



# LONGHORN ORIENTATION

OVERVIEW OF ZRES STUDENT & FAMILY HANDBOOK



**SCHOOL WIDE  
ROUTINES & PROCEDURES**

# Expectations for Student Conduct

## **BE SAFE!**

Leaders are “HANDS FREE” at all times.

Leaders use only safe objects and stay away from objects that can injure other students, cause a fire, or frighten other students.

Leaders run only while playing a game. We use “walking feet” in the quad, hallways, and inside all buildings on campus.

Leaders wear a helmet while riding a bike, a skateboard, or a scooter.

## **BE RESPECTFUL!**

Leaders are courteous. We greet each other.

Leaders use appropriate language.

Leaders listen to our friends at school. If they don't like it, we don't do it or say it.

Leaders listen to adults who are helping us make smart choices.

## **BE RESPONSIBLE!**

Leaders bring a backpack every day.

Leaders get in line and stay in line before school and after recess bells.

Leaders report behavior that is unsafe, disrespectful, or irresponsible.



***Longhorns  
Lead***

***Longhorns are Leaders!***

***If you see something, know something, say something.***

# CLASSROOM ROUTINES:

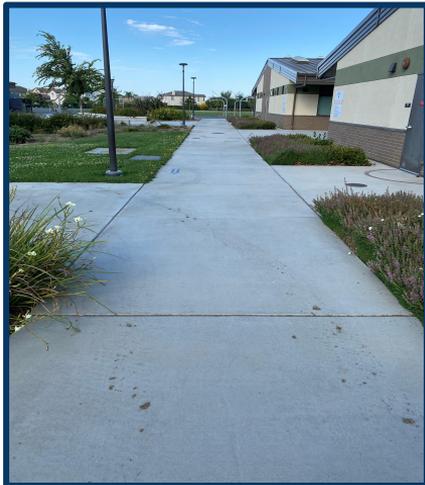


- Respect the teacher and your peers
- Follow directions the first time
- You represent your families and your teachers. Show great respect for guest teachers.
- Always use kind words. Inappropriate words are not allowed. Students will be asked to call home and repeat the word they used at school to a parent.
- All classes lineup in number order
- Follow and respect all classroom/building rules, routines, and procedures (Longhorns Behavior Matrix)
- Always use walking feet

# ASSEMBLY ROUTINES:



- Respect the speaker(s): Zero talking during performances or any assembly
- Stay seated flat on your bottom so that students behind you can see.
- Remember personal space
- Wait to be seated by the Principal or Vice Principal
- Follow the quiet signal and go to “**zero noise**” when you see/hear the signal
- No talking during dismissal when exiting the building - safety is the focus
- Follow award assembly expectations when names are called (3 claps)



**ZEHNDER RANCH  
LONGHORNS**



# **ROUTINES FOR WALKWAYS**

- We walk quietly
- We stay in our classroom lines
- We wait our turn
- We do not peer into windows
- We take care of our bushes and plants
- We stay away from walkways and classrooms during recess



## **LIBRARY ROUTINES:**

- Return books you borrow
- Take care of the books borrowed
- Leave books in your desk if you are worried about losing it
- Students will not be able to check out another book until they return the missing book or pay for it
- Follow all guidelines outlined by the librarian for browsing and checking out books
- Library are quiet areas - Please keep voice to a minimum



- We warmly greet our Librarian
- We enter quietly
- We follow the routine of marking the location where we removed a book
- We talk in quiet voices
- We return books to the library on time
- We only enter the library when an adult staff member is present

# COMPUTER LAB ROUTINES:

- The district is alerted when any person attempts to use district server to look at/visits inappropriate material or sites
- Admin and parents are contacted - students are subject to not being allowed to use site technology
- Lab is reserved for learning not playing
- NEVER share passwords or use someone else's password
- Students should not be in the lab without adult supervision



## RECESS ROUTINES:

- Balls are meant for group play.
- Wood chips are not toys. They are meant to buffer a fall.
- Students are not to build with the chips as they can be subject to getting splinters.
- Wood chips are also not to be thrown.
- Everyone freezes wherever they are without moving when the bell sounds.
- Students do not scoot to get in line first.
- We line up in number order.
- Do NOT leave the play structure when the bell sounds. Stay wherever you are, take a knee, and freeze.
- Do not return the balls until the whistle blows.



