

# CANYON RIM PLAYGROUND RULES

## THE RECESS 3

1. IS IT SAFE?
2. IS IT RESPECTFUL?
3. DOES IT PROTECT SCHOOL PROPERTY?

# GENERAL RECESS RULES

### General Rules (in all areas):

- Students must be visible to a supervisor/teacher at all times, and MAY NOT play between or behind the portable classrooms, or near classrooms in session. Upper graders may not sit at tables or spend time near the portables at any time outside of the classroom.
- Students must stay on the east side of the tree line/fence dividing the campus and the park.
- Students must stop playing, immediately freeze, and crouch down when the bell rings and relocate themselves to the blacktop. When the supervisor/teacher blows the whistle, students WALK to their lines. If on the grass or apparatus, students walk to the edge of the blacktop and wait for the supervisor/teacher to blow the whistle to begin walking to their line.
- Students may not come up to the office without permission from a supervisor/teacher on duty. They must have a hall pass or note.
- Students are not allowed in the halls during recess or lunch.
- Teachers will designate a place to meet students wanting to help during lunch or recess. Students may not wait outside classrooms.
- Students are to place all trash in the trash cans and help keep the school clean.
- Gum is not allowed at school without teacher or administrator permission. This includes candy with gum in it.
- Toys may not be brought to school.
- No physical contact - no pushing, pulling, kicking, shoving, hitting, or threatening another person on campus. Hands, legs, and arms should never make contact with another student.
- Cell phones, smart-watches, or other electronics are not permitted during school hours. They should be turned off.

Smart-watches should only be used for timekeeping purposes only - no gaming!

- Tag is not allowed at any time or in any area on the playground or campus.
- Inappropriate language, swear words, etc. are never to be used on the playground, even "just as a joke".
- No student should lift another student at any time.

#### Restrooms:

- Students get drinks and use the restroom before the end of recess before the bell rings.
- Restrooms are to be used to go to the restroom and wash hands. No playing in or around the restrooms. They must be kept clean.

#### Eating (snack or lunch time):

- Lunchpails go on the line during snack, and lunch cart during lunch prior to playing.
- In order to avoid choking on food, students are asked to wait until getting to the lunch tables to begin eating their snack or lunch. No eating snacks or lunch on the way to the lunch tables - all eating needs to be done at the tables only - Walk from your classroom out to the tables.
- Food will not be removed from lunch pail/bag until seated at your class's table.
- Primary students must sit down at tables to eat. Standing at/or around tables is not permitted. Upper grade students may stand around their classroom tables.
- No running with the lunch carts at the end of lunch recess. They must be walked back to the classroom. No riding or sitting on the carts.
- Clothing items such as pants and sweatshirt pockets are not the places for food to be stored.

#### In Line (for games, classroom lines, etc.):

1. Do NOT cut in line, or give "cuts" to anyone in line.

2. Students should keep hands and feet to themselves in line, while respecting personal space.
3. Students should hold the balls and equipment in line and on the way to their lines - no bouncing, kicking, or playing with equipment in line.
4. No hand games while standing in line. Students should be facing forward at all times.
5. Students should not yell or scream in line - low talking voices are permitted.

### Blacktop Rules:

1. Students must walk on the blacktop at all times. No running on the blacktop (besides during basketball, handball, switch, or other blacktop games that involve running).
2. No helicopter, Red Rover, and Mousetrap (with jump ropes).
3. No walking through other students' games.
4. No drop-kicking balls or other equipment.

### Apparatus/Wood Chip Rules:

1. No climbing or jumping off the slides.
2. No running on the wood-chips.
3. No balls or equipment in the wood chip area.
4. No kicking wood-chips.
5. Only one student is to be on each section (slide, steps, ladders, climbers, rings) at a time.
6. Wait for other students to climb up the apparatus - form a line.

