



**PARKER WHITNEY  
SCHOOL, PLAYGROUND  
AND SAFETY RULES**

*2018-19*

**PARKER WHITNEY ELEMENTARY  
SCHOOL, PLAYGROUND AND SAFETY RULES**

**GRRreat Expectations - In all things, be Respectful, be Resourceful and be Responsible. Please adhere to the Parker Whitney Codes of Conduct listed below:**

## **Codes of Conduct**

### **Safety Rules:**

- Students must always have permission to go to the office.
- Respect the rights and property of others.
- Keep hands and feet to yourself and off the person and property of others.
- Students may cross streets ONLY at crosswalks.
- Possess dangerous objects (knives, firecrackers, caps, matches, lighters, etc.) is strictly prohibited and could result in suspension.
- Leave campus without the permission of the teacher or office staff

### **Playground Expectations:**

- Synergize; respond respectfully to all
- Use equipment as intended
- Be proactive
- Think win-win - compromise
- Be kind to self and others
- Drop to one knee at bell (voice level 0)
- Walk to line at release whistle (voice level 0-1)
- Practice Enough - Walk - Talk
- Play roughhouse games (wrestling, tackling, etc.) is not acceptable.
- No fighting (real or play)
- Damage or destroy school property or the property of other people will not be tolerated.
- Inappropriate language or gestures will not be tolerated

### **Multi-Purpose Room Expectations (Assembly)**

- Honor personal space
- Be a respectful listener
- Be a focused participant
- Sit on our pockets
- Voice Level (0-2) – follow quiet sign

## **Multi-Purpose Room Expectations (Lunch)**

- Practice positive and good manners
- Eat only your own food
- Sit on our pockets
- Raise hand for help and before leaving your seat
- Use walking feet
- Use appropriate voice level (0-2)

## **Bathroom Expectations**

- Respect privacy
- Use appropriate voice level (0-1)
- Use the facility as intended
- No playing in the bathrooms
- Report problems to an adult
- Clean up after ourselves
- Wash hands before leaving

## **Common Area Expectations**

- Respectful noise level (0-2)
- Use walking feet and respect landscaping
- Use ramps and walkways appropriately
- Be kind to self and others

## **Playground Expectations**

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- Use equipment as intended
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- Drop to one knee at bell (voice level 0)
- Walk to line at release whistle (voice level 0-1)

## **Administration Office Expectations**

- Use appropriate voice level (0-2)
- Use walking feet
- Wait our turn
- State our purpose politely

- Ask permission before using phone
- Have parents sign in/out of the front office

## **Bicycles/Skateboards/Scooters**

- Bicycles and scooters may be ridden to and from school with the understanding that they will be maintained and operated in a safe manner. This includes:

### **Using the crosswalk with a bike or scooter**

- Lock your bicycle/scooter inside the designated bike area
- After parking your bicycle/scooter and locking it, please stay out of the bicycle area
- Walk your bike/scooter while on the playground or school sidewalks
- Always wear a helmet
- Parents-make sure your child has capable riding skills and knows the rules of the road before allowing him/her to ride to school.
- The school cannot be responsible for damaged or stolen bicycles/scooters.

***Skateboards, scooters, bikes and shoes with wheels are not allowed at school. This includes all before and after school activities including Back to School Night, Carnival, Root beer Float Family Night, Sami Kader Family Night, PTC events and Open House.***

## **Student Dress and Appearance**

(Reference Board Policy 5132) - The Board of Trustees believes that appropriate dress and grooming contribute to a productive learning environment. The Board expects students to give proper attention to personal cleanliness and to wear clothes that are suitable for the school activities in which they participate. Students' clothing must not present a health or safety hazard or a distraction which would interfere with the educational process. The major responsibility for dress and grooming is placed upon the student and the student's parents. The administration reserves the right to decide the appropriateness of the student's attire. Inappropriately dressed students will be expected to change clothing. The following guidelines are intended to define appropriate student attire and personal grooming and shall apply to all regular school activities:

- All garments must fit and be worn in the manner in which they are designed. Pants must be worn at or above the hip point and be able to stay up without a belt.
- Footwear must be worn at all times. At all elementary schools, for safety reasons, thongs or backless shoes/sandals are prohibited; however, sandals may be worn if they have heel straps.
- Clothes shall be sufficient to conceal undergarments at all times. See-through or fish-net fabrics, halter tops, off-the-shoulder or low-cut tops, spaghetti straps, torn

off sleeves, bare midriffs, and skirts or shorts shorter than mid-thigh are prohibited (**shorts should be no less than a 5" inseam**).. Tank tops will have 2" wide straps to be considered appropriate.

