such as those found in U.S. and International Pat. Nos. U.S. Pat. No. 4,521,017 to James B. McCready; U.S. Pat. No. 8,727,219 to Cao Yuehao; U.S. Pat. No. 3,078,094 to Goodenough Henry W; CN102512790 to Left Hongzhi, of Jiaozuo, Jieqian Chun; JP2005198710 to Tamasu Kimihiko; CN204017311 to Zhang Rong Rong; U.S. Pat. No. 5,575,471 to Stephen W. Robinson and Michael W. Robinson; CN201350318 to Zheng; CN103007521 to Zhou Minghua; U.S. Pat. No. 4,037,838 to Walter W. McCune; CN2452558 to Li Liangxi; GB203817; U.S. Pat. No. 7,156,745 to Richard B. Fahmie; U.S. Pat. No. 5,976,039 to Joseph N. Epley and Herman Foster; and U.S. Pat. No. 8,282,511 to Ben Fatheree. This art is representative of tabletop games and accessories. However, none of the above inventions and patents, taken either singly or in combination, is seen to describe the invention as claimed.

[0008] Preferably, a tabletop volleyball system and method of play should provide means and rules of play for tabletop volleyball that may be retrofit to existing tables for game-play and, yet would operate reliably and be manufactured at a modest expense. Thus, a need exists for a reliable tabletop volleyball system and methods of play therefore to avoid the above-mentioned problems.

BRIEF SUMMARY OF THE INVENTION

[0009] In view of the foregoing disadvantages inherent in the known tabletop games and accessory art, the present invention provides a novel tabletop volleyball system and method(s) of play. The general purpose of the present invention, which will be described subsequently in greater detail is to provide an apparatus for tabletop volleyball play and rules therefore.

[0010] A tabletop volleyball system is disclosed herein, in a preferred embodiment, comprising: a net having a perimeter, and a mesh, a first-bracket, and a second-bracket; wherein the tabletop volleyball system comprises in functional combination the net, the first-bracket, and the second-bracket structured and arranged for coupling to an existing tabletop tennis table assembly. The net is defined by the perimeter and comprises the mesh within and integral to/with the perimeter. The net is adjustable relative to the existing tabletop tennis net and table assembly and the net is located on a plane, when installed, above an existing-net. The perimeter of the net is adjustable to a height above a planer surface of a tabletop-tennis-table.

[0011] The height of the net is greater than six inches (normal use for game-play is one foot), and the perimeter of the net has a width equal to the tabletop-tennis-table that it is retrofit to or may be extended past the edges of the table on both sides. The tabletop-tennis-table comprises a table-width of about five feet for game-play; the tabletop-tennis-table comprises a table-length of about nine feet for the game-play. The game-play with the tabletop volleyball net assembly requires a mini volleyball, the mini volleyball comprises a maximum diameter of seven inches (may be of a smaller diameter), and the mini volleyball is inflatable (inflated) to at least 1 ½ pounds of pressure for the game-play. The game-play comprises a recommended area of twenty feet by forty-four feet such that players may freely move during play.

[0012] The net and the first-bracket and the second-bracket form a tabletop volleyball net assembly; the tabletop volleyball net assembly able to be coupled to the existing tabletop tennis table assembly via the first-bracket and the second-bracket. The net is removably attachable (attached) in a vertical orientation. As such, the tabletop volleyball net assembly is useful for playing tabletop volleyball for sport and entertainment.

[0013] A kit is also disclosed herein including: the net, the first-bracket and the second-bracket, the mini volleyball, and a set of user instructions for the game-play.

[0014] A method of using the tabletop volleyball system for play is also described herein comprising the steps of: installing a tabletop volleyball net assembly to an existing tabletop tennis table assembly, and playing a game of tabletop volleyball for sport and entertainment according to rules for game-play. The method may further comprise the step of adjusting a net of the tabletop volleyball net assembly relative to a planer surface of a tabletop-tennis-table as desired by the participating players.

