

T&T AwanaGames
Official Rules and Regulations
3rd through 6th grade



COED TEAMS

National Capital Region
2012 Edition (v 12.1)

Updated: 11/5/2011





T&T AwanaGames Official Rules and Regulations

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**Please direct questions and comments about this new edition to the
Awana Missionary, Bill Bianco at BillB@awana.org.**

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 an event of their own. AwanaGames events 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.

Introduction

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

AUTHORIZATION OF AWANAGAMES EVENTS

All AwanaGames events must be authorized by an event specialist or Awana Outreach Missionary. If several registered churches with Awana clubs are interested in conducting an AwanaGames event in an area where none is scheduled, they should contact their area Awana Outreach Missionary or area event specialist.

ORGANIZATION OF AWANAGAMES EVENTS

AwanaGames Coed teams are constituted as follows:

- Maximum of 14 players, minimum of 10 players
- No more than half of the team can be 5th and 6th graders.
- Teams must have a minimum of five boys and five girls.

The number of circles used in an event, the organization of the event, 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 churches currently registered with Awana are authorized to compete in an AwanaGames event.
2. Teams may register for only one AwanaGames event location.
3. Registrations are not valid until the registration form (or online equivalent), the registration fee, and line judge guarantee (fee) have been paid. In other words, teams are accepted on a “first-come, first-paid” basis.
4. Registrations must be postmarked or paid online at least two weeks prior to the event date. Late registering teams will be placed on stand-by, subject to space availability and Awana Missionary discretion. Withdrawn registrations will not be eligible for refunds and will also forfeit the ability to register more than one team the following year.
5. Each team is required to provide a qualified line judge (see Line Judge Qualifications) and a volunteer staff person to assist with score keeping or equipment handling (training provided).

STAND-BY REGISTRATIONS

Completed registrations will be accepted in the order in which they are received. When all available spots in the event have been filled, additional team registrations will be accepted on a standby basis only. 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 one week before the event. 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 event.

TEAM ASSIGNMENTS

Teams will be assigned a circle and color line by the event specialist. Color lines will not be given out until the day of event. Please do not call the event specialist and ask what color the team is on. The event specialist reserves the right to change color lines up to the day of the event due to cancellations and space availability. Teams may wear any color t-shirts they chose but adhere to the Team Outfits guidelines.

Once on the assigned color line, no player is allowed to leave the color line (bathroom, stands, etc.) for the duration of the event. If a bathroom break is needed, the player must be escorted to the nurse, who will make the decision. Once granted, they will be escorted to and from the bathroom in accordance with child protection policies. Sportsmanship points will be deducted from the team if these guidelines are not followed or if they are abused (excessive bathroom breaks for example). No one from the audience is ever allowed down on the color line during the event.

QUALIFICATIONS OF TEAM MEMBERS

1. All clubbers in 3rd and 4th grade who have not reached their 11th birthday by September 1st prior to the event may participate. All clubbers in 5th and 6th grade who did not reach their 13th birthday by September 1st prior to the event may participate.
2. All AwanaGames team members must have passed 10 sections this club year by day of the event.
3. If short of players, Sparkies may be substituted for 3rd/4th graders. Third-fourth graders may be substituted for 5th/6th graders respectively. The reverse is not allowed.
4. Each team member must have an official **Awana Parental Consent and Release of Liability** form for each team member that the coach will turn in to the Circle Director at the time of Circle Director meeting 15 minutes before the start of event.

AwanaGames Day Schedule

ARRIVAL TIME

Teams should arrive at least 45 minutes prior to the starting time of the event.

CIRCLE AND TEAM LINE LOCATIONS

Teams should line up on their assigned circle team line no later than 30 minutes before start of event. No running or practicing on the circle is permitted before the event begins. Teams will help reduce congestion if they go to their assigned location and remain there.

MEETING AWANAGAMES OFFICIALS

Line judges meet with the Circle Director in the center of their circle at least **30 minutes** prior to the event start time. The coaches will join the line judges and Circle Director at least **15 minutes** prior to the event start time. The Circle Director will provide last-minute instructions, answer quick questions, and lead them in prayer.

FLAG CEREMONY

All team members should be instructed before the event to face the flag during the

ceremony and to place their hands on their heart at the given signal.

PRAYER

The event specialist will select someone to pray over the event and participants.

