

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL 4 SQUARE RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Registration is available online at www.imleagues.com.
3. No jewelry of any kind is allowed.
4. Playing ball will be a stability ball.
5. Rotating squares will go in a clockwise order.
6. After each play is over, you will rotate a square. There will be 5 total rotations.
7. The player in square 4 will always be the server.
8. **NO SPIKE RULE:** a kill is specified as a downward motion on the playing ball.
9. The total tally of kill points will decide a winner.
10. Participants have to stay within their own square.
11. The outside line is considered in bounds, while the inside lines are considered out of bounds.
12. Each time the ball bounces in a participants square, that participant must hit it into another participants square. Failure to do so will result in the play being over.
13. When serving the ball, you must serve the ball off the bounce.
14. The following will result in the play being over: Allowing the ball to bounce more than once in your own square, Hitting the ball out of bounds, Hitting a ball on an inside line, and failure to stay in your square.
15. To hit another ball into another square, you can only use your hands.
16. Squares will be numbered 1-4, 4 being the server area. After 5 total rotations, the square the participant ends up in will be the amount of points you will receive. There will be 4 games in a match.

Revised 06/2019