



# General

# Playground Expectations



All students and staff are responsible for ensuring everyone's safety while on the playground. No one has the right to interfere with the safety or well-being of others.

## **Please follow these expectations:**

1. Be respectful and play safely.
2. Use official Madison game rules only.
3. Include everyone.
4. Use Madison equipment only. Toys and equipment from home are not permitted.
5. To play on field, use stairs or slope from blacktop. No entry to or exit from field may be made behind the mo-van.
6. Remain where you can be seen by an adult supervisor.
7. Stay to the east of the trees in the park. Never go farther south than the 5<sup>th</sup> tree.
8. The playground is closed before school and until after 3:30 when school is let out for the day. The playground is also closed anytime Express is using it after school.
9. Have fun!



# Area Expectations



## Big Toy:

1. Go down slide feet first on your bottom.
2. Continue moving. The Big Toy is not a place to “hang out.”
3. For safety reasons, please avoid:
  - a. Sitting on or swinging feet above hand railings.
  - b. Playing tag
  - c. Going up the slide

## Rings:

1. Line up on north side (closest to the gym).
2. Swing toward Big Toy only.
3. Exit on the south side (near big toy) and walk around to swing again.
4. For safety reasons, please avoid:
  - a. Spinning
  - b. Flipping

## Swings: (\*\*\*\*\*CLOSED\*\*\*\*\*)

1. Sit on bottom to swing.
2. Swing straight back and forth.
3. If all swings are being used, a student wishing to swing may count to 100 out loud, at which time the person on the swing must give him/her a turn.
4. For safety reasons, please avoid:
  - a. Swinging side to side
  - b. Jumping from swings
  - c. Flipping
  - d. Spinning
  - e. Climbing on bars
  - f. Using baby swing
  - g. Connecting with other swings (holding hands, locking legs, etc.)

## Flingy Thingy

1. All students must start from the platform.
2. When a student drops to the ground, he/she must go around and get in line on the platform.
3. Larger/Older students should be careful when smaller/younger students are holding onto a wheel.
4. Row of Three Spinning Wheels
  - a. Only two people may be on a wheel at a time. The object is to try and swing from wheel to wheel and make it to the end.
5. Single Spinning Wheel (nearest to Big Toy)
  - a. No more than four people may hang on this wheel at one time.
6. For safety reasons, please avoid:
  - a. Placing feet on the spinning wheels.
  - b. Starting to hang on spinning wheels while someone is on the ground below the wheel.



# Approved School Games



### Blacktop:

- Basketball
- Lightning\*
- Circle Tag\*
- Four Square\*
- Hopscotch\*
- Hula Hoop
- Jump rope
- Tetherball\*
- Wall Ball\*

### Field:

- Flyer's Up\*
- Kickball\*
- Soccer
- Hacky Sack

\* See official Madison game rules.



# Official Game Rules



## Lightning:

1. Two basketballs are needed.
2. Players line up at the free throw line, one behind the other.
3. The first player shoots the ball and attempts to make it.
4. Once the first player has released the ball, the second player attempts to make it.
5. If either ball misses, they can now be shot from anywhere on the court.
6. If the second player makes a basket before the first player, the first player is out, and must wait until the next game.
7. If the first person makes the basket before the second person, he/she passes the ball back to the next person in line, who then tries to make the basket before the second person.
8. A player is out anytime the person behind him/her in line makes a basket before he/she does.
9. Players **may not** interfere with the play of another. This includes:
  - a. Blocking a shot.
  - b. Attempting to knock the other player's ball away.
  - c. "Bumping" the other player's ball with ones own ball.

## Circle Tag:

1. First player in line is "it."
2. All other players spread out around the outside circle holding out a hand for the "it" player to tag.
3. The "it" player tags one of the players on the outside of the circle and that player becomes the "chaser." The chaser attempts to catch "it" and tag him/her.
4. While being chased, "it" can tag another player on the outside who becomes the "chaser" and the previous "chaser" now becomes "it."
5. When an outside player is tagged, play switches directions and players run in the opposite direction.
6. The new "it" can now tag an outside player, who would then become the "chaser" and so on.
7. When a foul is committed, the player committing the foul moves into the middle circle. This player must not interfere with play and must stay in the middle circle until the next person commits a foul.
8. Fouls include: Being tagged and stepping out of the boundaries.
9. Both "It" and "chaser" players can go across the middle circle if skipping or hopping on one foot.

