

# Playground & Game Handbook

For

Students & Parents



**Student safety is the reason for the school rules.**

# General Recess Rules

## Blacktop

1. No running on the blacktop, in or out of the bathrooms or bathroom area.
2. No pushing or pulling each other in bathrooms or at drinking fountains.
3. No climbing basketball or tetherball poles.
4. No hanging on volleyball nets.
5. No gymnastics.
6. No sitting on window opening separating buildings from play areas.
7. No play fighting of any kind.
8. No eating on the blacktop.

## Fields

1. Students must stay away from the parking lot, stairs, and the lower fence in front.
2. No wrestling or play fighting.
3. No tag.
4. No climbing on fences, earthquake bin, goal posts, or trees.
5. No football.
6. No gymnastics.
7. No sitting on window openings separating buildings from play areas.
8. No eating on the field.
9. No playing behind the backstop.

## Courtyard

1. No playing in the courtyard or walking through the courtyard to put down lunch pails.
2. Hall passes are required for students to cross the courtyard to go to a class to help during recess and lunch.

## Multipurpose Rooms

No walking through the multipurpose rooms or their hallways.

## Classroom

At no time are students permitted in a classroom without a teacher.

# Handball

Supplies: 9 inch rubber ball

Area: Handball Court

Number of players: 2 players on the court at a time. (Other players in line)

1. One player serves the ball. The ball must strike the ground once, and only once, before hitting the wall. The ball rebounding off the wall must land inside the court.
2. The second player has the option of taking the serve or asking for another serve one time.
3. The ball must always strike the ground one time before hitting the wall.
4. The game continues with each player alternating hitting the ball until a player is out.
5. A player may hit the ball before it strikes the ground after rebounding off the wall.
6. A player who catches or holds the ball in any way is out.
7. If the ball hits the ground more than once before striking the wall, misses the wall, or lands outside of the court after hitting the wall, the player who hit the ball is out.
8. A player who touches the ball more than once on a single turn is out. No set-ups, popcorns, etc.
9. The ball may be hit with both hands if hands are in a fist.
10. All 'hits' (babies, slicies, etc) are fair as long as the ball is cleanly hit and bounces once before hitting the wall.
11. If a ball strikes the ground and the wall simultaneously (pop-up), the player is out.
12. If a player purposely interferes with the game, that player is out.
13. The new player serves.
14. People in line must line up outside of the court.
15. The first three people in line are the judges and must carefully watch the game.

# Kickball Rules



Supplies: Kickball, soccer ball, or all-purpose ball, 4 bases, pitcher strip

Area: Field

Number of players: Up to 12 per team (catcher, pitcher, 3 base players, 2 shortstops, 5 fielders)

1. Pitcher rolls the ball underhand to the kicker.
2. Kicker has three strikes to kick the ball, or he/she is out. (A foul ball cannot be counted as a 3<sup>rd</sup> strike.)
3. When a kicker kicks a ball, which is caught before it hits the ground (fair or foul), the kicker is out. (A foul ball must be kicked higher than the kicker's head to be caught and counted as an out.)
4. When the kicker kicks a fair ball, he/she attempts to run to 1<sup>st</sup> base and more bases, if possible. If the players on the field get the ball to 1<sup>st</sup> base before the kicker, the kicker is out. After the kicker passes 1<sup>st</sup> base, he/she must be tagged with the ball to be out.
5. Forced outs (when only the base needs to be tagged) occur at any time a runner must go to a specific base.
6. Runners advance from base to base only when a teammate kicks a fair ball. No stealing.
7. When a fly ball is caught, all base runners must return to the base and "tag up" before advancing to the next base.
8. A run is scored when a base runner has been to all bases and returns home without being out.
9. A run is not counted if the final out is made during the same play as the run occurred.
10. Play is dead (runners stop advancing) when the pitcher has the ball.
11. Runners may advance as many bases as possible after the ball is kicked, as long as the ball is on the playing field. On overthrows, runners may only advance to the next base.

# Soccer Rules



Supplies: Soccer ball, 2 sets of colored pennies for identification

Area: Field

Number of Players: 2 squads of 12 or fewer (3 forwards, 3 halfbacks, 2 fullbacks, and 3 keepers)