## ROUTINES FOR RECESS

- Longhorns stay **HANDS FREE** at all times
- We play fairly and use kind words
- We stay in play areas and away from classrooms
- We **FREEZE** and **TAKE A KNEE** at the bell
- We walk to our lines when we hear the whistle
- We line up in number order

# Longhorns Behavior Matrix

	CLASSROOM	CAFETERIA	BATHROOMS	HALLWAYS	PLAYGROUND	LIBRARY & COMPUTER LAB	COMMON AREAS
<b>SAFE</b>	<ul style="list-style-type: none"> <li>-STAY HANDS AND FEET FREE</li> <li>-FOLLOW CLASSROOM RULES</li> </ul>	<ul style="list-style-type: none"> <li>-WALK IN CALMLY</li> <li>-STAY HANDS AND FEET FREE</li> <li>-FOLLOW DIRECTIONS</li> </ul>	<ul style="list-style-type: none"> <li>-STAY HANDS AND FEET FREE</li> <li>-WALK</li> <li>KEEP FLOOR CLEAN AND DRY</li> </ul>	<ul style="list-style-type: none"> <li>-STAY HANDS AND FEET FREE</li> <li>-WALK</li> <li>-USE APPROPRIATE LANGUAGE</li> </ul>	<ul style="list-style-type: none"> <li>-STAY HANDS AND FEET FREE</li> <li>-WHEN YOU HEAR THE WHISTLE FREEZE AND TAKE A KNEE</li> <li>-USE EQUIPMENT CORRECTLY</li> <li>-WEAR APPROPRIATE SHOES</li> </ul>	<ul style="list-style-type: none"> <li>-STAY IN YOUR SEAT</li> <li>-REPORT ANY TECHNOLOGY INCIDENTS</li> </ul>	<ul style="list-style-type: none"> <li>-STAY HANDS AND FEET FREE</li> <li>WALK</li> </ul>
<b>RESPECTFUL</b>	<ul style="list-style-type: none"> <li>-FOLLOW DIRECTIONS</li> <li>-LISTEN TO OTHERS</li> <li>-WAIT YOUR TURN</li> <li>-USE KIND WORDS</li> <li>-USE YOUR MANNERS</li> </ul>	<ul style="list-style-type: none"> <li>-CHEW YOUR FOOD BEFORE YOU SPEAK</li> <li>-USE KIND WORDS</li> <li>-LISTEN TO STAFF</li> <li>-USE HAND SIGNALS -WHEN RAISING HAND</li> </ul>	<ul style="list-style-type: none"> <li>-USE A QUIET VOICE</li> <li>-REPORT PROBLEMS</li> <li>-USE YOUR MANNERS</li> </ul>	<ul style="list-style-type: none"> <li>-USE A QUIET VOICE</li> <li>-PICK UP LITTER</li> </ul>	<ul style="list-style-type: none"> <li>-FOLLOW DIRECTIONS</li> <li>-TAKE TURNS</li> <li>-FOLLOW THE PLAYGROUND RULES</li> <li>-RESPECT PERSONAL SPACE</li> <li>-USE KIND WORDS</li> <li>-USE YOUR MANNERS</li> </ul>	<ul style="list-style-type: none"> <li>-USE A QUIET VOICE</li> <li>-FOLLOW DIRECTIONS</li> <li>-RAISE YOUR HAND TO BE RECOGNIZED</li> <li>-LEAVE FOOD AND DRINKS OUTSIDE</li> <li>-USE KIND WORDS</li> <li>-USE YOUR MANNERS</li> </ul>	<ul style="list-style-type: none"> <li>-FOLLOW DIRECTIONS</li> <li>-USE KIND WORDS</li> <li>-USE YOUR MANNERS</li> </ul>
<b>RESPONSIBLE</b>	<ul style="list-style-type: none"> <li>-ARRIVE ON TIME</li> <li>-WORK OUT PROBLEMS</li> <li>-COME TO CLASS PREPARED</li> <li>-HELP OTHERS LEARN</li> <li>-WORK TOGETHER</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-MAKE YOUR LUNCH CHOICE QUICKLY</li> <li>-KEEP YOUR TABLE AND FLOOR AREA CLEAN</li> <li>-KEEP FOOD IN CAFETERIA</li> <li>-WAIT TO BE DISMISSED</li> <li>-WORK OUT PROBLEMS</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-DO YOUR BUSINESS AND LEAVE</li> <li>-FLUSH</li> <li>-WASH AND DRY HANDS</li> <li>-THROW TRASH IN GARBAGE CANS</li> <li>-WORK OUT PROBLEMS</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-FOLLOW DIRECTIONS</li> <li>-HOLD ALL PLAY EQUIPMENT</li> <li>-WORK OUT PROBLEMS</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-RETURN ALL EQUIPMENT TO THE BALL CART</li> <li>-EAT YOUR SNACK AT THE ORANGE TABLES</li> <li>-ASK AN ADULT FOR HELP</li> <li>-WORK OUT PROBLEMS</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-COME PREPARED</li> <li>-USE EQUIPMENT CORRECTLY</li> <li>-ACCESS SCHOOL APPROVED WEBSITES ONLY</li> <li>-WORK OUT PROBLEMS</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>	<ul style="list-style-type: none"> <li>-PUT LITTER IN TRASH CANS</li> <li>-WORK OUT PROBLEMS</li> <li>-LEAVE TOYS AND CANDY AT HOME</li> <li>-ASK FOR HELP IF NEEDED</li> </ul>



