

Updated 11/2019

**T&T AwanaGames**  
**Official Rules and Regulations**  
**3<sup>rd</sup> through 6<sup>th</sup> grade Coed Teams**  
**Sacramento Area**



**2020**



**IMPORTANT NOTE:** This book may only be altered by Sacramento Awana Games/ Sparks-a-Rama staff. Any questions about the rules in this book refer to: [vpccawana@gmail.com](mailto:vpccawana@gmail.com)



**Parental Consent and Release of Liability  
Please Print and Provide All Information Requested**

**IMPORTANT: THIS DOCUMENT CONTAINS A RELEASE OF LIABILITY. YOU ARE ADVISED TO REVIEW IT CAREFULLY.**

Please return this form to your coach/coordinator before each Event.

<b>To Be Filled Out By the Church – Please Print</b>	
Child's Name: _____	Awana Registered Church Name: _____
Church City/State _____	Coach: _____
Date and location of the Event the Child is attending: _____	Child's Birthdate: _____
Date: _____	Event Location: _____
TEAM STATUS: <b>Circle One:</b> SPARKS (T&T)BOYS (T&T)GIRLS (T&T)COED TREK JOURNEY QUIZ GRANDPRIX OTHER _____	

I understand and agree that participation in "AwanaGames," "Sparks-a-Rama" or "Awana Bible Quiz" ("Event") is a privilege. In consideration of that privilege, I am signing this Parental Consent and Release of Liability.

**Consent to Attend Event**

I hereby give permission for my Child to attend and participate in the Event.

**Release of Liability**

Prior to my Child's involvement in the Event activities, I acknowledge that involvement of my Child in the Event may involve risk of property damage and of personal injury, illness or even death, including but not limited to the risks arising from transportation-related activities, recreational activities, accidents in and around facilities, adverse weather conditions, and injuries and illness as a result of food-borne illnesses and allergic reactions.

By signing this Parental Consent and Release of Liability, I state that my Child is fully capable of safely participating in all Event activities, and I expressly assume all risks of my Child's involvement, whether such risks are known or unknown to me at this time. I further generally release Awana Clubs International ("ACI") its directors, officers, employees, volunteers, and agents, and other participants at the Event, from any and all claims that I or my Child may have against any of them, whether on or off Event grounds. This Release of Liability is given on behalf of myself, my Child, and any heirs, family, estate, administrators, and personal representatives of me and my Child.

I expressly agree that this Release is intended to be as broad and inclusive as permitted by the State of Illinois.

**Consent to Medical Treatment**

I hereby give my consent that my Child may receive medical treatment that may be deemed advisable in the event of injury, accident and/or illness during this event.

List any medical or food allergies of Participant (please write "None" if applicable): \_\_\_\_\_

Will Participant be under any medication while at Event? Yes  No  If yes, please provide details: \_\_\_\_\_

**Media Release**

I understand that at this Event or related activities, my Child may be photographed. I hereby assign all rights to the photographs/video made of my Child by ACI. I hereby authorize and consent to the editing, reproduction, exhibition and use of said photographs/video by ACI for promotional purposes in its publications, on its Web site and in local print media. I acknowledge ACI's right to crop or treat the photographs/video at its discretion.

**Authority to Sign**

I represent and warrant that I am a parent or legal guardian of the Child named above, and have the full power and authority to enter into this Parental Consent and Release of Liability on behalf of my Child. By signing below, I acknowledge that I have read and understand this document, and also represent that all information provided is accurate.

I agree that this Release shall be governed by and interpreted in accordance with the laws of the State of Illinois, without giving effect to its conflict of law principles. Any litigation under this agreement shall be resolved in the courts of Cook County, Illinois.

Parent or Guardian Signature \_\_\_\_\_ Date Signed \_\_\_\_\_

Printed Name and Phone Number \_\_\_\_\_ Emergency Contact: Name and Phone Number \_\_\_\_\_

Event Consent & Release - ACI  
March 2012

## INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for third- through sixth-graders.

### ***AWANAGAMES—A GROWING GIANT***

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing four churches, participated. The next year, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique ministry to boys and girls—and their parents—has grown tremendously over the years, and potential for future growth is practically unlimited.

### ***AUTHORIZATION OF AWANAGAMES MEETS***

All AwanaGames meets must be authorized by an event specialist or NCAN Event Team. If several registered churches with Awana clubs are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their NCAN Event Team at [westcoasthonorcamp.org](http://westcoasthonorcamp.org) or area event specialist.

### ***ORGANIZATION OF AWANAGAMES MEETS***

Coed teams are constituted as follows:

Maximum of 14 players

Minimum of 10 players

For even number teams, no more than half of the team can be 5<sup>th</sup> and 6<sup>th</sup> graders.

Teams must have a minimum of five boys and five girls.

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The AwanaGames event specialist has final authority to allocate space available for coed teams and to set registration requirements.

## REGISTRATION PROCEDURES

### ***REQUIREMENTS***

1. Only currently registered churches are authorized to compete in an AwanaGames meet.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the AwanaGames. All game equipment is provided, except bands for the Three-legged Race. Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registration.**

### ***PROCESSING REGISTRATIONS***

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the AwanaGames meet have been filled, additional team registrations will be accepted only on a “standby” basis. Such teams will be notified accordingly.

All teams accepting a “standby” position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams that are not asked to replace another team will be refunded the full registration fee following the AwanaGames meet.

### ***TEAM ASSIGNMENTS***

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified prior to the meet.

### ***QUALIFICATIONS OF TEAM MEMBERS***

1. All clubbers in 3<sup>rd</sup> and 4<sup>th</sup> grade who have not reached their 11<sup>th</sup> birthday by September 1<sup>st</sup> prior to the meet may participate. All clubbers in 5<sup>th</sup> and 6<sup>th</sup> grade who did not reach their 13<sup>th</sup> birthday by September 1<sup>st</sup> prior to the meet may participate.
2. All AwanaGames team members must have passed 10 sections this club year by day of the meet.
3. **3<sup>rd</sup>/4<sup>th</sup> graders may be substituted for 5<sup>th</sup>/6<sup>th</sup> graders in any AwanaGames event and may also play in any 3<sup>rd</sup>/4<sup>th</sup> grade event.** 5<sup>th</sup>/6<sup>th</sup> may not play in 3<sup>rd</sup>/4<sup>th</sup> grade events.
4. Teams may register for only one AwanaGames meet.

