

Specific Rules for Equipment Use:

Balance Beams:

- Only one person on the beam at a time
- Travel in the same direction
- Do not use when slippery.

Glider:

- Only one person at a time
- Hang on with both hands
- Push off from tire to other side and back
- Get off so the next person can take a turn.

Fire Poles:

- Only one person on the apparatus at a time
- Slide down the poles, do not jump

Horizontal Bar with Hanging Rings:

- Only one person on the apparatus at a time.
- Travel in the same direction
- Hold bars with thumb locked around the bar to meet opposing fingers
- Do not stand or sit on the top bar
- Do not crawl through rings

Monkey Bars:

- Only one person on the apparatus at time.
- Travel in the same direction
- Hold bars with thumb locked around the bar to meet opposing fingers
- Do not stand or sit on the top ladder.
- Do not hang by legs.

Orange Rings on Chains:

- Only one person on the rings at time
- Do not swing on rings
- Do not throw rings
- Do not hang by legs

Slides

- Only one person on the slide at time
- Slide down feet first – sitting on bottom
- Do not stand or walk on slide

Spider Bars:

- Keep at least one hand on the bars at all times
- Hold bars with thumb locked around the bar to meet opposing fingers
- Climb down from bars, do not jump off.

Tire Swings:

- No more than three persons on the swing at a time
- Hang on with both hands
- Count to 60 then get off so the next person can take a turn.

**NOTE: Do not use metal play equipment when outside temperature is freezing or below.

Specific Rules for Games:

Basketball –half- court rules

- Teams are to be picked fairly, no more than 5 players to a team.
- Games starts with one team taking the ball out of bounds at half court.
- Everyone must play man-to-man defense. No zone defense is allowed.
- There will be no “three in the key” called.
- The ball is considered out-of-bounds and is awarded to the opposing team at the spot where it went out when the:
 - a) Offensive team re-crosses the mid-court line.
 - b) Ball touches the wall.
 - c) Ball goes outside the play shed.
 - d) Ball and/or a player goes outside the white line.
- When a basket is made, the defensive team is awarded the ball at half court. There will be **no** “make it, take it”
- When the defense team gains control of the ball (take away, foul, rebound, all out of bounds), they must bring it back to mid-court **before** shooting a basket.
- Traveling and double dribbling will be enforced.
- When a foul is committed, the opposing team (team not committing the foul) is awarded the ball at mid-court.
- Fouls:
 - a) Pushing, grabbing, tripping any opposing player.
 - b) Using inappropriate language.
 - c) Slapping or touching an opposing player when trying to take the ball away.

Box Hockey:

- Two players may play at one time.
- The opponents stand on opposite sides of the box (not on the ends of the box.)
- Object of the game is to knock the puck through the hole at the end of the box at the player’s left.
- To play place the puck in the center of the middle section of the hockey box. The players tap the sticks to the floor and then together of the puck.
- The player who knocks the puck through the hole of the cross piece and out the hole in the end of the piece in his/her direction wins the game. The winner stays for 3 wins and then rotates out.
- Loss of turn.
 - a) Blocking a hole with hockey stick for more than 5 seconds.
 - b) Flipping the puck out of the box times.
 - c) Stepping in or on the edge of the box.
 - d) Hands are below label on stick
- Restart play with one tap:
 - a) Puck goes over divider.
 - b) Flip out first or second time.
- Special calls:
 - a) Regular, singles, and chicken wings (stick turned so end of blade is used) may be used.
 - b) Chicken legs (playing with handle instead of blade) is not allowed.

Climbing Wall

The wall is designed for climbing without:

- Shoving, pushing, pulling, and grabbing, etc, other climbers.
- No physical contact with other climbers is allowed.
- No standing or sitting on top of the wall.
- No jumping off from the wall.

Flag Football

- Games
 - a) Each team will choose teams fairly.
 - b) The entire flag must be showing. Shirts must be tucked in.
 - c) All games will be played during noon recess.
 - d) Each player must wear 2 flags, one on each side of the body.
 - e) Flags must be pulled off down a runner.
- Points
 - a) Touchdown – 7 points
 - b) Safety – 2 points
- Kick-offs
 - a) Every game starts with “red” team kicking off.
 - b) The scoring team will kick off after a touchdown is made.
 - c) All kick-offs will take place at mid-field by throwing the ball.
 - d) There must be a different thrower for every kick.
 - e) The scoring team will kick off after a touchdown is made.
 - f) There will be no “on-side” kicks.
- Downs
 - a) The offense has 3 downs to move the ball 10 yards.
 - b) On 4th down, the offense can either “go for a first down or they may “punt” the ball.
 - c) If they “go for it” and fail, the defense gets the ball at that spot on the field.
- Punts
 - a) Punts can be taken on 4th down.
 - b) Punts must be called beforehand.
 - c) No fake punts are allowed.
 - d) Punts must be throws.
 - e) There must be a different punter /thrower every time.
- Offense
 - a) Each play starts with a hike or center snap
 - b) Everyone must line behind the ball until it is snapped.
 - c) The quarterback may hand the ball off to a running back or throw it to a receiver.
 - d) All throws or passes must be made from behind the “line of scrimmage”.
 - e) The running back may either run with the ball or throw it.
- Blocking
 - a) Players may block to protect the quarterback or block for a runner.
 - b) Hands must be together
 - b) No swinging of arms or elbows.
 - c) Move in front of the opponent by moving the feet.
 - d) Must contact your opposing player above the waist, below the neck.
- Defense
 - a) All players must line up on the other side of the ball.
 - b) You may rush the quarterback only after counting “5 alligators” out loud.
- Fumbles
 - a) A ball which is fumbled will belong to the first team which touches it. So, there is no need to dive after a fumbled ball.
- 5 Yard Penalty
 - a) The following penalties will result in 5