- SAFE
- RESPECTFUL
- RESPONSIBLE
- \_\_\_\_\_

## HORNS UP!

Legacy of Leadership of

Date: \_\_\_\_\_

Student Name:

\_\_\_\_\_

Teacher Name:

\_\_\_\_\_

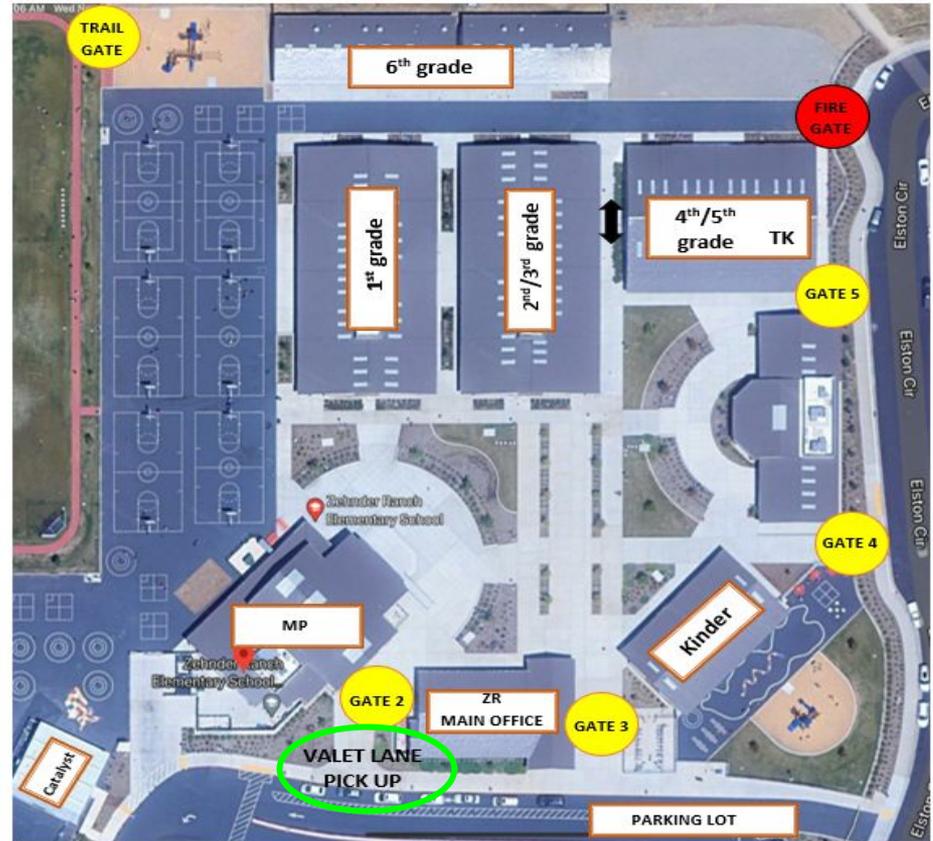
Please turn in to your teacher for Friday drawing!



# **ARRIVAL & DISMISSAL ROUTINES AND PROCEDURES**

# Campus Map Gates:

- Arrival Gates: 2, 4, 5
- Dismissal Gates: 2, 4, 5, Trail Gate
- Gate 3 (Kinder only): AM dismissal/PM arrival



## Ingress/Regress Map

Arrival Gates: 2, 4, 5

Dismissal Gates: 2, 4, 5, Trail Gate

Gate 3 (Kinder only): AM dismissal/PM arrival

# MORNING LINE UP ROUTINES:

- First week of school:
  - 1<sup>st</sup> - 6<sup>th</sup> line up on black top – look for teacher names on cones (1st week of school only)
- 2nd week of school student's will line up in quad behind teacher names on cones
- There is NO playing on play equipment in the morning - there is NO supervision
- Students are to remain in their class line. Students are free to talk in line and socialize until their teacher comes and calls them to attention
- Students line up in number order in grades 1-6
- Kindergarteners line up outside of classroom door
- Older siblings are allowed to escort/wait with their kindergarten sibling, but must report to their morning line after their sibling has entered their classroom or with teacher