## **GENERAL INFORMATION**

### ***GOOD SPORTSMANSHIP***

**Each Team is awarded 1 Sportsmanship Point per event. For unsportsmanship like conduct, sportsmanship points will not be given.**

An important aspect of the Awana ministry is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning AwanaGames. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again volunteers who do their best to officiate according to AwanaGames rules.

AwanaGames affords boys and girls an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that their testimony for Christ is of utmost importance.

### ***ROSTER SHEET***

The team roster sheet, showing name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area event staff prior to the meet, according to the schedule set by the event specialist. **The original of the Awana parental consent form for each team member must be turned in with the roster sheet at team check-in.**

### ***TEAM OUTFITS***

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members.

Team coaches should wear either their Awana uniform or the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor. **Please No Shorts by Players or Coaches.**

### ***INSURANCE***

**Awana does not carry insurance covering team members.** All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection. The coach must have in his/her possession on the gym floor **a copy of the Awana parental consent form** signed by a parent of each player stating, "emergency treatment may be given if necessary."

Extra players brought by a team on a "standby basis," as well as those recruited from the stands, to fill in short teams **must** have **a copy of the Awana parental consent form** before they can participate.

### ***AWANAGAMES RECORDS***

Officials at each area AwanaGames meet may keep their own accurate time records to the hundredth of a second for each timed event. Times kept by less than two timers will not be considered official. These records are kept only at the local level.

### ***AWANAGAMES AWARDS***

Individual AwanaGames awards are given to all team members and coaches.

## AWANAGAMES DAY SCHEDULE

### **ARRIVAL TIME**

As announced at your coaches' meeting and/or in confirmation communication. A general guideline would be for teams to arrive about 60 minutes prior to the starting time of the event. **A coach from each team must bring a completed original Awana parental consent form for each team member and a completed roster sheet. Coaches are also required to have a copy of the parental consent form with them on their team lines. Parental consent forms for extra players should be turned in at this time also.**

### **CIRCLE AND TEAM LINE LOCATIONS**

**No running or practicing on the circle is permitted before the meet begins.** Teams will help reduce congestion if they go to their assigned location and stay there.

### **MEETING AWANAGAMES OFFICIALS**

The line judges and circle director will give last-minute instructions to team coaches and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

### **FLAG CEREMONY**

All team members should be instructed before the meet to face the flag during the ceremony and to place their hands on their heart at the given signal.

### **PRAYER**

#### **MEMORY VERSES**

All AwanaGames personnel—including circle directors, judges, scorekeepers, and coaches—should be prepared to recite 2 Timothy 2:15 in the King James Version in unison with all team members at the close of the flag ceremony.

Teams should review this verse for several weeks to give them confidence for reciting in front of spectators.

#### **GOSPEL PRESENTATION**

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a "halftime" break during the event.

Recognition may also be given to clubbers for outstanding achievements.

Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

## AWANAGAMES PERSONNEL

### **CHAIN OF COMMAND ON EACH CIRCLE**

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults the circle director. **The circle director's decision is final. Unless requested by the circle director, no coach is allowed on the game floor to consult him at anytime.**

### ***AWANAGAMES SPECIALIST***

He oversees the entire operation from planning through team registrations to supervision of the AwanaGames meet.

### ***CIRCLE DIRECTOR***

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of judges
- Scorekeepers' activities
- Timers' activities
- Final word on all matters not covered in written rules

### ***JUDGES***

In each circle, four trained officials, who are familiar with all AwanaGames events, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

### ***OFFICIAL SCOREKEEPERS***

Two individuals for each circle record the scores for each event as reported by the circle director.

### ***OFFICIAL STARTER***

He gives the starting signal for all circles at beginning of most events or heats.

### ***OFFICIAL TIMERS***

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

### ***TEAM COACHES***

A coach is selected from within each club. Only two coaches per team are allowed on the floor during the meet. Team should have one male and one female coach, but two male or two female coaches will be allowed. Team coaches are **not** permitted in the playing area at any time during the AwanaGames meet. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are to attend the AwanaGames coaches' training session.
4. All coaches must remain behind their team line at all times while AwanaGames events are in progress.

### **GENERAL RULES/DEFINITIONS**

Arranged alphabetically for quick reference

#### ***ADHERENTS***

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

#### ***BALLOONS***

Nine to eleven inch balloons are inflated to about eight inches in diameter.

#### ***CIRCLE PINS***

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle pin as if the pin were in its proper place. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin). Players knocking over a circle pin during a game disqualifies his team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

### **DISQUALIFICATION**

A team may be disqualified by the circle director and/or judges at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin
3. Causing interference to other players.
4. Player participating in more than the allowed number of events (See General Rules "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this manual.
6. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")

Teams are not disqualified if a player steps outside of the game square during a running event.

Coaches should instruct players to go all the way into the center for each event—no matter how hopeless it may seem—because the apparent winners may have been disqualified.

### **FALSE START**

The circle director and judges will call a "false start" when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team for that event or heat. The remaining teams will be restarted.

### **FLOOR MARKINGS**

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games which use tape boundaries. If any player's foot protrudes beyond the tape in these games, his/her team will be disqualified for that event or heat.

### **INTERFERENCE**

The circle director and judges may declare "interference" if, in the opinions of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams' or players' progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his team will be disqualified from that event. Interference may also be called when players' progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

### **PARTICIPATION**

All players must play in a minimum of two events and no more than six events. **No player may compete in more than two running events. Players may compete in only one individual running event and only one relay event except in the case noted on the PowerPoint coaches training.** For instance.....

