

**Appendices**  
**STUDENT and FAMILY HANDBOOK**  
**2022-2023**

***STEAM Academy***  
**"COLLEGE BOUND"**



**STEAM Academy**  
**18001 Commercial Drive**  
**Lathrop, CA 95330**  
**(209) 229-4736**

**Office Hours: 7:30 AM – 4:30 PM**

**Executive Director**  
**Brenda L. Scholl**

**Principal**  
**Angel Mendoza**

**Assistant Principal**  
**Kimberly Potter**  
**Channa Wilson**

## Appendix A- Staff Roster

<b>Last Name</b>	<b>First Name</b>	<b>Position</b>	<b>E-mail</b>
Koertzen	Lauren	Transitional Kindergarten	<a href="mailto:lkoertzen@riacademies.net">lkoertzen@riacademies.net</a>
Gonzalez	Sherry	Kindergarten	<a href="mailto:sgonzalez@riacademies.net">sgonzalez@riacademies.net</a>
Rocha	Amanda	Kindergarten	<a href="mailto:arocho@riacademies.net">arocho@riacademies.net</a>
Bassett	Maria	First	<a href="mailto:mbassett@riacademies.net">mbassett@riacademies.net</a>
Cerna	Brittani	First	<a href="mailto:bbertao@riacademies.net">bbertao@riacademies.net</a>
Saghabazarian	Melissa	First	<a href="mailto:mesaghabazarian@riacademies.net">mesaghabazarian@riacademies.net</a>
Ackerman	Megan	Second	<a href="mailto:mackerman@riacademies.net">mackerman@riacademies.net</a>
Auma-Tuitasi	Appolonia	Second	<a href="mailto:apaumatuitasi@riacademies.net">apaumatuitasi@riacademies.net</a>
Virk	Harvin	Second	<a href="mailto:hvirk@riacademies.net">hvirk@riacademies.net</a>
Castaneda	Brenda	Third	<a href="mailto:bcastaneda@riacademies.net">bcastaneda@riacademies.net</a>
Gomes	Devan	Third	<a href="mailto:dgomes@riacademies.net">dgomes@riacademies.net</a>
Rattaro	Jennifer	Third	<a href="mailto:jrattaro@riacademies.net">jrattaro@riacademies.net</a>
Manetti	Mallory	Fourth	<a href="mailto:mmanetti@riacademies.net">mmanetti@riacademies.net</a>
Rogers	Zenaida	Fourth	<a href="mailto:zrogers@riacademies.net">zrogers@riacademies.net</a>
Valenzuela	Jasmine	Fourth	<a href="mailto:jvalenzuela@riacademies.net">jvalenzuela@riacademies.net</a>
Edward-Morse	Megan	Fifth	<a href="mailto:mmegan@riacademies.net">mmegan@riacademies.net</a>
Garcia	Iris	Fifth	<a href="mailto:igarcia@riacademies.net">igarcia@riacademies.net</a>
Thompson	Rebekah	Fifth	<a href="mailto:rthomson@riacademies.net">rthomson@riacademies.net</a>
Merriott	Arthur	Sixth	<a href="mailto:amerriott@riacademies.net">amerriott@riacademies.net</a>
Scott	Tyleena	Sixth	<a href="mailto:tscott@riacademies.net">tscott@riacademies.net</a>
Acosta	Carrie	Sixth & Seventh	<a href="mailto:cascosta@riacademies.net">cascosta@riacademies.net</a>
Hutchings	Amanda	Sixth & Seventh	<a href="mailto:ahutchings@riacademies.net">ahutchings@riacademies.net</a>