# DISMISSAL ROUTINES:

 <b>Walkers</b>	 <b>Bike Riders</b>	 <b>Car Transportation</b>
<p>-We have an agreed upon routine of not allowing first grade students to walk home by themselves. <b><i>First graders will line up at their classroom doors and await pick up by a sibling or an adult.</i></b></p> <p>-Walkers may exit at gate 2 to right of the MP room to walk home via Denali.</p> <p>-Walkers may exit at gate 4 next to computer lab or 5 next to the E wing to walk home via Elston or Horseshoe Park bridge</p> <p>-Walkers may use the trail gate at the back of the school that meets the neighborhood walking trail as an exit at dismissal</p>	<p>-Students will walk with their classes to the front of the school, head straight to the bike rack area, and exit nearest gate</p> <p>-Students must walk their bikes at all times when on the sidewalks of campus and entering/exiting campus</p> <p>-All bike riders, students and parents, please walk bike/scooters once you are on campus. This includes walkways that lead to gates.</p>	<p>-Students in grades 2-6 will be escorted by their teacher to the gate between MP and Office</p> <p>-Students will wait in valet line for their ride to pull up the “Valet Area” which will be coned off</p> <p>-Students may walk to their car once their car reaches the Valet Stop Area</p> <p>-Students will not be permitted to cross parking lot to get to car or adult</p>



**ADDITIONAL ZRES  
BEHAVIOR EXPECTATIONS**

# HARASSMENT & MISTREATMENT

## So what is bullying?

Pattern behavior is the best description of bullying. This means, it **happens more than one time**. There is a big difference between an “incident” and actual bullying. An incident means something bad happened one time. Bullying means there are incidents on a regular basis, more than one time, and the behavior is making you afraid of school.

Longhorns are expected to report mistreatment and harassment from a peer or an adult. The report will result in an immediate meeting with the Principal to review the district and site guidelines for harassment. One warning is offered in writing for the child to their parent by phone and in writing. Any further evidence based complaints after warnings from the Principal will result in a home suspension.

### **\*Verbal**

Name calling, threatening, nasty or hurtful comments, racial slurs, and rude remarks.

### **\*Emotional**

Spreading rumors, leaving people out, gossiping, harming someone’s reputation, ignoring.

### **\*Cyberbullying**

Using the internet to: send nasty messages, spread rumors, send inappropriate emails, and share private information and post inappropriate photos.

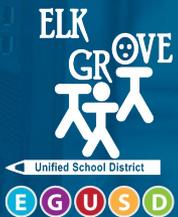
### **\*Physical**

Hitting, kicking, pushing, punching, hurting, slapping.

## BULLYING



*Longhorns are Leaders!  
If you see something,  
know something,  
say something.*



TK-2nd

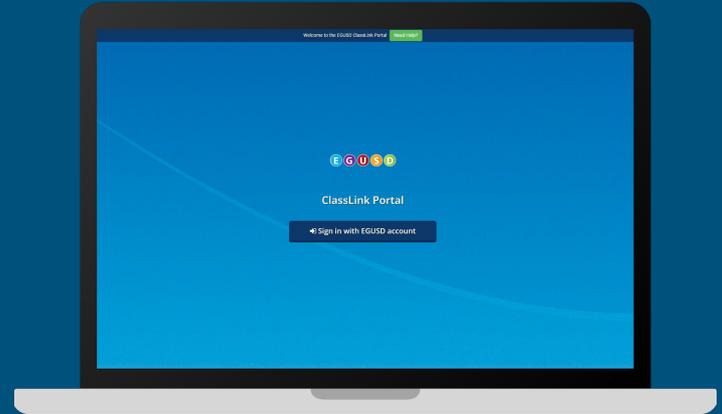
# Student Acceptable Use Agreement

2025 - 2026 School Year

# What is the EGUSD Student Acceptable Use Agreement?

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The EGUSD Student Acceptable Use Agreement tells the rules for what students can and cannot do when using school devices like chromebooks and other computers. It also tells the rules you have to follow when you connect to the internet at school.



# What SHOULD you do when using school devices and the internet at school?

- Follow all EGUSD technology rules
  - Be respectful of other people online.
  - Use your computer for school work not games (unless your teacher tells you to do so).
  - Keep your password secret (only you, your teacher, and your parents should know your password) and log off when you are done using a computer.
  - Create work that you can be proud of.
  - Let a teacher know if a message pops up on your computer.
  - Tell a teacher if another student is not following the technology rules.



# What SHOULDN'T you do when using school devices and the internet at school?

- Use EGUSD technology inappropriately
  - Talk to other people online unless your teacher tells you to do so.
  - Look at or post anything that is inappropriate.
  - Use someone else's username or password.
  - Share your or anyone else's private information with other people online (name, address, telephone number, or other private information).
  - Download or open anything unless your teacher tells you to do so.
  - Break or damage anything on your computer on purpose.
  - Go to websites or use apps unless your teacher tells you to do so.



# Your Digital Footprint

A digital footprint is the trail of information that people leave online or using other communication devices.

- favorite apps
- websites visited
- messages sent
- videos downloaded
- pictures uploaded
- music downloaded
- games played
- comments posted

What will your digital footprint look like?