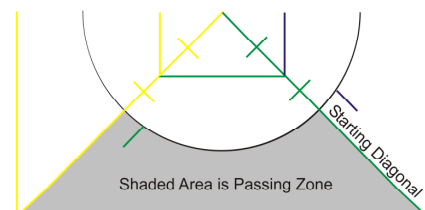
- A Sprint Race player can participate in the Sprint Relay or the Marathon Relay, but they may not participate in the Marathon Race.
- A Marathon Race player can participate in the Sprint Relay or the Marathon Relay but they may not participate in the Sprint Race.
- Sprint Relay players can participate in the Sprint Race or Marathon Race, but they may not participate in the Marathon Relay except in the case noted on the PowerPoint coaches training.
- Marathon Relay players can participate in the Sprint Race or the Marathon Race, but they may not participate in the Sprint Relay except in the case noted on the PowerPoint coaches training.

### **PASSING RULE**

This rule applies to all four running events. (See individual events) If player is touched by a hand (not by the baton) he/she **must** move to the right to allow the faster team to pass. Failure to move when touched may result in disqualification.

### **PASSING ZONE**

In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). Passing the baton in any other zone, including passing it over a starting diagonal, disqualifies that team for that event.





### **PRACTICES**

In preparing for the AwanaGames, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the AwanaGames meet.

### **RERUN**

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its players were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* "Interference").

In the rerun of the Marathon Race, new players may participate.

### **SCORING**

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle until the circle director has determined their team standings.

### **SCORING PINS**

Game pins set at the five-foot mark which are to be touched or tipped by player's hand(s) only.

### **SPIRIT OF THE GAME**

When a team deliberately stretches existing rules to play a game differently from that planned by the national event team, the spirit of the game has been violated. The circle director and judges will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

### **STARTING DIAGONAL**

(See Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

### **STARTING SIGNAL**

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

### **TAG RULE**

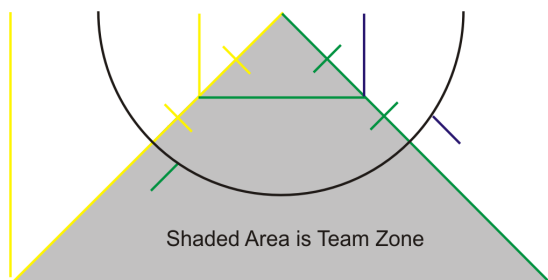
When one player gains on another and is able to touch or "tag" him/her, or if a player is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another player will result in team disqualification, although the tagged player is also disqualified.) In dropping out of the race, tagged players should leave to the right, away from the circle—never to the center. **This rule is enforced in the Three-legged Race.**

### **TEAM LINES**

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Players not participating in an event must stay seated behind these lines.

### **TEAM ZONE**

The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone.



***TIE GAME (EVENT) OR TIE HEAT***

When two teams, in the decision of the circle director touch the scoring pin at the same instant, a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. ***If it is a tie for second place, full second-place points are awarded to both teams that tied for second. (Example: If first place is four points and second place is two points and two teams tied for second, the two tied teams would both be awarded two points.***

***TIE SCORE***

When two or more teams are tied after the end of the last event in a semifinals or finals, the tie will be resolved by a full team heat of Beanbag Relay.

***WINNER OF AN EVENT***

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. (If the player touching the scoring pin has been disqualified, the second place player receives first place points. If the second place player is disqualified, the circle director will award second place to the third place player. Where it is not possible for the circle director to determine the winner, he may call for a rerun.

## AWANA GAME EVENTS - COED TEAMS

**DIAGRAM CODES:** CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

### EVENT 1 — BEANBAG BONANZA

1<sup>st</sup> heat - five girls

2<sup>nd</sup> heat - five boys

**Scoring:** 1<sup>st</sup> place - four points

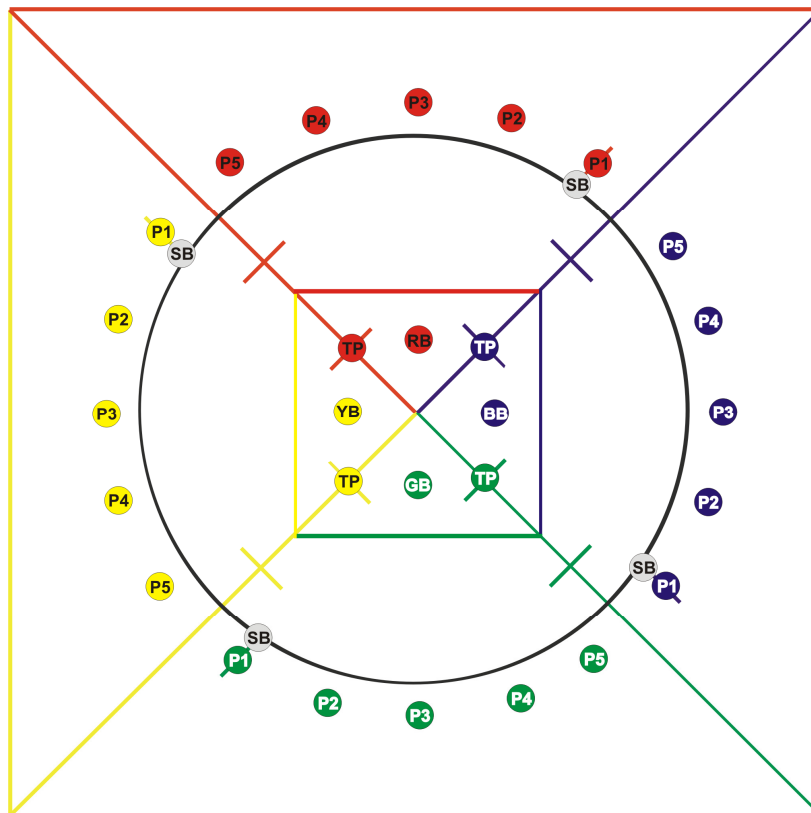
2<sup>nd</sup> place - two points

**Equipment:** Four circle pins, four scoring pins, one colored bag, and one striped beanbag per team

The colored beanbag is placed in the center of each team's center triangle. The five players line up on their circle line. Player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round. Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs toward the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. **If a player does step over the line prior to receiving the bag, the team is disqualified for that heat.** The beanbag must be **placed by hand all the way to the floor**, not dropped or tossed, within the triangle.

