

Oak Creek Elementary

PLAYGROUND RULES & EXPECTATIONS

Before & After School

Playground supervision at Oak Creek begins at 8:00 a.m. **Students should not arrive on campus before that time.** At the end of the school day, students are expected to leave the school grounds immediately unless they are attending the on-site day care program. This includes our primary playground area. Our child care program (CDC) has exclusive use of the playground after school.

General Rules

- Respect school property and private property.
- Use equipment appropriately and safely.
- Leave all toys, games, and personal items at home.
- Students will use appropriate language at all times.
- Hitting, kicking, wrestling, rough-housing and play fighting and unsafe play are not allowed.
- Students must not go beyond blue lines.
- Students must have a pass to be in the building or any classroom during recess or lunch periods.
- No one can be excluded from any game unless permission has been granted by the playground supervisors.
- Students are allowed to make positive comments only to peers (no put-downs).
- Saving places in line is not permitted.
- Disputes are resolved by a vote of all participating players.
- Chase or tag games are only allowed on the grass.
- Students are expected to walk on the blacktop.
- No playing behind the portables or bushes. Do not climb on fences or trees.
- Do not hit balls against buildings or classrooms.
- No standing on the planters.
- All snacks must be eaten at the lunch tables only.
- Students must remain at the lunch tables until they are dismissed.

Bars/Jungle Gym Guidelines

- No jumping off any bars.
- No tag games on Big Toy.
- Keep at least one hand on bar at all times.
- No climbing, sitting, or standing on top of Big Toy.
- One person on bars at a time. Go one direction only.
- Go down the slides facing forward on your bottom only.
- No sitting on top of the bars at any spot on the big toy.
- Students in grades 5-6 may not play on Big Toy, but may use swings.
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Swing Guidelines

- One person at a time allowed on swing.
- Students waiting to swing must count to 30 each swing – 1 forward and 1 back equals 1 count.
- No count backs. You must go to a different swing after counted on.
- No twisting, jumping from, running under, or standing on swings.
- Swing on your bottom only facing the playground.
- Wait away from the front of the swings.

Four Square Guidelines

- Ball must bounce before person plays it.
- No overhead slams.
- There are no teams.
- If there is interference from outside, re-serve game.
- Ball must be hit with hands. You can use one or both hands.
- When in doubt, ALL players vote. If you are voted out you must leave.
- Liners are in.
- Play starts with a serve from the corner of “A” square.

Soccer/Football Field Guidelines

- No tackling, slide tackling, or tripping other players – “two-hand touch” only. Tackling will result in immediate loss of play privileges.
- No climbing or hanging on soccer nets or poles.
- No using hands (except by goalie or for throw-ins) while playing soccer.
- Stop play if someone is injured – resume play with a throw in.

Tetherball Guidelines

- Players choose which half of the court is theirs.
- Players may only stay within their boundaries, or they are out.
- No touching rope or pushing up rope on the pole at any time.
- Do a clean hit only – no holding the ball after serve or rope throws.
- No volleyball taps or setting the ball up to yourself.
- No hanging or sitting on tetherball, or climbing pole.
- When in doubt, ALL players vote. If voted out you must leave.
- No cuts or saving places in line.
- No “ropies”.

Basketball Guidelines

- In order to play full court, you need a minimum of 10 players, and a maximum of 16 players.
- If less than 10 players are participating, you must share half court.
- 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.
- Offense calls fouls. If ball is on the air moving towards the basket when the bell rings, it counts.
- Deliberate pushing results in immediate loss of play.
- Game ends at bell.

Two-Touch Guidelines

- Players may select to play by “elimination or lines”.
- Each player is to receive two touches prior to ball hitting the wall.
- Play hard (no “easies”).
- Do not interfere with the ball if it is not your turn.
- If the ball accidentally touches a player it does not count as a touch.
- Side courts or “skims” are out.
- Player is out if the ball goes over the top of the court.

Handball Guidelines

- Only two players on the court at all times.
- The ball must bounce within the white lines of the handball court.
- Liners are out.
- The server may have no more than two serves/attempts to put the ball in play inside the white lines.
- 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.
- When in doubt, ALL players vote. If voted out you must leave.
- No one may interfere with the game or the person serving.
- No cuts, saving places or spot backs.
- 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 hard (no “easies”).
- If ball misses or goes over the wall you are out. There is no “life” or “chances”.
- Unless on a serve ball must bounce once before hitting the wall. (No “aces”).
- Players must use hands to hit the ball. (No kicking or “watermelons”).
- Side courts are out.