Esquivel	Sabrina	Seventh	<a href="mailto:sesquivel@riacademies.net">sesquivel@riacademies.net</a>
Mijares	Sabrina	Seventh	<a href="mailto:smijares@riacademies.net">smijares@riacademies.net</a>
Breunig	Karesa	Eighth	<a href="mailto:kbreunig@riacademies.net">kbreunig@riacademies.net</a>
Emmett	Sarah	Eighth	<a href="mailto:semmett@riacademies.net">semmett@riacademies.net</a>
Rosendin	Derek	Eighth	<a href="mailto:drosendin@riacademies.net">drosendin@riacademies.net</a>
Yturri	Joseph	Eighth	<a href="mailto:jyturri@riacademies.net">jyturri@riacademies.net</a>
Rocha	Corwin	SDC / Learning Center	<a href="mailto:crocha@riacademies.net">crocha@riacademies.net</a>
Massey	Sean	Education Specialist	<a href="mailto:smassey@riacademies.net">smassey@riacademies.net</a>
Medeiros	Carerra	Education Specialist	<a href="mailto:cameideiros@riacademies.net">cameideiros@riacademies.net</a>
Hall	Stacy	Reading Intervention	<a href="mailto:shall@riacademies.net">shall@riacademies.net</a>
Tompkins	Michael	Music Instructor	<a href="mailto:mtompkins@riacademies.net">mtompkins@riacademies.net</a>
Scholl	Brenda	Executive Director	<a href="mailto:bscholl@riacademies.net">bscholl@riacademies.net</a>
Condit	Kristen	Assistant Director of Human Resources and Compliance	<a href="mailto:kwcondit@riacademies.net">kwcondit@riacademies.net</a>
Crippen	Michelle	Assistant Director of Academic Programs	<a href="mailto:mcrippen@riacademies.net">mcrippen@riacademies.net</a>
Mendoza	Angel	Principal	<a href="mailto:anmendoza@riacademies.net">anmendoza@riacademies.net</a>
Potter	Kimberly	Assistant Principal	<a href="mailto:kpotter@riacademies.net">kpotter@riacademies.net</a>
Wilson	Channa	Assistant Principal	<a href="mailto:chwilson@riacademies.net">chwilson@riacademies.net</a>
Ferreira	Elizabeth	Business Manager	<a href="mailto:eferreira@riacademies.net">eferreira@riacademies.net</a>
Gonzalez	Sandra	Office Technician	<a href="mailto:sagonzalez@riacademies.net">sagonzalez@riacademies.net</a>
Hawkins	Alisha	Office Technician	<a href="mailto:ahawkins@riacademies.net">ahawkins@riacademies.net</a>
Romero	Cathy	Office Technician	<a href="mailto:caromero@riacademies.net">caromero@riacademies.net</a>
Lopez	Andrew	Technology	<a href="mailto:andlopez@riacademies.net">andlopez@riacademies.net</a>

