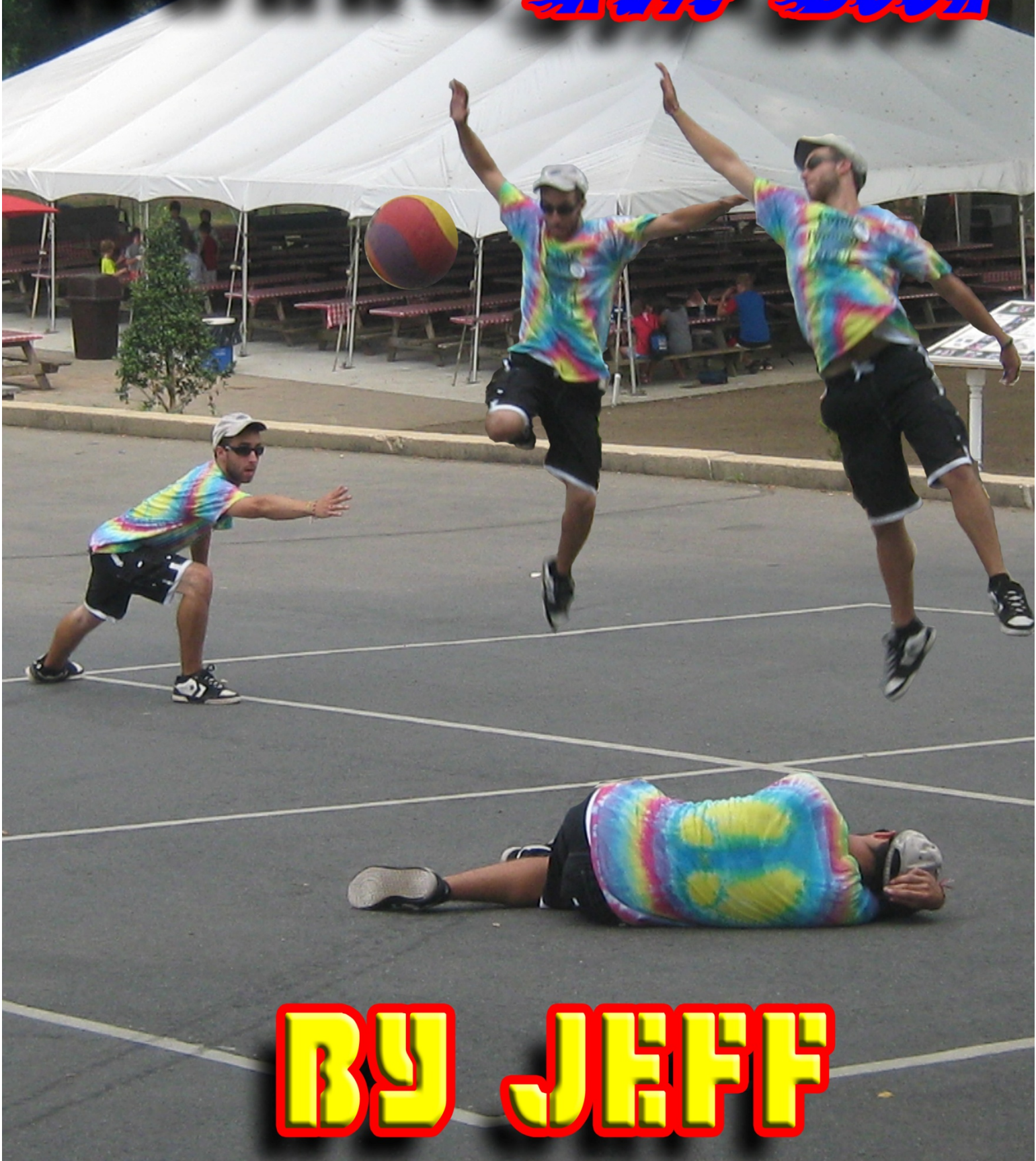


# HULL-BALL

*Rule Book*



**BY JEFF**

# ***HULLA-BALL IS***

a game very similar to what is known to many as “Four-Square”. It consists of four squares, one ball, usually eight players, and a whole lot of fun!

This rulebook is dedicated to John Christopher “Hullabaloo” Jorgensen, the creator of Hulla-Ball. Hulla-Ball started out with one man and a vision for fun! The original game of Hulla-Ball was played with; single touches, limbs, flying monkeys, spuds, corners, and bus stops. However, over the years more rules have been made up and added to the game of Hulla-Ball. The game it evolved into today is a result of new rules and regulations, hopefully more rules will be made and the game will continue to evolve. This is the official rule book of Hulla-Ball and should be referred to when there is a dispute over a rule.



