

G.B. Miller School Playground Rules



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GB Miller School Playground Rules

GENERAL PLAYGROUND RULES

1. Contact sports are not allowed. Students should keep their hands, feet, elbows, and knees to themselves. Pulling and tugging at clothing, fighting, play fighting, wrestling, karate, cartwheels, flips, etc. are not allowed at any time.
2. Do not climb any of the equipment poles (tetherball, volleyball, basketball).
3. Take turns. No one can "hold" a place for a friend. There are no "cuts."
4. Do not kick handballs, dodgeballs, or basketballs. Do not sit on the balls. Misuse ruins them.
5. During recess, when the first bell rings, "freeze" right away. When the whistle blows, pick up your belongings and WALK to your line.
6. Walk on all flat surfaces (blacktop, foam mat) unless you are playing an official sport that requires running on the blacktop such as basketball. You are welcome to run on the field.
7. Snacks should be eaten at the lunch tables.
8. Toys are not to be brought to school.
9. Only our school game rules can be used (see below). Do not add rules or change rules.
10. Inform an adult if a ball has gone over the fence. Report incidents to staff.

The School-wide Positive Behavior Intervention and Support (PBIS) Behavior Plan will be followed on the playground. Students will be rewarded for positive behaviors and will be re-taught when behaviors do not meet expectations.

Offenses of not following the playground rules can lead to the following consequences:

- Verbal correction/ Conference with student
- Time out, loss of privilege
- Citation/ Minor/ Major Referral
- Parent contact
- Restitution
- Detention

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BASIC RULES FOR PLAYGROUND GAMES AND EQUIPMENT



RED PYRAMID CLIMBER AND PARALLEL BARS

- 1) No shoving, pushing or horseplay.
- 2) Have both hands in contact with the climber.
- 3) Do not hang upside down from the bars.
- 4) Do not stand on the top of the climber.
- 5) Do not jump from the climber.
- 6) Do not interfere with other children while climbing.
- 7) Do not have too many children on the equipment at one time.
- 8) Watch for those climbing up when you are climbing down.



OVERHEAD SLIDING BAR

- 1) Keep two hands on the bars at all times.
- 2) No flipping off of the bars.
- 3) A gentle push is okay.
- 4) You may go back and forth.
- 5) No climbing or standing on top of the bars or jumping off the bars.
- 6) Walk around equipment when classmates are going across.
- 7) Do not try to reach for bars that are too far ahead.



SLIDES

- 1) Go DOWN the slide only.
- 2) No running or playing tag in the slide area.
- 3) Do not climb on the outside of the slide equipment.
- 4) No ball equipment in the slide area.
- 5) No loitering in the slide area.

SWINGS

- 1) Wait for turn by counting to 20 then tell the swinger it is your turn. Students waiting should be standing in front of the swing at least 15 feet back.
- 2) There is no: jumping off the swings, twisting of the chains, pushing each other, climbing the swing poles
- 3) Students must face the playground while swinging and sit on their bottoms.
- 4) Swinging must be backward and forward only, never side to side.
- 5) When switching swingers, the first person must walk off before the next person gets on.
- 6) No walking in front of or behind the swings.

HANDBALL

Two Players

- 1) One player is the server and the other is the receiver.
- 2) The server has two chances to serve correctly or he/she is out. The server must:
 - a) Serve the ball in a fair manner, not hard.
 - b) The ball must bounce beyond the service line after hitting the wall.
- 3) The receiver must accept a fair serve. Players waiting in line will determine by majority vote all disputed plays.
- 4) To return, the ball may be hit before or after one bounce. This continues until one player is out.
- 5) The ball must bounce only once before hitting the board, and can only bounce once or not at all before the other player must hit the ball.
- 6) Balls that hit the top of board (treetop) or goes over the board, are out.
- 7) No unsafe hits allowed.
- 8) A player is out when they miss the ball, hit it out of the court or fail to follow the one bounce rule.
- 9) The winning player remains in and a new player is up.
- 10) Balls that land on the boundary line are fair.
- 11) Everyone in line must stand out of the court and not interfere with the game.
- 12) A player, who wins 5 games in a row, including the partner player, must go to the end of the line. The first two people in line begin the new game.

Multiple players – please note: multiple players will be allowed only during PE at the teacher’s discretion, and will not be allowed during recess.

- 1) The server selects the order of the children participating.
- 2) After the serve, players, in their designated order must hit the ball.
- 3) All players who successfully return the ball remain in the game.
- 4) Play stops when one of the following actions is done by a player:
 - a) The ball is hit after it bounces twice.
 - b) A good serve is not made in two efforts
 - c) The ball does not rebound past the six foot line on the serve
 - d) A player interferes with the play of another player
 - e) The ball bounces outside the court boundaries. Line balls are good.
- 5) The player who commits the action must go out.

BASKETBALL

- 1) Traditional rules and scoring points will be used. Click [here](#).
- 2) Games other than traditional basketball, such as Horse or Around the World may be played when agreed upon by the players.
- 3) Half court games take precedence over full court games.
- 4) One or two players may not hold courts when a group wants to play. Single players are expected to join into a larger game or forfeit the court.
- 5) Fourteen players is the maximum on a court at one time.
- 6) The first 10 players present on the court will begin play. Places may not be held.
- 7) Do not throw balls up through the nets because it damages them. Do not hang from the rims or nets.
- 8) Aggressive play will not be tolerated. This is an elementary school, not the NBA.