## Profile

Only use your first name.  
Do not give out any  
personal information



## Permission

Make sure you have  
permission to view and  
share information online.



## Privacy

Keep your  
passwords and  
personal details  
private.



## Protect

Keep evidence and don't  
bully back. tell an adult.



## Positive

Make sure the  
information you share  
is positive.



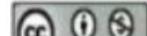
5 P's for a positive  
Digital Footprint



*Longhorns are Leaders!  
If you see something,  
know something,  
say something.*

**BE YOURSELF**  
but be your best self.

@misskyritsis



# CELL PHONES & OTHER ELECTRONICS

Students at Zehnder Ranch are NOT permitted to use electronic devices on school grounds. Electronic devices are often lost and/or stolen by students and if a student chooses to bring a device it then becomes the student's responsibility to keep the device turned off and inside of his/her backpack. Teachers will not hold devices for students and students may not keep them in their pockets or inside of their desks. This includes, but are not limited to:

- Cellphones
- AirPods, Ear buds/phones, Beats
- iPads, Tablets
- Handheld games
- Personal electronics

These items will be confiscated and given to the Vice Principal. It will then become the responsibility of the student to inform their parents of the confiscated device as ZRES staff will not call home. The device will remain in the possession of the Vice Principal until a parent (no siblings) can come and retrieve the device. ZRES staff will also not conduct investigations for lost or stolen devices.



# WEAPONS, IMITATION FIREARMS, AND OTHER DANGEROUS OBJECTS

- Students may not possess, sell, or otherwise furnish any **firearm, knife, explosive, or other dangerous object**.

**Furnish** means to supply someone with something or give something to someone.

-Education Code 48915(g) – As used in this section, “knife” means any dirk, dagger, or other weapon with a fixed, sharpened blade fitted primarily for stabbing, a weapon with a blade fitted primarily for stabbing, a weapon with a blade longer than 3 ½ inches, a folding knife with a blade that locks into place, or a razor with an unguarded blade.

- Students may not possess an **imitation firearm**.

-Education Code 48900(m)- “Imitation firearm” means a replica of a firearm that is so substantially similar in physical properties to an existing firearm as to lead a reasonable person to conclude that the replica is a firearm.

\*Consequences may include suspension or expulsion depending on the situation.



# ZR DRESS CODE POLICY

All dress code guidelines are for safety and to ensure that students wear garments that promote personal privacy. The following garments, headwear, and footwear are not permitted:

- Flip flops, slippers
- High heeled shoes
- Spaghetti strapped shirts
- Tank tops must be at least 2-3 inches regardless of gender of student
- Shorts and skirts must be a length that ensures privacy for the student when standing upright or when leaning forward. Shorts must cover a student's thighs. This is determined by having the student stand upright with hands downward and his/her shorts must be longer than fingertips. Regardless of gender, students are expected to have full coverage to their thigh area while wearing shorts.
- Students wearing dresses are advised to wear shorts underneath to ensure privacy while on play equipment or for PE instruction
- All pants must be pulled up and cover undergarments. Students with exposed undergarments will call home for a change of clothes. It is respectfully requested that adults on our campus also pull up their pants and not expose their undergarments.
- Traditional or religious headwear is appropriate attire. We ask that students not wear bandanas to school.





# NEW READING PROGRAM





- Students take computer adaptive diagnostic assessment (STAR) to give them an idea of their reading level and Zone of Proximal Development (ZPD)
- Students will be directed to books within a level that provides optimal reading challenge.
- They then find books within that ZPD, read the books, and take quizzes on those books.
- Quizzes can be taken on an ongoing basis whenever kids finish reading books.
- The STAR tests can be used a few times throughout the school year to measure growth
- Students may not take quizzes at home
- Students will not have access when off track

### Scholarship: Independent Reading Awards

Students earn awards for their achievement in Accelerated Reader. Students will have their horseshoes added with their name to their class banner in the MP.

SCHOLARSHIP: Trimester 1	SCHOLARSHIP: Trimester 2	SCHOLARSHIP: Trimester 3
DIAMOND HORSESHOE	DOUBLE DIAMOND HORSESHOE	QUADRUPLE DIAMOND HORSESHOE

Students must meet the goal one week prior to their scheduled awards ceremony.

### CLASSROOM & TEACHER HONORS

Team or Class Awards:

1. Class announcements at Friday assembly - Horseshoes, Diamond, Longhorn
2. Individual announcements and incentive for Legendary Longhorn
3. Accelerated Reader banners in MP - Recognize student's reading achievements

### IMPORTANT GUIDELINES AND RULES FOR PARTICIPATION IN AR

1. AR is NOT about collecting points. AR is about building a habit and routine of reading.
2. All quizzes MUST be taken on campus - not at home.
3. Students will not have access when off track.
4. Students caught taking tests for other students will lose all of their own AR points and the other student will also lose all points. No exceptions will be made.