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

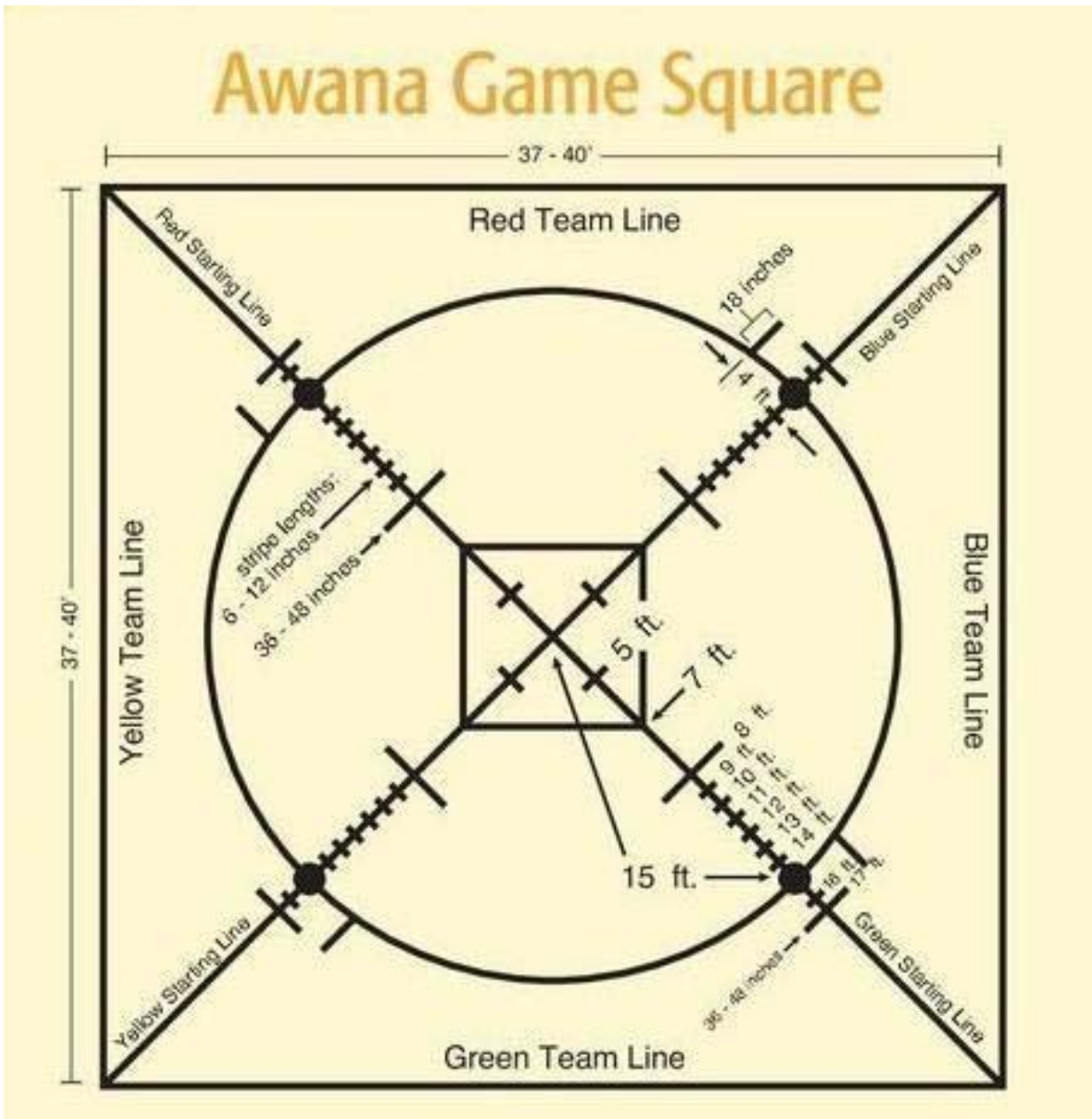
A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the event**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. In the National Capital region, it is most commonly done just prior to the start of the games.

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



Official AwanaGames Game Square

The AwanaGames Game Square 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. Starting position of player(s) is indicated in the rules for each game. Make sure your team is familiar with this.



