

## Hand-Ball (Wall-Ball) A GAME for 2 players!

>>to be played only on game walls provided, NOT on building walls!

>>Waiting players need to wait one giant step back! Do NOT lean on the wall, as it causes interference or injury!

>the server bounces the ball once and then hits the ball so that it hits the ground, then hits the wall.

>the second player then hits the ball against the wall AFTER it rebounds and hits the ground

>the first player must get out of the way so the receiver has a clear field.

Turns are taken in this manner until one player is OUT.

### A receiving player is OUT if. . . .

>he misses the ball when it is his turn

> the ball bounces more than once before it is played upon

>the ball is played BEFORE it hits the ground!

### The hitting player is OUT if. . .

> the ball misses the wall

> the ball goes over the top of the wall

> the ball is unplayable by the opponent because it does not bounce ( as if it hits the corner formed by the wall & ground)

> the ball bounces OUT of the court after hitting the wall.  
(ON the line is considered IN)

## Playground Game Rules

### Tether Ball:

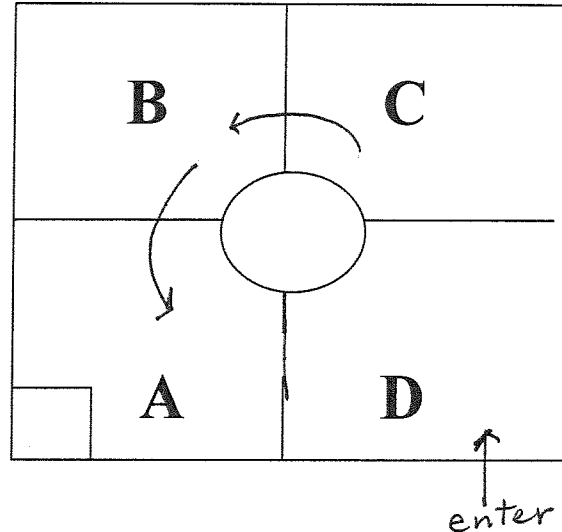
- \* The first server can be chosen by the dropped ball hitting the pole, and the server is indicated by the side the ball goes into. Thereafter, the INCOMING/new player is the server.
- \*The INcoming player gets to select which side of the court and which direction the ball will be served. "Sides and Ways"
- \*The server puts the ball into play by tossing the ball into the air and hitting it in the direction chosen by the challenger.
- \*The opponent may NOT hit the ball on its first swing around the pole. "First one free".
- \*After the 1<sup>st</sup> winding around the pole, the players hit the ball back and forth in order to completely wind the rope around the pole in the direction they have been hitting the ball.
- \*The game is won by the player who winds the rope around the pole completely in the direction they have been hitting OR when a game is forfeited by the opponent making a foul play.

#### *FOULS:*

- Hitting the ball with any part of the body other than the hand or fore-arms
- Catching, holding, or stopping the ball during play
- Touching the rope---accidentally or not!
- Throwing the ball
- Stepping across the center line
- Touching the pole!

Players waiting their turn must be 2 giant-steps BACK from the court!

## Four Square:



- The server is in Square A. To serve, the server stands in the serving square, bounces the ball, and hits it UNDERHAND to any other square.
- For continued play:
  - The ball MUST bounce before being hit, or player is OUT
  - The ball MUST be hit with an open hand, or player is OUT
  - The hit ball MUST land in a square. If it hits in the center circle, on an interior line, or outside the court-- the hitter is OUT! (A ball hitting the outside perimeter line is considered "good".)
  - If a ball is hit OVER an opponent's head, the hitter is OUT.
  - If a player steps on or over a line, that player is OUT.
  - If a player holds the ball (even for a mini-second!) or stops the ball in any manner, that player is OUT

As a player is eliminated, all the other players ROTATE toward Square A. New Players enter into Square D.

**WAITING PLAYERS** must wait one giant step back from the court!