

Doubles Foursquare

- **WHERE TO PLAY:**
 - Outside on pavement
- **NUMBER OF PLAYERS:**
 - 8 at one time
- **GRADE LEVELS:**
 - 2nd-8th grades
- **EQUIPMENT:**
 - One playground ball
 - Chalk if necessary

- **HOW TO PLAY:**
 - Doubles Foursquare is a great variation of Foursquare for those times when the number of courts is limited.
 - Doubles Foursquare is the same game as Foursquare but with two players (partners) at each square with one in the square and the other waiting outside the square.
 - 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.
 - As soon as the partner inside the square hits the ball, they quickly get out of the square and the partner (who is waiting outside the square) steps into the square prepared to hit the next ball.
 - Partners continue this switching off throughout the game.
 - 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.

- Foursquare rules are used so if one partner commits a fault both partners go to the end of the waiting line.
- 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.