OFFICIAL GAMES

GAME 1 — BEANBAG RELAY

10 players; three heats

1st heat - Five girls

2nd heat - Five boys

3rd heat - Team heat consisting of five girls and five boys

Scoring: Heats 1 & 2: 1st place - three points per heat; 2nd place - one point per heat. Heat 3: 1st place - four points; 2nd place - two points

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

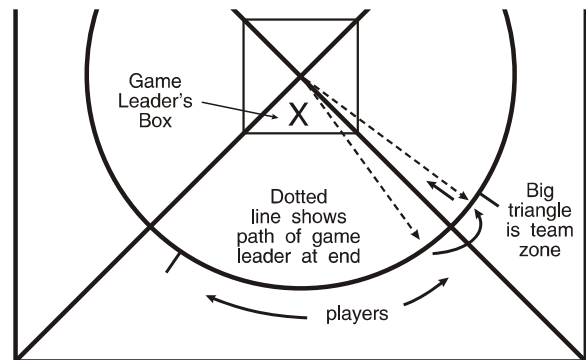
One player standing in the game leader box (see Diagram) acts as a game leader for this game. For the 3rd heat, this player needs to be a girl in odd years and a boy in even years. He/she may stand or move about anywhere in this box, but must have one foot in this box whenever he/she is throwing or catching the beanbag. (He/she may lift the foot which is in this box, but will be disqualified if it passes through the imaginary plane extending upward from the lines which form the box.)

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 game. 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 game. 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 box 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.

Beanbag Relay Diagram



GAME 2 — SPRINT RELAY

Three players (one lap each); one heat

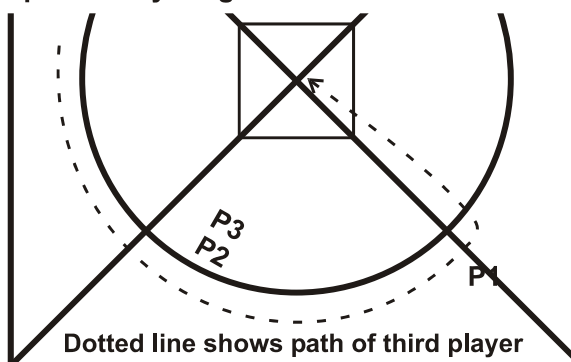
Two 3rd/4th grade **girls**

& one 5th/6th grade **girl**

Scoring: 1st place - four points, 2nd place - two points

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

Sprint Relay Diagram



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 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”)

GAME 3 — BEANBAG GRAB

10 players; two heats

1st heat - five girls

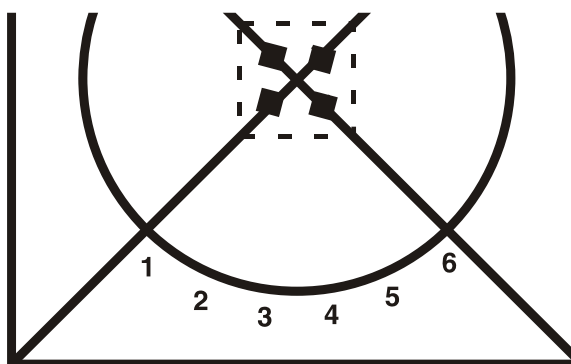
2nd heat - five boys

Three 5th/6th graders & two 3rd/4th graders

Scoring: 1st place - six points, 2nd place - four points, 3rd place - two points

Equipment: four solid-colored beanbags and one striped bag.

Beanbag Grab Diagram



Winners of this game are determined by the total number of units earned throughout the entire game.

5th/6th graders are assigned numbers 1-3 tallest to shortest; 3rd/4th graders are assigned numbers 4-5, tallest to shortest. Players about an arm’s length apart in numerical order are centered on their portion of the circle. Five beanbags are placed in the center of the circle. The striped bag is placed at the intersection of the two diagonal lines, and one of the four solid-colored bags is placed on each of the five-foot markers on the diagonal line (see Diagram).

Solid-colored bags are worth one unit each. The striped bag is worth two units if another beanbag is in the player’s possession; otherwise it is worth one unit.

When the official starter calls a number, the player with that number runs into the center. He/she grabs as many bags as possible, and brings them back across his/her circle line. Tossed bags will not count. Only bags in his/her possession count when at least one foot touches the floor

outside the circle.

If any part of the player's body, other than hands or soles of feet, touches the floor inside the 7' square on the initial approach*, that player is disqualified. Bags in his/her possession are ruled out of play and do not count for anyone. This rule does not apply if, in the judgment of the officials, the player touched the floor because of circumstances beyond his/her control.

* The "initial approach" ends when a player changes direction after entering the seven-foot square.

If two players simultaneously grab the same bag on the initial approach, it is called a "contested bag." Contested bags (held by two or more players) are resolved when a foot of a player touches the floor outside the circle. The bag is counted for the team whose quarter-circle line has been crossed, as well as all bags in players' possession.

"Time" will be called by the Circle Director when the game seems to be at a standstill.

