

**Westchester
Playground
Activities
And
Expectations**

Playground Expectations

Woods are off limits

No equipment is to be brought from home

Balls and Equipment should be used for designated purpose only

Adaptive equipment should ONLY be used by students with special needs

Equipment Usage:

Swings-North and South Playground:

Face the playground when on the swing

Do not jump off of the swing

Do not push others off of the swing

Sit on your bottom to swing

Keep your shoes on

Take turns if kids are waiting to swing

The adaptive swing is ONLY for kids with special needs

Slide-North and South Playground:

Slide down on your bottom, feet first

No double sliders (two people together)

No standing on the slide

Do not walk or run up the slide

Do not block the slide entrance

Wait until person in front of you is halfway down before you begin to slide

Tower-North Playground:

Use the rock wall, steps, u shape ladder, figure 8 ladder to access the tower.

Walk when inside the tower

Do not block the slide entrance

Stay off all support beams for the tower

No tumbling or gymnastic skills

NO TAG OR CHASE

Round Top Climber-North Playground:

Use as a monkey bar

If you sit at the top and someone wants to use it for a monkey bar, you need to move off the top

Uno Disc/Saucer Swing-North and South Playground:

One or Two riders with feet in a criss cross position

Hold onto the ropes or chain

Two people push, one on each side and your feet do not leave the ground

Omni Spin-North and South Playground:

One to Four riders

All riders must sit inside the spinner with back against the high part of the spinner

If rider says Stop, then spinners should stop the Omni spinner as quick as possible

One to four kids can be a spinner

Spinners must keep their hands on the spinner. If one falls down while spinning let, go of the spinner.

Equipment-South Playground:

Two hands on the twirly wirly

Do not stand or walk on the parallel bars

Do not walk or crawl on top of the blue tunnel, one person at a time crawls through the tunnel

Two hands on the zip line, let feet dangle and make sure kids are standing off to the side

Do not throw the mulch

Do not jump off the wall

North or South Playground

No gymnastics or tumbling skills on the equipment, blacktop or field

No Tag or Chase on the equipment, black top or field. Tag or chase is for PE class time not recess time

Foursquare

Two to seven players for each square

To start the game a player bounces the ball in their square and uses their palms of the hands to push the ball into another players square

The ball may bounce only once in your square - if it bounces more than once you are out

If the ball hits the line and bounces out - the person who hit the ball is out

If the ball bounces in your square and goes into another person's square - the person whose square it bounced in first is out

Do not add any additional changes to the game i.e.: cherry bombs, bus stop

Kickball Rules

Three outs per inning. Keep same order for kicking. Person who was up to kick before the last out will kick first the next inning. If a team goes through the kicking order before three outs, then switch.

Outs: a ball is kicked in the air and caught, tagging the baserunner before getting to the base or a force out. A force out is when a baserunner has to run to the next base and the outfielder steps on the base the runner is running to. Another way to get out is if the ball is caught and the runner moves to the next base, the fielder just needs to step on the base the runner left.

Let the pitcher pitch. A kicker should not request a certain kind of pitch.

No lead off. The players foot must stay on base until the ball is kicked.

No sliding. A runner who slides is automatically OUT.

No throw outs. A person may not throw the ball at another person.

Get the ball to the pitcher as quick as possible. The quickest way is to throw the ball to the pitcher. Running the ball into the pitcher takes too long.

Do not block the baserunners running path.

Stay spread out in the outfield and let the correct player get the ball. An example: if the ball is kicked down the third base line the third basemen or left fielder should get the ball not the second basemen, shortstop, center fielder or right fielder.

A player who has a turn in the infield must play in the outfield before leaving the game to go play somewhere else.

Outdoor Volleyball

Each team can consist up to 10 players. Two or three rows of players per side.

Those who come later to play will join which ever team that needs a player or will sub in after a player has served for their team.

Server is allowed two chances to serve the ball over the net. A new server after a team regains possession of the ball.

Each team can get up to 5 hits per side. More than 5 hits the other team serves.

If the ball hits the ground the other team serves.

No double hits by the same player.

If the ball hits the net and goes over play the ball.

Soccer Rules

Game starts with a center kick.

If the ball goes out of bounds on the side of the field throw the ball in.

If the ball goes out of bounds at the end line a goal kick by the goalie.

When a goal is scored the game continue with a center field kick by the team that was scored upon.

No head balls

No slide tacking. Player must leave the game if he/she slide tackles.

No penalty kicks

The adult in charge will determine rough play and ask students to leave the soccer game if they feel safety or poor sportsmanship is a factor in the game.

Players must be wearing tennis shoes.

Westchester Gaga Ball

Played in an octagonal pit with a ball combining the skills of dodging, striking, running and jumping.

Twenty or less players enter the pit to start the game. Extra players wait in line outside the pit. When a player gets out a new player enters.

All players start with both hands on the top of the wall of the pit.

The game begins with the referee tossing the ball into the center of the pit.

When the ball enters the pit, the players yell **Ga** for the first bounce, **Ga** for the second bounce and **Ball** for the third bounce. After the third bounce play begins. Hands must stay on the wall until the third bounce.

Once the ball is in play, any player can hit the ball with an open hand, fingers touching. Underhand or overhand is good.

Once the player hits the ball, they must wait until the ball touches someone else before hitting it again. The player may use the wall to move the ball and keep it in play.

If the ball touches a player below the knee, the player is out. They exit and the pit and a new player joins the game. If hit above the knee the game continues.

Using the wall of the pit to aid in jumping to avoid a hit is legal. A player may not sit on the wall.

Players can not hold or catch the ball. They can only redirect the ball with a swatting or slapping motion.

If the ball goes out of the pit on a fly, the player who hit the ball is out. The game starts over with the referee tossing the ball into the pit and players lining the wall.

If the ball leaves the pit through the opening on a roll, play continues by someone on the side rolling the ball back into the pit.