KICKBALL

- 1) Two team captains are chosen.
- 2) The captains then select their teams.
- 3) The team that is up must stand in an orderly fashion behind the backstop or in an orderly line.
- 4) The kicking order must stay the same throughout the game.
- 5) All field players, except for the pitcher, short stop and 1st base player must be outside the diamond until the ball is kicked.
- 6) The kicker stands at home base and tries to kick any ball that rolls toward them.
- 7) If it is a "fair kicked ball", the kicker runs to 1st base or as many bases as he/she can reach without being put out. If the ball crosses over the foul line, it is a foul.
- 8) The runner must touch each base in order.
- 9) A runner may not steal a base or lead off until the ball leaves the pitcher's hand.
- 10) All runners must stop at the base they are at once the ball is returned to the infield by the defending team.
- 11) Teams change sides when there are 3 outs or 10 consecutive runners during the inning.
 - a) **A player is out:** • If a fielder touches the base with any part of his/her body while the ball is held in his/her hands before the runner reaches the base. • If a runner is tagged before reaching the base. • If a fly ball is caught. Runners on bases must return to the base. • If a runner runs more than 3 feet outside the baseline to avoid being tagged. • If two runners end up on one base. • If a runner passes up another runner • If a runner is touched by the kicked ball before the opposing team touches it.
- 12) The catcher must gather balls that are not kicked and returns it to the pitcher.
- 13) Tie goes to the runner.
- 14) The ball is not to be thrown at a runner under any circumstances!

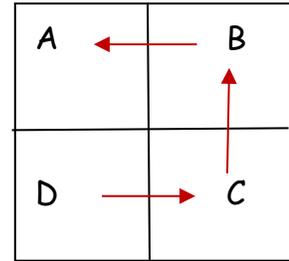


TETHERBALL

- 1) Newcomer serves.
- 2) Winner of previous game chooses the direction of his/her play and side of court.
- 3) The ball can be played with an open or closed hand.
- 4) The player who winds the rope completely around the pole in his/her directions is the winner.
- 5) If a player does one of these things, he/she is out:
 - a) Hitting the ball with any part of the body other than the hand.
 - b) Holding or catching the ball during play, other than a serve.
 - c) Touching the pole with a part of the body.
 - d) Hitting or catching the rope.
 - e) Stepping onto the opponent's side of the court.
- 6) You cannot win on a serve alone. The receiver must have hit or touched the ball at least once.
- 7) A player who wins 3 consecutive games and their current opponent go to the end of the line. The winner may line up in front of the opponent.

FOUR-SQUARE

- 1) There can be two to four players, one in each square beginning with server square in A.
- 2) The first person waiting in line is the designated judge and will call all the disputed plays. Anyone trying to influence the judge, including the players, must go to the end of the line.
- 3) Students may use one or both open hands.
- 4) Move from D to C to B to A. The object is to advance to square A
- 5) Server stands in square A. The server must:
 - a) "Bounce serve" the ball to any other player.
 - b) The serve should be made with both hands open.
 - c) If the serve is not good, the server is out.
 - d) He/she must have both feet in the server's square when serving.
- 6) The player who receives the served ball, returns it to any of the three other players after one bounce.
- 7) A player is out when:
 - a) The ball lands out of bounds.
 - b) The ball bounces in the player's own square after hitting the ball.
 - c) The ball bounces more than once before the player hits it.
 - d) Player hits the ball before it bounces in his/her square.
 - e) Player hits the ball with a fist.
 - f) The ball hits a player's body other than the hands. The player who hit the ball is out.
 - g) Player catches or holds the ball.
 - h) Ball bounces over a player's head. The player who hit the ball is out.
- 8) A player committing a violation goes to the end of the waiting line. If there is no line the person committing the violation goes to D, while the other players move up in regular rotation.
- 9) Object of the game is not to hit the ball hard, but to place the ball anywhere in the opponent's square.



CIRCLE DODGEBALL

- 1) Equipment needed is one to three balls and a marked circle
- 2) All players form a large circle, facing inward, with about two to three feet between each player.
- 3) A few students are chosen to stand in the center of the circle.
- 4) The object for those students composing the circumference of the circle is to hit the students in the center with one of the dodge balls.
- 5) If a center student is hit, he/she moves to the circumference of the circle, and the student who was successful in hitting them takes their place in the center.
- 6) There are no eliminations.
- 7) Depending upon the ball used, the supervisor/teacher will require an underhand throw, or a bounce throw. Overhand throws are only allowed with the foam dodge balls.

PRISONER- "Imaginary Net"

- 1) For this volleyball game no particular volleyball skill is needed.
- 2) Two equal teams take their positions across the net.
- 3) One team starts by calling a name of a player on the opposing team, then tossing or hitting the ball over the net.
- 4) If the receiving team drops the ball then the player that was called is a "prisoner" and they step out of the game.
- 5) The team can get their "prisoner" back by calling "Jail Break" before throwing the ball over the net. If the receiving team drops the ball then the "prisoner" is free to join their team again. The object is to get the opposing team out by making them all "Prisoners".
- 6) Players are also out if they:
 - a) Throw the ball into the net.
 - b) Throw the ball outside of the court lines.
 - c) Touch the net.
 - d) Hold the ball longer than the count of 5.