## Appendix B - Bell Schedules

### 2022-2023 BELL SCHEDULE

#### REGULAR DAY SCHEDULE

#### MINIMUM DAY SCHEDULE

TK		TK	
7:40-9:10 (AM)	Class	7:40-9:10 (AM)	Class
9:10-9:25	Recess	9:10-9:25	Recess
9:25-11:00 (AM)	Class	9:25-11:00 (AM)	Class
11:00 (AM & PM)	Lunch	11:00 (AM & PM)	Lunch
11:40-1:10 (PM)	Class	11:40-1:10 (PM)	Class
1:10-1:25	Recess	1:10-1:25	Recess
1:25-3:00 (PM)	Class	1:25-3:00 (PM)	Class
KINDERGARTEN		KINDERGARTEN	
8:00-9:25	Class	8:00-9:15	Class
9:25-9:40	Recess	9:15-9:30	Recess
9:40-11:00	Class	9:30-10:40	Class
11:00-11:40	Lunch	10:40-10:55	Recess
11:40-1:20	Class	10:55-11:45	Class
1:20-1:35	Recess	1ST GRADE	
1:35-2:35	Class	8:00-9:25	Class
1ST GRADE		9:25-9:40	Recess
8:00-9:25	Class	9:40-10:50	Class
9:25-9:40	Recess	10:50-11:05	Recess
9:40-11:00	Class	11:05-11:45	Class
11:00-11:40	Lunch	2ND GRADE	
11:40-1:20	Class	8:00-9:25	Class
1:20-1:35	Recess	9:25-9:40	Recess
1:35-2:35	Class	9:40-10:50	Class
2ND GRADE		10:50-11:05	Recess
8:00-9:25	Class	11:05-11:45	Class
9:25-9:40	Recess	3RD GRADE	
9:40-11:40	Class	8:00-9:45	Class
11:40-12:20	Lunch	9:45-10:00	Recess
12:20-1:20	Class	10:00-11:45	Class
1:20-1:35	Recess	4TH/5TH GRADE/SDC	
1:35-2:35	Class	8:00-9:45	Class
3RD GRADE		9:45-10:00	Recess
8:00-9:45	Class	10:00-11:55	Class
9:45-10:00	Recess	6TH/7TH/8TH GRADE	
10:00-11:40	Class	8:00-10:05	Class
11:40-12:20	Lunch	10:05-10:20	Recess
12:20-1:35	Class	10:20-11:55	Class
1:35-1:50	Recess	FRIDAY SCHEDULE	
1:50-2:35	Class	6TH/7TH/8TH GRADE	
4TH/5TH GRADE/SDC		8:00-8:30	Zero Period
8:00-9:45	Class	8:30-9:05	Class
9:45-10:00	Recess	9:05-10:05	Class
10:00-12:00	Class	10:05-10:20	Recess
12:00-12:40	Lunch	10:20-11:20	Class
12:40-1:35	Class	11:20-12:20	Class
1:35-1:50	Recess	12:20-1:00	Lunch
1:50-2:45	Class	1:00-1:50	Class
6TH/7TH/8TH GRADE		1:50-2:00	Recess
8:00-9:05	Class	2:00-2:45	Class
9:05-10:05	Class		
10:05-10:20	Recess		
10:20-11:20	Class		
11:20-12:20	Class		
12:20-1:00	Lunch		
1:00-1:50	Class		
1:50-2:00	Recess		
2:00-2:45	Class		



## Appendix C-Uniform Policy

### Dress Code

The primary responsibility for student dress and appearance rests with the parents. The primary purpose of school is education. Therefore, all aspects of school must be considered with that objective in mind. STEAM Academy is a school of choice and requires that all students must comply with the school's uniform policy. Students who are not in uniform are subject to school discipline, and parents will be notified.



### Ordering Instructions

Three different companies are available for your uniform needs. French Toast, Global School Wear and Central Valley Screen Printing.

1. French Toast  
800-373-6248  
<https://www.frenchtoast.com>  
School Code: QS5CHCW
2. Global School Wear  
877-825-2860  
[www.globalschoolwear.com](http://www.globalschoolwear.com)  
School Code: STEA 01
3. Central Valley Screen Printing  
209-858-1133 (Tina)  
17520 Murphy Parkway  
Lathrop, CA 95330

## **Uniform Requirements**

### **Monday-Thursday**

- Uniform colors consist of white, hunter green, or navy blue ONLY.
- Coats, jackets, and sweaters must be school uniform colors (white, hunter green, or navy).
- Pullover jackets and sweatshirts are allowed on Fridays ONLY and must be in uniform colors or have a college logo.
- Jackets with writing over 2 inches, for example, Abercrombie, Old Navy, Nike, are not allowed.
- All uniforms (including shoes, socks, shoelaces, hats, and jackets) are to be school colors, clean, maintained, and appropriately sized. Black shoes are allowed.
- Uniforms are required Monday-Thursday.
- Students may wear the approved athletic shorts and athletic pants that can be purchased from Central Valley Screen Printing
- Hats can be worn outside only. Hats should be school colors only and not have logos
- Leggings must be in school color and worn under a uniform skirt. Leggings are not approved uniform pants.
- Uniforms must be purchased through school-approved vendors, and the specific clothing must be school approved.
- If an item of clothing, hair, or accessory becomes a safety issue or a distraction from learning, the student may be asked to remove the article or substitute with something more appropriate.
- All shorts, skirts, dresses, shirts, and pants need to be an appropriate length and size so as to not expose a student's undergarments.
- Administration reserves the right to determine which clothing is inappropriate and update the dress code as needed at any time.
- Rolling backpacks are NOT allowed without medical documentation
- Put your child's name on backpacks, coats, sweaters, etc.