[0015] The present invention holds significant improvements and serves as a tabletop volleyball systems and methods of play. For purposes of summarizing the invention,
certain aspects, advantages, and novel features of the invention have been described herein. It is to be understood that not necessarily all such advantages may be achieved in accordance with any one particular embodiment of the invention. Thus, the invention may be embodied or carried out in a manner that achieves or optimizes one advantage or group of advantages as taught herein without necessarily achieving other advantages as may be taught or suggested herein. The features of the invention which are believed to be novel are particularly pointed out and distinctly claimed in the concluding portion of the specification. These and other features, aspects, and advantages of the present invention will become better understood with reference to the following drawings and detailed description.

BRIEF DESCRIPTION OF THE DRAWINGS

[0016] The figures which accompany the written portion of this specification illustrate embodiments and method(s) of use for the present invention, tabletop volleyball systems and methods of play, constructed and operative according to the teachings of the present invention.

[0017] FIG. 1 shows a perspective view illustrating a tabletop volleyball system and methods of play during an 'in-use' condition according to an embodiment of the present invention.

[0018] FIG. 2 is a perspective view illustrating the tabletop volleyball system comprising a tabletop volleyball net assembly as retrofit to an existing tabletop tennis table assembly according to an embodiment of the present invention of FIG. 1.

[0019] FIG. 3 is an exploded view illustrating the tabletop volleyball net assembly according to an embodiment of the present invention of FIGS. 1-2.

[0020] FIG. 4 is a perspective view illustrating a kit of the tabletop volleyball system according to an embodiment of the present invention of FIGS. 1-3.

[0021] FIG. 5 is a method of use for the tabletop volleyball system according to an embodiment of the present invention of FIGS. 1-4.

[0022] The various embodiments of the present invention will hereinafter be described in conjunction with the appended drawings, wherein designations denote like elements.

DETAILED DESCRIPTION

[0023] As discussed above, embodiments of the present invention relate to tabletop games and accessories and more particularly to a tabletop volleyball system and methods of play as used to provide entertainment for participating players.

[0024] Generally speaking, tabletop volleyball equipment for use as referred to herein includes: a 'volleyball net' that attaches to a table with a net height able to be used, adjustable from six inches to two feet in height. (One foot is the preferred height). Mini volleyballs are used four inches to seven inches in diameter. In order to play tabletop volleyball two participants are needed, a table (preferably a table tennis table), and a pump for inflating the ball. First, a user must assemble the net and brackets as disclosed subsequently in the document. The user adjusts the net to a height of one foot from the top of the table. Next, a user must properly inflate the ball to 1.5-2 lbs. of pressure, or as otherwise specified on the ball. Thirdly, the playing area is cleared of any safety hazards and breakables. The official size of tabletop volleyball system playing area, at minimum, is the size of a badminton court 6 m x 13 m (20 ft x 44 ft) and a height of the room must be a minimum of 3 m (10 ft) high. Where there are space constraints, the playing area may be modified accordingly. A participant may play the ball off the back walls, side walls, roof, or even off furniture. As such, the present invention comprises a novel combination of 3 great net sports: volleyball, badminton, and table tennis.

[0025] Like volleyball and table tennis, the object of the game is to successfully hit the ball over the net to an opponents' court, if the opponent cannot return the ball back to opposing court, a point is scored. The opponent scores a point if the ball is not returned successfully. Unlike volleyball, the ball is allowed to bounce off the court once, every time it comes over the net.

[0026] The game may be played with 2 or 4 players. A 4 player game is the preferred mode of game play. There are variations to the game that can accommodate almost any number of participants using games such as king's court, tournaments, or winner stays on.

[0027] In regards to serving rotation for the game of tabletop volleyball system, it is the same as in badminton. If you have an even score you are serving from the right side of your court and if you have an odd score you would serve from the left side. Once it is decided which team will serve first using “rock, paper, scissors” or flipping a coin, the starting server serves from the right (because the score is 0, and 0 is considered to be an even number) court and will serve diagonally across the net to the receiver on the right court. The serve is made by tossing the ball in the air and serving as in volleyball. The serve can be underhand, overhand, or jump served. The serve must go over the net and bounce onto the opponents’ proper court or it results in a point for the opponent. The opponent must let the ball bounce once on their side before hitting it off the serve.

