**Physical Education Rules and Procedures**

1. Students are not permitted in the gym weather the doors are locked or unlocked, if there is no teacher supervision!
2. Respect for teachers, peers and equipment is required
3. Wear your Physical Education Uniform at all times

(Symmes/D’Arcy school t-shirt, black shorts or track pants and non-marking running shoes). Uniform must be worn appropriately!

**\*If you need a new uniform you can purchase one from Ms. Mathews at reception\***

1. No deliberately running into the tarp or cutting through the tarp.
2. Students are not permitted to wear jewelry when participating in class
3. No electronic devices are permitted in the gym!!
4. Do not hang off the soccer nets
5. Do not hand off basketball rims
6. Do not kick off the walls to dunk
7. All gym doors must be closed at all times
8. You have to be in the change rooms prior to the bell ringing
9. You must be changed and in the gym before attendance is taken (approximately 5 minutes after the bell has rung)
10. Do not leave valuables in the change room. Lock them in your personal lockers
11. Whistle means stop or go
12. Misuse of equipment will result in violator paying for damaged equipment
13. No students are allowed in the storage room
14. No students are allowed in the physical education offices
15. Do not leave class without the teachers permission. Wait until the bell rings before going to locker
16. Symmes students must use water fountain in cafeteria and D’Arcy students use the one in the Arts wing.
17. No equipment is permitted in the hallways
18. No disrupting classes in the arts wing
19. All equipment must to put away properly prior to the end of class
20. Once the locker change room doors are locked no students will be permitted back inside
21. No food or drinks in the gym
22. No jackets or book bags in the gym
23. Students role is to : participate to the best of their ability

: learn (knowledge, skills, technique and applications)

: have respect, a positive attitude and have fun

: conduct self in a safe manner