### **Friday is School Spirit Day - Students may wear:**

- The school uniform
- Spirit wear T-Shirt or STEAM Sweatshirts
- College shirts and College sweatshirts
- Jeans at the waist, no holes. Acceptable jean colors are: blue, white, black, gray, and STEAM green.
- Pullover hoodies with STEAM logos or College sweatshirts are only allowed on Fridays – No other pull-over hoodies are allowed.
- Shorts must be of the longer length, similar to the length of the uniform shorts.
- Shoes must have a heel strap and be appropriate for daily school activity. Shoe color on FRIDAYS is optional as long as it does not distract from the educational environment.

Note: No logos, Nike, Abercrombie, etc. larger than 2 inches. The administration reserves the right to update the dress code as needed at any time.



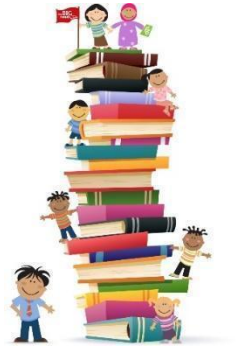
## Appendix D

### Site-Specific Procedures

#### Accelerated Reader

Accelerated Reader is a K-8 program designed to motivate students to read while allowing them to move at their own pace and level of ability. Students read books from our list of 150,000 Accelerated Reader titles and take a computerized test to check their comprehension. Incentives are based on points, and students are recognized for reaching different levels of achievement in the program.

When a student reaches 10 points, they will receive their first incentive. Students will receive further incentives at 25, 50, 75, 100, 125, 150, and so on. Every 100 points, students will receive a certificate, a medal, and recognition during the Pride Assembly.



#### Awards

Awards are given to students each trimester at Pride Assemblies. There are a variety of awards that can be earned by students:

- PRIDE Awards are selected by the classroom teachers and are based on Perseverance, Respect, Integrity, Determination, and Excellence demonstrated in our classrooms.
- Sports Awards- Given to players of afterschool sports programs.
- Brag Tags are earned for a variety of things, i.e.. Playing on a team, participating in school events, learning your ABC's, etc.
- Academic Awards are given to students who participated in STEAM Academic Competitions including Pentathlon, Science Olympiad, Math Tournament, Spelling Bee
- State Testing- Awards are given out each year for perfect scores on state testing
- Acknowledgment Awards- Given for Student Council members, Panther Press members, Drama Club members, and other clubs determined by teachers.
- Accelerated Reader Awards- Earned for reading books and taking quizzes- See AR section in handbook.
- Graduation Awards- PRIDE Awards for 8<sup>th</sup> graders, Community Service Honor Cords, Valedictorian, and Salutatorian awards.
- Honor Roll Awards are presented to students in grades 3<sup>rd</sup>-8<sup>th</sup>:
  - Bronze Honor Roll 3.0-3.5 GPA
  - Silver Honor Roll 3.6-3.9 GPA
  - Gold Honor Roll 4.0 GPA



## **Birthdays**

If you would like to bring treats for your child's birthday, please remember that they must be purchased from a commercial establishment. Teachers need to know in advance if you are planning on bringing in a special treat for the class. Treats should be brought in at the beginning of the day so that they can be passed out right before recess time. Please do not bring anything that needs to be sliced, cut, or poured. Paper towels or napkins should also be provided to ease the distribution of the snack.

No balloons, gifts, party items, gift bags, or other party materials may be brought to school for a student's birthday. Class time will not be used to celebrate birthdays. Please do not have your child pass out private party invitations during class unless all members of the class are invited to the party.



## **Breakfast**

Breakfast will be served by food services in the Cafe beginning at 8:10 each morning.

