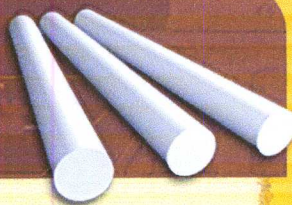


# Hopscotch 101



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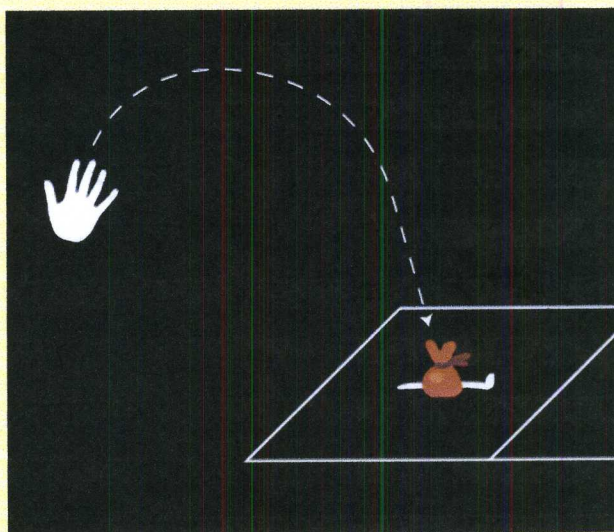
Miscellaneous



## Rules

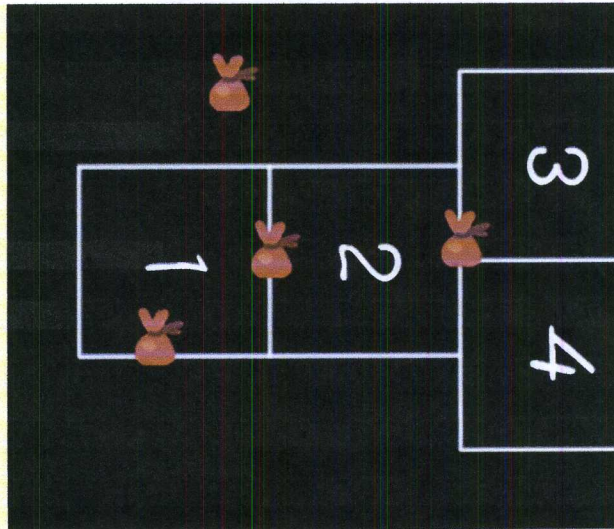
The game will not be fun to be played if there were no rules to govern the gameplay. Here we shall take a look at some of these rules to get you started with your first game.

The game starts with the player throwing the marker to square number 1. If the marker thrown ends up outside the square or touching the lines, the player can be given another chance and throw the marker again.



Marker is thrown to the first square

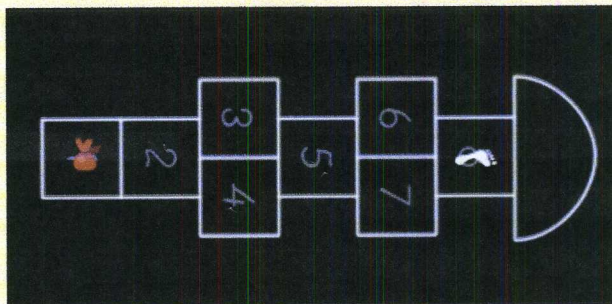




**Illegal positions of marker**

The player then hops from square to square in sequence, skipping the square with the marker. That is to say, in the first set, the player skips square number 1. Skipping other squares is not allowed.

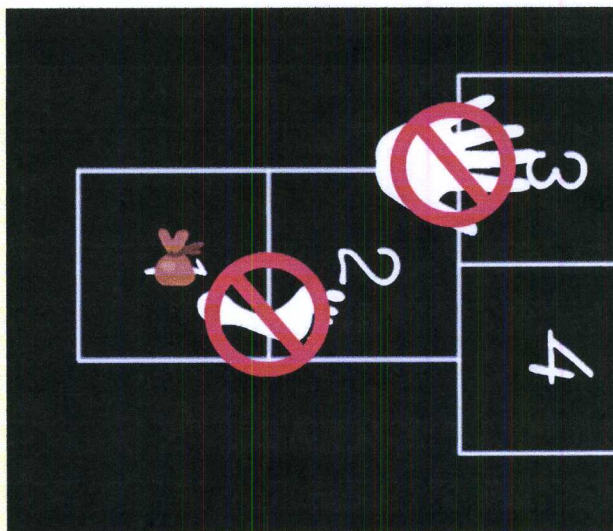
The player should hop with only one foot in each square at any one time. In the case of two squares which are next to each other (for example squares number 3 and 4 in the Hopscotch court in this website) the player may put one foot in each square simultaneously, i.e. the left foot in square number 3 and the right foot in square number 4. However, passing this the player must hop with one foot again to square number 5.