[0028] Tabletop volleyball system is based on rally point scoring, meaning whoever wins the rally scores a point and gets the serve. For example if your team wins the rally then you are winning 1-0. Your same server would then serve from the left side of the court because the score is 1-0, and 1 is an odd number. If your team loses the rally then the serve goes to the opponent on the left side of the court because their score is 1 and that is an odd number. Serving continues in this manner for the remainder of the game.

[0029] The server must serve the ball from behind their end of the table into play by hitting the ball over the net and bouncing the ball on their opponents table. The server cannot contact the ball past the end of the table on a serve or it results in a loss of serve and a point is awarded to the other player. The ball can only bounce once on your side and a double bounce results in a point for the other player. To return the serve the receiver has to let the ball bounce on the proper side of their table once, and then hit the ball with any part of their body. An underhand pass (bump) is preferred. They may have as many as 3 hits to get the ball back over the net and into their opponents' court, but may also use 1 or 2 hits, if they prefer. A bump, set, spike is preferable.

[0030] The rally continues back and forth, with each player having as many as 3 hits per side to send it back to their opponents' table. Players may contact the ball however they wish and with any body part, as long as they do not 'carry' or catch the ball. Playing the ball with an open hand is legal, as long as the ball is not caught or carried. Carrying
or catching the ball results in a point for the opponent. The set or overhand pass in Tabletop Volleyball is an exception, and as in volleyball, it is contacting the ball with 2 hands, and is a legal contact as long as the ball does not come to a complete rest.

[0031] Attacking is when a player attempts to hit the ball over to their opponents table in a way that makes it difficult for their opponent to return the ball back. Spiking the ball is the most common form of an attack, but tapping the ball and/or roll shotting the ball over may also be effective attacks. A player may come all the way up the side of their table to attack the ball but they may not step on or cross the 'extended' centre line, or touch the net, with the exception being that their hands and arms can cross the center plane for attacking and blocking. If a player’s feet cross over the centre line on an attack or a point will be awarded to the other team. Players may not touch the net during game play or it results in a point for the opponent.

[0032] Players may choose to try to block an opponents’ attack/attempt at putting the ball over the net without it first hitting their side of the table as long as it is on an attack. A player cannot block or attack a serve or a ball that is not an attack. A successful block will send the ball back onto your opponents’ court and could earn you a point. An unsuccessful block will send the ball out of bounds (or miss the ball all together). Your feet may not step on or across the extended centre line on a block, and if the player does it results in a point for his/her opponent. As mentioned, players may not touch the net during game play or it results in a point for the opponent. The exception is that your arms and hands may cross over the centre plane on a block but the defending player needs to let the attacking player touch the ball first if it is still on their side of centre. The attacking player must always be able to touch the ball first if it is on their side of the net and if the blocker reaches over and touches the ball before the attacker, it is ruled a point for the attacking player. Double blocks are illegal.

[0033] The ball is ruled out of bounds if it is hit into the net and does not go over to the opponents’ side or if the ball is hit over to the opponents’ side but does not hit the table. The ball is also ruled out of bounds if the ball hits any part of the opponents’ body before hitting the table, with the exception of your opponents’ hands, arms, neck, or head (up to, but not including their shoulders). If the ball is hit off of your opponents’ hands, arms, head, neck or shoulders and is unplayable that is considered a touch on them and it is your point, unless it is hit past the end of their table and it is obviously out of bounds.

[0034] A player may cross the centre line to retrieve an errant pass but they must play the ball back to their side of centre in order for their partner to legally hit the ball over to their opponents’ side of the table. The ball may hit the net at any time, (even on the serve) and if the ball goes over to your opponents’ side, play continues.

[0035] The tabletop volleyball system consists of a best of 3 sets (or variations thereof). A set goes until 25 points, but a player must win by 2 points, with a cap of 30. An official game is a best of 3 sets, with each set going until 25, but the player must win by 2 points. Teams switch sides each set. If a game goes to 3 sets, the teams will switch sides when one team reaches 12 points.

