

Elk Ridge Recess Game Rules

BASKETBALL

- Players line up on center court line. First two players in line are team captains and pick teams one player at a time.
- Only 3 players from each time on the court at a time. All others wait on sidelines. New players rotate in every 5 minutes.
- Regular rules apply-no traveling, double-dribble, double teaming, etc.
- Basketball is NO CONTACT. Players who push, shove, elbow, grab ball, or get rough will not play for the rest of that recess.
- No pulling the basketball out of another players hands (can still steal while a player is dribbling).
- Missed shot that touches the rim must go back to half court line if a player on the other team rebounds. Missed shot that does not touch rim can be put back in play immediately by either team.

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BIG TOY

- Go down the slide on your bottom.
- Make sure slide is clear before going down.
- Do not climb or stand on top of the monkey bars or rings.
- No tag games or chasing around the big toy.
- Go straight across rings-no twirling.
- Wait in line for slide and monkey bars.

WALL BALL

- Two players at a time. Other players wait behind the line. Next player in line is Line Judge.
- After leaving the wall, the ball may only bounce one time before a player hits it. Ball must cross the line near the wall to count.
- Ball must bounce within lines on a serve.
- There are NO re-do's unless there is interference by someone outside of the game.
- Players must do their best to move out of the other player's way after hitting the ball, if not, they are out.
- If the ball goes over the wall, the player who hits it is out.
- If the ball gets away, the player that hit it goes to get it and walks the ball back.

2,4,6 SQUARE

- Use the yellow rubber ball.
- Player in highest square serves and announces service by saying "serving."
- All other players wait behind line. First player in line is the Line Judge.
- Ball must be hit underhand (scooping action) with 2 hands.
- Player is out if:
 - -the ball they hit touches ANY line
 - -he/she holds or carries the ball
 - -the ball hits the player's body
 - -hits with his/her fist
 - -ball bounces more than once before he/she hits it
 - -argues with Line Judge
- When a player is out they move to the end of the line and all other players advance to fill the empty square.
- NO re-do's unless there is interference by someone outside of the game.
- If the ball gets away, the player who hit it gets it and walks it back.

KICKBALL

- All players line up along backstop. Captains are first two players in line. Captains pick players one at a time.
- Team captain may be the first pitcher. Each inning there is a new pitcher.
- Baseball rules apply (foul balls, tagging up when fly ball is caught).
- Players may not throw the ball at a runner. They may throw to a base ahead of the runner or tag the runner.
- Teams switch from kicking to playing the field after three outs or five runs, whichever comes first.
- There will be two umpires (one behind the kicker and one along the baseline). Umpires must know rules and be fair. They have final call.
- There is no sliding, stealing bases, or leading off.
- Runner cannot advance to next base once pitcher has the ball. If they are less than 1/2 way to a base when the pitcher gets the ball, they must go back to the base.
- All players on the kicking team must be behind the fence unless it is their turn to kick.

SWINGS

- Sit in center of swing, holding on with both hands.
- Swing back and forth only.
- No underdogs or rolling up chains.
- If swings are full, use "25 Alligator Rule" to count.
- No saving swings.
- No count backs.
- If there is an open swing, you may not count on anyone.
- Do not jump off swings.

TETHERBALL

- Two players at a time.
- All other players wait behind line. First person in line is the Line Judge.
- First player serves the ball. Second player chooses direction he/she wants to play in.
- Ball must be tossed in air before it is hit on a serve.
- Ball must be hit with hands only.
- Player is out if he/she:
 - catches, holds, or baubles the ball
 - touches the pole or rope
 - crosses the line onto the other players side