

# Bel Air Elementary

## Four Square Rules and Guidelines

### Equipment: The Court and Ball

- The game court shall consist of a large square subdivided into four squares of equal size
- The “D” square is called the entrance square; it is the square that a new player enters the court
- The player in the “A” square is called the server

### Gameplay

- The person in square “A” starts play with a serve. A serve consists of a bounce and then an underhanded strike to any of the other three squares
- The serve must be playable; the receiver may demand a “re-serve”
- The ball is then played so that the ball lands in a player’s square once and then struck so that it goes into another square
- The ball may be struck with one or two hands or fists
- A player is out when:
  - The ball is in a player’s square and is unable to strike it into another player’s square.
  - The ball is in a player’s square and the player’s return lands on a line.
  - The ball must bounce in the square before you hit it
  - If the player holds the ball that player is out. You must strike the ball and not hold it.
  - You may only hit the ball one time. No “bubbles”
- The first person in line is the referee

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## Tetherball Rules and Guidelines

Object: Players must wrap the rope of the tetherball around the pole by hitting or slapping the ball in their chosen direction. The two opponents hit in opposite directions, and must stay within the marked lines in their own zone.

Serving: The new player chooses direction and is server. The server must hit, not throw, the ball in the chosen direction. The receiving player may block and/or hit the ball with one hand or two, ***or may catch the ball***, and then hit. The server may not win (wrap the ball) without the receiving player touching it at least once.

Fouls: The following rules are to be honored in a safe responsible and respectful manner:

A player is out when:

- The ball is thrown rather than hit
- The rope is touched
- The player steps into the foul zone (triangle)

Rules of Play: Waiting players must stand outside the playing circle. The first player in line is the judge; he/she must watch the game carefully! The winner of a match stays in the circle to play the next player, but must leave after 3 games maximum.

No new rules shall be used at Bel Air School, until officially adopted. Students who refuse to abide by Bel Air Rules must leave the tetherball area.

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## Ball Wall Rules and Guidelines

- Two players play at a time, facing one side of the wall,  
Or  
A line of players take turns in an agreed-upon order
- Players take turns hitting the ball, with one hand or two, so that the ball bounces once on the ground and then against the wall.
  - Variation: in the “group game,” a player may elect to duck under the bouncing ball instead of hit it; the next player must then play the ball (or duck under) after a single bounce.
- The server must hit a returnable ball; the receiver may refuse an unplayable ball, which is then served again.
- A player is out if he/she
  - Catches the ball
  - Hits the ball so it bounces more than once before hitting the wall
  - Lets the ball bounce more than once after hitting the wall
- When a player is out, he/she goes to the end of the line
- A winner may play no more than three games consecutively
- The first player in line is the judge
- First graders may catch the ball and throw it against the wall until their skills develop
- No other rules may be followed at Bel Air Elementary.