

Team Foursquare

- **WHERE TO PLAY:**
 - Outside on pavement
- **NUMBER OF PLAYERS:**
 - 12-16 playing at one time
- **GRADE LEVELS:**
 - 2nd-8th grades
- **EQUIPMENT:**
 - One playground ball
 - Chalk if necessary

- **HOW TO PLAY:**
 - Team Foursquare is a great variation of Doubles Foursquare for those times when the number of courts is limited.
 - This is a great choice for those times when you have many students and you want to keep them actively involved.
 - The size of the court can range from
 - 12' by 12' for the younger students
 - 6' by 6' squares
 - 20' by 20' for the upper elementary grades
 - 10' by 10' squares
 - 3-4 players may be in each square at one time
 - 12-16 players play during each game
 - Players do not alternate turns
 - Players stay inside their square until their team commits a penalty
 - 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 other players.
 - Foursquare rules are used so if one partner commits a fault all team 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.
- 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.

