Kindergarten Playground Rules

1. Swings: Students waiting for turns will stand in line at the edge of the mat in front of the swings. Students will sit on swings – no standing or jumping off. If no swing is available, a student may *count* on another student. Students count ten upswings. Students must take empty swings – no *countbacks*. Swing forward and backward – not side to side.
2. Jump ropes: For jumping only.
3. Trikes: One turn around if someone is waiting.
4. Jungle Gym: Go down slide on bottom. Do not walk up the slide. Do not jump off.
5. Limit running activities to the grass area.
6. Children must always be visible to adult supervision. They must not go behind the large trailer bin or in front of the trike shed.
7. Eating is restricted to designated areas.

Playground Rules (1^{st} – 5^{th})

1. Students may only use equipment that is checked out of the ballroom.
2. Swings: Students waiting for turns will stand in line at the edge of the mat in front of the swings. Students will sit on swings – no standing or jumping off. If no swing is available, a student may *count* on another student. Students count twenty upswings. Students must take empty swings – no *countbacks*. Swing forward and backward – not side to side.
3. Jungle Gym: 20 students at a time allowed on Jungle Gym. Stairs are for climbing up. Slide down slide on bottom, feet first. Jumping off and all forms of tag are prohibited.
    a. Monkey Bars: wait for each student to go all the way across before another student proceeds. **NO SITTING ON TOP OF BARS!!!!**
4. Playground apparatus and grass area is out of bounds on rainy days (when wet).
5. No running on blacktop/concrete areas
6. No students allowed on the *whitetop* (concrete area by first grade classrooms).
7. Students cannot leave yard to retrieve balls that have gone over the fence.
8. Jumprope area is by dodgeball circle. Jumpropes are for jumping only!
9. Hoola Hoop area is by the drain (near basket ball courts). During recess, hoola hoops are on waist only.
10. Rubber balls and basketballs cannot be kicked. Only soccer balls and kickballs can be kicked in designated areas.
11. Snacks must be eaten at the tables. No food on the blacktop.
12. Students must share basketball courts (play on a half court) if there are many people who want to play.
13. Students cannot share handball courts (turn them into half courts). Students must join an existing game if they want to play and all of the courts are taken.
14. No football, tag, chase, or games with physical contact are allowed during recess.

Game Rules

1. **Four Square Rules:**

Goal of game: To try to move up to square one. To try to get other people out by hitting

Rules:
a) Everyone can play.
1. Use rubber ball.
2. Hit the ball with open hands (palms).
3. The ball cannot be held.
4. The ball must land inside the square.
5. No special rules apply.

Serves:
a) Serves are performed by the person in square four.
b) A proper serve must be bounced first and then hit after the rebound from the ground.
c) The ball may be served to any square.

Outs: Line balls and out of bound balls

Referees: The first person on line is the only judge.

2. **Rules for Tetherball:**

Goal of game: To wind the cord in the desired direction by hitting the ball. The opponent tries to hit the ball in the opposite direction.

Steps:
a) Draw a line dividing areas in half.
b) A new player entering the game gets to serve and choose direction.
c) Players cannot catch the ball to stop it. If a player does so, he/she is out. NOTE: First graders may be exempt from this rule.
d) When a player steps across the line or touches the rope, they are out.
e) The first player to completely wind the cord around the pole wins the game.

3. **Handball Rules:**

The sequence must be:
Hit
Bounce on the ground once
Bounce on the backdrop
Bounce on the ground once
Hit.

The line forms outside of the playing areas so that there is no interference. Two people are inside the playing area. Player #1 hits the ball so that it follows the above sequence. The ball must hit the backdrop, but cannot be outside the playing area or over the backdrop or hit the very top of the backdrop. Player #2 must hit the ball after it bounces once, and must hit it so that it does complete the sequence.

The first person in line is the only judge.
After the second win, the person goes to the end of the line.
The newest person serves.

4**. Kickball: Mr. Argast's Rules**

- There are two teams with an equal amount of players and two team captains.
- Captains do rock, paper, scissors, dynamite to figure out who kicks first.
- Team captains put other students in position or order of kicking (boy girl order if appropriate).
- The pitcher rolls the ball and the kicker kicks.
- The kicker runs to first base (if the ball is caught in the air, if the base person tags the base with the ball before the runner gets there, or if any player holding the ball tags the runner before they get to the base the kicker is out). The kicker is also out if they get three foul balls (a foul is when they kick the ball outside the baseball diamond). The kicker is safe if they can make it to the base with none of the above happening.
- For play to stop, the pitcher must have the ball in hand.
- Play continues in this fashion. Next kicker is up, others are running from base to base. Once they touch home base, the team gets a point.
- Everyone in line has a turn to kick, once everyone has had their turn the last kicker gets to run the bases then the teams switch.

    - ✓ No throwing the ball at the kicker/runner (must roll the ball)
    - ✓ No stealing
    - ✓ No sliding
    - ✓ No leading off
    - ✓ No bunting
    - ✓ No automatic homeruns
    - ✓ Foot must touch the base

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