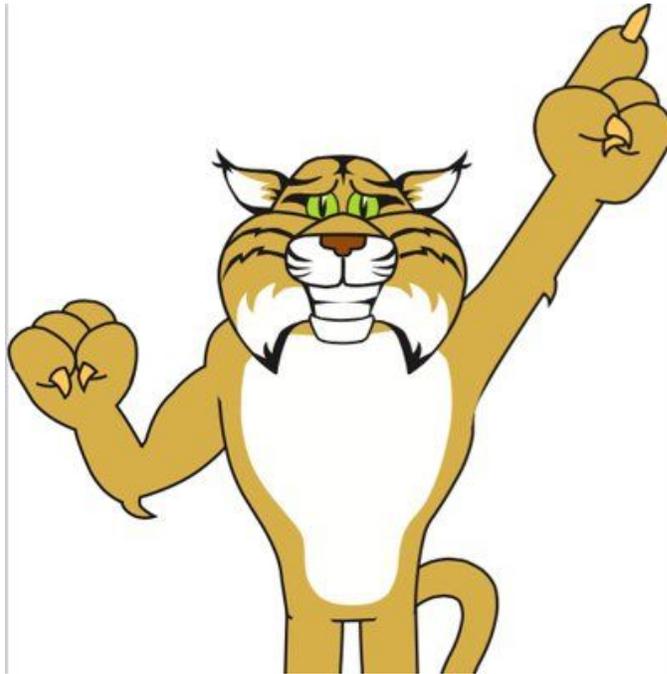


# Playground Games Rules

Tetherball Four Square Wall Ball Triangle Tag Lightning



## Tetherball

Starting a game:

- Given the disadvantage of serving, the server may choose in which direction to hit for each game in which he/she serves. For each new game that the server begins, he/she may choose either direction.
- The server must wait until either the opponent strikes the ball or the ball has wrapped 3 times before she can strike the ball again.

Penalties:

- Unintentional violations include the following:

\* Stepping off sides. \* Touching the rope. \* Carrying or throwing. When hitting a ball back against the direction

from which it comes, the ball should bounce off the hands immediately, with no lingering contact. When hitting a ball that has passed the opponent and continuing it

on its way, the ball still cannot be carried or thrown, but a less distinctive impact is to be expected. Serves must be hit, not thrown. \* Double hitting may or may not be intentional, but we give the benefit of the doubt. A player can hit the ball only once per wrap around the pole, except if the ball hits the pole between hits. He/she could conceivably “dribble” the ball against the pole, but this would be of little advantage, because he/she would not gain any wraps, and his/her opponent would likely get an opportunity to steal the ball.

When one player commits any one of these violations, the ball is stopped and returned to the place it was wrapped when the violation occurred. Both the number of wraps and their height should be re-created. The other player gets to serve, and then either player can hit the ball from that point on. If a player commits these unintentional violations, in any combination, the opponent wins the game.

- The only intentional violation is grabbing the pole. **The penalty is immediate loss of game.**
- If both players commit a violation at the same time, then a “pole drop” is performed. Both players place one hand on the ball, holding it three feet out from the pole, directly above the line dividing the forward ends of their two sides. They release the ball simultaneously. Once the ball hits the pole, either player can hit it, and play continues normally. Other rules: All specific violations are listed above. Other violations would fall under the category of “unsportsmanlike conduct,” which we needn’t explain here. Tactics such as hitting the ball in the opponent’s direction to gain control are essential to the game, and rules outlawing them only limit the fun and sophistication of the game. Also legal are punching the ball, jumping directly in front of the opponent, and any other tactics that are consistent with good sportsmanship and not specifically prohibited above.

## **Four Square**

Objective: The object is to eliminate players in higher squares so that you can make it to the “four square”.

### **RULES:**

- The new person must enter into the ‘1’ square.
- The serve always comes from the back corner of the ‘4’ square.
- o The ball is dropped and then hit from the bounce.

- o The serve goes from square 4 to square 1 and must be returnable.
- Server gets one bad serve and the player in square 1 gets one bad return. (This is called a fault.)
- 2nd person in line serves as the judge; Judge's ruling is final. He/she should call for a do-over if he/she isn't certain. Judges need to pay attention to the game! Judges should be fair and impartial!
  
- Players may move anywhere in the court, though it's best to stay in one's own square to protect turn.
- When the ball has bounced once in one square, the player must hit the ball into any other square before it bounces again.
- Play continues until a player makes an error
  - o The ball bounces twice
  - o Hitting the ball out of bounds
  - o Ball bounces on an inside line
- The player that makes the error is out and everyone rotates up a number to make square 1 available for the next player in line.
- Balls bounced on the inside line is out; balls bounced on the outside line is okay.
- **Interference** is when the ball touches another object or person, who is not one of the 4 players in play. The round starts again if there is interference.
- Players may not hit the ball once it has bounced in someone else's square though it can be hit before the ball bounces.

**Customized Rules: NO CUSTOMIZED RULES AT ANYTIME!**

## **Wall Ball**

Not Allowed: Game called “All In” Rules: The game starts by the first person in line serving the ball first by bouncing on the blacktop and then hitting the wall. In turn each player takes turns hitting the ball on the blacktop and against the wall. After it has bounced off the wall and hits the blacktop, the 2nd player repeats the process. (One hit, one bounce) 1ST person in line is the judge. Judge’s ruling is final.

Children are OUT if:

1. The ball hits the blacktop twice before the opposite player has a chance to hit the ball.
2. When a player hits the ball and it does not reach the wall.
3. The ball misses the wall by going over or to the side of the wall. (Person who hits it must get it.)
4. The ball lands outside of the playing line on the first bounce.
5. If a player cannot reach the ball because of interference by the children in line it is a play over. If a player cannot reach the ball because of interference by the opposing player, the opposing player is out.

## **Triangle Tag**

\*Should only be played on the grass\*\*

This game is played with 4 people. Three people link hands to form a triangle. The last person is the tagger and starts the game a little bit away from the triangle. The triangle has to decide whom they are going to protect and calls out their name. Then the tagger runs to the triangle and tries to tag that person on the back with two fingers. They may not go through the middle of the triangle only around the outside. The triangle isn’t allowed to move except by rotating clockwise or counterclockwise. They cannot run away from the tagger. The triangle’s objective is to keep the two defenders between the tagger and the person they are protecting. The game stops when the tagger tags the person whose name was called and a new tagger is picked (usually the person the triangle was trying to protect).

## **Lightning**

This game is a basketball shooting game. It is much like knock out except they are

not allowed to purposely knock the other player's ball. Objective: The object is for the person behind someone to make the basket before they do, which knocks that player out of the game.

- Students line up and number themselves off.
- First two players start with a basketball each.
- First shot must come from the free throw line.
- First person shoots first before the second person can start shooting.
- First person keeps shooting from anywhere until he/she makes it in or the person behind them makes it in.
- If the second person makes it in before the first person, then the first person is out.
- Once the person makes it, he/she gives the ball to next person in line and the winner moves to end of line while the loser is out.
- Game is played until everyone is knocked out except for two players and one wins.
- NO KNOCK OUTS!