# Quick Reference Guide

- ❑ If you are joining a game of Hulla-Ball for the first time then congratulations on joining one of the best sports at camp. The rules during a normal game are usually Double Touches (you can hit the ball twice) and Limbs (you can use any part of your body to hit the ball).
- ❑ Five minute break required in each period for water.
- ❑ Leave your camp bags on the sidewalk so no one gets hurt and people can use the blacktop in a safe manner.



## The Basics:

- There are four square in Hulla-Ball: Jack, Queen, King, and Ace. You start out in the Jack square and as you move up you rotate to the Queen square then the King square and finally the Ace square. The Ace square is the highest square and whoever is in that square sets the rules for the game.
- If you hit the ball into your own square you are out. If the ball hits your square twice in a row, you are out. If the ball hits your square and you do not hit it to another square before it goes out, you are out. The line counts as part of your square, so if the ball hits your line it is as if the ball hits your square. If the ball hits the lines in between two squares then it will normally result in a Tea Party between the two squares the line divides that the ball hit. A Tea Party is when only two squares play against each other, the lower square serves and there are no cheap serves and no Jeff rule during a tea party.
- If you are the one to get out during Hulla-Ball then you **MUST** retrieve the ball!!! If you have a partner and you do not know how to decide who gets the ball, a game of sudden death Rock, Paper, Scissor will determine who will get the ball.
- No complaining, If you are out, then you are out!



## The Basics:

- ❑ As the Ace you have a lot of responsibility, you dictate how the game is played and are the one the other players will look to for a tough decision. However, the Ace must follow certain rules; such as, the Ace **MUST** serve from the back corner to the second square (Queen) (the one diagonally across from Ace). The Ace cannot get out on a serve; however, if the Ace throws it to their partner and their partner hits it out or does something to cause the Ace to be out then the Ace is out because once it is a combo serve (involving more than one person) it is no longer a regular serve.
- ❑ No more than five people in a square at a time.
- ❑ Alliances are legal in Hulla-Ball but are frowned upon greatly because it is unfair to other players. Remember to always play fair!
- ❑ Counselor Circus is when Staff occupies each square during a game of Hulla-Ball. Counselor Circus is illegal!!!! Let the kids play with you.
- ❑ No two Staff members or CIT's in the same square!!



# The Rules:

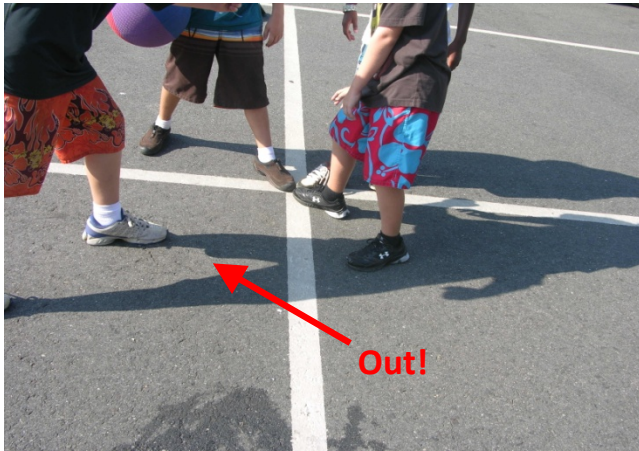
- **Double Touch** – A regular rule in Hulla-Ball, each player in a square is allowed to hit it two times to try to get it to another square.
- **Limbs** – A regular rule in Hulla-Ball, players are allowed to use any part of their body to hit the ball; however, players are still only allowed to have two touches, so think before you execute.
- **Corners** – The Ace can call corners before a serve and at that time all players must run to the outside corner of their square. The last person to touch their corner is out.
- **Bus Stops** – The Ace can call Bus stops before a serve and at that time all players must run to the inner corner (where all the squares meet) and the last one to touch their corner is out.
- **Boardwalks** – The Ace can call boardwalks at any time before a serve and when he/she does the players must run only on the lines of the squares and try to not get tagged by the ball that the Ace is carrying (the Ace is not allowed to throw the ball at another player only tag them). The person who is tagged is then out.
- **Spuds** – The Ace can call spuds before any serve; once it is called the Ace will throw the ball up and clap once then catch the ball. The Ace will then give the ball to the King square and the King will have to throw the ball up and clap two times and then catch the ball. Then to the Queen who will have to clap three times before catching the ball. This will continue in the rotation until, either someone cannot clap enough times or drops the ball, the Ace can also stop Spuds whenever they want.