# ACCELERATED READER WEEKLY POINTS

	Trimester 1	Trimester 2	Trimester 3
1st	0.3	0.5	1
2nd	0.5	1	1.5
3rd	1	1.5	2
4th	2	2.5	3
5th	3	4	5
6th	3	4	5

**Golden Lunchbox = 70% or more of class earned weekly goal**

# ACCELERATED READER POINTS

	<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>	<b>4<sup>th</sup></b>	<b>5<sup>th</sup></b>	<b>6<sup>th</sup></b>
White Horseshoe	3	5	10	10	15	15
Blue Horseshoe	5	10	15	15	20	20
Orange Horseshoe	10	15	20	25	25	25
Gold Horseshoe	15	20	25	30	40	40
Diamond	20	25	30	40	50	50
Double Diamond	40	50	60	80	100	100
Quadruple Diamond	80	100	120	160	200	200
LEGENDARY LONGHORN	150	250	350	450	550	650

# ATTENDANCE

Parents REPORT absences:

- Call the school office
- Email the school office
- Send a note, talking point, message via synergy, dojo, etc. to your teacher
- Stay home if you are feeling sick

**Students with absolute Perfect Attendance are honored at assemblies. These are students who have not been absent, late, or excused early from school. 1-6 grade students are honored at trimester assemblies.**

**GOAL** 

**98-100%**

**Daily Attendance!**

**Show Up! Work Hard!  
Be You! MOO!**

# LUNCH TIME ROUTINES:



- No sharing of food
- Do not ask for other students' food
- Always walk in the MP - including entering and exiting
- Hand sanitizer will be provided at beginning of lunch lines and on share carts
- Lunch time is a fun time. 5 minutes before the end of lunch we go into “Silent Lunch” - no talking so that each student can focus on eating their food before going to play
- Lunch monitors will remain in the MP to assist clean tables for the next class. They are also responsible for lunch wagons/bins.
- *Students in 1st-5th will have open seating within their class*
- *6th grade will be able to sit by choice so long as they meet MP expectations*

# 5 Star Lunch

## What does a lunch look like?



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Lunch includes 5 stars (components) - protein, grain, fruit, vegetable, and milk.  
Students must take 3 or more stars. One star must be a fruit or vegetable.  
Students may take up to 2 different fruits and 2 different vegetables.

# Food Waste Recycling



Food Waste Recycling

## Best Practices





# RECESS GAME RULES



## **BASKETBALL**

- All games are 3 on 3. More than 3 on 3 is not allowed
- “Ro Sham Bo” determines who has first possession of the ball
- No “traveling”. The ball must be dribble down the court or the ball goes to the other team.
- No “reaching in”. Students must block or steal the ball while it is in use by the other team.
- Use of elbows to defend the ball will get you removed from the game.
- No free throws when a student claims “foul”. A Yard Supervisor who witnesses a foul may give the ball to the other team.
- Keep score and practice counting by 2s. First team to score 10 wins the game.
- Allow students who are waiting to play the winning team.
- Demonstrate good sportsmanship whether you win or lose. Good sportsmanship includes not bragging or making others feel bad over a game. Good sportsman use kind words to encourage fair play.

