

Recess and Lunch Activities Rules and Agreement

General Rules:

- Respect school property and private property.
- Students will use appropriate language at all times.
- Positive comments only.
- Leave all toys, games, balls, and personal items at home.
- Use equipment appropriately and safely.
- Hitting, kicking, wrestling, play fighting, and unsafe play are not allowed.
- Students must stay inside the yellow lines, which are clearly marked on the blacktop.
- Students must have permission to be in the building before school, during recess or during lunch periods.
- No one may be excluded from any game unless done so by an adult on the yard for safety purposes.
- Substitutions of players or saving places in line are not permitted.
- When in doubt all players vote.
- Chase or tag games are only allowed on the grass.
- Students are expected to walk on the blacktop, at all times.
- No playing around the portables, classroom doors, or windows. Climbing on fences, tress, walls is unsafe and not permissible.
- Follow all game rules – do not make up rules.
- All snacks must be eaten at the tables only.
- Students must remain at the lunch tables until they are dismissed.
- After bell has rung ALL games stop and students walk to their lines.
- All activities will follow the PBIS matrix; if a student is not following school rules a Behavior Notification will be issued.



Play Structure/Bars/Jungle Gym:

- JUMPING OFF any bars is not allowed at any time!
- Tag games are not allowed on the play structure or in the play structure area.
- Keep at least one hand on bar at all times.
- You should be moving while on this equipment. NO climbing, sitting, or standing on top of bars/jungle gym.
- One person on bars at a time. Go one direction only on monkey bars.
- Go DOWN the slides facing forward on your bottom only. One student at a time.
- The slide is for sliding purposes only and should not be hung on.



Four Square:

- ALWAYS SHOW GOOD SPORTSMANSHIP.
- Ball must bounce once in your square before you hit it. ***If ball bounces more than one time in your square on your turn, you are out.***
- ***You have one chance to hit the ball per turn. No catching, holding, or double hits.***
- No overhead slams (Cherry Bomb).
- Liners are in.
- There are no teams or partners.
- If there is interference from outside, re-serve game.
- Ball must be hit with hands. You can use one or both hands, ***but no other body part used.***
- When in doubt, ALL players vote. ***There are no “re-do’s” or “do-overs”.***
- ALWAYS show GOOD SPORTSMANSHIP (Remember to SOAR!)
- After bell has rung ALL games stop and students walk to their lines.



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Basketball:

- ALWAYS SHOW GOOD SPORTSMANSHIP.
 - Any contact is a foul.
 - If two players from the same team have their hands on the ball = jump ball.
 - NO hands on the person you are defending.
 - NO backcourt defense.
 - If player gets a foul while shooting = reward of 2 foul shots.
- Offense calls the fouls and the defense respects the call.
 - When setting screens ~ feet should be set.
- NO double dribbling (2 hands when dribbling or picking up your dribble and then dribbling again).
 - Once the dribble is picked up you have 5 seconds to make a pass or take a shot.
- NO Traveling – 3 or more steps without dribbling.
- Players must exchange possession (taking turns) on jump ball.
- Use appropriate language, no trash talk allowed.
- Stealing is allowed, as long as there is no physical contact.
- “Machine Gun” shooting game is not allowed.
- ALL students are welcome to play on their grade level court.
- If there is a referee, the referee is ALWAYS right.
- If ball is in the air moving towards the basket when the bell rings, it counts.
- ALWAYS show GOOD SPORTSMANSHIP (not a typo...Remember to SOAR!).
- Deliberate pushing results in immediate loss of play.
- Some rules may differ when you play with your class at PE, depending on the teacher.
- After bell has rung ALL games stop and students walk to their lines.