Each time a bag is **placed** in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If the bag or participant enters another team zone, that team will be disqualified. When a player returns from **placing** the beanbag in the triangle, he/she must **hand** the beanbag just picked up to the next player. No rotating is allowed.



## EVENT 2 — SPRINT RELAY

1<sup>st</sup> heat - three girls

2<sup>nd</sup> heat - three boys

**Scoring:** 1<sup>st</sup> place - ***five*** points

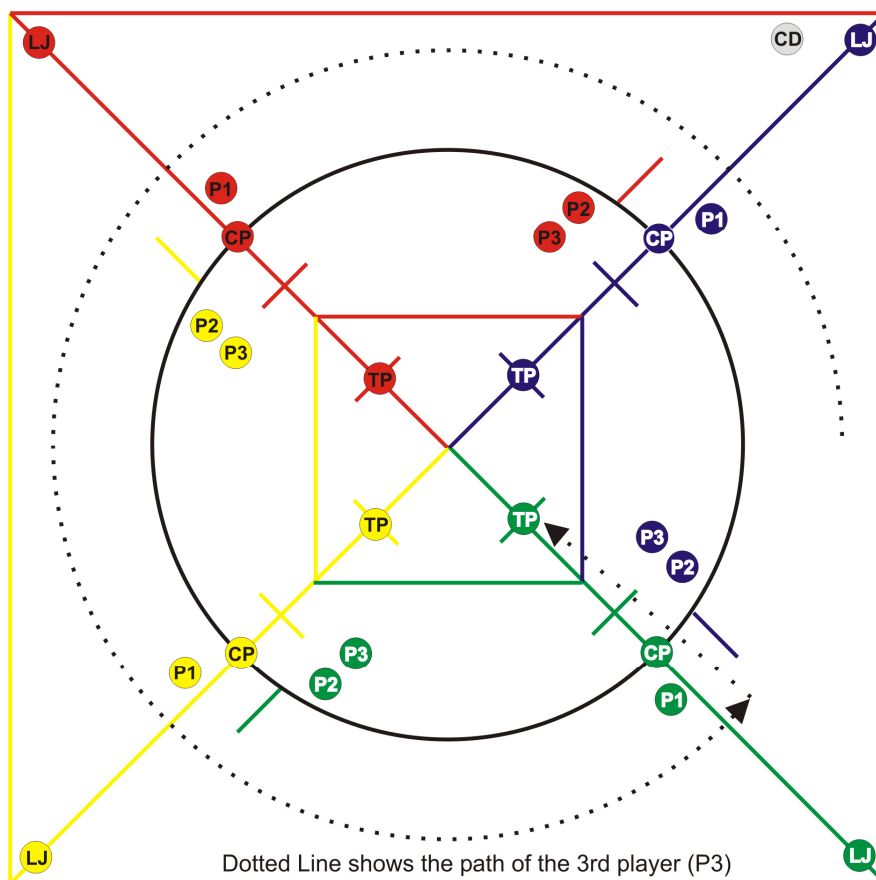
2<sup>nd</sup> place - ***three*** points

**Equipment:** four circle pins, one baton per team, four scoring pins.

The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two players wait inside their circle within their team zone (P2 and P3 in Diagram). At starting signal, the first player goes around the circle and passes the baton to the second player. The baton must be completely passed within team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second player runs one lap and passes the baton to the third player. When players have completed their laps, they must leave to the right, *away* from the circle. The third player runs one lap, runs around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. The winners must retain possession of baton when they touch their scoring pin with hand(s) to be awarded points. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Passing rule applies.

Tag rule does not apply. Players should continue running even though someone tags or passes them. (see *General Rules* “Passing Rule”)

Sprint Relay players can participate in the Sprint Race or Marathon Race, but they may not participate in the Marathon Relay except in the case noted on the PowerPoint coaches training.



