

## SOCCER EXPECTATIONS



- Maximum of 15 players per team
- One goalie per team



Keeper Travis Exstrom makes a leaping save.

- The goalie is the only player to use hands
- If player uses hands, except for protection, ball is turned over to other team
- Throw ball back in from where it went out of bounds
- No penalty kicks

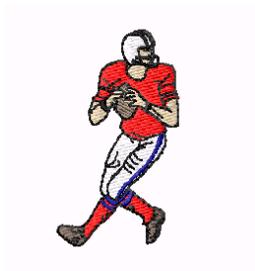
## TOUCH FOOTBALL EXPECTATIONS



- Maximum of 15 players per team
- A touch with two hands must be between the shoulders and knees



- The quarterback will change after every four downs



- Quarterback cannot repeat until all players who want to be a quarterback have had the opportunity to be quarterback
- Each team gets four downs to score a touchdown; on the fourth down teams will either go for it or punt



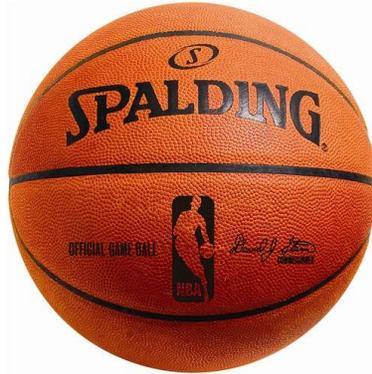
- At the end of four downs, possession of the ball will change teams
- There is no rushing the quarterback until the ball is snapped and you count to 5.
- A fumbled pass is ruled as an incomplete pass
- No field goals or extra points allowed. Touchdowns are the only points awarded
- If a person wants to join the game after it has started they are to go on the team with the least amount of players, if the teams are even they must go on the team that is on defense.

## FOUR SQUARE EXPECTATIONS



- Players entering the game enter in square #4
- The player in the square marked #1 is the server, and is responsible for making the final decisions on close calls. Replay if no decision can be made.
- The ball must bounce inside a square once prior to contact.
- The ball should never be slammed, held, carried, or whipped. The ball needs to be directed with one or two hands. Directing the ball with your fingertips is encouraged.
- If a player fails to return the ball to another square, that player is out.
- All lines are in. If the ball lands directly on the line between squares, a replay may need to be played. If the ball touches a player, that player either needs to return it to another square or the player is out.

## BASKETBALL EXPECTATIONS



- Everyone is allowed to play
- Maximum of 7 players per team
- If someone leaves the game, a new player may join
- Fouls include shoving, pushing, tripping



- No shooting fouls, give ball to other team
- If ball is intentionally thrown at someone's feet to make it go out of bounds, the person who was hit gets to throw ball in bounds
- Basketball used on the basketball court only
- When traveling occurs, the other team takes possession of the ball
- The game ends when the bell rings

## KICKBALL EXPECTATIONS



- Three outs each inning
- No bunting
- Pitchers need to change each inning and no pitcher should repeat in any one recess until all students wanting to pitch have had their opportunity



- The kicker can ask for either a slow rolling pitch or a fast bouncy pitch
- Players must “tag up” after a caught fly ball or they are automatically out
- The kicking order remains the same throughout the game. Players should always follow the same player. The person who kicks last would be last in line the next inning
- New players join the smaller team at the end of the line



- On base runners should not leave the base until the next player kicks the ball. Leaving early will result in an automatic out.
- Runners cannot advance on foul balls
- No advancing bases once the pitcher has the ball
- All players need to kick the ball from behind the plate



**Any player who is arguing or playing unfairly during any game will have to sit out the next recess. If it happens again they will have to sit out for a week.**

<http://www.youtube.com/watch?v=EpqpOyBT98o&feature=related>

