

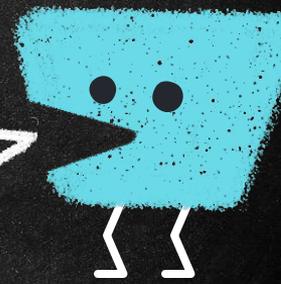
CASTILLE  
ELEMENTARY  
PLAYGROUND  
RULES  
2022



# PAWS

P: practice  
kindness  
A: active  
learner

W: wise  
choices  
S: show  
respect

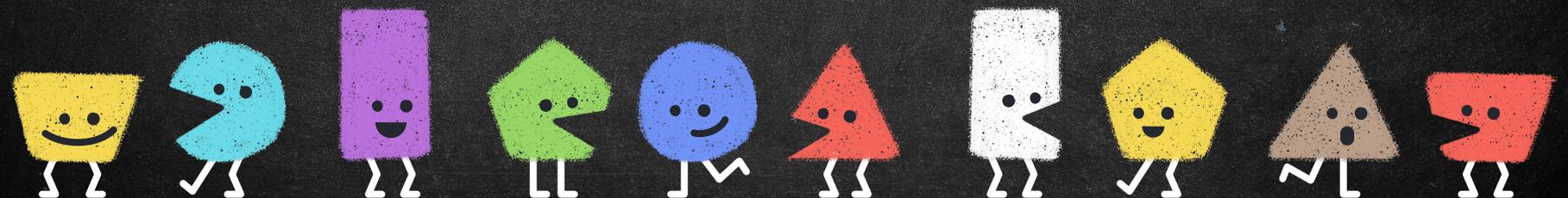




HELLO!

## School Supervisors

We are here every day keeping you safe, making sure you play by the rules!



# RECESS AND LUNCH TIME



## Lunch Line

- 5 per line
- Quiet Voice
- Use nice manners



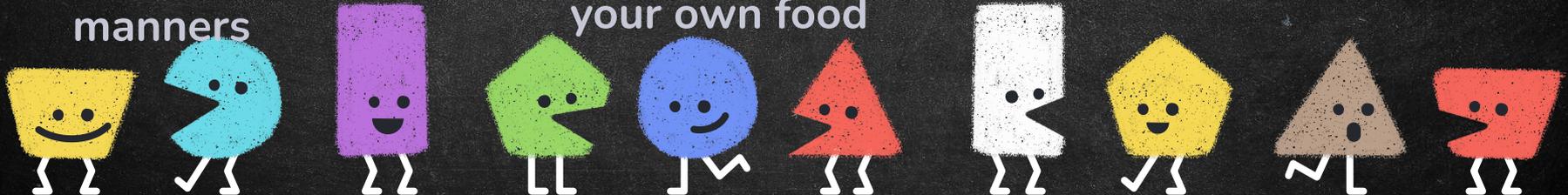
## Lunch Tables

- Bottom on bench
- Only eat/touch your own food



## Lunch Area

- Sit at assigned table
- Use trash cans



# SOCCER

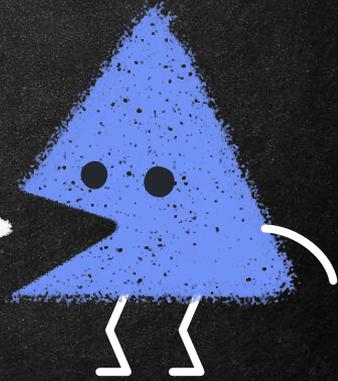
- Show good sportsmanship
- Only 1 goalie allowed for each team
- Supervisor can give yellow, or red cards