### **EVENT 3 — KNOCK IT DOWN**

Heat 1: one girl

Heat 2: one girl

Heat 3: one boy

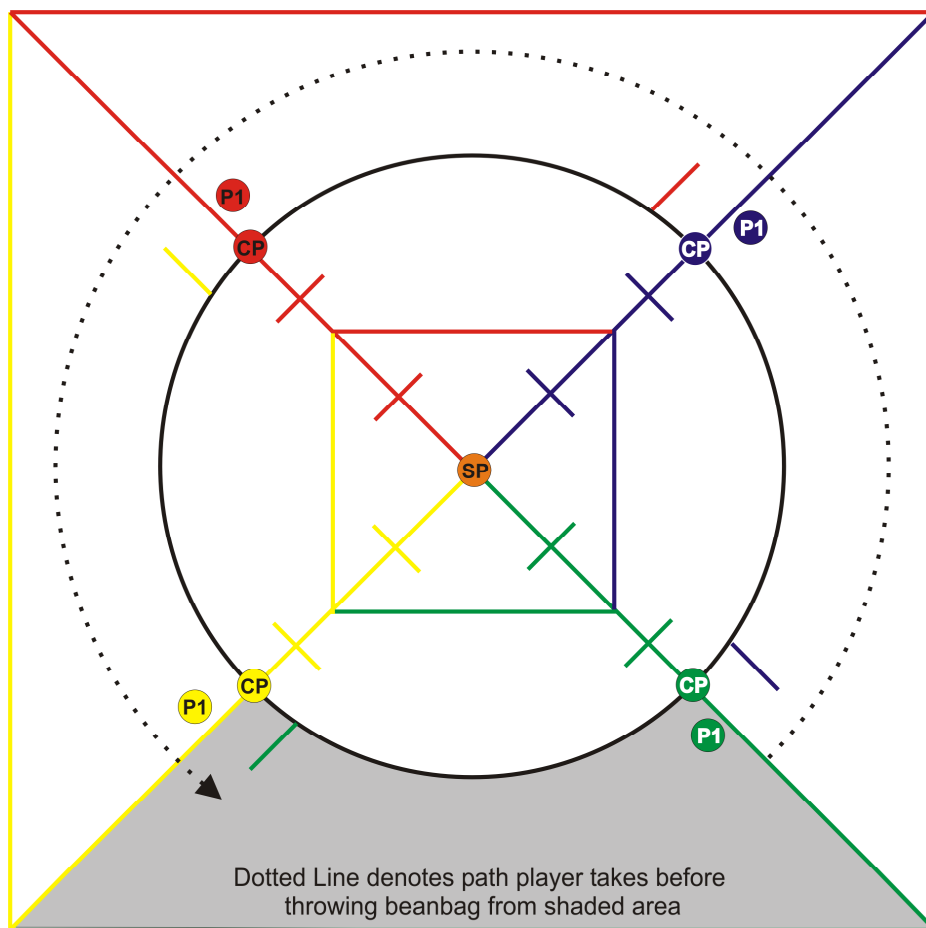
Heat 4: one boy

**Scoring:** Two points each heat

**Equipment:** Four beanbags, four circle pins, center pin

The player stands outside the circle with the beanbag, just behind the starting diagonal. At starting signal, player runs around the circle, then to his/her team zone. Standing behind the circle line, player tosses the beanbag (either over or under hand) at the center pin. First player to knock down pin wins that heat. Players retrieve their own beanbag and go back to their own team zone outside circle and continue play until one player knocks the center pin down. Beanbags going outside of team zone may be retrieved. If a player steps across their circle line when making their throw, that throw will not count, but the player is not disqualified.

There will be a time limit for each heat of 60 seconds. If no one knocks down the center pin within 60 seconds from when the heat begins, time will be called and no points will be scored for that heat.



### **EVENT 4 — THREE-LEGGED RACE**

1<sup>st</sup> heat - two girls

2<sup>nd</sup> heat - two boys

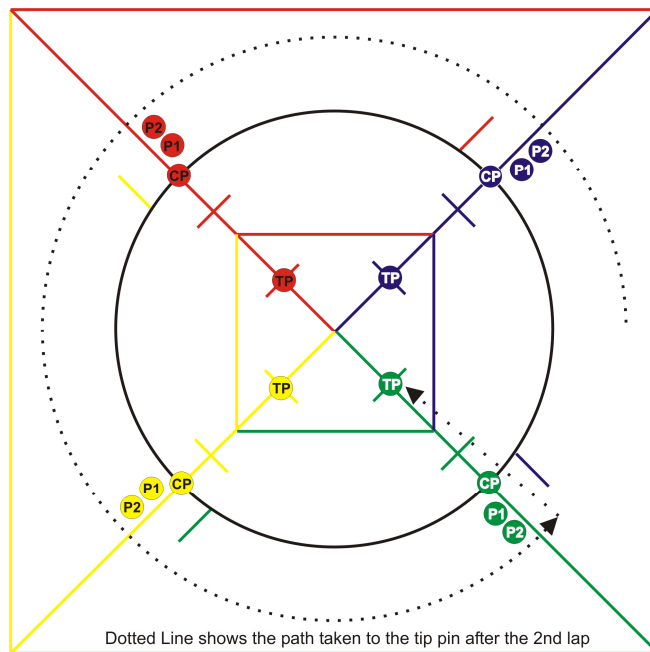
**Scoring:** 1<sup>st</sup> place - four points each heat  
2<sup>nd</sup> place - two points each heat

**Equipment:** four circle pins, four scoring pins, and **teams must furnish their own three-legged bands** (available through the *Awana Supply Catalog*).

Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going around their circle pin towards the center, touching their scoring pin with hand(s) to finish. First team to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The line Judges will remove three-legged bands at end of race.

A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart.

If any player falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. Tag rule applies (see General Rules "Tag Rule"). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.



### **EVENT 5 — SPRINT RACE**

1<sup>st</sup> heat - one 3<sup>rd</sup>/4<sup>th</sup> grade girl

2<sup>nd</sup> heat - one 3<sup>rd</sup>/4<sup>th</sup> grade boy

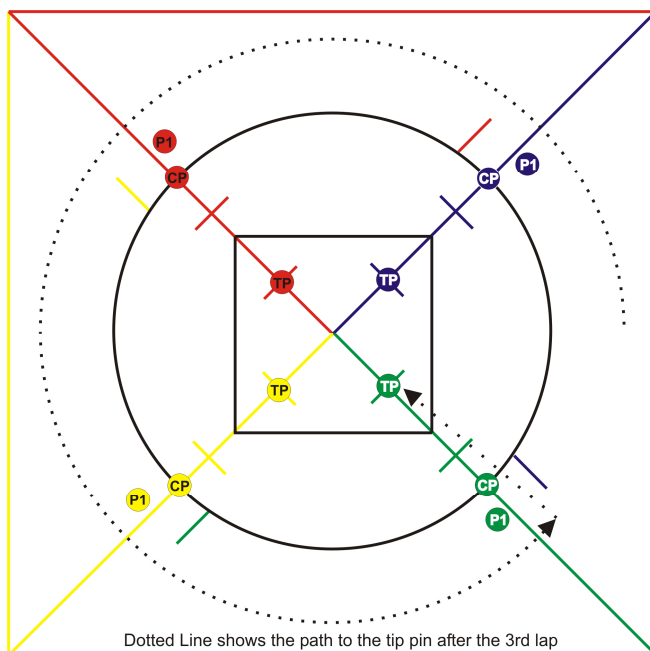
**Scoring:** 1<sup>st</sup> place - four points  
2<sup>nd</sup> place - two points

**Equipment:** four circle pins, four scoring pins.

The player stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, and then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing Rule applies.

