

9 Square Instructions

Object of the Game:

Advance through the 9 squares of the game to the center square and remain there for as long as possible

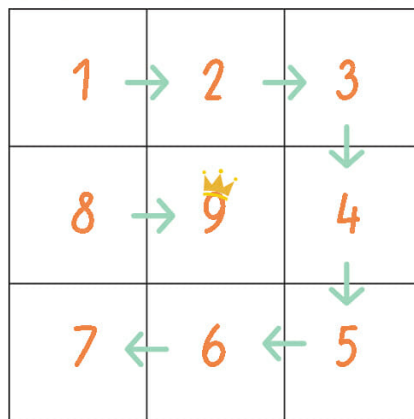
9 SQUARE iNSTRUCtiONS

HOW TO PLAY:

SIMPLY HIT THE BALL OUT OF YOUR SQUARE INTO ANY OTHER SQUARE TO STAY IN THE GAME. IF THE BALL FALLS INTO YOUR SQUARE OR YOU HIT THE BALL OUT OF THE ENTIRE GAME STRUCTURE, THEN YOU ARE OUT AND YOU MOVE TO THE END OF THE LINE. EVERYONE BEHIND YOU ADVANCES ONE SQUARE FORWARD. THE PERSON IN THE KING'S SQUARE SERVES THE BALL TO BEGIN PLAY AGAIN.

GOAL:

STAY IN THE GAME AS LONG AS POSSIBLE, ROTATING TO THE MIDDLE SQUARE (THE KING'S SQUARE).



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Basic Game Play:

The Player in the center square serves the ball to any other square. The player receiving the ball must hit the ball out the top of their square and into another square. Each player is allowed to hit the ball only once per turn. Play continues in this manner until someone is eliminated.

Players can be eliminated if:

- ⇒ They fail to return the ball to another player's square.
- ⇒ They hit the ball outside the entire game structure.
- ⇒ They double hit the ball.
- ⇒ They touch the game structure during play. (This rule is optional during free play.)

The players who is eliminated will exit the game and get in line and wait to re-enter the game. The remaining players will advance forward in a clockwise manner to fill the empty square, and a new player will enter square one. Once the 9 squares are filled, the center player serves the ball to start the next play.

Determining the winner:

Free Play: During free play, there is no need to keep track of points. Players simply enjoy the fun of trying to get to the center square and remaining there as long as possible. Free play can last for hours and the players have the freedom to come and go, new players may join the game whenever they choose. Everyone gets a chance to feel like a winner with free play, if they make it to the center.

Competitive Play: With competitive play, the player in the center square receives a point each time another player is eliminated. Before the game begins, determine if the game will end when a player:

1. reaches a set amount of points (9 points for example).
2. earns the most points in a set amount of time (9 minutes for example).

Advanced Rules:

⇒ A Legal Serve:

The player in the center square serves with both feet on the ground. The ball must be struck, not thrown, and it must have an upward trajectory when it leaves the center square.

⇒ The Jerk Rule:

The perimeter of your square has an invisible plane that extends towards the sky. If a player in a neighboring square has not yet struck the ball that is in their square, you cannot break the plane of their square. Once the player touches the ball in their square you may break the plane of their square and reach over to attack or block the ball. Also, once the ball breaks the plane of your square, it can be attacked or blocked. This rule can be summarized as the "Jerk Rule." Don't be a Jerk! Don't invade other's squares until they have fair chance to play the ball.

⇒ A Rebound shot:

What if you hit the ball and it hits a bar outside of your square, but it rebounds to your square without being touched by another player?

You are eliminated.

Why? If you were to hit the ball again, it would be considered a double hit, which results in elimination. Remember, players must hit the ball out of their square and "into"

another person's square to remain in the game. If the ball rebounds and returns to your square, that means it didn't fall into an opponent's square.

⇒ Joust:

What happens if two players contact the ball above the bars and the ball is held between them? Just like in volleyball, this is considered a joust, and play continues resulting in the ball falling into one square or the other. The player will have one hit to return the ball to another square if the ball falls into their square after a joust.

⇒ Blocking an attack:

The block does not count as the player's "one hit" as long as the player's hand was above the top of the bar during the block. If their hands were not above the bar, it is not considered a block and would count as their one hit.

⇒ Head shots:

If the ball strikes any part of your body and leaves your square, that is a legal hit. If it goes over the bars play continues. If it goes outside your square without going over the bar you are eliminated.

⇒ Catch, Carry, or Hold:

A player may not catch, carry or hold the ball when making a play. A "hit" is considered brief, quick contact with the ball with one hand, 2 hands simultaneously, or any other part of the body.

⇒ Last touch:

If the ball is hit outside the entire game structure, the person who was the last to touch the ball is eliminated.