

PLAYGROUND EQUIPMENT AND GAME RULES

PLAYGROUND RULES

1. Never leave the playground without a hall pass. This includes coming to the office, using the bathrooms or drinking fountains. The playground supervisor must provide a hall pass for the student.
2. Chasing games and contact sports are not allowed.
3. Five square is not allowed.
4. Digging is only allowed in the sand or dirt areas. Students are not allowed to throw dirt or rocks at any time.
5. Do not climb any of the equipment poles (tetherball, volleyball, basketball poles).
6. Students must walk to and from the playground.
7. If a student is hurt, ask for a hall pass to the Health Office.
8. There are no "lock-outs." Any student wanting to play can. Play fairly and allow for others to rotate into the game.
9. Take turns. No one can "hold" a place for a friend. There are no "cuts."
10. Playground equipment is to be used for the game it was intended. Do not kick handballs or basketballs. Do not sit on the balls. Misuse eventually ruins the balls. Jump ropes must be used in the blacktop area. Specific games must be played in the area that is assigned for the game.
11. Inform an adult if a ball has gone over the fence. Do not climb over a fence.
12. Only school game rules can be used (see below). Do not add or change the rules.
13. Listen for the FREEZE bell or whistle and follow these directions:
 - Get down from climbing equipment.
 - Stop swings and get off safely (no jumping).
 - Get control of playground balls.
 - Stop talking and listen quietly for the release bell or whistle.
 - Walk to class.

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Handball

1. No tapping court.
2. No catching or holding the ball during the game.
3. The first person waiting in line is designated the judge.
4. Two people per game. First two people at court will do one game of "rock, paper, scissors" to determine server.
5. The server has two attempts to make a correct serve. If not correct he/she is out.
The server must:
 - Serve the ball while standing on the mid-court line.
 - Serve the ball in a fair manner, not a hard serve.
6. The receiver must accept a fair serve.
7. No waterfalls (ball dribbling down the height of the wall) or other made up hits.
8. Except for the serve, legal hits include hardies, babies, breakers, slices and spins.
9. Balls that land on the boundary line are fair. If the ball hits the top of the board (treetop), the player who hit the ball is out.

10. The ball must bounce only once before hitting the board, and can only bounce once or not at all before the other player must hit the ball.
11. Everyone in line must stand out of the court and not interfere with the game.
12. A player who wins 3 games in a row must go to the end of the line.
13. There is a maximum of ten players per court.

Wallball

1. No more than 10 players per game.
2. First player out is judge.
3. Players throw the ball against the wall trying to make the next player drop it. If a player drops the ball he/she must run and touch the wall before the ball is thrown and touches the wall. If the ball reaches the wall first, that player is out. This continues until one player is left in the game.
4. If a ball is dropped by a player and the ball hits another player, that hit player does not have to run to the wall and touch it.
5. If the ball is fielded cleanly by a player, but the player is too far away to throw and hit the wall the player may use a "relay throw."

Note: A relay throw is used by the player catching the ball far from the wall. This player throws to a player in the game whose name he/she calls out (the relay player). The relay player is responsible for throwing the ball against the wall. If the relay person drops the ball, they must run and touch the wall.

Kickball

1. Each team, no more than 12 players per team, will kick in a girl/boy order.
2. All players kick before teams switch.
3. All field players, except for the pitcher, must be outside the diamond until the ball is kicked.
4. If a kicker crosses over the white "kicking zone" line in front of home plate before kicking the ball, the ball is considered foul and a strike is called.
5. A runner may not steal a base or lead-off.
6. A player is out:
 - A. If a shoe(s) comes off while kicking or running the bases;
 - B. If a fielder touches the base with any part of his/her body while the ball is held before the runner reaches the base;
 - C. If a runner is tagged before reaching the base. No throwing the ball at the runner;
 - D. If a fly ball is caught;
 - E. If a runner runs more than 3 feet outside the baseline to avoid being tagged out;
 - F. If a kicker has four foul kicks;
 - G. If two runners end up on one base, the runner who was occupying the base first is safe;
 - H. If a base runner passes up another base runner, the runner who passed his/her teammate is out;
 - I. If a runner is touched by the kicked ball before the outfield team touches it;
 - J. If attempting to steal a base or lead-off.
7. A "tie" at a base means the runner is safe.
8. There are no tag-ups after a fly ball is caught

Tetherball

1. No tapping court.
2. First two players determine who serves by one game of "rock, paper, and scissors." Winner serves. Server decides what half of court to serve from and decides direction ball.
3. First person waiting in line is the judge.

