

1 - 2 - 3 Wall Ball

Only a jelly ball may be used for this game.

1. No games allowed that aim the ball at a student standing against the wall.
2. No more than three players in a court at one time.
3. First person to court is server and number 1. No "first serves".
4. Ball may be hit with fist, open palm, or interlocked fingers.
5. Ball must bounce on the ground, then hit the wall, then hit the ground again to be playable (no bullets).
6. Play rotates between player 1, player 2 and player 3 until someone is out.
7. New player entering is always number 3.
8. Players must say their number loudly when striking the ball. If they say the wrong number, they are out.
9. No "babies" or "sliceys" on serves.
10. Body blocks are an automatic out.
11. If the player hits the ball over the wall, they are out.
12. No "saveys".

Line-up Wall Ball

1. All players line up in a straight line in the back half of the court.
2. Server serves the ball and the next player in line must hit it.
3. Bullets are allowed.
4. The winner gets to pick the line order of the next game.

Basketball

Maximum 5 players on EACH team.

1. First 2 players to make a free-throw are team captains. Do not miss intentionally.
2. Captains choose the teammates one at a time, alternating picks. A maximum of 5 players on each team.
3. Once teams are picked no new players are added for that recess/lunch.
4. The captain who picked second gets to take the ball out.
5. If a player is fouled, his team gets to take the ball out.
6. NO grabbing, elbows or pushing allowed.

One Fly Up

Use a soccer ball only.

1. The kicker drop kicks the ball.
2. Whoever catches the ball is the next kicker.
3. Kicker gets 4 kicks and if the ball is not caught, s/he picks the next kicker.

Knock Out

Use 2 basketballs only for this game.

1. Choose a line order for all the people participating. Once the order is set, it only changes when someone is knocked out.
2. Line up single file, in order, with the first person at the free-throw line.
3. The first TWO players in line get basketballs.
4. The first person shoots, if the shot is made, the player tosses the ball to the third player in line. If that shot is missed, the first player must immediately try to rebound and make a basket BEFORE the second player in line makes a free throw - or the first player is "knocked out" of the game.
5. If the second player also misses, they need to try to rebound and make a basket BEFORE the first player does. Once a basket is made, the player quickly tosses the ball to the next person in line and goes to the end of the line. The other player is "knocked out" for the remainder of that game.
6. The game is over when one player remains.
7. NO KNOCKING OUT PLAYERS BALLS

Prisoner

This game is played in the volleyball court with a jelly ball.

1. Quickly divide into TWO equal teams.
2. Play starts when a player on one team throws the ball into the opposite court and calls a player's name.
3. When the ball is thrown over the net and hits the ground inside the other court, the person whose name was called is out.
4. The players throw the ball back and forth over the net.
5. After 3 or more of your teammates are out, you may call "Jail Break". If the other team drops the ball, all of your teammates are back in the game.
6. If the player whose name is called catches the ball, the THROWER is out.
7. If the ball or the player touches the net, they are out.
8. Players must not cross the white line when they are throwing the ball.

Switch

Played in Four Square court.

1. Five players play at a time, one in each corner and one in the middle of the court.
2. When the middle person shouts "Switch!" in his/her loudest voice, each person moves to a new corner.
3. The person without a corner is out and goes to the end of the line.
4. Next person in line starts in the middle of the square.
5. If two people reach a corner at the same time, Rock, Paper, Scissors decides who stays in the game.
6. No "lead offs".

Hopscotch

1. First player hops forward and back through the numbers 1-9.
2. Upon returning to start, player tosses marker into square #1.
3. Player ALWAYS must hop over a square with a marker in it, to the end and back, pausing at square #2 to pick up marker, then hopping into square #1 before exiting the game.
4. If his/her turn is completed without a mistake, the game continues by tossing the marker into each higher numbered square.
5. When the first player fouls, the marker is left in the last square completed successfully. The next player begins at square #1.

Fouls:

- Stepping on a line
- Putting two feet into a single box
- Losing balance and touching ground or falling
- Using hands for support while picking up marker
- Failing to throw marker entirely into correct box
- Hopping into a box that contains a marker
- Throwing marker on a line

Two Square/Four square/Circle Four Square

1. Players take positions in boxes A, B, C, and D.
2. Player A serves to D by dropping the ball and hitting it under-hand from the bounce.
3. Server must do a decent serve. Server only serves one time. ("D" player cannot reject serves).
4. Ball must bounce once in the square before it can be hit.

5. After one bounce, receiving player hits the ball underhand to any another square. No "claws" (one hand on top and one hand on the bottom of the ball).
6. Players may use 1 or 2 hands, as long as it is underhand.
7. Players may step out of bounds to play a ball that has bounced in their square, but s/he may not go into another player's square.
8. When one player is out, the next child in line enters at the D square, and the others rotate.
9. If a ball is hit and clearly would have been out, the player who hit the ball is out, not the player who tried to hit it.
10. First graders are allowed to catch hold the ball until the count of 3 before returning it.
11. No double hits allowed.
12. No "saveys".