yards or larger steps marked off against that team.

- 1) Accidental tripping, holding, sliding or pushing
 - 2) Pass interference
 - 3) Off-sides or rushing the passer before "5 alligators".
 - 4) Throwing or passing beyond the "line of scrimmage"
 - 5) Delaying the game for any reason.
- 5 Yard Penalty and Removal From the Game
 - a) The following penalties will result in 5 yards marked off against the team and an automatic removal from the game.
 - b) Poor sportsmanship. Pushing, shoving, tackling, rough play or swearing.

Funnel Ball

To begin, the ball is tossed up. 1 player per square.

- Player 1 begins the game.
- Individual or teams keep score.
- 1 point for each ball that lands in their area.
- Team play squares 1 and 3, 2 and 4.
- Play to 15 points and to rotate.
- Winning team stays in, up to 3 wins.

Hop Scotch

- Begin by standing at "start", toss a bean bag into space 1.
- Hop into #1 on one foot, hop into 2 and 3; landing with left foot in 2 and right foot in 3 at the same time. Hop into 4 with the same foot used in 1, hops into 5 and 6 as into 2 and 3, hop into 7 with one foot, hop into 8 and 9 with both feet at once as in 2 and 3, hop into 10 with one foot.
- Hop around in #10 and begin the return trip with two feet at once in 9 and 8, one foot in 7, two feet in 6 and 5, one foot in 4, two feet in 2 and 3.
- While standing in 2 and 3, he picks up the puck from #1. Then hop into 1 on one foot and ends his journey by hopping across the line to where he started.
- If successful, the person tosses the puck into #2 space and repeats the game. He/She continues the game, tossing into each space in turn. When a foul is committed they lose their turn and the next person gets a turn. The first player begins his next turn at the point where he last missed.
- The person who first completes the entire routine including tossing the puck into #10 is the winner.
- It is a foul if the child
 - a) Steps on a line
 - b) Tosses the puck into the wrong space. A puck which lands on a line is a foul.
 - c) Hops more than once in any space except #10 where extra hops are permitted.
 - d) Touches a hand or the other foot to the ground except where the rules permit. (The same foot must be used for all single space hops).

Four Square

- Server serves to any of the other squares by letting the ball bounce and serving with an underhand bat of the open hand.
- Players always have to bat the ball underhanded with one or both hands.
- Ball cannot be caught or carried in any way for a return; it must be batted underhanded. The volleying is continuous until a player faults.

- If a player faults, he/she goes to the end of the line, and players move up.
- Faults:
 - 1) Ball not bounced before it is volleyed.
 - 2) Liners
 - 3) Out of bounds ball is fault against person hitting it out of bounds.
 - 4) If a ball hits a player, the fault is on the player hit.
 - 5) Illegal hit of ball, e.g. overhand hit.
 - 6) Catching or carrying on a return volley.

Kickball

- Teams are to be picked fairly.
- New players should join the team that has the least number of players.
- There will be no all time outfielders.
- Use only the school's equipment provided for kickball (4 bases, yellow playground ball).
- The kicking team must remain lined up in kicking order behind the backstop. If a player moves inside the kicker's box before his/her turn to kick, the player gets an automatic out for his/her turn.
- Students are not to climb on the backstop or stick their fingers through the wire mesh.
- The person who is next in line to kick when 3 outs are made will become the next kicker when their team is up to kick. They will also become the next pitcher unless that person has already pitched. Then next inline pitches.
- The pitcher needs to stand on the pitcher mount at all times.
- When coming in to kick, each team must remain in their original kicking order with those who have not yet kicked in the front of the line. The pitcher should be the first kicker when his/her team is up again.
- It is the student's responsible to know who they kick after.
- After the ball is kicked, the kicker runs to first base (just as in softball). No substitute runners!
- A team may have more than one runner on a base at a time. There may be up to 4 runners on a base at a time.
- Three outs and the other team is up to kick. If the kicking team kicks completely through the kicking order, the other team is up to kick.
- A player is out by:
 - a) Catching a fly ball.
 - b) Tagging the base with ball in hand before the runner gets there.
 - c) Throwing the ball to the pitcher before the runner(s) reach base. (A team can make more than one out this way!)
- All fielders must stand behind the pitcher until the ball is kicked.
- No Sliding – No Stealing – No Leading Off – No Bunting.
- Final decisions on all rules will be made by playground supervisor on duty.
- All players showing poor sportsmanship or who continue to question the calls, will be banned from playing.