- Inappropriate lettering, printing, message patches, or messages on clothing, hats, backpacks, binders or other personal items are prohibited.
- Clothing and jewelry shall be free of writing, pictures, or any other insignia which are crude, vulgar, profane, or sexually suggestive or which advocate racial, ethnic, or religious prejudice or the use of drugs or alcohol.
- Hair shall be clean and neatly groomed. Hair may not be sprayed by any coloring that would drip when wet.
- Gym shorts may not be worn in classes other than physical education.
- Any apparel, jewelry, accessory, school materials, or manner of grooming which by virtue of its color, arrangement, or any other attribute denoting membership in a gang is prohibited.
- Hats are not allowed to be worn in the classroom (district-wide) with the exception of classroom curriculum activities. Hats will be removed when entering a building.
- Large hoop earrings or those that are long and dangle are not allowed for the safety of our students.

## **Cell Phones and Devices**

Students may have a phone while at school. The cell phone must be turned off and secured with the teacher or in a student's backpack. Students may not use their wrist devices to call home or receive messages during the school day. The school/district is not responsible for lost or stolen cell phones or devices.

## **Extra Curricular and After school events**

Attend after-hours school events without being accompanied by an identified adult.  
Skateboards, In-line Skates, Rolling Shoes, and Scooters are not allowed at school:

## **Playing Box Area General Rules**

Playing chase or tag in this area is never allowed.  
Follow all safety rules when playing with equipment.

### **Slide**

- Slide down one at a time. Seat down and feet in front of you.

- Only one student at a time.
- Use ladder to get back up.
- Jumping off the side is not allowed.

## **Gliders**

- No pushing or pulling while a student is on the glider. No slamming - No War.
- Do not put rocks, bark, or other things on the glider track.

## **Ball Wall**

- Do not standing against the ball wall.
- Open handed only
- Balls should never be kicked against the ball wall.

## **Play Structure**

- Students may not have anything above the neck on the jungle gym.
- There is a limit of one person per bar or not more than four people on the jungle gym at one time.
- The hands must be the last part of the body in contact with the bars before release.
- No tag on the jungle gym.

## **Bars**

- Students may not stand or sit on the bars.
- One person on each bar at one time.
- The hands must be the last part of the body in contact with the bar.
- Individual play only on the bars.
- Travel by hand in one direction.

## **Basketball**

EQUIPMENT Basketball (size appropriate to age) and basketball court.

- There are five players on each basketball team.
- Play begins at the center of a circle in the middle of the court with a jump ball.
- After each successful basket the ball is put into play at the end of the court under the basket by the team against whom the score was made.
- A basket from anywhere in the court scores two points. A free throw from the free throw line scores one point.

- If the ball goes out-of-bounds, it is given to an opponent of the player who last touched
- the ball. It is thrown in from the point that it went out-of-bounds.
- Any player on the team may shoot for a goal.

## **FOULS**

Fouls occur when a player trips, pushes, holds, charges, or has body contact with an opponent. foul results in the opposition player receiving a free throw.

## **VIOLATIONS:**

- All violations result in the opposing team getting the ball from out-of-bounds.
- Traveling (taking more than one step with the ball without passing, dribbling or shooting).
- Stepping out-of-bounds with the ball or causing the ball to go out-of-bounds.
- Taking more than 10 seconds to shoot a free throw.
- Kicking the ball.
- Stepping on or over a restraining line during a jump ball.
- Remaining more than three seconds in the key when your team has the ball.
- Double dribbling with two hands or dribbling a second series of times without passing the ball.

