

# Squareball Official Rules

## Objective

The objective of the game is to force the opponent(s) to make an error and in doing so reach the highest square of honor: Ace, and stay there.

## How to play

Players must play by hitting the balls with their hands (and nothing else). A ball once hit, must bounce once in the players own square and at least once in the opposing players square. The only exception to this is the player hitting the ball before it lands in his/her square.

## Definitions

Term	Definition
Square	An area designated to a player denoted by 4 sides. Ideally a square or rectangle.
Area of play	The area of play consists of 2 or more squares.
Ace, King, Queen, Dunce	Terms used to denote the top 4 squares. The above terms are in order highest to lowest.
Serve	Serving the ball is done by ace to begin the start of a round of play.
Full	A call made when a ball is hit directly into an opposing player's square without having first bounced in the players square.
Forward Line	The line which (majorly) horizontally intersects the ball in the direction of the ball's travel. For example, this would be the shared line between two player's in a two player match.
Side Line	The line which (majorly) vertically intersects the ball in the direction of the ball's travel. For example, this would be the shared line between two players in a two player match if bounced by a bystander who is positioned on edge of the line itself.
Outer Line	The line which does not adjoin any other opposing player's squares. Typically this would be the line located at the back of a player's square in a two player match.

## Rules

## Basics

1. Players decide by either democratic process or by lot who will inhabit which square. Players then proceed to their squares.
2. A round of play begins by Ace serving the ball to an opposing player. To serve: Ace throws the ball, bouncing the ball first in their square and then into the opposing players square at a fair and height and velocity.
3. Once a ball enters a players square, he must hit the ball back, bouncing the ball back in his own square and then into his opponent's square.
4. A round is over when a player makes a mistake resulting in a forfeiting-error.
5. Player advances position when an opposing player higher then themselves has forfeited their position.

## List of Non-Forfeiting Errors

Error	Called By	Description
Serving fault	Fault	A <b>Fault</b> is caused when Ace fails to serve the ball in a legitimate way. Not to be confused with <b>indecent</b>
Indecent Serve	Indecent	An indecency is a serve that is done which fails to be of a fair height or velocity to an opposing player, effectively preventing his ability to return the ball.

## List of Forfeiting Errors

Error	Called By	Description
Hit on the full	Full	A <b>Full</b> occurs when a player hits the ball bouncing it directly into an opposing player's square without the ball having bounced into the player's own square first.
Double bounce	Doubles	A <b>Double</b> is when a ball bounces twice consecutively in a player's square after being hit in a legitimate way into the player's square.
Two faulted Serves	Double Fault	A <b>double fault</b> occurs when Ace fails to serve a ball legitimately twice. Not to be confused with <b>double indecency</b> .
Two indecent Serves	Double Indecency	A <b>double indecency</b> occurs when Ace fails to serve a ball in a decent manner, that is: with fair velocity and height. Not to be confused with <b>double fault</b> .
Deliberate Game Interference	Interference or Intòs	A <b>interference</b> occurs when a player impedes an opposing player's ability to either see the ball or hit it. This can only be called when a player is inside the bounds of an opposing player's square unless physical touch occurs.
Out of bounds	Out	An out of bounds is where a player hits a ball, it bounces in his square and then bounces outside the area of play. The ball must bounce outside of bounds or be caught when it will clearly go out of bounds.

## Extra Rules

1. If a forfeiting error is ignored by an opposing player, the game is then **played on**. If the opposing player fails to play the game on by making a forfeiting error themselves, the original player forfeits their position.
2. An opposing player may **steal** the ball by hitting the ball from the opposing player's square into their own and into another opposing player's square. If the player is unsuccessful he forfeits his position under the **interference** rule.
3. If the ball lands on the line in the forward line between two player's squares, the ball is said to have been hit legitimately and the opposing player is to play the game on.
4. If the ball lands on the line in side line between two player's squares, the ball is said to have been hit legitimately and either of the opposing player's are able to play the game on. Should both fail, the game is replayed. Should one try and fail, he forfeits his position.
5. If the ball lands on the outer line of a player's square, the ball is said to have been hit legitimately and the player must hit the ball back or forfeit their position.

## **Resolving Disputes**

### **Two Player Game**

Disputes are resolved by one of the following:

- Referee
- Round Replay
- Coin Toss

### **Three+ Player Game**

Disputes in an evenly distributed number of players game are resolved by the following:

- Decision by Ace (Queen's decision if Ace is at fault)
- Contested Decision by Majority Vote (Offending player's vote not counted)
- Round Replay

Disputes in an odd distributed number of player game is resolved by the following: -  
Decision by Ace (Queen's decision if Ace is at fault) - Contested Decision by Majority Vote  
(Offending player's vote counts) - Round Replay