

# **TETHER BALL RULES**

- 1. ROCK, PAPER, SCISSORS FOR SERVE**
- 2. OTHER PLAYER PICKS WHICH WAY THEY WANT TO HIT**
- 3. MUST HOLD THE BALL WHEN SERVING**
- 4. HIT THE BALL WITH AN OPEN OR CLOSED HAND**
- 5. IF YOU HIT THE ROPE YOU ARE OUT**
- 6. IF YOU CROSS ONTO THE OTHER PLAYER'S SIDE YOU  
ARE OUT**
- 7. IF YOU TOUCH THE POLE YOU ARE OUT**
- 8. THERE ARE NO DOUBLE HITS**
- 9. IF THE BALL HITS THE POLE YOU CAN HIT IT AGAIN**
- 10. 1<sup>ST</sup> PLAYER TO "TETHER" THE BALL AROUND THE POLE  
WINS**
- 11. IF YOU WIN 3 TIMES IN A ROW 2 NEW PEOPLE COME IN  
TO PLAY**

# **4-SQUARE RULES**

- 1. SQUARE "A" ALWAYS SERVES**
- 2. THE SERVE MUST BE DECENT (OTHERS ARE ABLE TO PLAY THE BALL)**
- 3. THE SERVE MUST BOUNCE IN "A" SQUARE THEN HIT INTO ANOTHER SQUARE**
- 4. ONCE THE GAME HAS STARTED YOU CAN HIT THE BALL WITH AN OPEN OR CLOSED HAND**
- 5. THE BALL MUST BOUNCE IN YOUR SQUARE BUT ONLY 1 TIME**
- 6. IF YOU HIT THE BALL AND IT HITS A LINE YOU ARE OUT**
- 7. IF YOU HIT THE BALL DIRECTLY TOWARD SOMEONE'S FACE YOU ARE OUT**
- 8. IF YOU HIT THE BALL AND IT GOES OUT OF BOUNDS YOU ARE OUT**
- 9. WHEN SOMEONE GETS OUT EVERYONE MOVES UP A SQUARE AND A NEW PLAYER COMES IN TO THE LAST SQUARE OF THE GAME.**

# **SWITCH**

- 1. 5 STUDENTS START ON THE COURT**
- 2. 1 STUDENT IN EACH CORNER AND 1 IN THE MIDDLE**
- 3. THE STUDENT IN THE MIDDLE YELLS “SWITCH”**
- 4. ALL STUDENTS RUN TO A NEW CORNER**
- 5. THE PERSON WHO DOESN’T GET TO A CORNER GOES  
TO THE END OF THE LINE**
- 6. NEW PERSON COMES TO THE MIDDLE**
- 7. IF THERE IS A TIE (2 PEOPLE GET TO THE CORNER AT  
THE SAME TIME) ROCK, PAPER, SCISSORS 1 TIME  
TO SEE WHO IS OUT**

# **PLAY GROUND RULES**

- 1. HANDS, FEET, AND BODY TO YOURSELF**
- 2. STAY OFF THE TOP OF THE BARS**
- 3. GO DOWN THE SLIDE**
- 4. WOOD CHIPS, SNOW, HAIL, AND OTHER ITEMS ON THE GROUND STAY ON THE GROUND**
- 5. TREAT OTHERS HOW YOU WANT TO BE TREATED**
- 6. USE THE EQUIPMENT AS IT WAS DESIGNED (DO NOT SIT ON THE PLAYGROUND BALLS, KICK BASKETBALLS)**
- 7. KEEP EQUIPMENT AWAY FROM THE BUILDING AND FENCES**
- 8. INFORM AN ADULT IF A BALL GOES ONTO THE ROOF**
- 9. Do NOT BRING YOUR OWN EQUIPMENT**

## **HOP SCOTCH**

- 1. 1ST PERSON TOSSES AN OBJECT ONTO THE BOARD**
- 2. THEY MUST JUMP ON THE SQUARES, 1 SQUARE ONE FOOT, 2 SQUARES ONE FOOT IN EACH SQUARE**
- 3. YOU CANNOT LET YOUR FOOT/FEET TOUCH THE LINES**
- 4. YOU MUST JUMP OVER THE SQUARE THAT HAS THE OBJECT IN IT**
- 5. ONCE YOU GET TO THE OTHER SIDE YOU HAVE TO COME BACK**
- 6. FIRST PERSON TO GET DOWN AND BACK WITHOUT GETTING OUT, WINS**
- 7. IF YOU PLAY A VARIATION, MAKE SURE EVERYONE WHO IS PLAYING KNOWS ALL THE RULES BEFORE BEGINNING**

# **KICKBALL RULES**

- 1. MAKE SURE TEAMS ARE EVEN (SKILL AND NUMBERS)**
- 2. 1 PERSON FROM EACH TEAM ROCK, PAPER, SCISSORS  
TO KICK 1<sup>ST</sup>**
- 3. PITCHER MUST GIVE A DECENT PITCH (NOT BOUNCY  
OR FAST)**
- 4. ALL PLAYERS USE GOOD SPORTSMANSHIP**
- 5. TIE GOES TO THE RUNNER (IF THERE IS AN  
ARGUMENT..... ROCK, PAPER, SCISSORS)**
- 6. 3 STRIKES YOU ARE OUT**
- 7. 3 OUTS, TEAMS SWITCH**
- 8. NO LEAD OFFS**
- 9. NO BUNTS**
- 10. NO TAGGING UP**

**1 1. IF YOU MODIFY GAME, IT HAS TO HAPPEN BEFORE  
THE GAME BEGINS AND EVERYONE HAS TO AGREE**

## **FOOTBALL RULES**

- 1. TEAMS MUST BE EVEN (SKILL AND NUMBERS)**
- 2. 2 HAND TOUCH**

# **SOCCER RULES**

- 1. TEAMS MUST BE EVEN (SKILL AND NUMBERS)**
- 2. ROCK, PAPER, SCISSORS FOR BALL**
- 3. BALL STARTS IN THE MIDDLE OF THE FIELD AND MUST BE PASSED TO ANOTHER TEAMMATE TO START GAME PLAY**
- 4. NO PUSHING, SHOIVING, OR SLIDE TACKLING**
- 5. IF THE BALL GOES OUT OF BOUNDS ON YOUR TEAM IT IS THE OTHER TEAM'S BALL**
- 6. IF IT GOES OUT BEHIND YOUR TEAM'S GOAL FROM THE OTHER TEAM IT IS A CORNER KICK**
- 7. IF YOUR TEAM KICKS IT OUT BEHIND YOUR GOAL IT IS THE GOALIE'S BALL**
- 8. ONLY THE GOALIE CAN BE IN THE GOALIE BOX**
- 9. IF THERE ARE ANY ARGUMENTS USE ROCK, PAPER, SCISSORS**
- 10. KEEP THE BALL AWAY FROM THE FENCE AND BUILDING**

**11. IF YOU ARE PLAYING WITH MODIFICATIONS ALL PLAYERS  
MUST AGREE AND KNOW THE RULES**