**The sequence of hops. Note which foot is used**

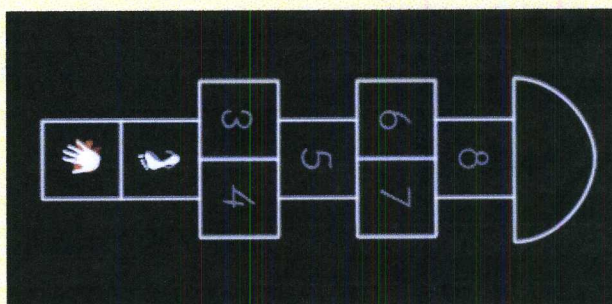
When hopping from square to square, no body parts are allowed to touch the line. When a player stumbles or falls, he must not touch the lines with any of his body parts. If he does, his turn is forfeited and the next player should start playing. If he manages to recover after the fall, he is allowed to continue his turn.



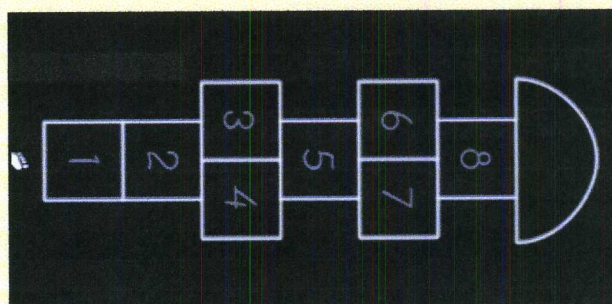


**No body parts are allowed into contact with lines**

After the player reaches the semi-circle, he should turn around, and hop back through the playing court back to where he had started. On the way, he should pick up the marker.



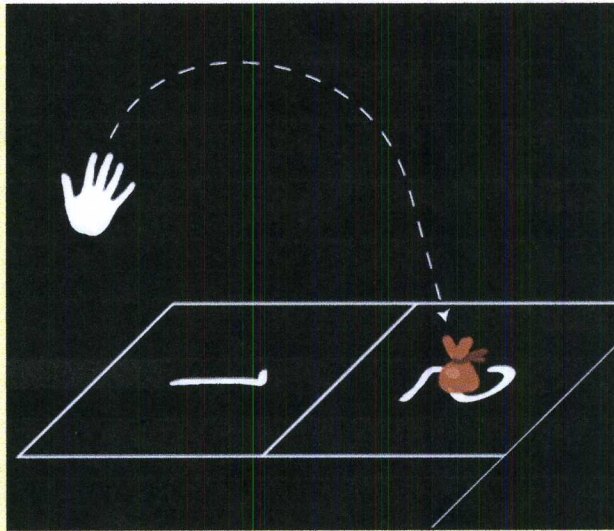
**The hopping sequence for going back to the starting position. Note that the player picks up the marker when he is at square number 2**



**An illustration of how a complete sequence should look like**

The player then throws the marker to the square number 2 and repeats the steps above.





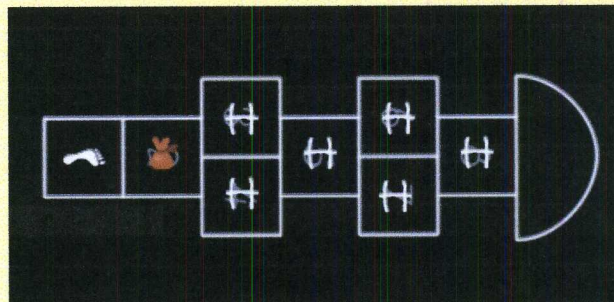
**Marker is thrown to the second square**

When the player loses his turn, the next player should continue where he had left off. For example, when a player touches the line when he was doing a sequence with the marker at square number 5, he should continue with this sequence on his next turn. The next player can be allocated either by skill level or randomly.

The player who first finishes the sequence on all numbered squares wins the round.

After finishing the round, the player should go back to the starting position, turn such that his back is facing the court, and throw the marker backwards on the playing court. The square where the marker falls becomes his "House". The player can freely put any one of his feet on the "House" but no one else is allowed to touch the square; they have to skip the square. If the marker lands outside a square, the throw can be repeated.

Since there is less square to step on, the game becomes progressively more difficult after each round. The game ends when it becomes impossible for anybody to jump. For example, when all squares numbered 2 through 8 are taken up as "Houses", the players must jump from square number 1 to the semicircle. This is very difficult. If nobody can do the jump, the game must end.



**H marks the squares taken as "Houses". The player thus must jump**



**from square number 1 to the semicircle. This is very difficult and the game must end if noone can do it**

The winner is the player with the most "House". When there is a tie, the number of sequence completed in the last round can be taken as a tie-breaker. Prizes will make the game more interesting.

There is no doubt that there are times when the game drags on because every player keeps on making mistakes. Therefore, a time limit can be imposed to the game. The winner is still the one with the most "House", and the tie-breaker rule still applies. From experience, a game of one hour should be enough.

For reference, a rule sheet can be downloaded and printed at <http://www.streetplay.com/rulesheets/hopscotch/>.

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