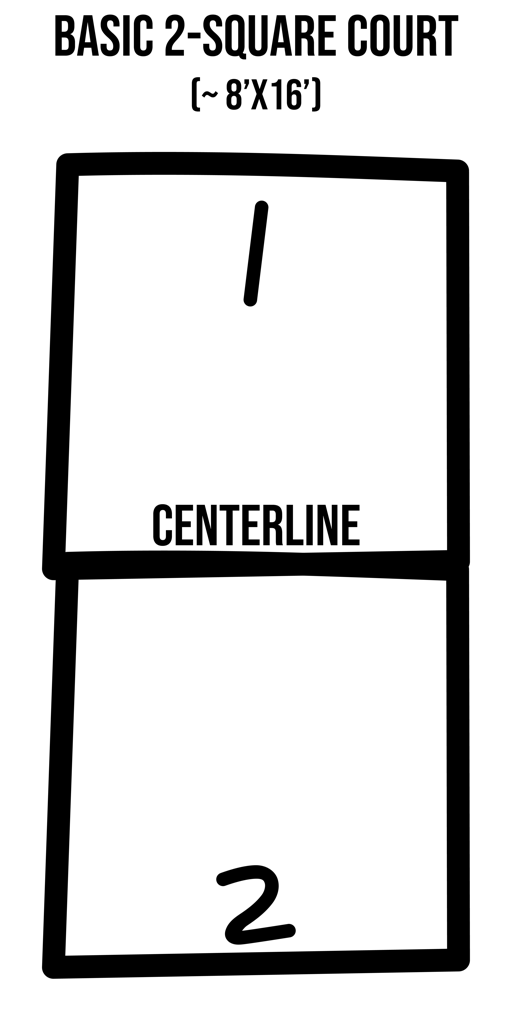
**OFFICIAL RULES: 2-SQUARE**

**What you need:** 1 playground ball per court, 2-Square courts marked with paint, chalk, cones, or floor tape

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**The object of 2-Square is to score points by hitting the ball fairly in play, forcing your opponent to fault (i.e., miss the return or hit the ball out of bounds).**

*Play Rock, Paper, Scissor to see who serves first.*

Points are scored on each volley. The player who forces the fault and wins the point also wins the right to serve.

The server drops the ball and serves off a single bounce. Serves must bounce 1 time in the receiving square before being returned over the centerline.

The server gets 1 fault to put the ball fairly into play. On the second fault, the receiver gets a point and the right to serve.

Outside (perimeter) lines are in-bounds; the centerline is out of bounds. If a player hits the centerline, the point is lost.

Games can be played to a set point (e.g., 11 points), or for a set amount of time (e.g., 5 minutes).

**Modify this game for beginners by:**

* Allowing students to catch and toss the ball into play.
* Allowing the ball to bounce twice before being returned over the centerline.