= warning

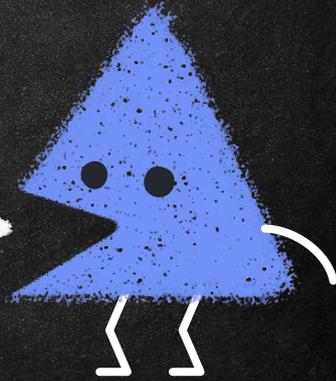


= you can no longer play soccer for the day



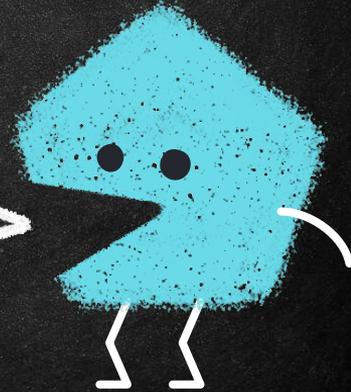
# SOCCER

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



# GAGA PIT

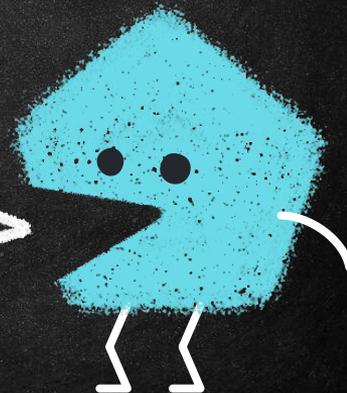
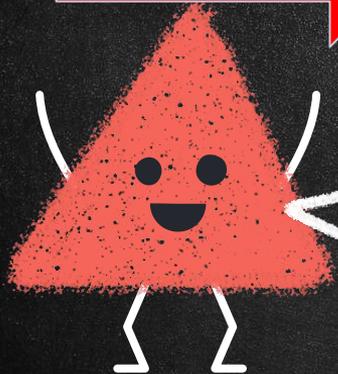
- Use hands only for the ball – no kicking.
- Below the waist tagging only
- No more than 10 students may play at a time.
- Use the designated entrance/exit only.
- If there is a disagreement, the second person in line becomes the judge.
- No targeting the same person repeatedly
- Be a good sport!



Entry/Exit  
Only

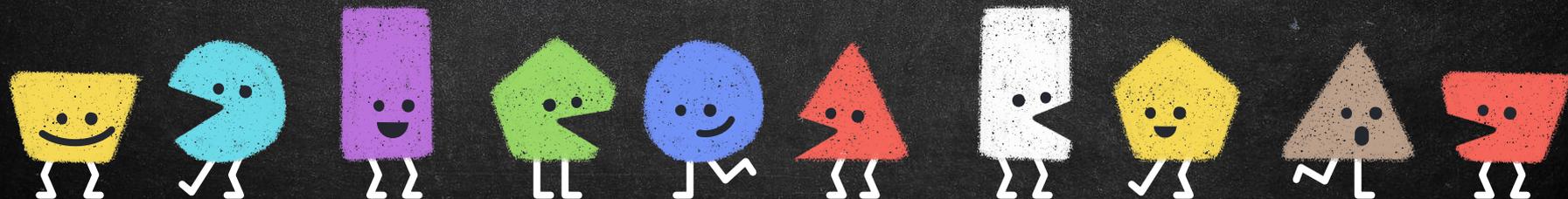


No more  
than 10  
students



# SWINGS

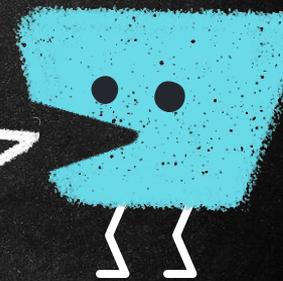
1. Player may swing 20 **forward** swings if someone else is waiting.
2. First person in line counts the swings aloud.
3. Players wait in line facing the swinger.
4. Sit on your bottom only.
5. Only move forwards and backwards.
6. Hands to self (no holding hands), and on your swing only.
7. Swinger exits forward the waiting players.
8. You must face the playground when swinging.
9. Come to a stop before exiting - no jumping.



# BIG TOYS

- Students will use the ladders only to get on.
- Climb or slide down only
- No running, chasing, playing tag games on the equipment

- Play to the side of all parts of the equipment
- No standing on top of the equipment

