The Court
Squares are ranked from highest to lowest. Our league uses numbers 1 through 4, other people use letters and even a few use the title of royalty. In all cases, the highest and lowest ranked squares should be diagonal from each other.

There are two sets of lines on the court. "Outside lines" are the outermost edges of the entire court, while "inside lines" refer to the line dividing individual squares of the court that cross in the center. All lines on the court are 1 inch wide.

Outside lines are in-bounds. If a player bounces the ball onto any outside line, it is still in play. However, if the ball bounces outside of the outside line, it is out of bounds and the player that last hit it is eliminated.

Inside lines are out-of-bounds. If a player hits a ball onto any inside line then that player is out. This applies to ALL inside lines, not just the lines that border her square. If a ball touches an inside line, the player that hit is last is eliminated.

Players are not required to stay in their portion of the court. They may stand, walk or run anywhere on the court, though it is best to stay in a position to protect your own square.

Serving the Ball
The ball is always served from the highest ranked square to the lowest square. Squares one and four are positioned diagonally across the court. The server must drop the ball and serve from the bounce. The
Elimination
Each time a player is eliminated, that player leaves the court and all players advance to the higher numbered square squares. The lowest ranked square is then filled with a new player. All eliminated players leave the court and wait for their next turn to join in the lowest square.

These situations represent all the ways in which a player may be eliminated from the court. Players are eliminated for:
- Failing to hit the ball into another square
- Allowing the ball to bounce more than once in their own square
- Hitting the ball out of bounds or onto an inside line
- Hitting the ball incorrectly, such as holding, catching or carrying
- Hitting the ball with a part of the body that are not hands
- Hitting the ball out of turn (poaching)
- Violating any number of local rules that are made up on the playground
- Interference

If the ball is touched by another object which is not one of the four players or the floor, this is called interference. The round is started again. Players waiting in line may not touch the ball when in play.

The Showdown!
If there is a dispute that cannot be settled by the officials then the only proper way to come to work out the disagreement is through the Showdown. The Showdown is mini-game of two square with no custom rules and the loser is knocked out of the game. In the event of a Showdown, there are no points or errors logged for the players, the winner of the showdown is simply allowed to stay in the game.

Source: www.SquareFour.org