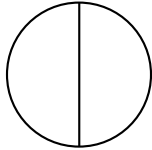


PLAYGROUND RULES

Tetherball Rules



TETHERBALL

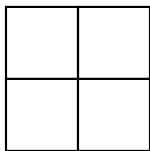
1. The line divides the court in half. Each player must stay in his or her own half of the court the whole time. Stepping on or crossing the line is a foul.
2. The two players decide who serves. The other gets to decide which side and which way they are hitting.
3. The server starts the game by striking the ball with their hand or fist in the direction that was chosen. The server cannot hit it again during that serve until their opponent has touched the ball.
4. The server may continue to strike the ball after the first swing, and his or her opponent tries to hit the ball in the opposite direction, both trying to wind the ball completely around the pole.
5. The player who does this wins the game- TETHER!

Fouls that put a player out:

1. Hitting the ball with any part of the body other than the hands or forearms
2. Stopping continuous play by holding, catching, or blocking the ball directly in front of the opponent with his or her hand
3. Touching the pole with any part of your body
4. Hitting the rope with your forearm or hands
5. Stepping into your opponents court or on the line
6. Double hitting in your court area
7. Throwing the ball

The game stops when a foul is committed. Show good sportsmanship and honesty by stopping when you know you have committed a foul. Don't wait for your opponent to call you on it. Stop the swing of the ball immediately and go to the end of the waiting line.

FOUR SQUARE/TWO SQUARE



Play begins with a serve. The person standing in the highest number square always serves. He or she can serve to any of the other squares on the first attempt, but this choice becomes limited if the serve is not successful. In a successful serve, the server drops the ball in his or her own square, lets it bounce once, and then hits it into another square. If the person to whom the ball was served lets it bounce in his own square once then hits it into another square, the serve is complete and play continues. If the receiver does not succeed in volleying to another square, however, he or she is out. The server is allowed to call the rules: Hits or double hits only. The server can also say under-hands only if they want to make play more challenging.

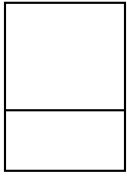
After a successful serve, play continues with volleying from one square to another. If a player fails to volley legally, he or she is out. In a legal volley, the ball bounces once and only once in a player's square then continues on to an opponent's square. The player can hit the ball before it bounces in his or her square to gain control of it. Whether or not the person hits the ball before it bounces, he or she must hit the ball once after it bounces. Any instantaneous touch of the ball is considered a hit.

Boundaries

If the ball bounces out of bounds (out of the court), the last person to touch it is out. The ball may, however, legally fly outside the bounds of the court and be returned to play as long as it does not bounce on the ground outside the court. Any ball that is played on the line must be played. If the player does not play on, they are out. If there is confusion between the lines, players are allowed to redo the play.

Rotation

When a player gets out, the person loses his or her position on the court. If there are no more players than there are spaces, the person who is out moves to the #1 spot. If there are more players than squares, the person who is out gets in line. The first and second players waiting in line become judges. Players in squares numbered lower than this person's original square advance to the next higher number square.



Wall Ball Rules

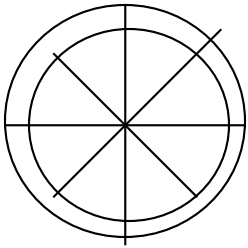
The game starts by the first person in line serving the ball first bouncing on the blacktop and then hitting the wall.

In turn each player takes turns hitting the ball on the blacktop and against the wall after it has bounced once on the blacktop after coming off the wall. (One hit, one bounce)

Players are allowed to perform rainbows, hits and double hits.

Children are **OUT** if:

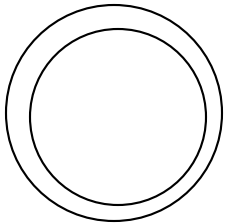
1. The ball hits the blacktop twice before the opposite player has a chance to hit the ball.
2. When a player hits the ball and it does not reach the wall.
3. If the ball misses the wall by going over or to the side of the wall. (Person who hit it must get it.)
4. The ball lands outside of the playing 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 of the opposing player the opposing player is out.



SPIDER

One player is the spider and the rest are bugs. The object is for the spider to tag the bugs while traveling only on the web. If a bug is tagged they then become the spider and the spider becomes a bug. Spiders must travel on the web while the bugs travel around it. If a bug touches any part of the web, they are frozen. They can be unfrozen by a bug or tagged by the spider. Once tagged, they are free. There are many variations to spider that allow the children to explore new rules and options of play.

DODGEBALL



Team dodgeball- players are allowed to choose teams. One team is on the inside of the circle and the other is on the outside of the circle. The team on the outside is trying to eliminate the team on the inside. Squishballs are thrown from the shoulders down. If a player is hit by the ball, he or she is eliminated until the end of the game. Any ball that hits the head does not count. There are instances when players are allowed to come in; if the outside players throw the ball and it does not hit any one after 10 consecutive throws, or if a player from the inside circle catches the ball 1 player from his or her team may enter. Once the entire team is eliminated the outside becomes inside and the inside team becomes the outside.

Circle dodgeball- players choose who is a thrower and who is a dodger. Players in the middle try to dodge and fake all balls thrown in the circle. If a player gets hit with the ball, below the neck, he/she must exit to the outside of the circle. The player that hit someone is then allowed to go to the center of the circle to dodge and fake.