Soccer:

- ALWAYS SHOW GOOD SPORTSMANSHIP.
- Each side must have equal players.
- Only ONE (1) goalie.
- A kick off is the way a game is started and restarted.
 - Start of the game
 - After a goal(after the goal is made the kickoff is taken by the team that was scored on)
- A foul = A throw in.
- When the ball is kicked out = throw in.
- Any contact is a foul= throw in.
- Two rule touches – once a player throws in the ball, the player may NOT be the first to kick the ball.
- If there is a referee, the referee is ALWAYS right.
- No climbing on soccer nets or poles
- 7 students to a team. If more students want to play you must alternate players.
- Everyone is welcome to play on the field at the same time.
- Stop play if someone is injured – resume play with throw in.
- ALWAYS show GOOD SPORTSMANSHIP (Remember to SOAR!).
- Deliberate pushing results in immediate loss of play.
- Some rules may differ when you play with your class at PE, depending on the teacher.
- After bell has rung ALL games stop and students walk to their lines.



Handball:



- ALWAYS SHOW GOOD SPORTSMANSHIP.
- Only two players on the court at all times.
- The ball must bounce within the white lines of the handball court.
- The server may have no more than two serves/attempts to put the ball in play inside the white lines.
- When serving, the ball must hit the ground and handball wall first before opponent may hit/return the ball.
- The winner serves. The ball may bounce twice on a serve.
- Five serves only, then server goes out.
- **Liners are out.**
- When in doubt, ALL players vote. If voted out you must leave.
- No one may interfere with the game or the person serving.
- No cuts or saving places in line.
- Do NOT stand or sit against the board when others are playing.
- Do NOT run across the court while a game is in progress.
- Play on boards only, NOT against buildings or doors.
- Play hard (no “easies”).
- No substitutions.
- If ball misses board, you are out immediately. There is no “life” or “chances”.
- Other rules that are made up by you or rules from other schools do not apply.

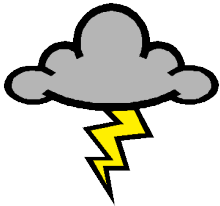
Elimination Rules:

(added 2019)

- Up to 10 players
- If the ball lands on the second time, the person closest to the ball is out
- If in doubt, all players must vote
- After one person is out, no one else can join the game for that round
- Liners are out
- If ball misses wall, the person who hit it is out
- If ball is hit and it hits a person, it's a redo.

Tetherball:

- Tetherball is played in the round courts.
- Payers must stay on their own side/half of the court or he/she is out.
- If a player touches or grabs the rope, he/she is out.
- The first player serves the ball with a flat hand or a fist.
- Each player must get at least ONE hit.
- Use a flat hand or a fist to keep the ball moving.
- Once a game has started there is no holding or stopping the ball or you are out.
- The first person to wrap the rope and the ball around the pole is the winner.
- Winner serves; challenger chooses side and direction to hit the ball.



Lightning:

(added 9/2019)

- ALWAYS SHOW GOOD SPORTSMANSHIP
- Can be played with up to 8 players
- Needs to be played with 2 basketballs
- All players need to be in a single-file line behind the 3 point line
- Only 2 people should be on the court shooting baskets at a time.
- The object of the game is for the person taking the second shot to make the basket before the person in front of them.
- The last player standing is the winner.
- The first person in line takes a shot. As soon as that person releases their shot, the next person in line can take their shot.
- If the first person misses their shot, they must make a basket before they can pass it to the next player.
- If the first person taking the shot makes their shot, they pass the ball back to the next person in line, move to the back of the line and the game continues.
- If the person behind them makes the shot before the player in front, the first player is out of the game and stands on the base line.

- If a player on the baseline catches an air ball, they immediately take the spot of the player who shot the air ball and they are out.
- **If you are out and standing on the baseline, you should only be catching air balls. Please refrain from interfering with the play of the game.**
- If you are one of the two players inside the court attempting to make a basket, your hands should only be on your basketball and not the other players.
- Use appropriate language only.
- ALL students are welcome to play on their grade level court.
- If there is a referee, the referee is **ALWAYS** right.
- After bell has rung ALL games stop and students walk to their lines.