A "no stealing rule" is enforced. Bags may not be snatched from other players.

Bags that have been taken out of the circle by players should be returned to the judge, who will report the number of units earned to the circle director.

Units earned by all six players on each team are totaled. First place points go to the team with the highest total units. Second and third place points are awarded teams with the next highest totals.

Numbers will be called just once, so players should leave the playing area after participating. Remaining players must re-center themselves and always keep about an arm's length apart. If a player whose number has not been called steps over the circle line with both feet, no units will be counted for his/her team on that play.

GAME 4 — THREE-LEGGED RACE

Four runners (2 laps per pair); two heats

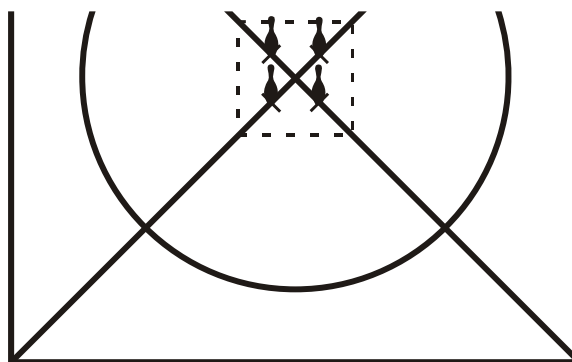
1st heat - two 3rd/4th grade girls

2nd heat - two 3rd/4th grade boys

Scoring: 1st place - four points each heat,
2nd place - two points each heat

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

Three-legged Race Diagram



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.

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.

GAME 5 — SPRINT RACE

Two players; two heats (three laps each)

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

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

Scoring: 1st place - four points, 2nd 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.

Tag Rule applies (see General Rules "Tag Rule").

Sprint Race players cannot participate in the Marathon Race.

GAME 6 — FOUR-WAY TUG

Four players; two heats

1st heat - two 5th/6th grade girls

2nd heat - two 5th/6th grade boys

Scoring: 1st place only - two 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 game 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. 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.

GAME 7 — BEANBAG BONANZA

10 players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points, 2nd place - two points

Equipment: Four circle 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 holds the striped beanbag in his/her hand. At the starting signal, 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. However, if the player does step over the line prior to receiving the bag, he/she must return behind the circle line with both feet before entering the center triangle to place the beanbag down. **Failure to return behind the circle line disqualifies team.** 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. Players stand an arm's length apart. No bunching or rotating is allowed.

GAME 8 — MARATHON RELAY

Three players (two laps each); one heat

One 3rd/4th grade boy & two 5th/6th grade boys

Scoring: 1st place - six points

2nd place - four 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 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 players must retain possession of baton when finishing to be awarded points for this game.

Marathon Relay players cannot participate in the Sprint Relay, Sprint Race, or the Marathon Race.

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

GAME 9 — MARATHON RACE

Two players; two heats

1st heat - one 5th/6th grade girl

2nd heat - one 5th/6th grade boy

Scoring: 1st place - six points, 2nd place - four points

Equipment: four circle pins and four scoring pins.

Each Marathon Race player starts the game standing just behind his/her starting diagonal and outside the white circle. 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 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.

Tag rule applies (see General Rules "Tag Rule").

Marathon Race players cannot participate in the Sprint Race.

GAME 10 — BALLOON RELAY

Ten players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points each heat, 2nd place - two points each heat

Equipment: one balloon per team, four scoring pins.

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram).

The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon.

On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle.

When the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs 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. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

GENERAL INFORMATION

AWANA GAMES AWARDS

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

Food and Drink

Food and drink of any kind (even bottled water) are not allowed anywhere on the game circle, whether inside the circle or outside the circle on your team line. This is a safety feature and as courtesy to the host church.

GOOD SPORTSMANSHIP

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.

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. While on the game circle, the coach must have a permission slip for each player, signed by their parent/legal guardian, which includes the statement "emergency treatment may be given if necessary."

The coach must also have a completed new Awana Parental Consent and Release of Liability form for each team member that they will turn in to the Circle Director at the time of Circle Director meeting 15 minutes before the start of event.

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 permission slips and Awana Parental Consent and Release of Liability form before they can participate. Forms and additional information can be found online at <http://awanamd.org>

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 event, according to the schedule set by the event specialist.

