

WESTWOOD BASICS PLUS

Playground Handbook

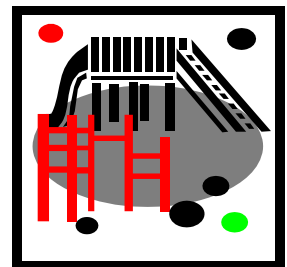


General Rules

- Respect school property and private property.
- Use equipment appropriately and safely.
- Leave all toys, games, balls, and personal items at home.
- Students will use appropriate language at all times.
- Hitting, kicking, wrestling, play fighting, and unsafe play are not allowed.
- Students must stay outside the yellow lines.
- Students must have a pass to be in the building before school, during recess or during lunch periods.
- No one can be excluded from any game unless permission has been granted by the adults on the yard.
- Positive comments only.
- Substitutions of players or saving places in line are not permitted.
- When in doubt all players vote.
- Chase or tag games are only allowed on the grass.
- Students are expected to walk on the blacktop.
- No playing around the portables, classroom doors, or windows. Do not climb on fences or trees.
- Follow all game rules - do not make up rules.
- All snacks must be eaten at the tables only.
- Students must remain at the lunch tables until they are dismissed.

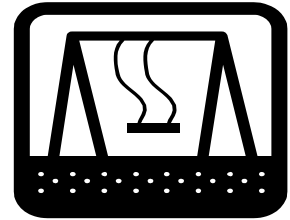
Bars/Jungle Gym

- NO JUMPING OFF any bars!
- NO tag games on bars.
- Keep at least one hand on bar at all times.
- NO climbing, sitting, or standing on top of bars/jungle gym.
- 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 this structure.



Swings

- One person at a time allowed on swing.
- Waiting person must count to 30 (primary), 60 (upper) 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.
- Sitting on swings is not permitted when students want to swing.
- Swing on your bottom only facing the playground
- Wait AWAY from the front of the swings.
- Do NOT stand beside or behind swings when in use.
- Do NOT climb swing poles.
- Do NOT hold hands with anyone while swinging.



Four Square

- 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. Liners are in.
- Play starts with a serve from the corner of "A" square.

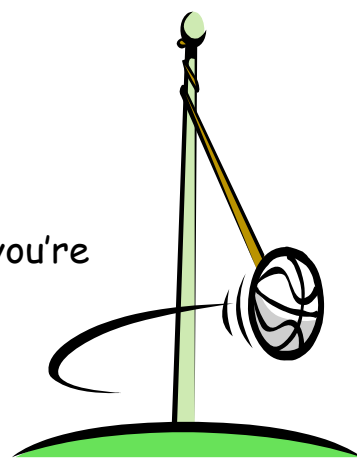
Soccer/Football Fields

- No tackling, slide tackling, or tripping other players - "two-hand touch" or flag-pull only. Tackling will result in immediate loss of play privileges.
- NO rugby.
- No climbing on soccer nets or poles.
- No "hands" while playing soccer.
- Stay off soccer field if not playing in game.
- Only ONE (1) goalie. If anyone else picks up the ball, they'll be asked to leave the game. Tell a Campus Supervisor.
- Stop play if someone is injured - resume play with throw in.



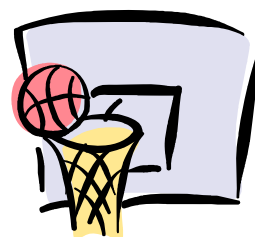
Tetherball

- Players choose which 1/2 of the court is their half.
- Players may only stay within their boundaries, or they are out.
- No touching rope or pushing up rope on 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 holding ball unless serving.
- As long as the ball is on your side, you can hit it.
- No hanging or sitting on tetherball, or climbing pole.
- Server decides which direction to start play.
- Play hard (No "easies").
- If you hit someone on purpose or argue with server, you're out and must go to end of line.
- When in doubt, ALL players vote.
- Three (3) wins- then out.
- NO cuts or saving places in line.
- No "ropies"
- Game over when person hits ball until rope is gone.



Basketball

- In order to play FULL court, you need a minimum of 10 players. Maximum of 16 players becomes a closed game.
- If less than 10 players, you share HALF court. (maximum 10)
- 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 in the air moving towards the basket when the bell rings, it counts.
- Game ends at bell.
- Deliberate pushing results in immediate loss of play.



Handball

- Only two players on the court at all times.
- The ball must bounce within the white lines of the handball court, except on the one court with no back line.
- 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.
- Three serves only, then server goes out.
- Liners are out.
- Play fair and only play by the Westwood rules.
- 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 or saving places in line.
- 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 on boards only, NOT against buildings or doors.
- Play hard (no "easies").
- No substitutions.
- Three wins, and then out.
- If ball hits poles, do over
- If ball misses board, you are out immediately. There is no "life" or "chances".
- Everyone is expected to play by the above rules only
- Other rules that are made up by you or rules from other schools do not apply to Westwood games. Anyone trying to use rules other than the Westwood Handball Rules will be asked to leave the game.

