

Empty Square

Game type/class size:

Net/Wall, up to 40 or multiple courts

Equipment/setup:

Tape off boundary of four squares, playground ball, designate a waiting line

Objective/Description:

This game is played just like four square except one square is empty. The server is the person who is across from the empty square. This may or may not change each round. The server will serve the ball but may not serve diagonally. No player may hit diagonally during game play. All hits must be underhand. The ball may bounce as many times as needed to return the ball into a square other than your own. When the ball is hit into the empty square, the person next to the empty square (not the one who hit it there) must rotate to the empty square playing the hit to return it into a different square. If a player is unable to hit the ball into a square other than their own, they are out.

Rules:

- Person across from empty square is server
- No diagonal hits
- Underhand hits only
- Must rotate to empty square when hit there
- Player who cannot return to another square is out
- Serve must land clean in another square.

