

## PLAYGROUND RULES & POLICIES

All rules apply before, during, and after school.

1. Follow Directions
  - a. Playground supervisors are the authority on the playground at all times. Follow their directions.
  - b. Play is over when the bell rings. Students line up for class immediately, waiting quietly.
  - c. Stop, look, and listen when a whistle blows.
  
2. Be Safe
  - a. Students stay in the designated playground area during recess.
  - b. No rough or dangerous play, i.e. fighting, pushing, and tripping.
  - c. Sticks and rocks stay on the ground.
  - d. Students will keep hands, feet, and body to self.
  
3. Be Respectful
  - a. Name calling, swearing, spitting, making faces, and obscene gestures are not permitted.
  - b. Follow the established game rules taught at Blackwell Elementary.
  - c. Return equipment to the designated area.
  - d. Use school equipment appropriately.
  - e. Maintain a clean playground.
  - f. Label and be responsible for all personal sports equipment.
  - g. Leave toys, toy weapons, radios, scooters, skateboards, and electronic games home.
  - h. Personal property found on the playground should be turned into the playground supervisor, or to the lost and found.
  
4. Always Share
  - a. Students will share school and personal equipment.
  - b. All students are welcome in games, consistent with the rules of the game.





## CREATING RULES & PROBLEM SOLVING FOR PLAYGROUND GAMES

### Playground Rules & Games

When making up rules for playground games such as tether ball, Four– square, wall ball or hop scotch, or any other game, please follow these guidelines.

All games need RULES.

Rules help establish understanding between players of what you can & can't do. Without rules, games can get out of hand & bullying or fighting can occur.

All rules need to be SAFE & FAIR.

All rules should always be safe and fair. Safe rules such as “never throw a ball at a person's head, or make sure the playing court is clear of obstacles, rocks, and gravel” prevent people from getting hurt. Fair rules keep everyone happy. Fairness is a little bit more tricky because fairness can be a matter of opinion and skill level. For example, what's fair to a 6<sup>th</sup> grade student in the game of Four –square might NOT be fair to a first grade student simply because of their age and their skill level (or lack of experience) when playing a game. Please consider the players age & skill level when setting up rules for fairness. Remember the bottom line is that you want to have fun...who cares if you win or lose...it's only a recess game.

When making up rules, ALL PEOPLE NEED TO BE involved.

This may seem obvious to most of us, but many times, kids will say, whoever gets to the court first or has the ball first gets to make up the rules. Sometimes natural leaders feel it's their responsibility to make up all the rules. This eventually leads to angry feelings, or feelings of unfairness by the other players. Just like “We the People” make up laws for our great country, all students playing a game should be allowed to have a say in what the rules are, as long as the rules are safe and fair.

Rules should be demonstrated, NOT just talked about.

- This is true especially for a new student in your class.
- Kids make up slang for certain games, and this slang varies from school to school.
- Sometimes when you make up a rule and use this slang, such as
- “no babies” in wall ball, a new player might not understand what you mean.
- Don't just explain the rule, show them what you mean. Demonstrate it, and then let everyone practice it.
- Everyone needs to agree to the general rules and/or make compromises.
- Just as in every day life, we all have to give and take. Sometimes your rule

might not be as popular with the other players. Compromise, make changes or slightly modify the rule. In this way, everyone comes out a winner.

- If it's unclear whether someone broke a rule and should go out, REPLAY or REDO it and RESTATE the rule so everyone is clear.

*What do you think is going to take more time and get more people upset???*  
*Shouting at a player that they broke a rule and need to go out, or explaining nicely & specifically what rule was broken and why they are out. And, if it's unclear whether the person is out (for example the ball looked like it bounced out of the court in four-square, but some players think it was in) remind players what the rule is for out of bounds and then just replay or redo the serve. This again, helps to prevent hurt feelings, and the game can go on, instead of wasting time arguing your point.*