## Four Square

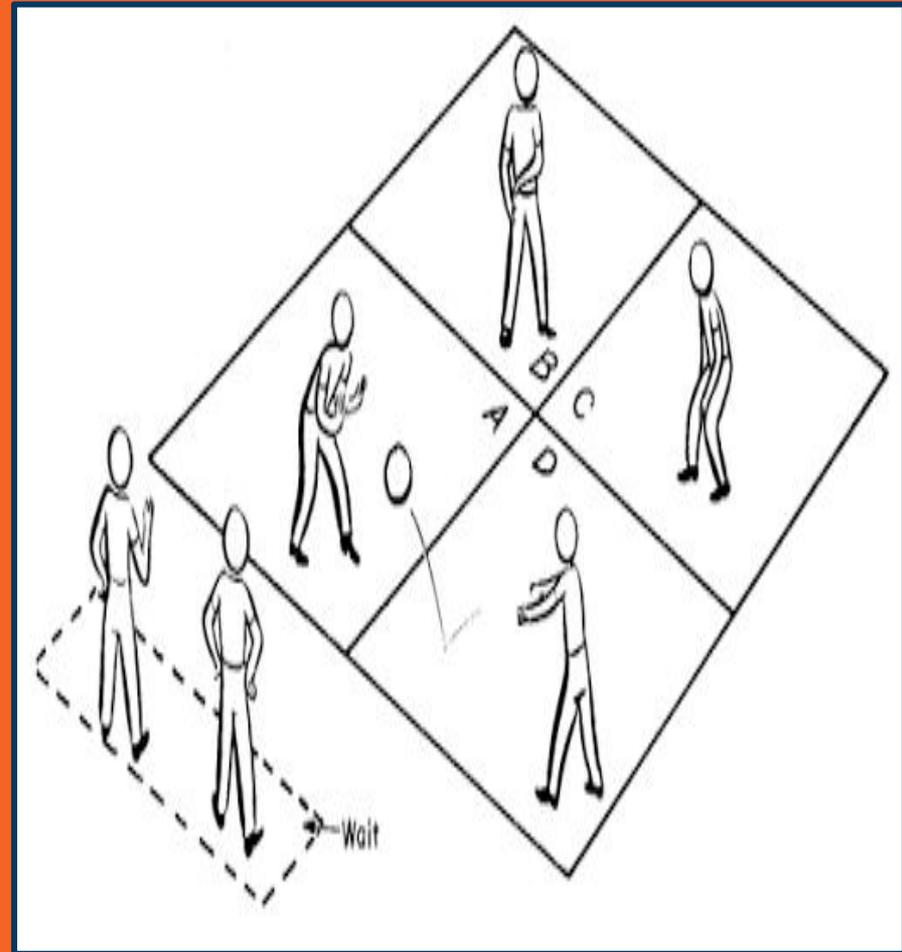
- The ball is served by dropping it and serving it underhand off the bounce.
- The player receiving the ball must keep it in play by striking the ball underhand after it has bounced once in his or her square.
- The receiver directs it to any other square with an underhand hit.
- Play continues until one player fails to return the ball or commits a fault. (See faults listed below.)
- When a player misses or commits a fault, he or she goes to the end of the waiting line and all players move up.
- The player at the head of the waiting line enters the game after a fault.
- The player at the head of the waiting line will call the game in the case of a disagreement.

### The following are faults:

- ✓ Hitting the ball sidearm, overhand or a fist.
- ✓ Winding the arms up past the waist/body.
- ✓ Ball landing on a line between the squares. (Ball landing on an outer boundary is considered good.)
- ✓ The first 2 players in line will draw lots (Ro Sham Bo, pick a number between 1 and 10, flip a coin, etc.), and the winner will choose whether he or she wants to be the server or the receiver.
- ✓ The receiver then chooses 'sides' and 'ways'.
- ✓ The server puts the ball into play by standing in his or her square and hitting the ball in his/her direction. A throw (bottle cap) is not permitted.
- ✓ The receiver may not strike the ball on the first time around the pole, but after it has traveled around the pole once, or he/she hits the ball back in the opposite direction. If the receiver does not hit the ball on the second time around, the server may continue to hit the ball and wrap it around the pole in his/her direction.
- ✓ The game is won by the player who hits the ball until the rope is wrapped around the pole in their direction and above the line on the pole or whose opponent commits a foul. (See fouls listed below.)
- ✓ Players must wait for their turn behind the white line without interfering with the game, either physically or verbally.
- ✓ A player may hit the ball in their opponent's direction to give him or herself a better shot, but not to prolong the game.
- ✓ After winning 3 games, a player must go to the end of the line or to another pole. There will be no saving places or cutting in the line.
- ✓ The first person waiting in the line will act as the referee and is the only person allowed to call fouls.

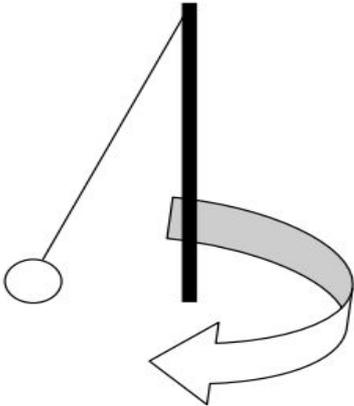
### The following are fouls:

1. Catching or carrying a return volley.
2. Allowing the ball to touch any part of the body except the hands.



## SOCCER

1. No more than 11 students on each team.
2. Ro Sham Bo for first possession.
3. No use of hands or arms during the game.
4. Game ends and new game starts once one team reaches 2 points.
5. Allow students who are waiting to take the field once the game is over.
6. The winning team plays the team of students who are waiting to play.



## TETHERBALL

1. Hitting the ball with any part of the body other than the hands or forearms.
2. Catching or holding the ball during play.
3. Touching the pole.
4. Hitting the rope.
5. Stepping over the line between the sides of the court.



## WALL BALL

1. The game begins when one player serves the ball by hitting the ball towards the wall.
2. The ball must bounce one time on the ground before it reaches the wall.
3. The receiving player must let the ball hit the wall and bounce once before returning it.
4. The player can then return the ball by hitting it and reaching the wall in one bounce off the ground.
5. Play continues until the ball:
  - a. Bounces on a line or outside the boundaries.
  - b. Hits the wall without bouncing off the ground.
  - c. Bounces twice before it is returned.
  - d. Is not allowed to bounce.
6. When a player stops the play, s/he goes to the end of the line and a new player comes into the game.
7. The remaining player is the server and begins the next game.

