PLAYGROUND RULES

Castille Elementary School
(Updated for 2021-2022)

These rules are meant to assist students in enjoying a SAFE and fun time during their recesses. There are no exceptions to these rules.

BIG TOY

1. Students will use the ladders only to get on.
2. No jumping off any section
3. No running, chasing, playing tag games on the equipment
4. No playing under any part of the equipment
5. No standing on top of the equipment
6. Slides:
   - One student at a time may be on the ladder waiting.
   - Next student in line watches for the "slider" to walk away before sliding down.
   - Slide sitting down, feet first.
   - No walking or standing on the slides
   - No jumping over the slides
   - No walking/running up the slides
7. Bars:
   - Two hands on the bars at all times when hanging/spinning
   - No bodily contact with others
   - No sitting or standing on the bars
8. Traveling Bar:
   - Only one student at a time.
   - Student "travels" in one direction only.
   - No one should be standing underneath the traveling bars.

FOUR SQUARE

1. Play four square court with squares labeled A to D.
2. Two to four players, one per square
3. If necessary to settle a conflict between players, the **second** player in line is the final judge.

<u>Rules of Play:</u>

- The server tosses the ball underhand from the furthest corner of square A to any of the other three squares.
- The ball must bounce in one of the other spaces. If the ball is served properly, the serve must be accepted.
- It is then hit, open-handed only, to another square, where it must bounce once and be passed on in a similar manner.
- A player may only hit the ball one time in an effort to pass the ball to the next square.
- All "liners" are good. A ball landing on an interior line may be played by either player.
- If neither player responds, then both players are out.
- If both players attempt to pass the ball, but are unsuccessful, both are out.

- A new player enters the game at square D and attempts to progress to square A as others are eliminated.

Fouls:

- A player is out if a foul is committed.
- No cuts or saving places in line
- High wires are out.
- Stepping into someone else's square
- Intentionally playing easy
- Catching the ball, holds or backstops
- Hitting the ball more than one time before it is passed on to another square
- Hitting the ball with the fist
- Hitting the ball above opponent's head

HANDBALL

1. Handball is to be played only on the handball courts.
2. The game should be played with two to four players. If there are players waiting in line, the maximum number of players should be playing at all times.
3. If there is a disagreement between players the second person in line is the judge.
4. Only one court can be used as elimination during each play period.

Rules of Play:

- Each player takes turns striking the ball against the wall.
- Each of the following players must return the ball to the wall with a single bounce.
- When the ball bounces off the wall, the next player may hit it before it touches the ground OR wait until the ball bounces only once within the boundaries of the court.
- A miss by any player results in that player being eliminated from the games. A new player immediately replaces the "ousted" player.
- The players try to move up in position from 4 to 3 to 2 to 1, 1 being the server.
- When a player is eliminated all the other players move up in order, to fill the empty position. The new player is then in position 4. This is the same as the order in which players take their turns during the game.
- Players waiting their turn must stand behind the wait line.

Fouls:

- Throwing the ball against the wall instead of hitting it
- If it goes off the wood area it is out of bounds.
- Catching or stopping the ball during the game
- Hitting the ball twice in one turn
- Hitting the ball directly to the wall without a bounce
- Interfering with the opponent's ball
- Failing to return the ball to the wall in one bounce
- Intentionally playing easy
- Hitting the ball outside the boundary lines. All liners are in.

HOPSCOTCH

1. Play on the painted hopscotch courts.
2. Each student needs a lagger (a small object to be tossed into squares).

Rules of Play:

- The first player starts the game by tossing his/her lagger into the first box.
- Player then hops, on one foot, over the first box into the second box.
- Player then hops into the third box on the same foot.
- The general rule is to hop on one foot in the single boxes and both feet, one in each, in the double boxes. When player reaches boxes 7 and 8, he/she then hops on one foot into box 9, turning around completely and proceeds back to boxes 7 and 8 with two feet and so on to box 2. Player, staying on one foot, then reaches over and picks up his/her lagger, hops on one foot into box one and then out.
- Player now tosses lagger into box 2 and repeats the routine.
- Player continues into the other boxes until all eight boxes are covered or until player commits a foul.

Fouls:

- A turn is lost when a foul is committed.
- Hopping into the box that contains the player's lagger
- Failing to toss the lagger into the correct box or resting the lagger on a line
- Stepping on a line
- Missing a box
- Falling or stepping into a box that contains anyone's lagger

SANDBOX

1. No throwing or kicking sand
2. No running, playing tag or chasing in the sandbox
3. Sand stays inside the sandbox.
4. All holes must be filled at the end of recess.

