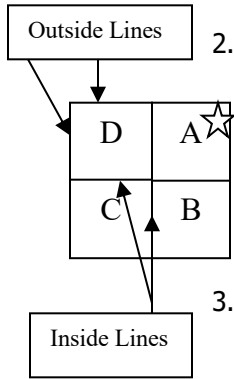


Four Square Rules



1. There are ideally 4 players to a game*. Players take positions in boxes "A, B, C, and D". The object of the game is to be in the server box "A" and stay there.
2. Player "A" starts each rally with a serve.
 - Player "A" says "service" so everyone knows they are serving the ball.
 - You serve by bouncing the ball from the corner "☆" of square "A" and hitting it underhand to any other square (You do not have to tell to where you are going to serve).
 - Players hit the ball from box to box in any order until someone misses. When someone misses or a player fouls (see below) each player moves up 1 box in a counter clockwise direction** (from box "D" moving up toward "A").
3. A point will be awarded to the player whose hit caused the other player to miss or foul. A bonus point is awarded to the server for staying in square "A" for 3 consecutive serves (Rally scoring)
4. The ball must bounce before you hit it.
5. You must slap the ball to move it from square to square, using your palms with one or both hands.
6. The ball must completely clear all inside lines (outside lines as indicated in the diagram are in play)

NOTES:

*If there are only 3 players in a game, then box "D" is left open and is out of bounds.

**If there are more than 4 players, the extra player(s) remain off of the court during play. The individual who misses goes out and the next player up enters into square "D".

4 Square Fouls:

1. Illegally hitting the ball. The heel of the hand or the fist may never be used to strike the ball. No throwing, pushing, spinning or carrying the ball.
2. Failure to hit a ball which bounces into one's box
3. Playing a ball which has bounced into someone else's box
4. Hitting the ball out of bounds or onto an inside line
5. Hitting the ball into one's own box
6. The ball touches any other body part other than the hands