

FOUR SQUARE

Playing Area: A four square diagram on a hard surface.

Players: 4 players play the game, but others are in line for a turn.

Supplies: Playground ball

The squares are numbered 1, 2, 3, and 4. The serve always starts from the #1 square. The ball is served by dropping it and serving it underhanded from the bounce. If the serve hits a line or goes out the server is out. The server can hit the ball to any of the other three courts. The player receiving the ball must keep it in play by striking the ball after it has bounced once in his square. He directs it to any other square with an underhand hit. Play continues until one player fails to return the ball or commits a fault.

The following are faults:

1. Ball landing on a line between the squares. (Ball landing on an outer boundary is considered good.)
2. Stepping in another square to play the ball.
3. Catching or carrying a return volley.
4. Allowing ball to touch any part of the body except the hands.

When a player misses or commits a fault, he goes to the end of the waiting line and all players move up. The player at the head of the waiting line moves into square ##4.