[0036] Many of the four player (doubles) rules are the same as singles with these exceptions: serving for the doubles game of Tabletop Volleyball are the same as for doubles badminton. (Optional serving rule is that a player may serve anywhere into his/her opponent’s court) If you have an even score you are serving from the right side and if you have an odd score you would serve from the left side. Once it is decided which team will serve first using paper, rock, scissors or flipping a coin the server on the right (because your score is 0, and 0 is considered to be an odd number) court will serve diagonally to receiver on the right court. The serve must bounce on your opponents right court or it results in a point for your opponent. If your team wins the rally then you are winning 1-0. Your same server would then serve from the left side of the court because the score is 0-1. Is an odd number. If your team loses the rally then the serve goes to your opponent on the left side of the court because their score is 1 and that is an odd number. If your team wins the rally then you get the serve back and the player on the right side of the court would serve because you have 2 which is an even number. Serving continues in this manner for the remainder of the game.

[0037] In the doubles game, if you choose to use 2 or 3 hits on your side, you must alternate hits with your partner. You may not have the same player have 2 consecutive hits in a row, unless one of those hits is a block (blocks do not count as hits). If a player has 2 consecutive hits in a row, the other team is awarded a point. A player may cross the centre line to retrieve an errant pass by their partner but they must play the ball back to their side of centre in order for their partner to legally hit the ball over to their opponents’ side of the table. Any one of the following rules may be used to enhance the game for the different skill levels of players and different styles of competition.

[0038] Examples of modified rule changes: 1. Players may catch the ball. 2. Serves may go anywhere onto your opponents’ court and either opponent may take the first contact (beach volleyball). 3. Only one or two contacts are allowed on your side. 4. No blocking. 5. No spiking. 6. Underhand serves only. 7. No jump serves. 8. Serves must have an arc to them. 9. Serves must bounce once, first on your side and then on your opponents’ side. 10. Points can only be scored when you have served and you win the rally.

[0039] Optional game modes for 5 or more players are as follows: Kings’ court—in this mode, designate 1 side of the table as the kings’ or queens’ side. This side is the winners’ side. A player would then decide who takes the kings’ side by doing rock, paper, scissors. The winning 2 people would then start on this side. The other 3 or more players would then decide who the challengers are by doing rock, paper, scissors. These 2 players will be on the challenger side.

[0040] The challenger side serves the ball, as in the regular doubles play, and the rally continues. If the challenger team wins, they move to the kings’ side knocking the 2 players that were there out. The next 2 players on the challengers’ side would then serve the ball to the new team on the kings’ side and the rally continues. If the team on the kings’ side wins the rally, they stay on the kings’ side and score a point and the next 2 players come to the challengers’ side and serve.

[0041] Players only score points if they win the rally on the kings’ side. Your score is continuous, meaning that if, for example, you score a point on the kings’ side but then you lose the next rally, you would still keep your point. If and when you make it back to the kings’ side and you won the rally, you would now have 2 points. The first person or team
to get 15 points wins and are crowned kings or queens. (This mode could also be played in singles.)

[0042] With 6 or more players a doubles tournament may be set up. There are many different types of tournaments that the players can choose from.

[0043] One of the most popular types of tournaments are Round Robin tournaments. Players start by partnering up and then a round robin tournament may be set up where each team plays against every other team and the team with the best overall record wins or playoffs could then be set up.

[0044] King of the court works best with 5 players but may also work with more. With 5 players, you would have doubles games with each player having the opportunity to play with every other player for one game. One person would always be refing. When each player has had the chance to play with everyone else, the player that has the best overall record wins and is crowned King or Queen of the court.

[0045] Referring now more specifically to the drawings by numerals of reference there is shown in FIG. 1-3 various views of tabletop volleyball system 100 comprising: net 120 (having perimeter 122, and mesh 124); first-bracket 130, and second-bracket 134. Tabletop volleyball system 100 comprises in functional combination net 120, first-bracket 130, and second-bracket 134 structured and arranged for coupling to an existing tabletop tennis table assembly 144. Net 120 is defined by perimeter 122 and comprises mesh 124 within and integral with perimeter 122.