## Flyer's Up:

1. No limit to the number of players

2. Use a tennis ball to play.
3. Pick one player to begin as the thrower.
4. The ball can be thrown overhand or underhand.
5. The ball is thrown into the middle of the crowd.
6. If the ball is caught, the catcher becomes the new thrower.
7. If the ball is thrown over the fence, the thrower is “out” and the person who gets the ball becomes the new thrower.
8. Only one ball can be thrown in the air at a time. Multiple balls may be used, but only one can be in the air at a time.

## **Four Square:**

1. Two to Four players can play.
2. Player in server’s square (square A) places one foot on the line in back corner of square and serves the ball by bouncing it once and then hitting it to another player. Server must hit the ball with both hands, having palms open.
3. Players continue hitting the ball until a foul is committed.
4. Player committing a foul leaves the square and other players move up. The new player enters square “D.”
5. Fouls include:
  - a. Hitting the ball with any part of the body except the hands.
  - b. Hitting the ball before it bounces in your square.
  - c. Hitting the ball so it misses a square or hits the line. Lines are always redoes
  - d. Serving without having your foot in the “server's box.”
  - e. Not hitting a ball that bounces in your square.
  - f. Hitting the ball more than once before it goes to another square.
  - g. Holding/catching the ball.
  - h. Stepping into another player's square.
  - i. Not hitting the ball with two hands palms up.
6. The first person in line is the judge. If the first person does not see the call, the second person can make a ruling. If neither the first nor second person can make the call, it is a do over.

## **Hopscotch:**

1. Each player needs a marker such as a stone, beanbag, or button.
2. The first player stands behind the starting line to toss her or his marker in square 1.
3. That player hops over square 1 to square 2 and then continues hopping to square 8, turns around, and hops back again. He/she pauses in square 2 to pick up the marker, hops in square 1, and out.
4. Then he/she continues by tossing the stone in square 2.
5. All hopping is done on one foot unless two squares are side-by-side. Then two feet can be placed down with one in each square.

6. A player must always hop over any square where a marker has been placed.
7. A player is out if:
  - a. The marker fails to land in the proper square.
  - b. The hopper steps on a line
  - c. The hopper loses balance when bending over to pick up the marker and puts a second hand or foot down
  - d. The hopper goes into a square where a marker is
  - e. The hopper puts two feet down in a single box.
8. If out, the player puts the marker in the square where he or she will resume playing on the next turn, and the next player begins.

## **Kickball:**

1. Kickball is played with rules similar to softball or baseball.
2. It must be played with an official kickball. Rubber playground balls may not be used.
3. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two tries, the batter is out.
4. The batter is out in situations similar to softball (force outs, pop outs, being tagged, etc.)
5. A runner who leaves a base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
6. For safety reasons, the ball **may not** be thrown at a base runner.

## **Tetherball:**

1. Two players at a time may play.
2. Two students stand opposite each other in the tetherball circle. All others stand outside the circle.
3. The server puts the ball in play by hitting the ball in one direction around the pole.
4. The other player hits the ball the other direction around the pole.
5. The first player to wrap the rope completely around the pole is the winner.
6. If a player commits a foul during the play, then all play stops and the player making the foul goes to the end of the waiting line.
7. The first player in line then comes inside the circle to be the new player. The new player serves, and chooses which direction to hit the ball.
8. Fouls include:
  - a. Server throwing the ball instead of hitting it to put the ball in play.
  - b. Server hitting the ball twice at the beginning before the opponent hits it once.
  - c. Hitting the ball with any part of the body other than the hand or forearm.

- d. Catching or holding the ball during play.
- e. Throwing the ball.
- f. Touching the pole.
- g. Stepping into yellow foul zone.
- h. Hitting the ball twice while it is still on your side of the circle.
- i. Reaching around the pole and hitting the ball.
- j. Hitting the rope with any part of the body.

## **Wall Ball:**

1. The first person in line serves the ball from behind the front yellow line by bouncing it softly on the blacktop (not hitting it) and then allowing the ball to hit the wall.
2. After the ball comes off the wall it must bounce once before player two can hit it. Player two hits the ball (with one or two hands) and it must hit the blacktop and then the wall.
3. Play continues until a foul is committed. The person committing the foul then goes to the end of the line.
4. Fouls include:
  - a. The ball hits the blacktop twice before the opposite player hits the ball.
  - b. A player hits the ball and it does not reach the wall.
  - c. The ball lands outside of the yellow playing lines on the first bounce.
  - d. A player cannot reach the ball because of interference of the opposing player
5. If a player cannot reach the ball because of interference by the children in line it is a do over.
6. The first person in line is the judge. If the first person does not see the call, the second person can make a ruling. If neither the first nor second person can make the call, it is a do over.