### Swing Rules:

1. Swing in one direction facing the Multi-Purpose Room.
2. Students must sit on the swing - no kneeling, standing, or laying.
3. You are allowed 25 full swings if someone is waiting in line.
4. A full swing is a complete up and back motion.

5. You may not count on the student who counted on you. Find another swing and count on that student.
6. Only one student on a swing at a time.
7. You may not jump off/out of the swing.
8. Students must wait outside the swing area for a turn.
9. You may not push another student on the swings.

#### Bars Rules:

1. Students are to hang from the bars using their hands only. They are not to hang from any horizontal bar by the legs or any other body part.
2. No student should be under another student at any time.
3. No feet on the bars, hands should be on the bars at all times - no walking or crawling across the top of the bars.
4. No pulling on anyone, when hanging on bars.
5. Students may not do flips, twists, or jumps off the bars.

#### Field Rules:

1. The field is for playing soccer, kickball, catch, or running
2. No climbing on the fences.
3. Students should not lift one another, such as to do cheer lifts or gymnastics.
4. The game of Red Rover is not allowed.
5. No jumping in puddles, or playing in the mud.
6. No picking grass, digging, etc.

#### Balls/Equipment Rules:

- If you bring a ball out, you have to leave it at the game that you started, and you have to bring it back.
- Students may not make up their own rules to any games at any location on the playground. This includes but is not limited to: handball, four square, basketball, and field games.
- If a ball or equipment goes over the fence, please tell a supervisor/teacher, but do not expect to get it back until the end of the day.

- Jump ropes should be used for individual use, or in groups with two rope turners and one jumper. More than one jumper is not permitted.
- No CARES daycare equipment should be used during school hours.
- Jump ropes may not be used for swinging in the air or on the ground, such as playing helicopter.
- No equipment should be used before the 8:00 a.m. bell in the morning or after the end of day bell. If you find CARES equipment or other equipment before 8:00 a.m., you must return it to a supervisor. You may not play with it, even though you found it.

# PLAYGROUND GAME RULES

# Handball

## General Rules of the Game:

- Play on only ball walls, not against any buildings, including the portable classrooms and restrooms
- Stay behind the line at all times while waiting your turn
- The ball must remain within the painted line court area
- No “full house” allowed at any time
- No standing along the wall while a game is in session
- Students should not place their hands, feet on the wall, or run toward/sit the wall at any time (during handball game, when the bell rings, etc.)

Object: To remain in play by successfully returning the ball to the wall. (2 players active)

Equipment: rubber bouncy ball and a handball court

## Procedure:

1. One serve only. Server must stand behind the service line.
2. Server and opponent stand facing the wall. All others wait their turn behind the line.
3. The server drops the ball on the floor once and hits the ball, on the rebound, to the wall. The opponent may hit the ball on the fly or after it bounces once.
4. Serve must be over the service line from the wall and ball must hit above the foot line on the wall.
5. The server and opponent alternate hitting the ball to the wall until one player fails to hit the wall, or lets the ball bounce more than once, or commits a foul of some sort. The ball may be hit with open hand or with a closed fist.

## Fouls:

- The server loses his serve (opponent becomes server) or opponent is out (opponent goes to end of the wait line and new opponent comes in) when:
  1. Server steps over serving line
  2. Any rebounding ball does not cross the two foot service line on the floor
  3. Ball is thrown against the wall instead of using bounce or a hand stroke
  4. Ball is caught or stops (no "catchies")
  5. Server plays own serve
  6. They fail to strike the ball following the first bounce

# Four Corners

## General Rules of the Game:

- students may not push/use their body to force another player out of a spot

Object: Make it to a corner without getting tagged

Equipment: None

## Procedure:

1. Four active players take a spot on the four corners of a four-square court.
2. The person who is "it" stands in the middle of the four-square court ready to tag a corner player and obtain a spot for himself on an outside corner.
3. Play begins when a corner player leaves his corner and must go to a new corner.
4. When the corner player moves to a new corner, "it" tries to beat a corner player out for a spot.
5. When "it" beats a corner player to a spot on the outside of the square, then he is out of the center and no longer "it".
6. If a corner player gets beaten to a new corner, he becomes "it".