The next page will show you some visual examples of how some of these Rules work



# Corners

The last person to get to their corner is out!



# Bus Stop

The last person to reach the center is out!



# BoardWalk

The Ace (with the ball) needs to tag another player with the ball for them to be out. The players must stay on the lines of the squares.



# Spuds

Hulla-Ball  
Is All  
About Fun

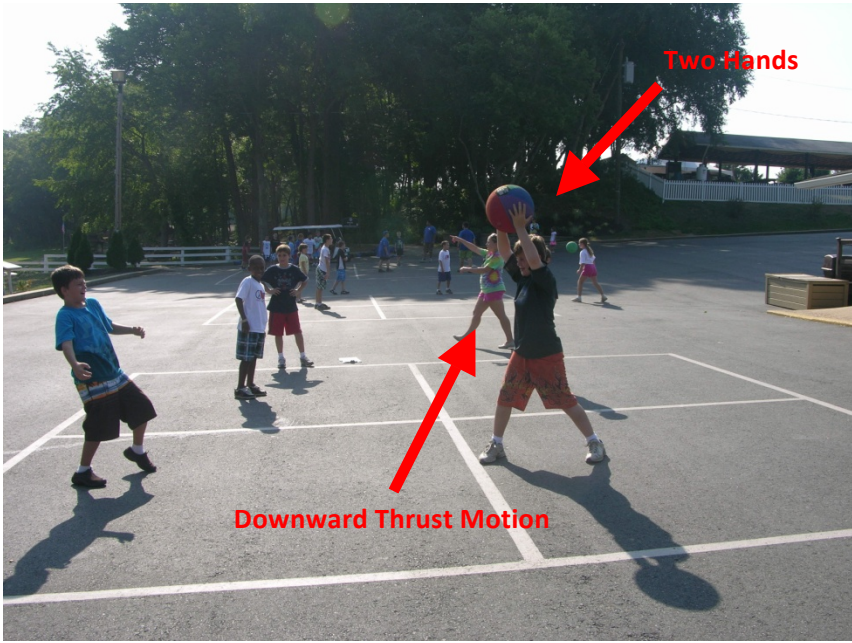




# The Rules:

- **Snake eyes** – When a player hitting the ball looks one direction but hits the ball in another direction.
- **Bobbles/Popcorn** – When a player is hitting the ball back and forth between both of their hands to keep the ball alive. This is a rule that the Ace needs to call in order for it to come into effect, it will usually make a player out if they bobble during a game.
- **Holding** – Simply put when a player holds the ball with two hands, a hold is counted as two seconds.
- **Spikes** – Any downward hit performed by a player, either with one hand, or two.
- **Cheap Shots** – Frowned upon, the Ace can call no cheap shots and if a player performs a cheap shot then they are out. A cheap shot is when a player knowingly hits the ball into another player's square with the knowledge that there is no physically possible way for the player to get the ball.
- **Shoe Shine** – When one player hits the ball deliberately at another player's feet. When limbs are in effect there can be no shoe shine because you are allowed to use any part of your body to hit the ball.
- **Cherry bombs** – When a player grabs the ball with TWO hands and throws in an overhead downward motion into another square.
- **Flying Monkeys** – A flying monkey is the only time a player is allowed to enter other player's squares. To perform a flying monkey you must do the following: 1. Jump out of your box 2. Hit the ball into someone else's square before you touch the ground. You are NOT allowed to run/stand in other player's squares.

The next page will show different Flying Monkeys and the difference between a Flying monkey and a Cherry Bomb!!

