

**Manzanita Elementary School District Behavioral Standards**  
**PLAYGROUND – RULES OF THE GAMES**

Area	Be Safe	Be Kind	Be Responsible
Recess	<ul style="list-style-type: none"> <li>Stay within the boundaries.</li> <li>When in the bark area, please walk.</li> <li>No play fighting or wrestling.</li> <li>Freeze at bell/whistle (k-3), walk to class.</li> </ul>	<ul style="list-style-type: none"> <li>Play fairly.</li> <li>Invite others into your game.</li> <li>Once the ball is placed in a game it cannot be taken out until recess is over.</li> </ul>	<ul style="list-style-type: none"> <li>Follow all game rules. First in line settles disputes, no redo's; team sports, captain settle disputes.</li> <li>Equipment, toys, balls, etc. from home are not allowed at school.</li> </ul>
Game	Rules of the Game		
Jump Rope	<ul style="list-style-type: none"> <li>To be used for jumping only in the jump area.</li> </ul>	Wait for your turn.	Use for jumping only, low to the ground.
Balls	<ul style="list-style-type: none"> <li>All playground balls are to be marked and are not to be taken by another grade student.</li> <li>To be used in an open area of blacktop or grass (not on or around equipment).</li> </ul>		
Basketball (knockout)	<ul style="list-style-type: none"> <li>Line up at free throw line.</li> <li>First player shoots a free throw, then the second player shoots a free throw.</li> <li>If the first player makes a free throw before the second player, the ball is passed to the third player and the first player goes to the end of the line.</li> <li>The winner is determined when one of the last two players make two free throws in a row.</li> <li>No knocking the other player's ball away</li> </ul>		
Basketball ½ court	<ul style="list-style-type: none"> <li>Play under control. Rough play (pushing/hitting/slapping) is not appropriate.</li> <li>Must clear shots after opposing team hits rim/backboard.</li> <li>½ court all games unless playground supervisor says otherwise.</li> <li>Use appropriate court: 8<sup>th</sup>-SW, 7<sup>th</sup> SE, 6<sup>th</sup> NW, 5<sup>th</sup> NE, 4<sup>th</sup> by Rm. 1, free shoot by gate.</li> </ul>		
Bangball	<ul style="list-style-type: none"> <li>While waiting, stand at least 1 foot behind side line.</li> <li>Game starts when server serves/hits the ball with the ball hitting the ground first, then the wall.</li> <li>When hitting the ball, the ball must stay inside own court.</li> <li>The second player must catch ball before it hits the ground twice.</li> <li>From the place where the ball is caught the player must serve/hit the ball with the ball hitting the ground first, then the wall.</li> <li>The game continues until the ball is hit out of bounds, sideways or a player can not catch ball before it hits the ground twice.</li> </ul>		
Four Corners	<ul style="list-style-type: none"> <li>Four students stand on one of the corners of the square, while the fifth player is designated "Go" and stands in the middle of the square.</li> <li>When the "Go" player yells "go" the four corner players and the "Go" players move from their location to a corner.</li> <li>The person not getting a corner is out and a new player becomes the "Go" player.</li> </ul>		
Foursquare	<ul style="list-style-type: none"> <li>Players must stay in their own square.</li> <li>Game starts with King dropping the ball and hitting it underhanded to another player.</li> <li>The person standing in that square lets the ball bounce in their square, before hitting it underhanded to any other square.</li> <li>The game continues until the ball is hit out of bounds or a player can not retrieve the ball.</li> <li>If the player in square number one loses, each. of the players move up one square and a new number one comes into play.</li> <li>Player number one moves to square four.</li> <li>4<sup>th</sup> grade up may change rules at the beginning of each game and the change must be communicated with all playing by the King.</li> </ul>		
Tetherball	<ul style="list-style-type: none"> <li>While waiting, stand at least 1 foot behind line.</li> <li>Players must stay on own side of court.</li> <li>Three games win limit-return to line after winning three games.</li> <li>Outs: won three games, sides-stepping over line, no ropes, no holding, etc.</li> <li>4<sup>th</sup> grade up may change rules at the beginning of each game and the change must be communicated with all playing by the server.</li> </ul>		