## Four Square

<b>A</b>	<b>B</b>
<b>D</b>	<b>C</b>

**Object:** To get to square A and remain there by eliminating opponents in squares B-D.

**Equipment:** rubber bouncy ball and Four Square court

**Procedure:**

1. Players take positions in boxes A, B, C, and D.
2. The serve always starts from square A.
3. The ball is served by dropping it and serving it underhand from the bounce. If the serve hits a line, the server is out. To begin the game, the server hits the ball to square D.
4. The player receiving the ball must keep it in play by striking the ball after it has bounced once in his square. She may return the ball from outside of the perimeter. She directs it to another square with an underhand hit.
5. Play continues until one player fails to return a hit or commits a foul. When someone fouls, the first child at the waiting line enters at box D. All children then advance to fill in the available space.

**Fouls:**

1. Failure to hit a ball that bounces into one's box.
2. Playing a ball that has bounced into someone else's box.
3. Hitting the ball out of bounds or onto a line.
4. Hitting the ball into one's own box.
5. Holding the ball, catching, or carrying a return volley.

# Basketball

## General Rules of the Game:

- No traveling with the ball (taking more than one step with the ball without passing, dribbling or shooting)
- No stepping out-of-bounds with the ball, or causing the ball to go out-of-bounds
- No taking more than 10 seconds to shoot a free throw
- No kicking the ball, or throwing it at another student
- No stepping on or over a restraining line during a jump ball
- No double-dribbling with two hands or dribbling a second series of times without passing the ball

Object: To score points by shooting the ball into the basket

Equipment: basketball (size appropriate to age) and basketball court

## Procedure:

1. There are five players on each basketball team.
2. Play begins at the center of a circle in the middle of the court with a jump ball.
3. After each successful basket, the ball is put into play at the end of the court under the basket by the team against whom the score was made.
4. A basket from anywhere in the court scores two points. A free throw from the free throw line scores one point.
5. If the ball goes out-of-bounds, it is given to an opponent of the player who last touched the ball. It is thrown in from the point that it went out-of-bounds.
6. Any player on the team may shoot for a goal.

Fouls:

- Fouls occur when a player trips, pushes, holds, charges, or has body contact with an opponent. A foul results in the opposition player receiving a free throw.

## **Tetherball**

Object: To wrap rope completely around the pole and thereby eliminating opponent

Equipment: tetherball/court

Procedure:

1. Players stand on opposite sides of the circle. They may not step on opponent's side of the court.
2. In order to achieve the object of the game, players need to wind the cord in the desired direction by hitting the ball with one or both hands, opened or closed.
3. The opponent tries to hit, and thus wind, the approaching ball in the opposite direction. To start the game, the server can stand anywhere on his/her side of the court to strike the ball.

Fouls:

- The penalty for a foul is \*losing the game\*. This may happen by:
  - hitting the ball with any part of the body other than hands
  - catching or holding the ball during play
  - touching the pole
  - touching the rope
  - throwing the ball
  - stepping on the outer or inner boundaries
  - double hits

## Soccer

### General Rules of the Game:

- must be played on grass field only
- rough play will result in a foul

Object: To kick the ball the most times into the other team's goal

Equipment: soccerball, goal posts, field markers

### Procedure:

1. Form 2 equal teams.
2. No rough play.
3. Game ends when team has scored 5 goals (4-6) or 3 goals (1-3).
4. At the end of the game, if students are waiting to play, teams must be reorganized to include people waiting to play.

### Fouls:

- Using your hands to touch the ball unless you're the goalie
- kicking the ball out of bounds (not necessarily a foul, but gives the other team possession of the ball)
- pushing another student with your body, head, or hands
- kicking another student's body on purpose
- \*when a foul occurs, the other team gets possession of the ball at the spot where the foul occurred