The game is over at the end of recess. There will be no continuation of the same game next recess.

Pickleball

- Four players per court
- To Serve
 - a) Server serves underhand with or without a bounce from their court to opposite court.
 - b) The ball must bounce in opposite court.
 - c) Two serves allowed if first is not good.
 - d) Serving team serves the whole game, but must take turns serving points

- a) A point is awarded to the team not committing an out. An out is any of the following:
 - 1) Hitting the ball out of bounds
 - 2) Hitting the ball into the next
 - 3) More than one hit or bounce per set.
 - 4) Not hitting the ball.
- Winning
 - a) Team to get 3 points first wins.
 - b) Winning team stays and serves
 - c) Three wins Retire
- Other Things to Remember
 - a) Always wear the wrist string.
 - b) Say the score when serving...your own team's score first.
 - c) Next two players in line is the next team. No cuts.
 - d) No changing teams once play has begun.
 - e) Lines are good and the ball is still in play.
 - f) Hand the paddles to the next players. Do not drop or throw it.
 - g) If the ball goes on the roof, play it over for the day.

Soccer Rules

- Students are responsible for organizing their own teams fairly. Students may not switch teams or directions during the game.
- The playing field will be marked by orange cones or lines. Students are responsible for setting up the field at the beginning of recess.
- One team starts the game with a kick-off in the center of the field. The kicking team must stand behind the kicker, until the ball is kicked. The opposing team must stand 5 feet away.
- A kick-off will be taken after every goal. The team not scoring a goal will kick-off. Teams must change kickers every time a kick-off occurs.
- If the ball goes out of bounds, the ball is awarded to the team it didn't touch when it went out. The players closest to the ball should throw with two hands above the head onto the field.
- If the ball goes out of bounds behind the goal, the goalie kicks it back into play (punt or place-kick)

Tetherball

- The game begins with one player standing in each playing zone.
- The server puts the ball in play by throwing it in the air and hitting it in the direction of his/her choice.
- The opposing player must not strike the ball on the first swing around the pole.
- On the second swing around the pole, his/her objective is to hit the ball back in the opposite direction.
- As the ball is hit back and forth each player tries to hit the balls so that the attached rope winds complete around the pole in the direction he/she has been hitting the ball. The game is won by the player who succeeds in doing this or when the opponent forfeits the game by making any of the following fouls:
 - a) Hitting the ball with any part of the body other than the hands or forearms.
 - b) Catching or holding the ball during play.
 - c) Touching the pole.
 - d) Hitting the rope with the forearms or hands.
 - e) Playing the ball while outside of the play zone
 - f) Stepping on or across a neutral zone line.
 - g) Throwing the ball.
- The ball must be struck each time it is touched. It cannot be caught, lifted, or thrown in any manner.

Wall Ball

- The game begins when one player serves by hitting the ball with a part of his/her hand.

- The ball must first hit the ground before hits the wall.
- The second player comes into play and hits the ball to the wall before the ball bounces on the ground twice.
- The possession of the ball is then alternated.
- Players may use one or two hands to hit the ball.
- Servers may use any part of the hand.
- Any player may get out on a serve.
- The winner serves the next game.
- Player is out when:
 - a) Ball bounces twice before or after hitting wall.
 - b) Holding, throwing, or carrying the ball.
 - c) The ball must be hit.
 - d) Double taps or bubbling.
 - e) Pocket-the ball hits the wall and ground at the same time.
 - f) Skids/Water falls-the ball must hit the ground at least 1 foot away from the wall.
 - g) Tree-Tops-the ball hits the ceiling or roof ledge.
 - h) Babies-the ball hits the wall below opponents knees.
 - i) Out-of-bounds on *wall*-If the ball hit the wall “inside” the boundary lines and then hits “outside” the lines.
 - j) Out of bounds on *ground* – Inside the play shed, if the ball hits the ground behind the yellow line, the player that hits the ball out is out. Lines are considered “inbounds” and should be played on. Outside the play shed there are no boundary lines.
 - k) Ball missed the wall.
 - l) Ball does not hit the ground before it hits the wall.
- If a foul is called, play must stop immediately
- After 3 wins, winner rotates out.