1. Play starts with a kickoff by 1 forward in the center of the field. The receiving team takes a position about 25 feet from the ball in the kickoff. The ball may not be played by the kicking team until it has been touched by an opposing player. All players remain on their own side of the field until the kickoff is complete.
2. After a receiving player has touched the ball and it follows the kickoff, it may be kicked by any player.
3. The squad in possess of the ball tries to move it toward the opponent's goal.
4. Opposing players attempt to intercept the ball using feet only and move it toward the opponent's.
5. Players must use only their feet, head, or body when contacting the ball. Only goalkeepers can use their hands, but the ball must be within the boundaries of the goalkeeper's zone. The goalkeeper may throw or punt the ball, taking no more than 2 steps.
6. When the ball goes out of bounds, it is given to an opponent of the player who last touched the ball. It is then put in play by a throw, from the point where the ball went out of bounds. If the ball goes out of bounds in the goalkeeper's zone, the goalkeeper throws it in.
7. When a goal is scored, play is stopped. The ball is put back into play with a kickoff by a forward from the squad scored upon.
8. Fouls: Any player who trips, pushes, holds, or charges a player must leave the game. Fouls are not permitted during recess soccer.
9. Violations: Any player (except the goalie) who touches the ball with the hand is charged with a violation. Penalty: A throw-in is awarded to the opposing squad. The ball is put back into play from, the out of bounds area nearest the point of infraction.

# Basketball Rules



Supplies: Basketball

Area: Basketball court

Number of players: 2 squads of 5 players on the court at a time. Any number of players may rotate in after a shot is taken.

1. The game begins when one team throws the ball in from behind their opponent's goal. Any time a ball is brought in, the defensive team may not guard offensive players until they are in the half of the court containing the offensive team's goal.
2. The ball is moved by players passing the ball to each other or by a single hand dribbling the ball as he/she moves.
3. The ball must be dribbled by one hand only. Once a player stops dribbling and holds the ball, he/she may not dribble again or move with the ball until another player has handled it.
4. If the ball is dribbled with two hands or held while a player moved his feet, the ball goes to the opposing team, which begins play by throwing the ball in from the closest out of bounds point.
5. Points are scored when the ball is shot through the goal. Two points are scored for each basket. When a shot on goal is taken, made or not, the player who took the shot must rotate out and go to the end of the line and wait for his/her turn to rotate in again.
6. After a goal is scored, the opposing team brings in the ball from behind the goal when the goal was scored.
7. At any point in the game, the person throwing the ball from outside the court may not step on or over the lines marking the court or the ball will go to the opposing team. During play, if a player with the ball steps on or over the side or end lines or dribbles the ball on or over the end lines, the ball is given to the opposing team.
8. Players on the team not handling the ball may attempt to steal the ball or block any attempts to pass or shoot the ball. However, this must be done with no physical contact. If a player bumps, pushes, hits, runs over or trips another player, he/she will be told to leave the game and the other team is awarded the ball.
9. If a team attempts to shoot the ball and it rebounds off the backboard or misses the goal altogether and remains in the court, it becomes a free ball and both teams attempt to gain possession.

# Tetherball Rules



Supplies: Tetherball

Area: Tetherball court

Number of players: 2 players on the court at a time. (Other players in line)

1. The player who serves first is the player who is first to arrive at the court.
2. After the first game, the winner serves the ball.
3. The server starts the game by tossing the ball in the air and striking it with his/her hand or fist in the direction he/she chooses. The server may step in neutral area during the serve.
4. As the ball travels, each player tries to hit it in an effort to wind the rope completely around the pole. The player who first winds the rope completely around the pole in the direction of his/her play wins the game.
5. During the game, each player must remain in his/her own playing zone.
6. A player loses the game and must go to the end of the line for the following:
  - A. Hitting the ball with any part of the body other than the hands or forearms.
  - B. Touching the pole with any part of the body.
  - C. Holding or catching the ball.
  - D. Hitting the rope.
  - E. Slings the ball by the rope.
  - F. Playing the ball while standing outside the play zone.
  - G. Stepping on the neutral zone lines except while serving the ball.
  - H. Throwing the ball.

# Four Square Rules

A	B
D	C

Supplies: 9 inch rubber ball

Area: Four Square court

Number of players: 4 players on the court at a time. (Other players in line)

1. The object of the game is to advance to quadrant A and stay there as long as possible.
2. The rotation of players is D to C to B and, finally, A.
3. The game is always started by D who bounce-serves the ball to any one of the other players. The serve may be made with one or both hands. If the serve is unsuccessful, the player is “down”, out of the game.
4. The player to whom the ball was served returns the ball to any of the other three squares after one bounce.
5. The play is continued until a player commits one of the following violations:
  - A. The ball lands on a line or out of the court area.
  - B. The ball is hit with the fist.
  - C. The ball hits a player in another quadrant. In this case, the player who was hit is “down” and not the player who served the ball.
  - D. Momentarily holding the ball.
6. When play is stopped because of a violation, the player committing the violation is out of the game. Remaining players move forward if necessary, and the new player enters the game in quadrant D.
7. There is no scoring in this game.