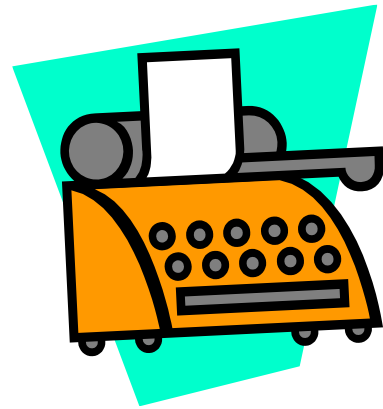


# The Rules:

- **Typewriter** – When a player hits the ball repeatedly in another player’s square quickly. The one hitting the ball remains in their square and stands over the adjoining line while rapidly hitting the ball. However, the player being typewritten on is not out because each time the player hits the ball it resets the number of times the ball can hit the other player’s square.
- **Baby/Lemon drops** – When a player drops the ball very lightly into another players square so that it bounces twice very quickly and then the player doing the move holds the ball to signify an out.
- **Poison** – The Ace needs to call this rule for it to be in effect. Poison is when one player hits the ball and before it bounces once, another player catches it and yells “poison.” The player who hit the ball is out.
- **The “play it” Rule** – Players are allowed to decide if they want to save another player from being out by playing it for the other player. Playing it should only be done when someone gives an extraordinary effort. Example: when a player barely gets to the ball and hits it to another square but just misses the square, technically they should be out but with the play it rule a player could play it for that person to show that they appreciate the effort that they put forward. You can NOT play it when the ball goes down the hill or if a rotation has occurred.
- **Re-Do** – The Ace can decide if the game needs a Re-Do. A Re-Do is when something controversial happens during the game. Ex: someone says the ball hit the line and someone else said that it did not. When this happens the only fair thing to do is to Re-Do the play. The Ace will serve again and the game will resume.
- **Jeff’s Rule/The wall Rule** – This Rule is always in effect, unless the line of players waiting to play is far enough away from the court to not cause interference. Jeff’s Rule states that the line of waiting players is allowed to play the ball to keep the ball in play. Jeff’s Rule is not allowed to “play it” for someone who is already out. They are supposed to act as if they are a wall so that the game can continue without an interference call. Jeff’s Rule is also not allowed to hold it to end play.
- **“Say something” Rule** – This is also known as the Pokemon Rule, The Ace can call a rule for the players to say something while hitting the ball. Examples: it can be names of Pokemon, states, and just silly noises. Failure to say whatever the Ace calls will result in an out.



Typewriter



*It's Time*

*For Some*

*Hulla-Ball*

## Miscellaneous Jargon:

- **Purple Rain**!!!! When the Ace serves the ball from **WAAAAAAAAAY** outside their square.
- **Epic Hulla-Ball** – When many players get into the squares and no one can get out, the only way someone gets out is when the period is over. Therefore, the only time epic Hulla-Ball can occur is towards the end of a period.
- When Hulla-Ball is over the balls **MUST** be put back in their containers.

