

CHASE STREET ELEMENTARY
PLAYGROUND RULES
2009-2010

General Rules of the Playground

- Only play in your assigned areas.
- All eating is done in the lunch pavilion.
- Walk between areas.
- If there is a disagreement about a game, the next person in line is the judge.
- Please sit on the grass.
- Freeze at the bell; wait for the whistle to walk to your line.

AREAS:

BASKETBALL (76)

ball to be used: Basketball

- Select teams of five at the beginning of the week (as many as can be formed).
- Teams DO NOT change during the week.
- Team currently behind in the score rotates out every five minutes.
- Members of next team to play are time-keepers.
- No "Streetball:" No hard defense, touching other players, shoving.

DODGEBALL (10, 11, 51, 52, 80)

ball to be used: Red Ball

- Half the class begins inside the circle, half the class is outside the circle.
- Students outside the circle must stand behind the lines outside the circle at all times.
- Students outside the circle must aim for the waist or below; if you hit a player higher than the waist, you are automatically OUT.
- Player inside the circle is out if he/she is hit by the ball below the waist; if they catch the ball, then the player who threw the ball is OUT, and must stand on the sidelines.
- Players inside the circle who are tagged out then go to the outside of the circle and can throw the ball.
- Play continues until there is only one player left inside the circle. That player is the winner.

HANDBALL (71-74)

ball to be used: Red Ball

- Handball may be played two players at a time, with everyone else waiting their turn, or in "line-ups," where everyone plays at the same time, with an assigned order as to when they must hit the ball.
- Ball can only bounce once before hitting the wall; otherwise, you're out.
- One "catchie" allowed for third and fourth; NO "catchies" allowed for fifth.
- If ball bounces outside the yellow lines, the player who last hit it is OUT.

FOURSQUARE (5-8, 12, 13, 77-79)

ball to be used: Yellow Ball

- Four players play at a time; all others wait in line to play.
- Each player stands in the furthest corner of his/her square.
- The ball is bounced to another player; the player bouncing it yells out the name of the intended target player.

- The recipient must either catch the ball, or if it gets past him/her, must chase it down, and be back inside their square before a "ten count" (one Mississippi, two Mississippi...) is completed.
- When a player is out, he/she is replaced by a waiting player.

BOUNCEBALL (3, 4, 59, 84, 85)

Ball to be used: Yellow Ball

- Two players at a time; everyone else waits their turn.
- One player at a time has the ball: he/she starts at the back of the square, gets a running start, and bounces the ball as hard as he/she can INSIDE the small square in the middle of the court. If he/she does NOT get the ball inside the square, he/she is automatically out.
- If the ball DOES bounce inside the square, the other player must catch it, without it bouncing on the blacktop. If he/she catches it, play continues. If he/she does not catch it, then he/she is out.
- The two players continue playing until one of them does not catch the ball, or does not bounce the ball inside the small square.

HULA HOOP & JUMPROPES (PRIMARY: RACE TRACK; UPPER: 81)

- Only one hula hoop or jumprope per person at a time.
- If someone is waiting to use a hula hoop or jumprope, count to ten ("one Mississippi, two Mississippi...") and then give it to the next person.
- Hula hoops and jumpropes stay in their areas.

SWITCH (47, 48, 70)

Ball to be used: None

- Five players at a time, everyone else waits in line.
- Four players start out in the corners (where the lines meet the diameter of the circle), one player starts out in the middle.
- Player in the middle yells "switch!"
- All five players must run to switch positions.
- The four players who reach the corners first are "safe," the last player is "out," and is replaced by the next person.
- Anyone who pushes, shoves, or slides is automatically "out."

HOPSCOTCH & TIC TAC TOE

Equipment used: Beanbags

- Student tosses beanbag.
- Student tries to hop to where the beanbag landed, without touching the ground.

TETHERBALL (46, 50, 53, 60-63)

- Two players at a time.
- One player begins by hitting the ball.
- The other player must hit it back before the cord wraps all the way around the pole.
- If the cord wraps all the way around the pole, the last player to hit it wins.
- The next person waiting comes in.