TEAM OUTFITS

Coaches are responsible for ensuring that uniforms are coordinated, respectable, and in keeping with Christian standards of dress. Shorts of any kind are not permitted to be worn by any volunteer, including staff, coaches, judges, circle directors, and team members. To protect the host facilities, gym shoes must also be worn by everyone on the game circle, including coaches, judges, circle directors, and team members. Teams and coaches should

wear either their Awana uniform or the special uniform chosen for their team. Sport vests (pinnies) will be provided in cases where multiple teams arrive with the same color shirts.

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/she oversees the entire operation from planning through team registrations to supervision of the AwanaGames event.

CIRCLE DIRECTOR

Is responsible for:

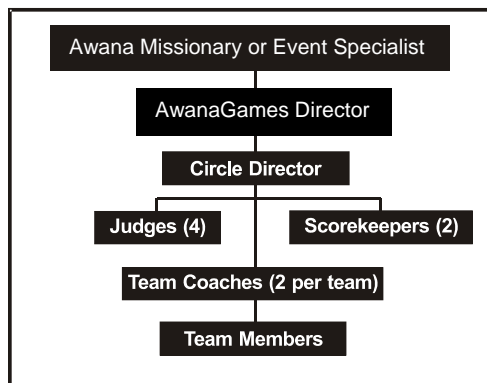
- Coaches' meeting at start of event
- Circle operation after official start
- Declaring reruns
- Indicating game winners
- Coordination and ultimate responsibilities of judges
- Scorekeepers' activities
- Timers' activities
- Final word on all matters not covered in written rules

LINE JUDGES

In each circle, four trained officials, who are familiar with all AwanaGames games, rules governing each, and how to resolve tie games, tie heats, or a tie score, assist the Circle Director in watching for false starts, broken rules, fallen pins, interference, etc. (See Line Judge Qualifications)

OFFICIAL SCOREKEEPERS

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



OFFICIAL STARTER

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

OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed game. 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 event. 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 event. 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 advised and encouraged to attend the AwanaGames coaches' training session.
4. All coaches must remain behind their team line at all times while AwanaGames games 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

All circle pins must be passed with both feet outside the circle in all running games. 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 will disqualify his/her team for that game or heat.

DISQUALIFICATION

A team may be disqualified by the Circle Director and/or judges at any time during a game 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 games (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 game.

Coaches should instruct players to go all the way into the center for each game, 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 a game before the starting signal. The game on that circle is brought to a halt as rapidly as possible and then restarted by the circle director. Two false starts in one game or heat by a single team disqualifies that team for that game 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 game 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 game 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 game. 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 games and no more than six games.

- Sprint Race players cannot participate in the Marathon Race.
- Marathon Race players cannot participate in the Sprint Race.

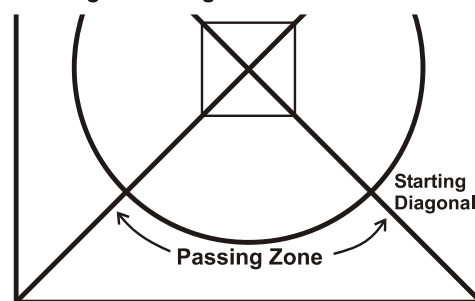
PASSING RULE

This rule applies only to the Sprint Relay and Marathon Relay. If a player is touched by a hand (not by the baton) he/she must move to the right to allow the faster team to pass. The passed team/player is not disqualified simply by being passed and is allowed to continue running. However, 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 game.

Passing Zone Diagram



PRACTICES

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

RERUN

A rerun of a game 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 game 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's standing.

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 regional Awana missionary and/or the international AwanaGames review

committee, the spirit of the game has been violated. The Circle Director and judges will declare the team disqualified for that game or heat, even though the team may have followed the letter of the rules as written.

STARTING DIAGONAL

Games 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. (See Game Square Diagram)

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 game.

TAG RULE

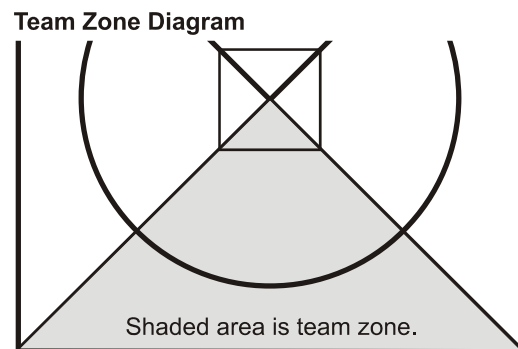
When one player gains on another and is able to touch or “tag” him/her, or if a player is passed even without being tagged, the one passed or tagged must quickly drop out of the race. Unnecessary pushing of another player will result in team disqualification, although the tagged player is also disqualified. 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, Sprint Race, and Marathon Race.

