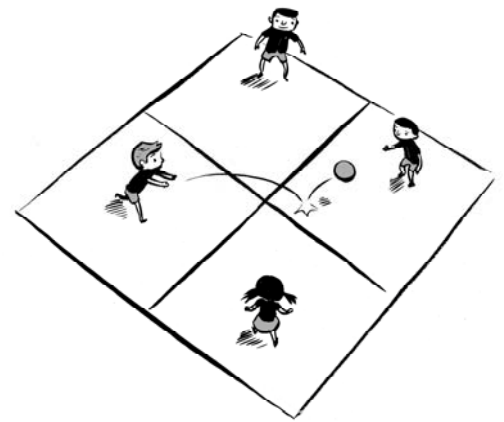


FOUR SQUARE

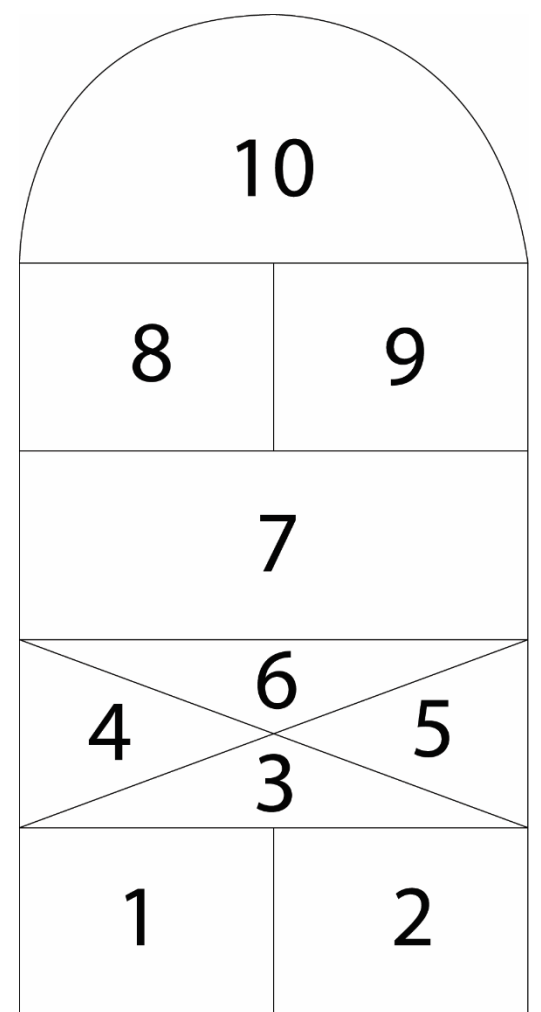
1. You must serve the ball underhand.
2. If you commit a foul, you are out and you go to the end of the line. Everyone else moves up and fills in their space.



3. Fouls:
 - a. Catching the ball.
 - b. Not hitting the ball in another player's box.
 - c. Letting the ball bounce more than once in your box.
 - d. Not staying in the server's box during the serve.
 - e. Using an overhand throw or fist to hit the ball.
4. K, 1st and 2nd may play the catch version.

HOPSCOTCH

1. You may play pickup or kickout.
2. Closest throw to the top of the 7 line goes first.
3. You may keep taking your turn until you foul.
4. Fouls:
 - a. Hoppy Taw lands on a line or in the wrong number or out of the court.
 - b. Foot touches a line.
 - c. Taw does not go out the baseline.



KICKBALL

--Pick 2 equal teams.

--One team lines up to kick and the other team assumes fielding positions. (As in Softball.) The game is played like softball with the following differences:

1. Instead of batting, a ball is rolled by the pitcher to the batter who kicks it. After the kick, the kicker runs the bases as in softball.
2. The fielding team can get the kicker out by catching a fly ball, tagging the runner while between the bases, or forcing a runner out by getting the ball to the bases before the runner gets there. (NO THROW OUTS.)
3. No lead offs or stealing.
4. Three outs and then the teams switch. They must use the same kicking order from where they left off.

TETHERBALL

1. New Player serves and picks sides.
2. If you foul, the other person serves.
3. Fouls are:
 - a. Hitting the ball with any part of the body other than the hands.
 - b. Holding or catching the ball.
 - c. Touching the pole with the body.
 - d. Hitting or catching the rope.
 - e. Winding the rope completely before your opponent hits at least once.
 - f. Stepping into the neutral zone.
4. If you tether the ball you win!