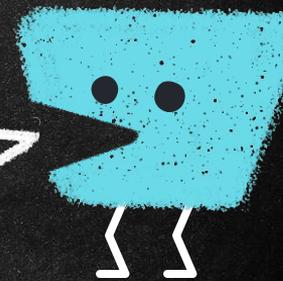


# BIG TOYS

## 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



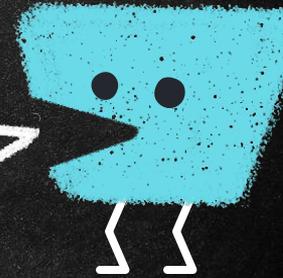
# BIG TOYS

## Bars:

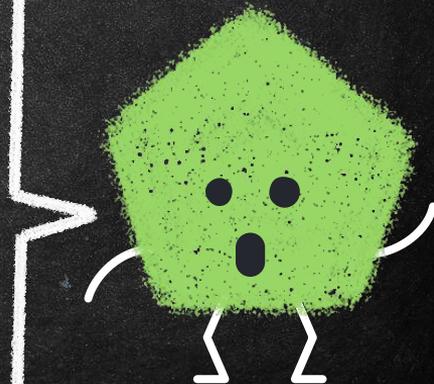
- Two hands on the bars at all times when hanging or spinning.
- No bodily contact with others.
- No sitting or standing on the bars.

## Traveling Bars:

- Only one student at a time.
- Student “travels” in one direction only.
- No one should be standing underneath the traveling bars.



# DIRECTION OF PLAY

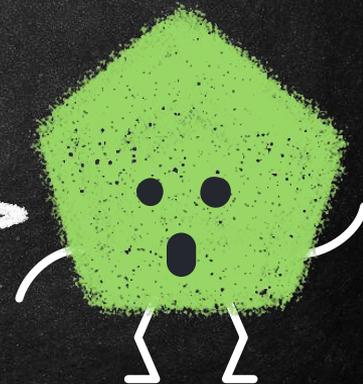


# DIRECTION OF PLAY



## SAND BOX

- Only use the sand to dig or build.
- All holes must be filled at the end of recess.
- Use equipment appropriately (games of tag or chasing not allowed)
- Keep sand in the sandbox.



## FOUR SQUARE

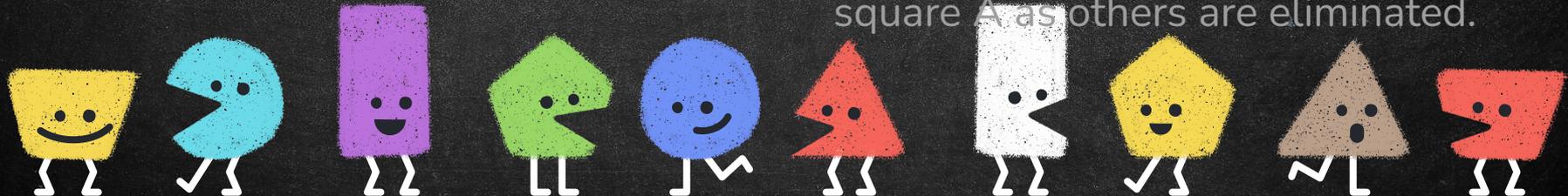
- Play four square court with squares labeled A to D.
- Two to four players, one per square.
- If necessary to settle a conflict between players, the **second** player in line is the final judge.



# FOUR SQUARE

## Rules of Play:

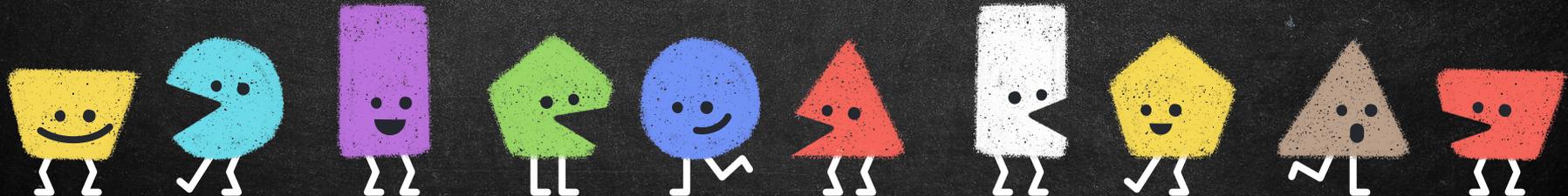
- The server tosses the ball underhand from the furthest corner of square A to any of the other three squares.
- The ball must bounce in one of the other spaces. If the ball is served properly, the serve must be accepted.
- It is then hit, open-handed only, to another square, where it must bounce once 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.