### Variations of Ball Wall:

1. For lower skilled players, allow them to catch and return the ball.
2. After play has advanced past this basic game, players can add special rules. For example, instead of requiring one bounce before returning the ball, a player could allow returns before the ball bounces as well as on a single bounce.

# Soccer and Football

Soccer and Football can only be played on Thursdays and Fridays when supervised by the ASSIST coach.



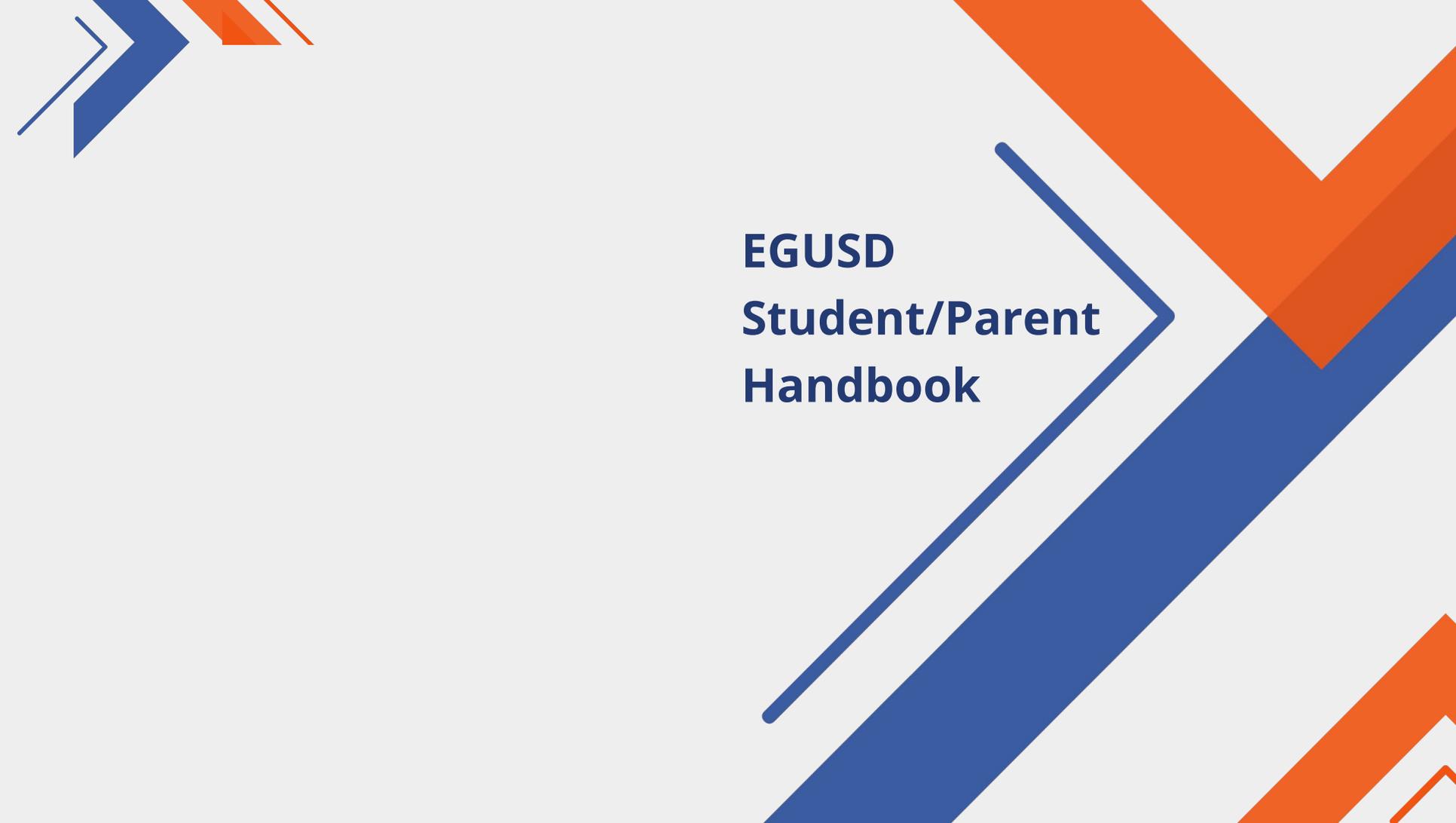


**Elementary School**

STUDENT & FAMILY  
HANDBOOK

2025-2026

**ZRES  
Student & Family  
Handbook**



**EGUSD  
Student/Parent  
Handbook**

# Horns Up!



**Be Safe**



**Be Respectful**



**Be Responsible**



*A Legacy of Leadership*