[0046] Net 120 and first-bracket 130 and second-bracket 134 form tabletop volleyball net assembly 110: tabletop volleyball net assembly 110 able to be coupled to existing tabletop tennis table assembly 144 via first-bracket 130 and second-bracket 134; net 120 removable attachable in a vertical orientation. Tabletop volleyball net assembly 110 is useful for playing tabletop volleyball for sport and entertainment.

[0047] Tabletop volleyball system 100 comprises net 120 that is preferably adjustable relative to existing tabletop tennis net and table assembly 144. Top 126 of perimeter 122 of net 120 is adjustable to a height above a planar surface of tabletop tennis-table 146. Height of tabletop volleyball system 100 comprises greater than six inches and preferably one foot. Perimeter of net 122 comprises a width equal to or greater than tabletop tennis table 146. Tabletop volleyball system 100 comprises a table-width of five feet and a table-length of nine feet for game-play.

[0048] Tabletop volleyball net assembly 110 requires use of mini volleyball 158. Mini volleyball 158 comprises a diameter of at least four inches and comprises a maximum diameter of seven inches. Mini volleyball 158 is inflatable preferably to at least 1½ pounds of pressure and a maximum of 2 pounds of pressure for the game-play or as otherwise specified on the ball. Tabletop volleyball system 100 comprises a recommended minimum play area of twenty feet by forty-four feet.

[0049] Tabletop volleyball system 100, as shown in FIG. 4, may be sold as kit 440 comprising the following parts: at least one net 120; at least one first-bracket 130; at least one second-bracket 134; at least one mini volleyball 158; and at least one set of user instructions. The kit has instructions such that functional relationships are detailed in relation to the structure of the invention (such that the invention can be used, maintained, or the like in a preferred manner). Tabletop volleyball system 100 may be manufactured and provided for sale in a wide variety of sizes and shapes for a wide assortment of applications. Upon reading this specification, it should be appreciated that, under appropriate circumstances, considering such issues as design preference, user preferences, marketing preferences, cost, structural requirements, available materials, technological advances, etc., other kit contents or arrangements such as, for example, including more or less components, customized parts, different color combinations, parts may be sold separately, etc., may be sufficient.

[0050] Referring now to FIG. 5 showing flowchart 550 illustrating method of use 500 for tabletop volleyball system 100 according to an embodiment of the present invention of FIGS. 1-4. As shown, method of use 500 may comprise the steps of: step one 501, installing tabletop volleyball net assembly 110 to existing tabletop tennis table assembly 144, and step two 502 playing a game of tabletop volleyball for sport and entertainment according to rules for game-play as previously described. Method 500 may further comprise the step 503 of adjusting net 120 of tabletop volleyball net assembly 110 relative to a planar surface of tabletop tennis-table 146 as desired.

[0051] It should be noted that step 503 is an optional step and may not be implemented in all cases. Optional steps of method of use 500 are illustrated using dotted lines in FIG. 5 so as to distinguish them from the other steps of method of use 500.

[0052] It should be noted that the steps described in the method of use can be carried out in many different orders according to user preference. The use of “step of” should not be interpreted as “step for”, in the claims herein and is not intended to invoke the provisions of 35 U.S.C. §112, ¶6. Upon reading this specification, it should be appreciated that, under appropriate circumstances, considering such issues as design preference, user preferences, marketing preferences, cost, structural requirements, available materials, technological advances, etc., other methods of use arrangements such as, for example, different orders within above-mentioned list, elimination or addition of certain steps, including or excluding certain maintenance steps, etc., may be sufficient.

[0053] The embodiments of the invention described herein are exemplary and numerous modifications, variations and rearrangements can be readily envisioned to achieve substantially equivalent results, all of which are intended to be embraced within the spirit and scope of the invention. Further, the purpose of the foregoing abstract is to enable the U.S. Patent and Trademark Office and the public generally, and especially the scientist, engineers and practitioners in the art who are not familiar with patent or legal terms or phraseology, to determine quickly from a cursory inspection the nature and essence of the technical disclosure of the application.