4. Winner of each game chooses his/her half of court to serve from and decides direction ball to be served.
5. A player who wins three games in a row must go to the end of the line after his/her third win. Newcomer serves.
6. The ball can be hit with an open or closed hand.
7. The player who winds the rope and ball completely around the pole in their direction of play so that the ball is tightly against the pole is the winner.
8. If a game is "never ending" because the two players are playing a "friendship game" (playing in a manner so no one is out) the judge calls "25 HITS." Both players then hit the ball a combined total of 25 hits. After the 25th hit both players are out and go to the end of the line. Two new players refer to rule number 2.
9. If a player does one of the following, he/she is out:
 - A. Hitting the ball with any part of the body other than the hand.
 - B. Holding or catching the ball during play, other than the serve.
 - C. Holding the pole during the game.
 - D. If a player touches, hits or grabs the rope.

Four Square

1. No tapping court.
2. Four players, one in each square (A-D). The server is in square A.
3. The first person in line is judge.
4. Players may use one or both open hands to hit the ball.
5. Player movement is from square D to C to B to A (server).
6. The server must:
 - A. Bounce-serve the ball to any player.
 - B. Serve is made with both hands open and within the boundaries of the receivers square. If not, server is out.
 - C. Serve with both feet in server's square.
7. After one bounce, receiving player hits the ball underhand to another square.
8. A player is out if:
 - A. The ball lands out of bounds on a return hit.
 - B. You attempt to return a hit ball but it bounces in your square first before bouncing into other players square.
 - C. The ball bounces more than once before a player hits it.
 - D. Player hits the ball before it bounces in his/her square
 - E. Player holds the ball.
 - F. Ball bounces over a player's head. No slamming the ball. The player who hit the ball is out.

Switch

1. Players take positions on the corners of the Four Square court.
2. Only 5 players are allowed to play at a time.
3. Player that is "it" stands in the center.
4. Corner players must attempt to go to a new corner.
5. If a corner player gets beaten to a new corner by the center player, he/she becomes "it" and takes the center position.
6. If there is a tie at a corner, players will use "rock, paper, scissors" to break the tie.

Basketball

1. No tapping courts.

2. Half-court games only.
3. Maximum number of players in a half-court game is 10.
4. Do not hang from rims or nets.
5. Traditional rules and scoring will be applied.

Play Structure Rules

1. No chasing, running or tag games. No horseplay.
2. Take turns and do not push, shove, pull or grab anyone using the structure.
3. No standing or sitting on top of the monkey bars (horizontal ladder).
4. No jumping off of the high platforms or any other part of the structure.
5. One person at a time may cross the ladder. Others follow in the same direction.
6. No playing under the ladder area.
7. Rules for the slides:
 - A. One person at a time slides down, no trains.
 - B. No jumping off the side rails.
 - C. No climbing up the slide.
 - D. Slide down feet first in a sitting position only.
 - E. Do not play in front of the slide.

Fitness Bars

1. No standing on the bars.
2. No cherry drops, butterflies, unsafe spins or movements that involve two persons on the same bar are allowed.
3. Any student with blisters must remain off the bars until blisters have dried and hardened.

Horizontal Ladder

1. Do not sit or stand on top of the ladder.
2. One person at a time may cross the ladder. All persons cross in the same direction. First person in line determines the direction of travel. Travel by using hands only. No leg scissors of another person are allowed.
3. No horseplay on or under the ladder. Do not grab, pull or shove persons crossing the ladder.
4. Any student with blisters must remain off the bars until the blisters have dried and hardened.

Climbing Bars (Jungle Jim)

1. Maximum six students.
2. No jumping off the Jungle Jim.
3. Check area around bars when climbing, be careful not to step on the hands of others or slide down center pole landing on someone below.
4. For your safety do not play in the sand area in the center of the Jungle Jim.

Swings

1. One person at a time on each swing.
2. For your safety no horseplay, sitting, lying, or walking on the matted area is allowed. Only the persons swinging are allowed on the mat.
3. Persons waiting to swing must stand on the outer edge of the mat in front of the swing they are counting on. You will count 40 swings. Counting each forward motion of the person swinging.
4. Dismount safely. Please stop the swing before getting off. No jumping off, cherry bombs or other unsafe dismounts.
5. Swing in a forward and backward motion only.

6. Do not lie or stand on the swing seat. Do not grab the swing chain of the person next to you. No "spinners" (twisting the chain while seated).
7. If you do not dismount after a correct 40 count you will be asked to leave and go to another play area. If there is a dispute regarding game rules the judge will check the rules of play for an interpretation. The judge may seek adult help for the interpretation. A ruling will be given to the players involved.

Soccer

1. No more than 15 players on each team.
2. Game begins with a kick-off.
3. When a team member kicks the ball through the opponent's goal box, his/her team scores one point.
4. After each goal is scored, a kick-off is made by the team not scoring the goal.
5. When the ball goes out of bounds it is put into play by the opposing team by a throw-in
6. Attacking players must be even with or behind the line of the ball.
7. Personal fouls include: roughness, tripping, striking, holding and pushing. Slide tackles are not allowed.
8. It is a foul for any player, other than the goalie, to handle the ball. The penalty is a free kick for the other team.