

Cypress Village Elementary Playground Rules



Safety First

- Walk on blacktop
- Be aware of surroundings
- Play for fun

Take Responsibility

- Use equipment appropriately
- Follow school rules for games/equipment
- Return equipment to cart

On Time and Ready

- Freeze at bell
- Walk with a purpose
- Line up quickly

Respect

- Show good sportsmanship
- Follow judge's decision

Make a Difference

- Include everyone
- Be fair and take turns
- Use kind words

Black Top Games

Handball:

- Only two (or four if playing partners) players on the court at all times. No partner breakup.
- The server may have no more than two serves/attempts to put the ball in play inside the white lines.
- The ball must bounce within the white lines of the handball court.
- One bounce only
- The ball must hit the wall and then land between the sidelines.
- When serving, the ball must hit the ground and handball wall first before opponent may hit/return the ball.
- The winner serves. The ball may bounce twice on a serve.
- Three serves/wins only, then server goes out.
- Liners are out; pops are out.
- Slices are okay, but no catch and slice.
- No watermelons, rockets, triples/quads, combos, switchies or refusals.
- If ball misses board or out of bounds, you are out immediately. There is no "life" or "chances".
- Play fair (good sportsmanship) – no cheering when someone gets out, no arguing, no taking away the ball, no kicking the ball.
- When in doubt, ALL players vote. If voted out you must leave the court.
- No cuts or saving places in line.
- Do NOT stand or sit against the board when others are playing.
- Do NOT run across the court while a game is in progress.
- Play on boards only, NOT against buildings or doors.
- Game ends at the bell.

Tetherball:

- All students line up outside the circle - places may not be saved
- Players choose which 1/2 of the court is their half.
- Players may only stay within their boundaries, or they are out.
- No touching rope or pushing up rope on pole at any time.
- No hanging or sitting on tetherball, or climbing pole.
- No volleyball taps or setting the ball up to yourself.
- Winner serves. Server decides which direction to start play.
- The ball must be struck by one hand or fist only – do not catch the rope
- One person per side only.
- In primary, ball must circle pole 1 time before server catches the ball.
- In upper grade, ball circles the pole 2 times before the server catches the ball.
- When in doubt, ALL players vote.
- Game over when person hits ball until rope is gone.
- Three (3) wins- then out.

Four Square:

- One player per square – no teams
- Server bounces ball, then hits it underhand to any square.
- If there is interference from outside, re-serve game.
- The ball must bounce only once in the square and then that player hits it to another square.
- No switching courts, no frozen four square (unless important like tying shoes).
- Players must strike the ball with one hand or fist only
- No taking the ball or kicking the ball.
- Re-dos: pegs that aren't on purpose, hitting the white line.
- Students line up a step away from the court – places may not be saved
- If the ball is made to bounce over an opponent's head, it is an out for the hitter.
- When in doubt, ALL players vote. Liners are re-dos.

Four Corners:

- First four students in line each stand on one corner. Fifth person in line stands in the middle of the square and is permitted three attempts to tag students when moving between corners. An attempt is when students on corners move from one corner to another. Next person in line is the judge.
- Students standing in corners have 15 seconds to move to another corner.
- If two students tie when reaching a corner, the tie is settled by doing Rock, Scissors, Paper.
- Students who are beaten to a corner are "out" and return to the end of the line. Student in center of square takes student place in corner. Next student in line enters in the middle of the square.
- No faking or you are out.

Dodgeball:

- Divide into two teams.
- One team forms a circle; the other team stands inside the circle.
- Players forming the circle throw the ball at the players inside the circle.
- Players inside the circle should run around and "dodge" the ball, trying to not get hit.
- Players on the outside of the circle may only get a player out on the inside of the circle if they are hit with the ball from the waist down. If you are hit, don't argue
- In a disagreement, majority rules
- Only players in the outside circle may throw and catch the ball.
- Players who get hit join the outside circle to begin throwing the ball at players in the inside circle.