What is claimed is new and desired to be protected by Letters Patent is set forth in the appended claims:

1. A tabletop volleyball system comprising:
   - a net having:
     - a perimeter, and
     - a mesh;
   - a first-bracket; and
   - a second-bracket;
   wherein said tabletop volleyball system comprises in functional combination said net, said first-bracket, and said
second-bracket structured and arranged for coupling to an existing tabletop tennis table assembly; wherein said net is defined by said perimeter and comprises said mesh within and integral with said perimeter; wherein said net and said first-bracket and said second-bracket form a tabletop volleyball net assembly, said tabletop volleyball net assembly able to be coupled to said existing tabletop tennis table assembly via said first-bracket and said second-bracket, said net removably attached in a vertical orientation; and wherein said tabletop volleyball net assembly is useful for playing tabletop volleyball for sport and entertainment.

2. The tabletop volleyball system of claim 1 wherein said net is adjustable relative to said existing tabletop tennis table assembly.

3. The tabletop volleyball system of claim 2 wherein a top of said perimeter of said net is adjustable to a height above a planer surface of a tabletop-tennis-table.

4. The tabletop volleyball system of claim 3 wherein said height comprises equal to six inches.

5. The tabletop volleyball system of claim 3 wherein said height comprises greater than six inches.

6. The tabletop volleyball system of claim 3 wherein said height comprises one foot.

7. The tabletop volleyball system of claim 3 wherein said height comprises a maximum of two feet.

8. The tabletop volleyball system of claim 3 wherein said perimeter of said net comprises a width at least equal to said tabletop-tennis-table.

9. The tabletop volleyball system of claim 8 wherein said tabletop-tennis-table comprises a table-width of five feet for game-play.

10. The tabletop volleyball system of claim 8 wherein said tabletop-tennis-table comprises a table-length of nine feet for game-play.

11. The tabletop volleyball system of claim 10 wherein said game-play with said tabletop volleyball net assembly requires a mini volleyball.

12. The tabletop volleyball system of claim 11 wherein said mini volleyball comprises a diameter of at least four inches.

13. The tabletop volleyball system of claim 11 wherein said mini volleyball comprises a maximum diameter of seven inches.

14. The tabletop volleyball system of claim 1 wherein said game-play comprises a recommended minimum area of twenty feet by forty-four feet.

15. A tabletop volleyball system comprising:

   a net having;

   a perimeter; and

   a mesh;

   a first-bracket; and

   a second-bracket;

wherein said tabletop volleyball system comprises in functional combination said net, said first-bracket, and said second-bracket structured and arranged for coupling to an existing tabletop tennis table assembly; wherein said net is defined by said perimeter and comprises said mesh within and integral with said perimeter; wherein said net is adjustable relative to said existing tabletop tennis net and table assembly and said net is located on a plane above an existing-net; wherein a top of said perimeter of said net is adjustable to a height above a planer surface of a tabletop-tennis-table; wherein said height comprises greater than six inches; wherein said perimeter of said net comprises a width equal to said tabletop-tennis-table; wherein said tabletop-tennis-table comprises a table-width of five feet for game-play; wherein said tabletop-tennis-table comprises a table-length of nine feet for said game-play; wherein said game-play with said tabletop volleyball net assembly requires a mini volleyball; wherein said mini volleyball comprises a maximum diameter of seven inches; wherein said game-play comprises a recommended minimum area of twenty feet by forty-four feet; wherein said net and said first-bracket and said second-bracket form a tabletop volleyball net assembly, said tabletop volleyball net assembly able to be coupled to said existing tabletop tennis table assembly via said first-bracket and second-bracket, said net removably attached in a vertical orientation; and wherein said tabletop volleyball net assembly is useful for playing tabletop volleyball for sport and entertainment.

16. The tabletop volleyball system of claim 15 further comprising a kit including:

   said net;

   said first-bracket and said second-bracket;

   said mini volleyball; and

   a set of user instructions for said game-play.

17. A method of using a tabletop volleyball system for play comprising the steps of:

   installing a tabletop volleyball net assembly to an existing tabletop tennis table assembly; and

   playing a game of tabletop volleyball for sport and entertainment according to rules for game-play.

18. The method of claim 17 further comprising the step of adjusting a net of said tabletop volleyball net assembly relative to a planer surface of a tabletop-tennis-table.

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