## **Drop Off and Pick Up**

**PARENTS MUST REMAIN IN THEIR VEHICLE DURING DROP OFF AND PICK UP UNLESS PARKED IN A PARKING SPOT AND WALKING IN TO PICK UP THEIR CHILD.**

### **Drop Off**

Drop off procedures may be different during times of emergency or pandemic.

### **TK, Kindergarten, and 1<sup>st</sup> Graders**

- **If arriving by vehicle**- Transitional Kindergarten, Kindergarten, and 1<sup>st</sup> grade students must be dropped off at the drop off zone on Academy Street. Students may exit from cars once your vehicle has passed the handicapped sign. Students may enter through the open gate and proceed to the playground.
  - All siblings may be dropped off at this location. Students are then encouraged to walk to their playgrounds.
- **If walking**- Please park your car and walk to the front gate located in front of the school office. Please do not park in the fire lane in front of the office (curbs are painted red).



### **2nd-8<sup>th</sup> Graders**

- **If arriving by vehicle**- Students may be dropped off on: Academy Street, Commercial Street or Marina drop off zones.
  - For the Academy drop off zone, students may exit from cars once their vehicle has passed the handicapped sign. Students may enter through the open gate and proceed to the playground. Students are then encouraged to walk to their designated playgrounds.
  - For the Commercial Street drop off zone, students may exit vehicles once their vehicle is stopped along the drop off the curb. Be sure to pull all the way forward before allowing children to exit. Children should proceed through the gate to their respective playgrounds.



- If walking- Please park your car in a parking spot, and walk to the front gate located in front of the school office. Please do not park in the fire lane in front of the office (curbs are painted red).

## **Pick Up**

### **Transitional Kindergarten (TK)**

TK pick up is earlier than all other students.

- AM TK pick-up is at 11:30 A.M. daily.
- PM TK drop-off is 11:00 A.M. for an optional lunch and pickup will be at 3:00 PM daily.
- If arriving by vehicle- TK students must be picked up at the pick-up zone on Academy Street.
- If walking- Please park your car (Academy Street Parking Lot) and walk to the Academy Street gate.
  - \* PM Drop off will be at Main Gate, adjacent to the office.
  - If your PM TK child is opting in for lunch, please drop them off by: 11am
  - If your PM TK child is not opting in for lunch, please drop them off at: 11:40am

### **Kindergarten through 3<sup>rd</sup> Grade**

- Kindergarten through 3<sup>rd</sup> grade pick up is at 2:35 PM on M/T/Th/F.
- Minimum day / Wednesday pick-up is 11:45 PM.
- If arriving by vehicle- Kindergarten and 1<sup>st</sup> grade students must be picked up at the pick-up zone on Academy Street. 2<sup>nd</sup> grade students may be picked up at Academy gate or Commercial gate depending on whether or not they have siblings.
  - 3<sup>rd</sup> grade students are dismissed at the Commercial Street gate.
  - Parents must fill out a student dismissal form to indicate which zone the child will be picked up from.
- If walking up to a gate for pickup- Please park your car and walk to the appropriate gate. Please do not leave your vehicle unattended in a drive through pick up lane, as it may cause a safety hazard and also result in creating a traffic backup.

### **4<sup>th</sup> through 8<sup>th</sup> Grade**

- 4<sup>th</sup> through 8<sup>th</sup> grade pick up is at 2:45 PM on M/T/Th/F.
- Minimum day / Wednesday pick-up is 11:55 PM.
- If arriving by vehicle- 4<sup>th</sup> and 5<sup>th</sup> grade must be picked up at the pick-up zone on Commercial Street.
  - 6<sup>th</sup> through 8<sup>th</sup> grade must be picked up at the pick-up zone on Marine Drive.
- If arriving by vehicle- Students with younger siblings may be picked up from Academy Street, Commercial Street, or Marina Drive pick-up zones.
- Parents must fill out a student dismissal form to indicate which zone the child will be picked up from.
- If walking up to a gate for pickup-- Please park your car and walk to the appropriate gate. Please do not leave your vehicle unattended in a drive through pick up lane, as it may cause a safety hazard and also result in creating a traffic backup.