Tetherball

1. Choose the court for your level: beginner "B", intermediate "I", advanced "A". (Ball should always hang at waist level).
2. Players stand on opposite sides of the circle, facing the line.
3. Newcomer serves.
4. To serve, player must drop or toss the ball, then hit it. No throwing on a serve.
5. Always serve towards the letter unless server is left-handed.
6. Player may hit the ball only once before it travels around the pole or is hit by the opponent. Only hit in one direction.
7. Player may hit the ball with a fist, interlocked fingers, or open palm. Holding/catching is not allowed.
8. Hands only. If the ball hits another part of the body the player is out.
9. If the ball hits the pole and returns to the player it may be hit again. If the ball does not hit the pole and the player hits again, they are out for "double hits".
10. The game is over when the rope is completely wound around the pole.
11. The line watches for fouls. If the line agrees on a foul, the player is out. Always be fair and respectful.
12. After winning 4 games in a row, your turn is over.
13. *Advanced court only.* If timer is used, the first player in line holds the timer. When three minutes are up and there is no clear winner, BOTH players are out. The timer is returned to the playground supervisor when the bell rings.
14. NEVER climb the pole to get the ball down. Ask a playground supervisor for assistance.

Tetherball Fouls:

- Catching or holding the ball
- Touching the pole or rope
- Throwing the ball
- Stepping in the pie shaped areas
- Stepping onto the opponent's side of the court
- Stepping out of the circle
- No reverse hit

United States Map

Jump into a state, then name and spell the state. If you are correct, jump into another state and continue until you make a mistake.

Variations:

- Name the capital city of the state and spell it.
- Name the states in ABC/alphabetical order.
- Name the states that were a part of the original thirteen colonies and spell them.
- Name the states by region and spell them.
- Name the states in the order they became part of the United States.

Kickball

Use a soccer ball only for this game.

1. Two fair teams are chosen.
2. No trades or quitting once the teams are picked.
3. Pitcher is chosen by the players and must be from the opposing team.
4. Kicking order is chosen and it can never change. Pitchers can change.
5. No pinch runners.
6. If a player leads off the base, it is an automatic out.
7. No blocking the base.
8. Tie goes to the runner.
9. No crowding the infield- all players stay behind the pitcher. No China wall!
10. No bunting (because there is no catcher) - ball must be kicked past the pitcher.
11. Infielders can't run towards the ball until it is kicked.
12. No stealing bases.
13. The runner must tag each base.
14. Players can be tagged out at the base or by being tagged with the ball (Can't throw the ball AT the runner)
15. Each team waits on the yellow line.
16. PLAY STOPS one the pitcher has the ball (if a runner is more than $\frac{1}{2}$ way, the advance to the next base).
17. Interference is NOT a DO-OVER. It is an automatic double (NEW RULE)
18. No running the bases with the kicker - you have to earn that!
19. If the kicker's shoe comes off it is a foul
20. Players can call out how they like their ball pitched, but can't reject more than 2 pitches.

FUN ZONE

Jump Rope

1. Play in "Fun Zone" area only.
2. The jump rope **MAY NOT** be tied or twisted around any part of the body.
3. Jumper requests rhyme they would like chanted.
4. After taking a turn jumping, person must become the "turner" for the next jumper.
5. Please take your responsibility seriously as there are no "do-overs" if the turner messes up.

Hula Hoop

1. Play in "Fun Zone" area.
2. Use hoop at waist level only.
3. No rolling Hula Hoops on the ground.

Scoops

Scoops are fun to play in a circle with a group.

1. Play in "Fun Zone" area- away from the lunch shelter roof.
2. Toss and catch ball with partner.
3. Balls may never be hit with scoops.

Chinese Jump Rope

1. Three players start the game, two are "enders" (with the rope at their ankles), and one is the jumper.
2. Jumper jumps the rhyme without stepping on the rope or getting tangled in it. One famous rhyme is "England, Ireland, Scotland, Wales, Inside, Outside, Inside, On."
3. The jumper jumps the rhyme until s/he makes a mistake.
4. If the jumper successfully completes the rhyme, the "enders" moves the rope to their calves. If the jumper is again successful, they move the rope to their knees.
5. THE ROPE NEVER IS PLACED ABOVE THE KNEES.

PLAYGROUND EQUIPMENT

Monkey Bars

1. Students may not stand or sit on the top of the bars.
2. One student at a time on the bars.
3. Travel by hand in one direction only.
4. Do not play underneath the bars.

Slides

1. Feet first, sitting upright only.
2. One person at a time, no trains.
3. Only slide down on your bottom.
4. No climbing up the slide.
5. Do not play in front of the slide.

If these rules are repeatedly broken, the student/s will be removed from the game they are playing for the remainder of recess time.

Rules & Understandings for:

ASD * ASES * Around the Bell
Afterschool groups are expected to follow the basic Providencia Playground Rules. Games that are NOT in this "Providencia Playground" booklet may only be played under DIRECT SUPERVISION OF: ASD, ASES, and Around the Bell staff and supervisors.

Providencia Elementary School



Providencia Playground Pledge

I, _____,
YOUR NAME

understand and will follow the playground rules at Providencia Elementary.

PeaceBuilders Pledge:

I am a PeaceBuilder. I pledge...

To praise people

To give up put-downs

To seek wise people

To notice and speak up about hurts I have caused

To right wrongs

To help others

I will build peace at home, at school, and in my

community each day.

BE RESPECTFUL:

- * Treat balls and equipment appropriately
- * Stop and squat when the whistle blows
- * Listen to all campus supervisors/adults
- * Use kind language (Good try, nice job)

BE RESPONSIBLE:

- * Follow all the rules listed in this booklet
- * Solve disputes with rock-paper-scissors
- * Use the bathroom before you play
- * Put all equipment back into the ball cart

BE SAFE:

- * Run only on the grass
- * While waiting, line up on the yellow line
- * Always make sure your shoes are tied
- * Play games only in the designated areas

BE A SCHOLAR:

- * Learn the rules to all the games
- * Use appropriate voice levels outside
- * Play your best at all times
- * Play fair and don't argue if you are out