

## Battle Foursquare

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- **WHERE TO PLAY:**
  - Outside on pavement
- **NUMBER OF PLAYERS:**
  - 4 at one time
- **GRADE LEVELS:**
  - 2nd-8th grades
- **EQUIPMENT:**
  - One playground ball
  - Chalk if necessary
  
- **HOW TO PLAY:**
  - Four Square is played very much like Two Square.
    - However, Four Square utilizes a larger court and more players.
  - The size of the court can range from 8' by 8' for the younger students to 16' by 16' for the upper elementary grades.
  - The court consists of four equal squares, with each labeled A, B, C, and D.
  - The server's square is normally marked off with a line drawn diagonally across the A square.
  - Before play begins, each of the players assumes a standing position in one of the four squares.
  - The server (A) starts the game by bouncing the playground ball behind the serving line and, with an open hand, bats it into one of the other squares.
    - The player receiving the serve must let it bounce once before hitting it into another square.
    - Play continues until a fault has been committed by one of the four players.
  - Prior to serving, the server can call out "Battle!"
    - When this happens, the server can hit the ball to anyone
      - But all other players must always play the ball back to the server
    - This continues until a player misses or the server calls out "Battle's over!"
      - Play resumes as regulation Foursquare when the "Battle's over" call is made by the server.

- A fault is any one of the following:
  - Stepping over the line while serving
  - Hitting a ball out of bounds
  - Hitting a line with the ball
  - Failing to return a hit made to your square
  - Using an overhand throw or fist to hit the ball
- When a fault has occurred, the players shift positions.
  - If the server (A) commits a fault, he moves to square D, D moves to C, C moves to B, and B becomes the next server.
    - The objective is to move up a square after each fault and eventually become the server.
- When playing with only four players, the one who committed a fault moves to square D and the others rotate to fill in empty squares.
  - However, if a game has more than four players, the one who commits a fault leaves the court and joins the line of players waiting to get back into the game.
  - A player from front of the line moves into square D and the other three players move up one square.
- One of the best things about Four Square is that there is no declared winner at the end.
  - The players that make the fewest mistakes are simply rewarded with the greatest amount of playing time.
- In addition to regular Four Square, there are many different variations of the game using the same court.

