**Kings Playground Rules**

Play with SAFETY in mind at all times.

**Swings:**
\* Students wait for their turn and do not run in front of or behind people on the swings.
\* Students should never be allowed to jump over the swing seats, twist swings, or
   stand on swings

**Monkey bars:**\* Students can go through the bars one time and may only go one way.

**Slides:**\* Students may only go down the slides seated on their bottom and facing forward
\* They may not climb up the slides nor climb on top of the tube covering one of the slides and may use the slides one at a time only.

\*Please do not throw rocks up the slides

**Safety Precautions:**
\* No balls, jump ropes, etc. are allowed in the play apparatus area.
\* If a ball goes beyond the tree line, across the road, or in the parking lot, the student must tell the recess supervisor before going to get the ball.
\* Balls are not to be thrown against school walls.
\* Kings School students are respectful and include other students in team play.  Games may not be closed or locked.

\*Absolutely NO tackling!

**Playgrounds Rules and Procedures**

**Four-Square Rules:**
Play:  One player starts the game standing inside the server’s square (1) by bounding the ball once and hitting it into the square. The ball must be hit with both hands at the same time, fingers down and palms up. The ball must bounce only once, in a square before it is returned. A player, who misses the ball or fouls, must move to the end of the waiting line and allow another student to take their place. All other players move up in rotation—CLOCKWISE. If there are no students waiting, the person may stay in play. The object of the game is to get another player out and move up to server’s square.
Fouls:
1. Hitting the ball more than once prior to its return.
2. Catching or blocking the ball.
3. Bouncing the ball on a line or out of the court.
4. Failing to return the ball to another square.
5. Being hit by the ball.
Penalty:
A player who commits any foul, moves out of the square to the end of the waiting line.
Other Rules:
The first person waiting is the judge and decides on close plays, active play.

**Tetherball Rules**
Play: One player, who serves first, is selected. After the first game, the winner serves first. One player stands in each court. The server starts the game by hitting the ball out of his hand. His/her opponent may strike the ball at any time when it passes on their side. As the ball travels, each player tries to hit it in an effort to wind the ball around the pole. The player who first winds the ball completely abound the pole wins the game. During the game each player must remain in his/her own playing zone.

Do not:
1. Hit the ball with any part of the body other than the hands or forearms.
2. Stop continuous play by holding or catching the ball.
3. Touch the pole with any part of the ball or body.
4. Interfere with progress of the game.
5. Play the ball while standing outside of the playing zone.
6. Hold on to pole while playing.
7. Throw the ball.
Scoring - The game is won by the player who first winds the rope completely around the pole or by forfeit because of a foul committed by his/her opponent.

Penalty - A player who commits any of the fouls listed above forfeits the game to his/her opponent.

Play stops immediately after a foul has been committed.

Other rules – The next person waiting are the “judge” and decides all close plays. Maximum – 2 games in a row; no exceptions.

**Basketball Rules**
Everyone playing basketball should be considerate of others. There will be no foul language, pushing, or shoving. It is to be a friendly, non-competitive game.

Anyone interested in playing lightning or half-court is allowed to play. Nobody is turned away.

**No dunking or hanging from basketball rims.**

**Kickball Rules**

The pitcher rolls a kickable ball (maximum of four times including foul balls) \*\*(foul ball is kicked outside of the line through home plate and either first or third base)\*\* towards their catcher, the "kicker" kicks the ball with their foot, then runs to first base, becoming a runner.

There is no stealing bases or leading off

Pitcher’s hand is mandatory since the ball cannot be thrown at the runner to get them out.

 A runner is out if any of the following conditions are met:
\* The ball is caught on the fly from the kick, without hitting the ground first, the kicker is out (a fly out).
\* In the case of a fly out, any runner already on base who attempts to advance before the ball is caught may themselves be counted out if the ball is returned to the base they were on before the ball was kicked.
\* A fielding player with the ball touches the base ahead of a runner who is forced to go to that base, because of an advancing runner behind him (a force out).
\* A fielding player touches the runner directly with the ball while holding it (a tag out). "NO THROWING BALL AT RUNNER".

**Playground Rules are at the discrepancy of person on Playground Duty**