# Official Hulla-Ball Ball



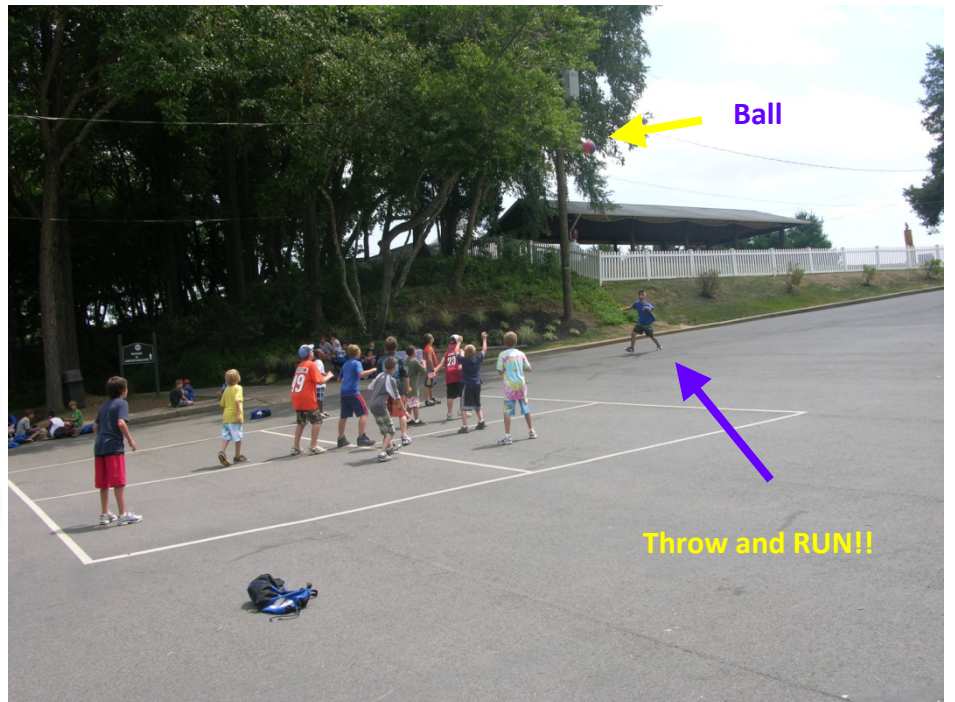
# Step 1



WAAAAAY BACK

# PURPLE RAIN

# Step 2

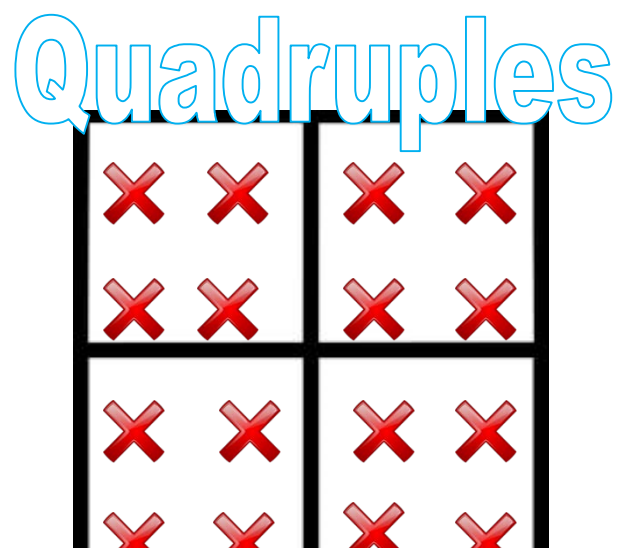
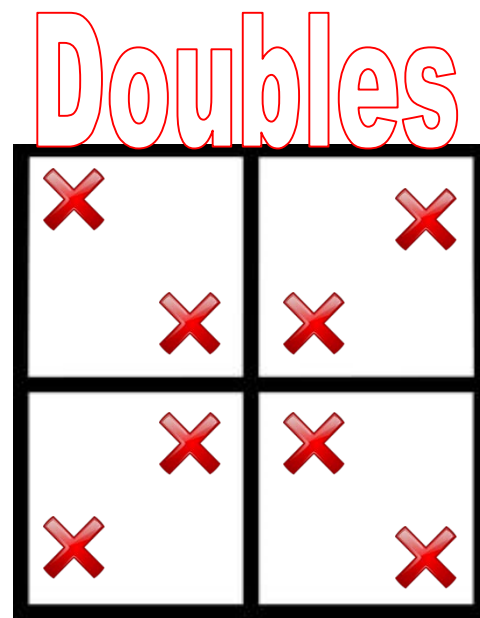
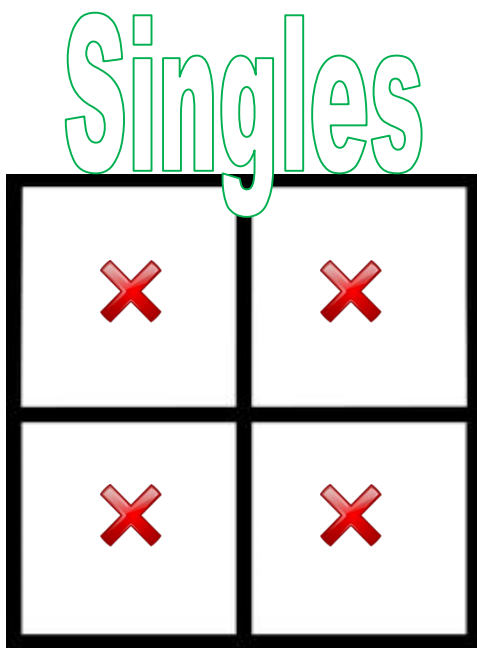


Ball

Throw and RUN!!

## Strategy:

- Keep your corners tight, if your corners are not tight and secure then you as a player are exposed to cheap shots and getting out, always make sure you will be able to run to get the ball no matter where it is hit in your box.
- Below are some suggestions as to where to stand in your square to give you a fighting chance to make it to Ace!!



## How A Dream Becomes A Rule:

- ✓ Step one: The rule must improve or make the game of Hulla-Ball more interesting.
- ✓ Step two: The rule must be played during all electives AT LEAST THREE TIMES during a camp season.
- ✓ Step three: The rule must be approved by either the Hulla-Ball specialist or Andy.
- ✓ Step four: The rule must have a name and description put into this book.

*Now Go Out There And Have Some Fun!!*