**NO DROP OFF IN THE OFFICE PARKING LOT UNTIL AFTER 8:00 AM.  
NO PICK UP IN THE OFFICE PARKING LOT AFTER SCHOOL**

### **Library**

STEAM Academy will offer various library services for our students. The library schedule will be published for teachers. Students who check out library books are responsible for the books. If they are lost or damaged, students will be expected to pay for the book. Students leaving the school must clear their library records. Additionally, report cards will be held if there is an outstanding balance in library books in the student's account.

### **Fines**

According to Education Code 48904(b), the parent or guardian of a minor shall be liable to a school for all property belonging to a school loaned to the minor and not returned upon demand of an employee of the school authorized to make the demand. This includes textbooks and library materials. Students must compensate the District for damaged and/or lost library and textbooks as follows:

Bar Code Missing or damaged/marked	\$5.00
Missing Pages (maximum of five pages)	\$5.00 per page
Missing/Torn page	Starts at \$2.00 per page
Missing/Torn Pages (more than five pages)	The replacement cost of the book
Water Damage	Begins at \$10.00
Cover Damage	Begins at \$5.00
Marks/Scribbles	\$3.00 per page
Minimal Spine and/or Cover Damage	\$5.00
Severe Spine and/or Cover Damage	The replacement cost of the book
Stolen/Lost	The replacement cost of the book

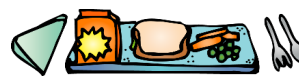
After receiving a textbook, the student must carefully inspect its condition. The student has five (5) school days after receiving a textbook to report the damage to the library. After this grace period, the student and parent/guardian are liable for all damages.

### **Lost and Found**



Lost and found items such as water bottles, jackets, sweaters, backpacks, etc., are kept in the gymnasium. Intermittent announcements are made throughout the trimester for lost and found "student pick up." During the last week of the trimester, we make announcements to remind students to look through the lost and found items. At the end of each trimester, any unclaimed items will be taken to Interfaith Ministries.

### **Lunch Schedule**



Kindergarten and TK teachers will escort their students through the lunch line to ensure that all students receive lunch. Students will remain in the cafeteria for 20 minutes while they eat, and then they will have 20 minutes or more of outside play. See the STEAM Bell Schedule for times.

### **Messages for Students**



To minimize classroom interruptions, please discuss afterschool care and plans with your children before they leave for school. Messages are difficult and time-consuming for the office staff, as well as very disruptive to the classroom. We realize there are unavoidable circumstances that may necessitate a student receiving a message during the school day. However, we do appreciate your cooperation in keeping interruptions to an absolute minimum.

### **Office Telephone**

The office phone is a business telephone and is available for student use in an emergency. Phone calls for forgotten books, homework, after school plans, etc. may be restricted.

### **Parent-Teacher Organization**

Our PTO sponsors many worthwhile activities throughout the year. The PTO's fundraising and volunteer efforts help support programs such as field trips, assemblies, classroom materials, and much more. Enjoyable fundraising activities not only provide for the cost of service and educational projects but also provide a social atmosphere for getting acquainted with neighbors and school staff. The specific meeting dates, times, and topics are announced in the PTO newsletter, the school website, and the School Newsletter. We are always open to new ideas and suggestions, and we welcome your support. Elections for new officers will take place each May.



### **School Colors and Mascot**



Our school colors are hunter green, navy, and white. The school mascot is a Panther!

### **School Newsletter**

The school newsletter is one of the most essential tools of communication between school



and home. Our newsletter is sent home every month (digitally) and includes general information of importance to our school as well as a calendar of upcoming events. The newsletter is also posted on our web site.

### **School Office**

The school office is open Monday through Friday, from 7:30 AM to 4:30PM.

