

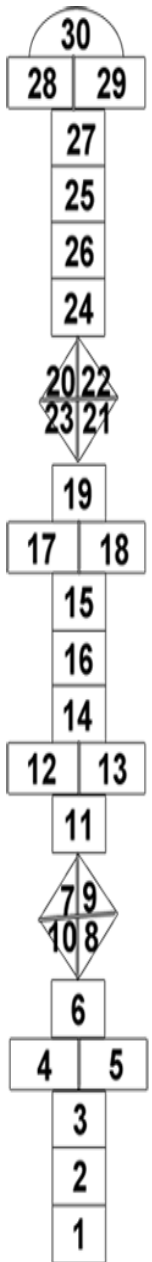
# International Standard 30 Square Hopscotch Rules

## How to play:

Standing behind the throw line, the first player throws their selected stone into square one of the hopscotch grid and then proceeds to hop on each un-stoned square (or jump onto pairs of squares which are next to each other) to the turnaround arch, turn around and proceed back to the start collecting their thrown stone in the process.

## Rules

1. The grid must be laid out according to the attached diagram.
2. The grid must be drawn using chalk.
3. The thickness of the line and size of numbers must be clearly visible to all players but shall be no thicker than 2 cm or 1 inch.
4. The squares must be drawn freestyle and look squarish in shape. The four sides of the squares must be about one and half times the length of the longest foot of the competitors without shoes on plus one inch or 2.5 centimeters whichever is the greater or lesser.
5. The surface may be concrete or asphalt and must be relatively flat. If drawn on a non-horizontal surface such as an inclined driveway the incline of that surface shall be no greater than 20 degrees either up or down and tilted no more than 5 degrees to either side.
6. The grid shall be drawn in a straight line unless no such suitable surface area is available then it may be drawn around a 90 degree corner. All 30 squares must be included but an additional "safety triangle" may be added at the bend if a bend is necessary. See additional rules for the safety triangle.
7. The throwing device shall be a stone of whatever shape or size as chosen by the player. No wood, bone, plastic or any other substance other than that classifiable as stone by a qualified geologist may be used. Hollow stones are not permitted, nor shall any stone be hollowed and refilled with any substance.
8. The stone must land within the required square. It may bounce or skip across other squares but must come to rest on the required square. It may touch or protrude beyond the outer edge of the line but if so some part of it must still be touching the line.
9. A player must hop into every single square or jump onto those squares which are opposite each other by putting only one foot in each square, except those squares which have a stone or another player standing in them.
10. A player may hop or jump using feet or hands but no other body part. For the sake of simplicity the hand when used for hopping or jumping shall be referred to as a foot in these rules.
11. A player's foot must land inside the square. It may touch the line but must not protrude beyond the other edge of the line.
12. A player may reposition their foot in the square.
13. A player must collect their stone on their home run after reaching the turnaround arch. They must stop on the square numbered one higher than the square their stone is on, stand on one leg (or two if the squares are opposite each other) and pick up their stone. They must then hop onto the square their stone was in and complete their run back to the start.
- 13a. In the case where another player or their stone is in the square immediately higher, then the player must stop and pick up their stone from two numbers higher and so forth when other squares higher are occupied by a stone or another player.
14. A player may not touch the ground with any other part of their body except their feet regardless of the need to keep their balance. It is considered poor sportsmanship for a player to allow themselves to fall in an injurious way and it is recommended they catch their balance and get judged out rather than do a face plant or hurt themselves in some other way through excessive effort to prove they don't need to touch the ground.



throw line

14a. The exemption to rule 14 is slight and only applies when a player is collecting their stone on the return run: they may slightly touch the ground in the name of picking up their stone. This is considered fair play. However should the umpire consider the touching to be excessive or as an obvious effect of the player to keep their balance they shall be considered out.

15. If when attempting to collect their stone a player touches the ground with their hand or other non-permitted body part, other than as fair play, they are required to remain on that last square before the square their stone is on until it is their turn again when they may again attempt to collect their stone and complete their run home.

16. When a player is in the path of another player they are called a stationary player.

17. A square where there is a stationary player must not be hopped on by another player.

18. A player may not purposefully block or charge another player.

19. The umpire may require a stationary player to reposition themselves so the playing player has a fair chance of proceeding but the stationary player's foot must remain in their square.

20. A player may put both feet down in the thirty square or turnaround arch and may move around and rest for up to ten secs within the arch before proceeding back to the start. However this does not apply when a player's own stone is in the arch in which case they must hop over the arch and outside the grid where they are free to move around outside the grid for up to ten secs before collecting their stone and hopping back to the start to complete their involvement in the game.

21. Only one of a player's feet may land in any one square.

22. A square with any player's stone in it must not be landed on by a player but two or more stones may occupy the same square.

23. If all players miss throwing their stone into their squares for three turns in a row the referee may elect to move the throw line up to within two squares of the lowest targeted number.

### Additional rules for the safety triangle.

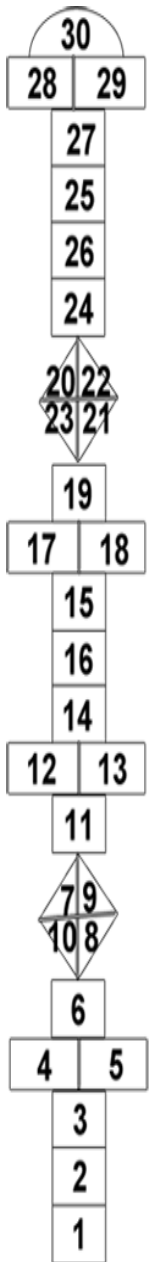
Due to the additional skill and bravery required by players to negotiate a 90 degree bend in the internationally standard hopscotch grid when a straight course is not possible, and to conform with safety requirements, these additional rules apply.

a. Players are not required to throw their stone into the safety triangle.

b. Players are not required to hop into the safety triangle and may simply proceed from the numbered square before the safety triangle to the next sequentially numbered square taking into account the primary rules of the game.

c. A player may use the safety triangle as it is intended, to regain their balance or reposition for the turn and may place two feet in the triangle if desired for up to ten seconds.

d. No other player, official, commentator or spectator may tease or taunt a player for using the safety triangle.



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throw line