

PLAYSCAPE RULES

General:

No tag or chase games

Take turns on everything

Don't throw wood chips

Don't jump from high areas. Use the ladders.

Wear appropriate shoes (ones that stay on the feet and provide good balance and stability)

Slides:

Sit, with your feet first, going down all slides

Don't climb or walk up any slides

No hanging out at the bottom of the slides

Try not to "shock" others on the slides

One person at a time

Gliders:

Don't "shoot" or "slam" the gliders across to the other side

Don't climb on top

One at a time

Stay behind the line to leave enough room on the platform for a person to land

Don't run under

No pushing others

Swings:

Sit only

One at a time

No jumping off

Stay clear of swings in the front and back

No pushing other students

Forward and backward motion only

No winding up the seats to raise the level

Monkey Bars:

Do not sit on top of the monkey bars

FIELD RULES
2018-2019

FIELD RULES

- 1. ONLY GAMES THAT ARE PLAYED IN GYM ARE ALLOWED:**
 - a. Capture the Flag
 - b. 4 on 4 PASS Football (2 games are allowed on the field; one at each goal)
 - c. Lightening
 - d. Domination
 - e. Fizzle Ball
 - f. Take the Goalie's Place
 - g. Wall Ball (12 players max, no mitts)
- 2. STUDENTS WILL FOLLOW THE SAME RULES OF EACH GAME THAT ARE USED IN GYM CLASS WITH MRS. BRUMME**
- 3. PICKING TEAMS-NO CAPTAINS ALLOWED; USE THE FOLLOWING PROCEDURE:**
 - a. Stand next to a person at the same level as you
 - b. Once grouped by level; half of each group joins one team, the other half joins the second team
- 4. REMEMBER TO PASS**
- 5. TEAMS SHOULD BE NO LARGER THAN 8 ON 8**
 - a. Anyone who asks may join the team until the maximum number of 8 players is reached
 - b. Once 8 players are on a team, no other players can be added
 - c. Mr. Fisher's 4th graders may play on any team that Mr. Fisher's 5th graders are playing; Mr. Fisher's 5th graders may play in any game Mr. Fisher's 4th graders are playing
 - d. All other students must stay with their grade level
- 6. FOLLOW THE DESIGNATED AREAS ACCORDING TO THE MAP ATTACHED**
- 7. IF A BALL FROM ANOTHER GAME ENTERS YOUR GAME DO NOT KICK THE BALL AWAY; FOLLOW ONE OF THE FOLLOWING OPTIONS:**
 - a. Bring the ball to the other team and hand it to a player
 - b. Leave the ball where it is and wait for a team member to come and get it
- 8. ONLY THE GAMES DESIGNATED FOR THE BLACK TOP MAY BE PLAYED ON THE BLACK TOP; ON BLACK TOP ONLY RECESS DAYS, FIELD GAMES MAY NOT BE PLAYED ON THE BLACK TOP**
- 9. FOOTBALL OR TOUCH FOOTBALL IS NOT ALLOWED**
- 10. TAG OR CHASE GAMES IS NOT ALLOWED.** (Kids get creative with this—beware)
- 11. GRADES 3-5 MAY USE ANY PART OF THE PLAYGROUND WHILE K-2 IS EATING LUNCH. WHEN K-2 IS OUTSIDE THE FUNNEL BALL GAME ON THE BLACKTOP IS THE DIVIDING LINE; K-2 STAYS ON THE SIDE CLOSEST TO THE PLAYSCAPE; 3-5 STAYS ON THE SIDE CLOSEST TO ROSLYN**