## **FOUR SQUARE**

OBJECT To get to square A and remain there by eliminating opponents in squares B-D.

EQUIPMENT Utility ball or a ten-inch playground ball and four square game markings

## **PROCEDURE**

- The squares are lettered A, B, C and D. The serve always starts from square A.
- Players take positions in boxes A, B, C and D.
- The ball is served by dropping it and serving it underhand from the bounce. If the serve hits a
- line, the server is out. To begin the game, the server hits the ball to square D.
- The player receiving the ball must keep it in
- play by striking the ball after it has bounced once in his square. He may return the ball from outside of the perimeter. He directs it to another square with an underhand hit.

- Play continues until one player fails to return hit or commits a foul. When someone fouls, the first child at the waiting line enters at box D. All children then advance to fill in the available square

## **FOULS**

- Failure to hit a ball that bounces into one's box.
- Playing a ball that has bounced into someone else's box.
- Hitting the ball out-of-bounds or onto a line.
- Hitting the ball into one's own box.
- Holding the ball, catching or carrying a return volley.
- Interference is a do-over.
- No frozen squares.

## **SOCK-OUT**

THE GAME: The game of sock-out is played either with one player on each team or side (single) or with two players on each side (doubles). The object of the game is to sock a rubber ball back and forth across a centerline trying to defeat an opponent by forcing him to make an error. The ball must be hit with two hands locked together. The hit must be made in a downward direction.

## **RULES**

Server must always say, "service" before the ball leaves their hand. A player serves the ball by bouncing it once, and then socking it with his/her fist, so that the ball bounces "once" on his/her side of the centerline and then crosses over the centerline.

- When playing doubles the serve must be served diagonally.
- A player may also serve the ball by hitting it directly out of his hands instead of bouncing it once then socking it.
- The same server continues to serve, as long as he wins. In doubles, the same side continues to serve, but trades off with his partner (diagonal serve)
- The player or players receiving must sock the ball so that it bounces once on his side of the centerline, and goes across the line into the opponent's court.
- The return is not allowed to be blocked first and then hit back.
- If the serve was made in such a manner that the receiver could not reasonably make a successful return, then the receiver has the right to ask that the serve be taken over.
- If the ball does not bounce into the opponent's court, then the person or side who socked it is eliminated, A player cannot let the ball bounce twice in his court before returning it Any ball, which hits the centerline, is out. A player of doubles



team that makes an error is eliminated, and the next challenger come in to play the winner. Winners always serve.

- The ball can never be hit with an open hand.

## **Football/Soccer**

- May be played only on the grass.
- Touch is with one-hand. No pushing.
- No tackle football allowed.
- If tackling/tripping occurs, student is to be removed from the game. If it continues, stop the game and retrieve the football.

## **Dodgeball**

This game is not allowed. Balls should not be thrown at students.\

## **Balls Over the Fence**

Students may not leave the school yard or playground to retrieve balls. Contact the office or custodian or a playground supervisor.

## **Tetherball**

OBJECT To wrap rope completely around the pole and thereby eliminating opponent.

EQUIPMENT Tetherball and pole in middle of 10 foot diameter court.

### **PROCEDURE**

- Players stand on opposite sides of the circle. They may not step into opponent's side of the court.
- In order to achieve the object of the game, players need to wind the cord in the desired direction by hitting the ball with one or both hands, opened or closed,
- The opponent tries to hit, and thus wind, the approaching ball in the opposite direction.
- To start the game, the server can stand anywhere on his side of the court to strike the ball.

### **FOULS**

(The penalty for a foul is the loss of the game.)

- Hitting the ball with any part of the body other
- than the hands.
- Catching or holding the ball during play.

- Touching the pole.
- Touching the rope.
- Throwing the ball.
- Stepping on the outer or inner boundaries.
- Double hit
- "Ropes" are out.
- Holding is out

## **Cornhole**

See additional document for rules

## **Jenga**

See additional document for rules

## **Connect Four**

See additional document for rules