

Four Square

King	Queen
Joker	Jack

Equipment: The Court and Ball

- The game court shall consist of a large square subdivided into four squares of equal size. 16 x 16.
- Each square shall be numbered starting at one (Joker, Toilet) and going to four (King) in a counterclockwise fashion.
- The game is played with an 8 1/2 inch playground ball inflated to 2 lbs.

Gameplay

- The king starts play with a serve and is allowed to modify the game rules before each serve.
- The serve consists of an underhanded strike and a bounce on the ground in the "four" square to any of the other three squares.
- The ball then is played so that the ball strikes a player's square but once and then struck so that it goes into another square.
- A player is out when:
 1. The ball is in a player's square and is unable to strike it into another player's square.
 2. The ball is in a player's square and the player's return lands out of bounds.
 3. The ball is in a player's square and the player's return hits another player's foot who doesn't intentionally move it into the path of the ball.
 4. The ball bounces in a player's square and the player's return hits their own square again on the return.
 5. The player palms, carries, and/or holds the ball during the return. The ball must be struck not held.
- When a player is out that player leaves the court, players rotate counterclockwise if there is an empty space, a new player enters in the "joker" square.
- Any disagreements that cannot be handled quickly must be decided by a showdown between the two players. The showdown is a private match of four square between the two players in their two squares. The winner of the showdown stays in the game.
- Outside lines are in, Inside lines are out.

Special Calls

- **Old School** - main rules, no special calls.
- **Demons** - Catching the strike of a player makes them out.
- **Black Magic** - Catching the strike of a player will make either the striker or catcher out depending on who calls "Black Magic" first.
- **One Hand only** - only one hand is allowed to strike the ball.
- **Two Hand only** - only use both hands to strike the ball.
- **Bobbling** - the ball can be bounced from hand to hand to change the direction of the ball in mid-flight; the number of bobbles is usually specified.
- **Spinners** - spinning the ball with two hands.
- **Bus Stop** - placing one foot flat in the middle of the intersection of the squares.
- **Poison Oak** - same as Bus Stop except you lift your toes up.
- **Poison Ivy** - same as Bus Stop except you lift your heel off the ground.
- **Four Corners** - place both feet on the two lines that form the corners of the square, making an L out of your feet.
- **Hit the Deck** - lay down as fast as you can on your stomach.
- **Tips** - throw the ball in the air to another player, they must then catch it and toss it to another player before they hit the ground.
- **Popcorn** - throw the ball in the air and clap as many times as you can before you catch the ball. The next player must clap one more than the previous amount.
- **Slams** - hitting the ball to the ground so that it bounces higher than the head of the receiver.
- **Chicken Feet** - hitting the ball towards another player's feet/legs. If the ball hits another player's feet/legs then they are out.
- **Strike A Pose** - strike a pose as fast as you can.
- **Pac Man** - players must walk quickly along the lines of the four square while the king tries to tag one of the players. The tagged player is out.
- **Body Language** - players may use any part of their body to strike the ball.
- **Toilet Paper** - the king calls "toilet paper" and slowly rolls the ball into another player's square. That player is require to sit on the ball with no hands to stop the forward progression of the ball.
- **Challenge** - this is a chance to dethrone the king after they have been in the king square for 10 or more rounds in a row. Any player can challenge the king to a one-on-one match.
- **Categories** - pick a category and each time a player strikes the ball they must call out something from that category.
- **Alphabet** - same as categories except the players must call out the letters of the alphabet in order.
- **Fire Alarm** - the king calls "Fire Alarm" and everyone must get out of the square as quickly as possible. The last person out is out.
- **Black Jack** - a player calls out a number between 0 and 20. The next player to hit the ball must call out the number that will be added to the previous number to equal 21.
- **Stick in the Mud** - everyone spins around until the king says stop and then throws the ball at someone. If not caught, the player is out.