SWINGS

1. Player may swing 25 **forward** swings if someone else is waiting.
2. First person in line counts the swings aloud.
3. Players wait in line facing the swinger.
4. No standing up or hanging on swings
5. No twisting of swings
6. No holding hands with other swingers
7. Swinger exits forward the waiting players.
8. You must face the playground when swinging.
9. Do not jump off the swings. Come to a stop before exiting.

TETHERBALL

1. Use only school equipment.
2. No more than two players per court

Rules of Play:

- After the first game, the winner serves.
- The server's opponent may choose the side of the court on which he/she wishes to play and the direction in which the server will serve the ball.
- The server starts the game by tossing the ball into the air and striking it with his/her hand or fist.

- As the ball travels around the pole, the server attempts to hit it in the direction of the original serve.
- The ball is not considered in play until the server's opponent hits the ball.
- The player who first winds the rope completely around the pole until the ball touches the pole wins the game.
- During the game, each player must remain in his/her playing zone.

Fouls:

- A player who commits a foul loses the game.
- No one may hang on the ball.
- Holding or throwing the ball rather than hitting it
- Touching the pole with any part of the body
- Touching the rope with any part of the body

BASKETBALL

1. The appropriate area to play is on the basketball court.
2. Players must use a basketball.
3. There may be two to ten players total per half court.
4. NO more than 2 basketballs per half court should be used at a time

Rules to Play:

- The basic rules of basketball are followed with a relaxed interpretation of traveling and double dribble, depending on the ability level of the players. However, fouls should be strictly enforced.
- When a player is fouled, his team is awarded possession of the ball. Free throws are not taken due to the time factor.
- Any player committing intentional fouls will not be allowed to continue the game. In the event of a "tie ball", both players with the possession of the ball will have a jump ball at the center court.

Fouls:

Hitting, slapping, holding another player, hand checking, tripping, or pushing
(or anything else that would cause injury on the court)

KNOCKOUT/LIGHTNING

The object of the game of Knockout/Lightning is to eliminate the player in front of you and be the last player standing on the court. It is a fast-paced game.

Rules of Play:

- Players line up single file at the free throw line.
- The first 2 players each have a basketball.
- The first player shoots the basketball. If he makes it he gives the ball to the next person in line and goes to the back of the line.
- If he misses, the second player in line shoots his ball. If he makes it, the first player is out.
- All the while, the first player is still trying to make a basket before the 2nd player makes his.
- If the 2nd player makes a basket before the 1st player, the 1st player is "knocked out" of the game.
- If the 1st player makes a basket before the 2nd player, he gives his ball to the next player in line and he becomes the 2nd player.
- Play continues until there is only 1 person standing.

- Players must retrieve their own balls.
- At no time should players intentionally try to hit another player's basketball away to make it harder for that person to retrieve and make a basket.
- Players who are "out" should not interfere with the game in play

GAGA PIT

- Use hands only for the ball – no kicking.
- Below the waist tagging only
- No more than 10 students may play at a time.
- Use the designated entrance/exit only.
- If there is a disagreement, the second person in line becomes the judge.
- No targeting the same person repeatedly
- Be a good sport!

KICKBALL

1. The game is played on a softball/baseball field with direct supervision.
2. A kickball/soccer ball is used.

Rules of Play:

- The players are divided into two evenly matched teams of students from all grade levels at that recess. One team is in the field playing the usual softball defense positions. The pitcher rolls the ball to home plate. The offensive team takes turns being up to kick. The kicker kicks the ball into fair territory and runs the bases.
- Basic softball rules are observed, including forced outs, fly outs, and tagging on the fly ball. There is no leading off, no stealing.
- Three foul kicks or misses and the kicker is out
- Ball is foul if it goes behind the kicker or outside baselines.
- Three outs and the teams switch
- Play begins at the next inning where play left off.

Fouls:

Intentionally hitting a runner with the ball (penalty=runner advances one free base).

Soccer Guidelines for Castille Elementary

1. Maximum 12 students per team
2. Adhere to posted schedule.
3. No slide tackling or dangerous kicking
4. NO HEADING the ball at school
5. Coyotes always practice fair play and sportsmanship!
6. Be careful where you are kicking the ball, please try to avoid kicking the ball directly at people.

7. Playing soccer is a privilege and as long as students play well together and don't hurt one another we will allow the games to continue.

****You must remember that at school, we have students with all varying types of abilities that play together. There are no paid or volunteer referees to watch over games and keep them fair. STUDENTS are expected to play in a manner that allows ALL STUDENTS access to the games. This is not the NBA, NFL, AYSO, MLB, etc….**