

TRUSTWORTHINESS

RESPECT

RESPONSIBILITY

FAIRNESS

CARING

CITIZENSHIP

Monte Vista Elementary School



Playground Rule Book

Playground Guide Safety Rules

Supplies:

- Whistle and pencil
- Office/Health Tech Passes
- Benching Slips
- Monte Paws
- First Aid Kit
- Radio

Instructions:

- Students must have office/health tech/classroom passes.
- Benching slips must be filled out completely, white slip given to the teacher and yellow slip given to the playground supervisor at the tables. Make sure to include as much detail as necessary regarding incident and course of action.
- Monte Paws are awarded to the students who do various jobs and doing good deeds.
- NO RUNNING ANYWHERE EXCEPT ON THE FIELD.
- No students are allowed to loiter between the buildings during their recess time.

Emergencies During Recess:

If an extreme emergency occurs, contact office on the radio immediately. Tell the office what you need (call 911, send a wheelchair, need assistance, etc.)

Earthquake/Disaster Drill:

An actual event will be the signal. If indoors, duck & cover until the bell stops or it is safe to move the children. If outdoors, lie flat on the ground away from hazards until the bell stops or it is safe to move to the fire drill area. Blow whistle three times, line children according to fire drill line-up area. If it is not a drill, the students will regroup by classroom on the playground. Have them line up at designated room numbers on blacktop.

Football/Soccer:

- Must be played only on the grass field.
- Touch is by one-hand, between the shoulders and knees. NO PUSHING
- Runs must be around the ends, no center runs.
- No tackle football allowed. If someone is knocked down, it is considered tackle.
- If any tackling/tripping occurs, student will be removed from the game. If it continues, the game will be stopped.
- Stepping on a line.
- Falling
- Missing a box
- Jumping in a box where there is a lager.

Kickball:

- Three outs per team/Balls may not be thrown at the runner.
- A limit of six runs per inning
- The kick must pass the pitcher
- Four fouls by the kicker is an out.
- No tag is necessary on a force out.
- The kicking order is girl/boy
- The runner man not run after the ball is caught

Game Rules Cont.**2, 4 Square:**

- The ball is hit with an open hands (s) in an upward motion.
- The ball must bounce once but not more than once before it is struck.
- Players may move anywhere in the court to play on a ball that has bounced in their square.

Fouls :

- You are automatically out on a foul:
- Player hits ball out of bounds.
- Ball lands on court line.
- Player hits ball in own square.
- Ball bounces more than once before it is hit.
- Ball does not bounce before it is hit.

Handball/Wallball:

The players stand behind the serve line. The server drops the ball to the ground and on the bounce hits the ball so that it hits the backboard. The ball must return in the air bouncing in the serve area. The receiver may hit the ball before or after it has bounced once. The serve must be above the line.

Fair Play:

- Players may step out of the court, but the ball must bounce inside the court.
- The ball may be hit with two hands, a closed fist, or an open hand at anytime.
- Interference, if accidental, the serve goes over.

Fouls:

- Pops (ball hitting the backboard and ground at same time).
- The ball bouncing on the line or outside the play area (last hitter).
- Catching the ball (except 1 & 2 Grades).
- No slicing the ball.

Playground Apparatus/Equipment

- Apparatus to be used for the purpose for which it was designed.
- Face forward going down the slides, on bottom only.
- Do not climb up slides.
- One student at a time.
- No tag games.

General School Rules of Behavior

- Gum and seeds or nuts in shells are not allowed
- Eating is allowed only at the lunch tables. Students will not eat while walking to the tables or while on the playground.
- Students must have a pass to help in a classroom during recess or lunch.
- No students are allowed in halls or between buildings before school, during recess or lunch.
- There is **no running** on campus, except on the field.
- Healthy snacks and lunches are encouraged. Glass containers are not allowed for snacks or lunches. There is no facility available to heat food brought in by students. Candy & sodas are discouraged.
- Use of school equipment is for the designed purpose only (i.e. swings are not safe if the seat is wrapped or chain shortened.)
- Possession of any substance, object, weapon, or container (hair spray, paint) that is dangerous to the health or safety of other students or staff members is **FORBIDDEN** on school grounds.
- All restrooms are for all grade levels and are to be used for restroom purposes only. Playing in restrooms is not allowed.
- Electronic devices, except calculators, are not to be brought to school. **FORBIDDEN** devices will be confiscated and returned to the student at the end of the day. Repeat offenders will have the devices held until a parent picks them up.

Game Rules

- There will be no “special” rules used.
- Balls & ball games are limited to the specified areas. Students will not play near occupied classrooms. Balls may not be hit against walls.
- Students will not use their personal playground equipment during recess/lunch without teacher permission
- Disputes about who is out or whether there was interference will be decided by “rock, paper, scissors” or “even-odd”.
- Lines are “out” in all games.
- You may not leave your place in line or hold a place for someone else, except to go to a yard supervisor.
- No tackling or knock down/takedown games are allowed.
- Apparatus is to be used for the purpose for which it was designed.
- On apparatus such as bars, swings, etc., a thirty second time limit will be observed if someone is waiting.
- Balls are not to be thrown at anyone except for the purpose of pitching to them or playing catch.
- Balls may be kicked only in the areas designated to play kickball. Red rubber balls and volleyballs will not be kicked at anytime.
- Intentional interference is not allowed.
- No one may play under the slides.

Swings:

- One person to a swing, sitting up.
- Always swing straight.
- While waiting for your turn, stand back and count.

- A turn is 30 swings.
- A swing is one forward motion.
- Never jump from the swings.
- Do not play on the bars of the swings.

Basketball:

- Use a half-court if there are more than 10 students who want to play.
- No hanging on basketball hoops or poles.

Tetherball:

- To start ~ the server is chosen by holding the ball away from the pole and letting go. The side the ball falls toward is the server.
- The opponent chooses either the side or the direction of play.
- The winner serves the next game (maximum three).
- The Server must allow the opponent to hit the ball at least once before winning.
- Each player must stay in his/her own zone, and not play or stand in the “safety zone”.
- A player is automatically out when they foul. Fouls are:
 - Touching the rope
 - Touching the pole
 - Stepping or reaching into the opponent’s zone
 - Playing in the “safety zone”.
 - Hitting the ball with another part of your body
 - Catching or holding the ball during play (except grades 1 & 2)
 - Throwing the ball