**Rules for Playground Equipment & Games**

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| **Balls – Students will:**   * Bounce red balls only on the wallboard, not against the building. * Kick only soccer balls, and yellow balls. * Kick balls only on grassy areas. * Carry balls until arriving on the field. * Return balls to storage area at end of recess. |  | **Jump Roping – Students will:**   * Be allowed to use Chinese jump ropes. * Use ropes for jump roping only. * Not tie each other up. * Not use rope as horse reins. * Never put rope around anyone’s neck * Never swing ropes. * No helicopters (spinning jump ropes over the head.) * Take turns. * Have only one miss. |
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| **Soccer – Students will:**   * Not slide tackle. * Use only soccer balls. * Play soccer only on the field. |  | **Tetherball – General Rules**   * Anyone in line can call an out. All who saw it vote (majority vote). * Only the winner will unwind the ball. * The ball is served by either hitting the ball while holding it up, or by tossing the ball in the air and hitting it. The ball may not be thrown when serving. * Each player must have the chance to hit the ball one time. (You can’t win with just one awesome serve.) * People in line must not interfere. |
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| **Prison Ball**   * Two even teams throw a small red playground ball in an attempt to hit opposite team and send them to prison. * Players must be hit between the knees and shoulders, or the hit does not count. * If you bend over to catch the ball * If you hit someone in the head, you go to prison. * If you jump up and get hit below the knees or on the head, you are out. * If a player gets hit and the ball bounces off them and another player catches the ball they are not out. * Any “free” player who steps over the center line or side lines is out and becomes a prisoner. * To get out of prison, you must receive a pass from a teammate and hit an opposing player. * If a prisoner steps over the line and throws the ball the throw does not count. |  | **Swings – Students will:**   * Not bailout. * Not spin or twirl. * Hold chain with both hands. * Slow down if swing begins to bounce. * Not interfere with others who are swinging. * Share. (count to 100 slowly to change.) * Swing only forward and backward. * Not climb poles. * Not walk between swings. * Not wind up the swing chains. * Swing one person at a time. * Not jump out of the swings. * Not hold onto other swings. |