Sprint Race players may also participate in the Sprint Relay or Marathon Relay but not the Marathon Race.



## EVENT 6 — FOUR-WAY TUG

1<sup>st</sup> heat - two girls

2<sup>nd</sup> heat – two boys

**Scoring:** 1<sup>st</sup> place only - **three** points each heat

**Equipment:** rope and four beanbags, one of which is placed on the diagonal line for each team. The rope is about 16' long and is spliced to form a loop which makes a circle about five feet in diameter. The rope is marked at four equally spaced points.

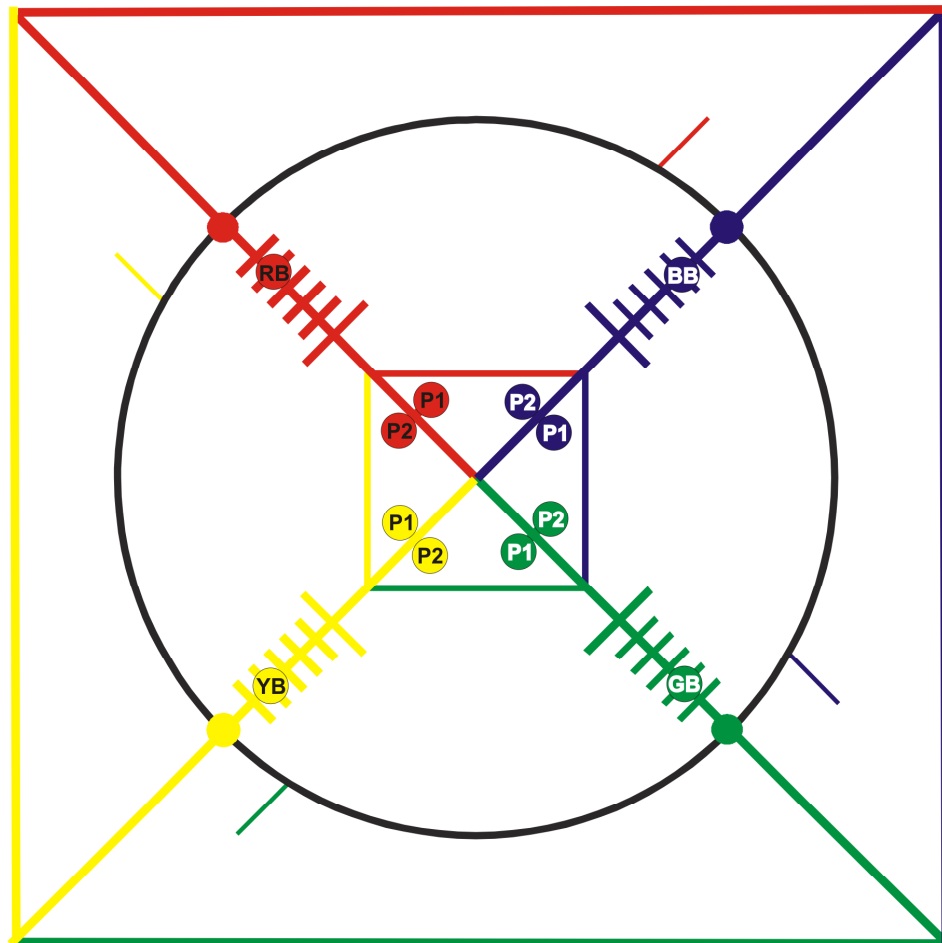
Two players from each team take hold of the rope with their hands at one of the four marked points. (Four way-tug players may wear gloves for this event only.)

Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team on the 12' mark. When beanbag is moved, it is to be flush with the top of the tape. At starting signal, all players pull the rope toward the beanbag on their team diagonal line.

Temporary loss of the rope during the tug will not disqualify a player, but the player who picks up the beanbag must have one hand securely on the rope at the same time in order to win. To make it easier to reach the beanbag, players, while holding the rope, may use their feet to draw the beanbag closer.

While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope. When beanbag is moved, it is to be flush with the top of the tape.



### **EVENT 7 — MARATHON RELAY**

1<sup>st</sup> heat - three girls

2<sup>nd</sup> heat - three boys

**Scoring:** 1<sup>st</sup> place - **five points**

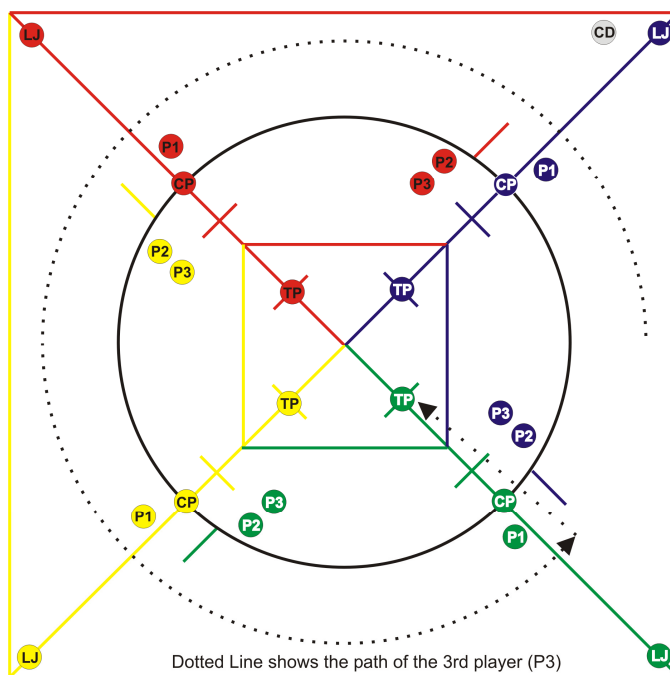
2<sup>nd</sup> place - **three points**

**Equipment:** four circle pins, one baton per team, four scoring pins.

This relay is the same as the Sprint Relay except that players will run two laps rather than one before passing the baton to the next player, or before the third player runs around his/her circle pin and towards the center, touching their scoring pin with his/her hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. Players who have completed two laps should leave to their right, *away* from the circle. The 3<sup>rd</sup> player must retain possession of baton when finishing to be awarded points for this event.