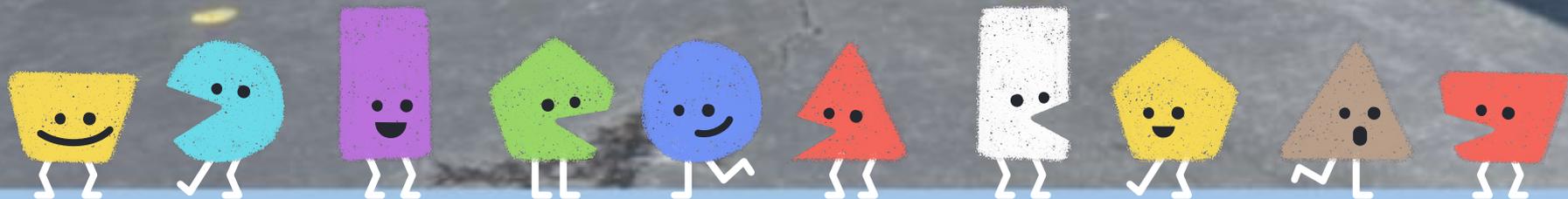
# FOUR SQUARE

## Fouls:

- A player is out if a foul is committed.
- Cutting 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.

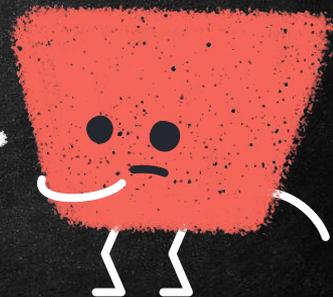


# HANDBALL



# HANDBALL RULES

- Handball is to be played only on the handball courts or behind the dumpster.
- 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.
- If there is a disagreement between players the second person in line is the judge.
- 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

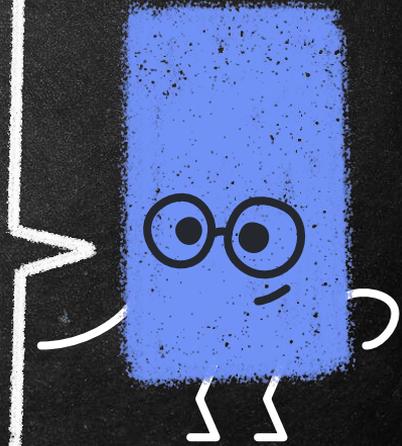
- Throwing the ball against the wall instead of hitting it.
- If it goes off the wood area it is out of bounds.
- Catching or stopping the ball during the game.
- Hitting the ball twice in one turn.
- Hitting the ball directly to the wall without a bounce.
- Interfering with the opponent's ball.
- Failing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



# BASKETBALL

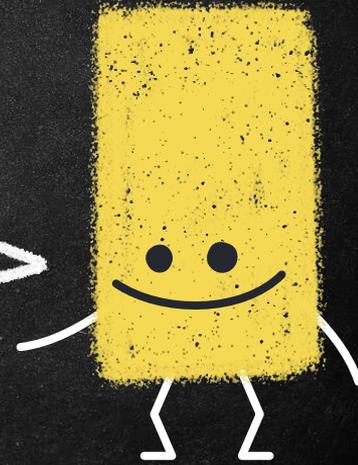
# BASKETBALL

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.



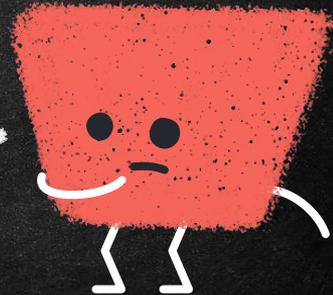
# RULES OF PLAY

- 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

## 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 2<sup>nd</sup> player makes his.
- If the 2<sup>nd</sup> player makes a basket before the 1<sup>st</sup> player, the 1<sup>st</sup> player is “knocked out” of the game.



# KNOCKOUT/LIGHTNING

- If the 1<sup>st</sup> player makes a basket before the 2<sup>nd</sup> player, he gives his ball to the next player in line and he becomes the 2<sup>nd</sup> 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



\*\*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....