Basketball:

- In order to play FULL court, you need a minimum of 10 players. Maximum of 16 players becomes a closed game.
- If less than 10 players, you share HALF court. (maximum 10)
- Keep hands and feet to yourself at all times. Deliberate pushing results in immediate loss of play.
- After a team makes a basket, the other team takes the ball to center court or out of bounds on the basket side.
- If foul occurs while shot is being made, two free shots for foul. All other fouls, the opposite team takes ball out of bounds. Charging is a foul.
- No traveling or double dribbles. All infractions will result in a throw-in by the other team.
- Offense calls fouls.

Play Structure Area

Swings:

- One person at a time allowed on swing.
- Waiting person must count to 20 (primary) and 40 (upper grade). Each swing (1 forward and 1 back) equals 1 count.
- Person waiting stands 5 large steps away from the swings in front of the person they are counting on.
- Person must get off after count is up. NO count backs! You must go to a different swing after counted on.
- NO twisting, jumping from, running under, holding hands while swinging or standing on swings.

Play Structure:

- No running in structure area on the rubber mat.
- No tag games on bars or play structure.
- One person at a time goes down the slide.
- Go down the slides facing forward on your bottom only.
- No running up the slide.
- Two hands must be on the hanging bar at all times. No flipping off bars.
- No jumping off any part of the structure.
- No climbing on top of structure.
- Cross bars in one direction only, from the outside of the structure to the inside of the structure.

Equipment In Area:

- Climb on the outside curved edge of the net climber.
- Go in one direction on the cloud climber.
- Only one person on the board balancers. Waiting person must count to 20 (primary) and 40 (upper).
- Stay seated and use handles on the X-Waver Climber. Only six students at a time on the climber. Waiting person must count to 20 (primary) and 40 (upper).

Grass Area Games

Soccer:

- Game is played with one goalie per team.
- Game is played with 15 players on each team, a total of 30 players.
- No climbing on soccer nets or poles. No moving soccer goals.
- No “hands” while playing soccer. Only goalie may use hands on the ball. Goalie may only pick up the ball in the goalie box.
- No rushing the goalie, no kicking a ball that a goalie has their hands on.
- No slide tackles.
- No kicking above your waist with your foot (high kicking)
- No headers.
- Excessive pushing with elbow, hands or shoulder is a foul, and the person may be asked to leave.
- A foul results in a free kick. The person fouled does the free kick. Players must back up 5 feet away from the person kicking.
- Any ball going out of bounds (sidelines) results in a throw in. The throw in goes to the team that did not touch the ball last. To throw the ball in, both feet need to be on the ground (dragging one foot is ok) and the ball is thrown over the head with both hands.
- Any ball going out of bounds across the goal line by the defensive team, results in a corner kick.
- Any ball going out of bounds across the goal line by the offensive team, results in a goal kick.
- After a goal is scored, the goalie punts ball instead of kickoff.
- Stay on your feet at all times.
- Be respectful of others and play safely!
- Be aware of other players, check to see if someone is ok if they fall. Say sorry if you accidentally touch someone.
- Stay off soccer field if not playing in game. No playing tag, or joining and leaving just to kick the ball.

Football:

- No tackling, slide tackling, pushing, or tripping other players— “two-hand touch” or flag-pull only. Tackling will result in immediate loss of play privileges. Rough play is prohibited! If it’s unsafe, don’t do it.
- Do not dive on the ball to recover it for any reason. Serious injury could occur.
- Whoever recovers a fumble gains possession of the ball.
- There is only “player on player” coverage, no double teaming.
- Use caution and safety when blocking.
- When players are carrying the ball, they may not straight arm, run through people, or jump over people.
- Defensive players that are guarding pass receivers may not hold, push, trip, or block a pass receiver. This is called “pass interference.”
- Teams may decide whether a first down is a distance or number of completions.
- Maximum 10 people per team.