Tag rule does not apply. Players should continue running even though someone tags or passes them. (see General Rules “Passing Rule”)

Marathon Relay players can participate in the Sprint Race or the Marathon Race, but they may not participate in the Sprint Relay except in the case noted on the PowerPoint coaches training.



### **EVENT 8 — MARATHON RACE**

1<sup>st</sup> heat - one 5<sup>th</sup>/6<sup>th</sup> grade girl

2<sup>nd</sup> heat - one 5<sup>th</sup>/6<sup>th</sup> grade boy

**Scoring:** 1<sup>st</sup> place - **four points**

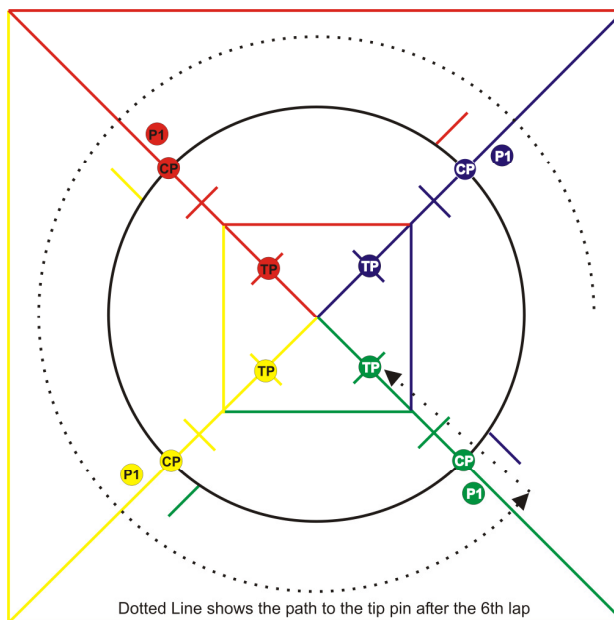
2<sup>nd</sup> place - **two points**

**Equipment:** four circle pins and four scoring pins.

The marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle. The player then runs around his/her circle pin and towards the center, touching their scoring pin with his/her hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing rule applies.

Marathon Race players may participate in the Sprint Relay or Marathon Relay but not the Sprint Race.