### **Student Leadership**

The Student Leadership promotes school spirit and good citizenship while being at the forefront of service-learning at STEAM Academy. Student Leadership is composed of 6th through 8th-grade students, and they meet regularly under the supervision of their advisor to develop goals for the year and determine activities to achieve their goals.



### **Service Learning**

Service-learning is a community service with a twist. In service-learning, community service activities are integrated into the classroom curriculum to allow teachers and students the ability to utilize them on an academic level, while they are improving conditions within the community. This enhances the students' understanding of the activity on a number of levels not available by participating in a community service project alone.

At STEAM Academy, service-learning is one of many avenues we utilize to foster the ideals of good character, caring for others, and civic responsibility. This is evident through the actions of our staff, students, and parents.

### **Student Volunteers**

High school students are encouraged to volunteer at the STEAM Academy. Students can volunteer for community service hours in many different ways. Please contact a teacher or the school office for areas of need. When volunteering, please remember to follow school dress codes and cell phone policies. All students must be approved by the administration prior to volunteering.

### **Technology**

All STEAM Academy devices are monitored by administration using the Go Guardian software program. The administration will contact parents when issues of inappropriate internet searches are discovered. Go Guardian will also notify parents, if they request, regarding inappropriate searches.

### **Play Structures**

Play with SAFETY in mind at all times. Students are always to walk in the playground equipment area. Those running will be removed from the area.

#### **Parallel Bars:**

- \* Only one student can swing across the bars at a time.
- \* Students may not sit or stand on top of the bars.
- \* Students on the ground are not to interfere with students on the bars.



**Slide:**

- \* Students may only go down the slides seated on their bottom and facing forward
- \* They may not climb up the slides and may use the slide one at a time only.

**Blacktop 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. 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 the server's square.

Fouls:

- \* Hitting the ball more than once prior to its return
- \* Failing to hit the ball with both hands at the same time
- \* Failing to hit the ball with open hands
- \* Catching or blocking the ball
- \* Bouncing the ball on a line or out of the court
- \* Failing to return the ball to another square
- \* 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.

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. No score is kept.

Half-court: Only 10 students, divided evenly, can play at one time. If, at any time, more than 10 students wish to play basketball, the teams will need to divide and play half-court. Otherwise, 10 students divided evenly can play a full court game.

You can't say, "You can't play." If you don't wish to play ball with a person who chooses to play, then you must find something else to do, even if he/she was there first. It's not a private court.

Man to Man Defense ONLY

5-second throw-in

No:

- \* Double-teaming
- \* Zone defense
- \* Jewelry or open-toe shoes on the court



You will be off the court for no less than a week for the following offenses:

- \* Unsportsmanlike conduct
- \* Taunting
- \* Throwing elbows
- \* Fighting, throwing a punch can result in suspension from school
- \* Swearing
- \* Arguing with the yard duty or teacher on duty
- \* Pushing

When the bell rings, the game ENDS.



### **Kickball Rules**

Kickball is played with a rubber ball on a field with 4 bases arranged on the corners of a diamond-shaped "infield". The rules and player positions for kickball are closely related to those of baseball/softball. There is an "infield" and an "outfield". The infield contains the positions that involve the bases, while the outfield is mainly designated to catching or retrieving the ball when it is kicked out of the infield.

Actual playing positions vary depending on the number of children that are actually playing. If there are only a few children playing, the positions are usually spread out. If there are a good number of players, ideally children position themselves to cover the infield and the remaining students play the outfield.

The pitcher rolls a kickable ball (maximum of four times including foul balls) \*\*(foul ball is kicked outside of the line through the 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.

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 flyout, 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 THE BALL AT RUNNER".



## Jump Rope Rules

- \* Jumping is allowed only on the asphalt or concrete.
- \* Jump ropes are to be used for jumping only – no playing horse or tug of war.
- \* If anyone is abusing the jump rope rules, their rope can be taken by a yard supervisor.

## Football

- \* Football is not currently allowed as a recess game
- \* Please do not allow students to bring a football from home or it may be confiscated by a staff member