## EVENT 9 — CUP STACK

Two heats

1<sup>st</sup> heat – five players

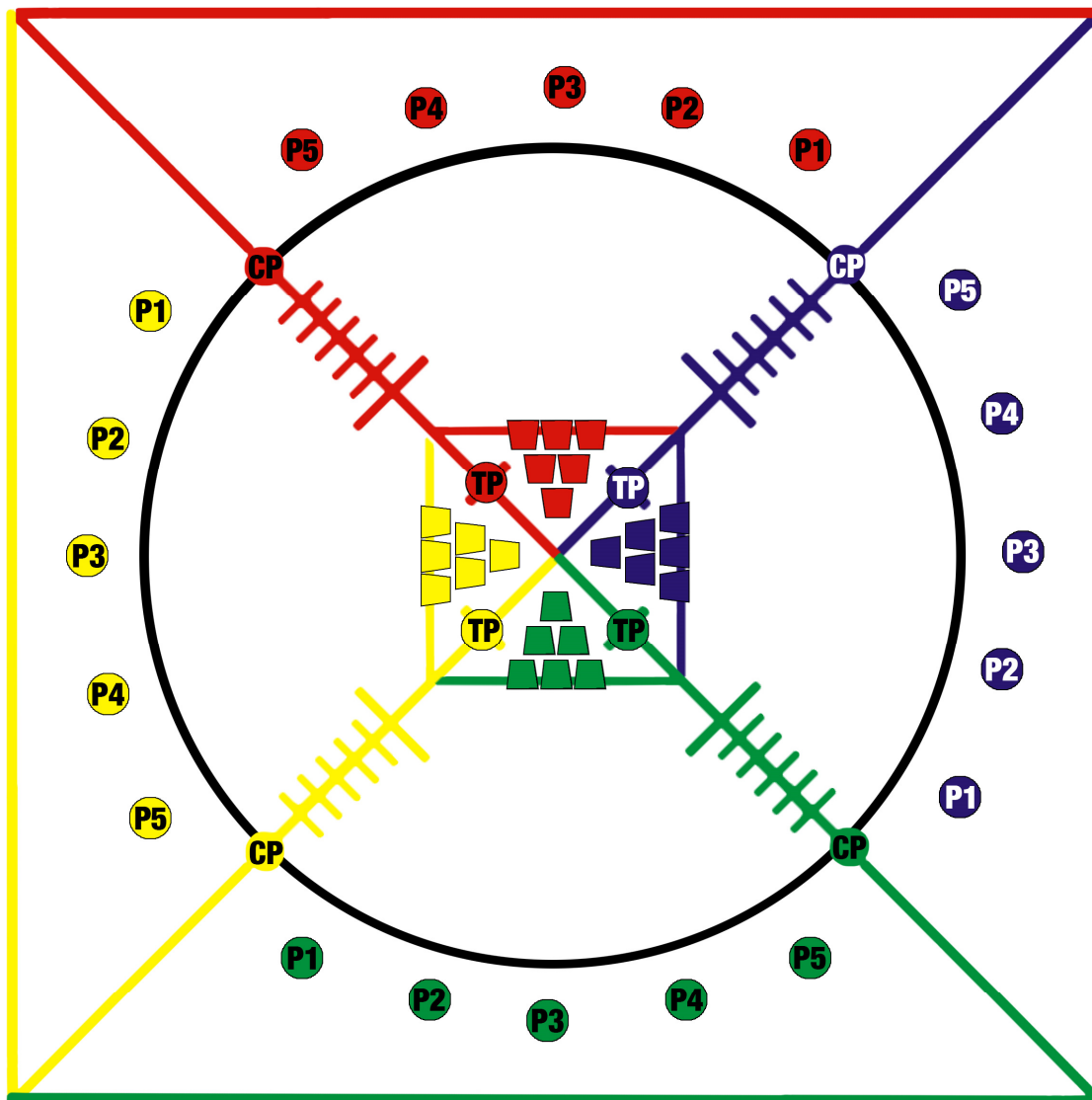
2<sup>nd</sup> heat – five players

1<sup>st</sup> place four points

2<sup>nd</sup> place two points

**Equipment:** Six large stacking cups per team, scoring pins

Play begins with six cups stacked as a pyramid (Three on bottom, two in middle, one on top) on the inside square line. At signal, player #1 (farthest from his/her team's starting diagonal) runs into the circle and down stacks (putting all six cups into a single stack) the cups leaving them on the line. He/she then runs out and tags player #2. Player #2 runs in and up stacks (creating the pyramid) on the line. When the pyramid is stable he/she runs out and tags player #3 (if pyramid falls after player is tagged team is disqualified) who comes into the circle and down stacks cups. Play continues as such. When player #5 completes down stacking, he/she then touch/tips knocks down the scoring pin. First team to touch/tip or knock down their scoring pin wins.



## EVENT 10 — BEANBAG RELAY

1<sup>st</sup> heat 1 - Five girls

2<sup>nd</sup> heat 2 - Five boys

3<sup>rd</sup> heat 3 - Team Heat consisting of five girls and five boys

**Scoring:** 1<sup>st</sup> place - three points per heat

2<sup>nd</sup> place - one point per heat

**All three heats are the same point value**

**Equipment:** four circle pins, one beanbag per team, four scoring pins.

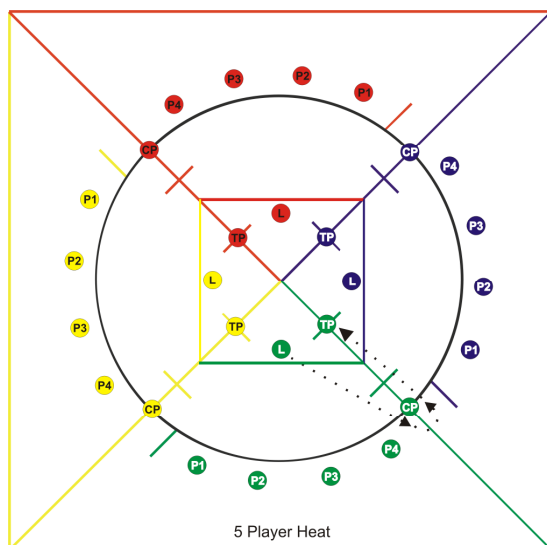
One player standing in the game leader triangle (see Diagram) acts as a game leader for this event. **In the 3<sup>rd</sup> heat, this player may be a boy or a girl - coach's choice.** He/she may stand or move about anywhere in this triangle, but must have one foot in this triangle whenever he/she is throwing or catching the beanbag. (He/she may lift the foot which is in this triangle, but will be disqualified if it passes through the imaginary plane extending upward from the lines which form the triangle. **The team will also be disqualified if the player in the center knocks over the scoring pin when throwing, catching or moving around in the game leader triangle.**)

The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she runs to the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

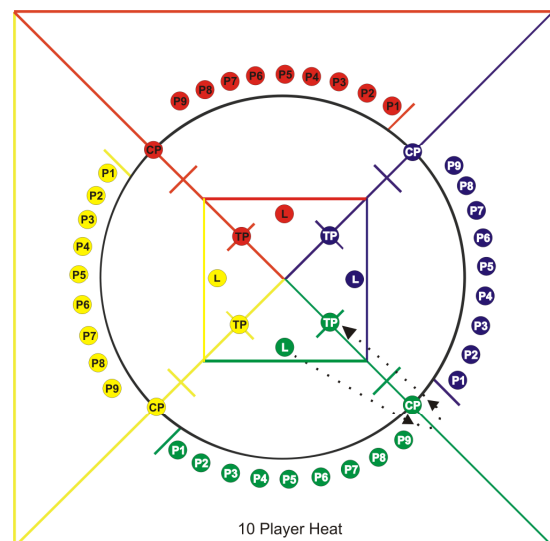
At starting signal, the game leader throws the beanbag to the player to his/her right (farthest from his/her team's starting diagonal). Player #1 catches it and throws it back to the game leader, who throws it to player #2. Play continues until all players on the circle have received the beanbag from the game leader and returned it. When the game leader receives the beanbag from the last player number, he/she runs around his/her own circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The game leader must run around the pin without touching another player. He/she must retain possession of the beanbag to win this event. If players miss or drop the beanbag, it can be retrieved by any of the players, providing they do not step inside the circle or outside their team zone. However, the bag must be thrown to the game leader by the player who missed or dropped it. A player may lift his/her foot, but will be disqualified if it passes through the imaginary plane extending upward from the line.

Bags landing inside the circle and within the team zone may be retrieved by the game leader, but he/she must then step back into game leader triangle before resuming play. If a team's beanbag goes out of the team zone, the team will be disqualified. No player should attempt to retrieve a beanbag that has gone into a neighboring team zone. Players must stay in order. No "trailers" are allowed.

If game is played with less than required number of players, some players will need to repeat a throw, however, no player may throw the bag more than twice with the exception of the game leader. There is no penalty throw if less than required number of players for a heat.



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# OFFICIAL AWANA GAME CIRCLE AND GAME SQUARE

The AwanaGames Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

**Key to diagram:**

- A—Circle Pins
- C—Diagonal or Starting Line
- D—Team Lines or AwanaGames Square
- E—Scoring Pins
- F—Center Pin

Starting position of player(s) is indicated with the rules for each event. Make sure your team is familiar with the Awana Circle.