TEAM LINES

Red, blue, green, and yellow lines forming a square outside the circle mark the team boundaries. Players not participating in a particular game must stay seated behind these lines to avoid interference.

TEAM ZONE

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



TIE GAME

When two teams, in the decision of the Circle Director touch the scoring pin at the same instant (or have equal units at the completion of the Beanbag Grab), 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, second-place points are split.

TIE SCORE

When two or more teams are tied for first place after the end of the last game, the tie will be resolved by a round of Beanbag Relay (all three heats).

WINNER OF A GAME

The Circle Director declares the winner(s) of each game. 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.

LINE JUDGE QUALIFICATIONS

Sparks-a-Rama & AwanaGames are major events in our region, highlighting Christian sportsmanship and clearly presenting the Gospel to all who attend. Critical to the success of each of these events are the volunteers provided by each church to assist with score keeping, score keeping and line judging. A Line Judge (age 18 or older) makes sure that each game runs smoothly and fairly, requiring a clear understanding of each game and their related rules. To make sure that each line judge is as prepared as possible, the Capital Region has instituted a Line Judge Certification process which includes Line Judge Training sessions across the region and an online Certification Test.

To be considered a minimally-qualified Line Judge, all three conditions must be met:

- A. Line Judge Certification test is completed and passed at least one week prior to the event date.
- B. Line Judge Guarantee (\$20) has been paid ahead of time either in the form of a check or as part of the online payment.
- C. Line Judge is at their assigned circle, in proper official's shirt, at least 30 minutes prior to their event starting.

Line Judges who meet all of the above qualifications will receive their \$20 guarantee check back at the event (unless they want to donate it to the ministry) and will earn five additional game points for their team. These points will be posted prior to the start of the event, and are in addition to two sportsmanship points earned for each game.

Line Judge - Registering

A line judge name must be submitted on the registration for each AwanaGames **TEAM being registered**. For example, if two AwanaGames teams are being registered, two SEPARATE line judge names must be listed since both teams will be running at the same time.

The submitted Line Judge(s) names will be checked against the current list of Certified Line Judges (available online at awanamd.org). All line judges who do not have a current certification will need to pass the online certification test at least one week prior to the event. It is the church's responsibility to make sure they have at least one qualified or certified line judge for each team.

Every attempt must be made to obtain a line judge for each church team. **Team registrations will be held in a tentative status until a qualified or certified line judge is provided.**

Teams who do not have a line judge or who fail to pass the test by the deadline will forfeit the \$20.00 line judge guarantee, will **lose 5 sportsmanship points** for their team, **and risk the team not being able to play.**

Line Judge - Preparing

The event specialists plan to hold an in-person line judge and coach training each year within the region. Watch the AwanaMD.org Web site for details and locations.

All line judges are encouraged to study the latest editions of the *T&T AwanaGames Rule Book* prior to the event so that the rules are fresh in memory. Rule books will only be consulted during the event by the Circle Director in the event of a dispute.

Additional study materials for line judges and coaches are available online through the AwanaGames resources page and the Sparks-a-Rama resources page.

Line Judge - Testing

All Line Judges must pass the appropriate AwanaGames Line Judge Certification test in order to be a line judge for their team - if line judging in both AwanaGames and Sparks-a-Rama, both tests need to be passed.

Tests need to be passed before Midnight at least 7 days prior to the event date. Late tests may result in being dis-allowed from judging.

The test is administered online and is a **CLOSED BOOK** test.

A test score of at least 70% earns a "Qualified" status, which means that the line judge is qualified to judge for their team in the season the test was passed.

A score of 90% or higher earns a "Certified" status, which means that the line judge not only can judge for their team in that event season but do not need to take the test for two additional seasons.

The "Certified" status for each person in the region is officially listed on the AwanaGames Resources Web page. Those who were certified under different terms have been grandfathered to retain their earned terms.

A line judge who does not earn at least 70% is encouraged to re-take the test until they pass. However, "Certified" status may only be earned on the first attempt.

PROMOTING INTEREST IN AwanaGames EVENTS

A good cheering section goes a long way toward helping a team win! The AwanaGames event is an enthusiastic introduction to people who have not had any previous contact with Awana.

Here are some suggestions for encouraging spectators to attend:

1. AwanaGames should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the event and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the AwanaGames as team members.
2. AwanaGames should be promoted at Sunday school. Many boys and girls who don't attend club, as well as adults who are unfamiliar with Awana, would attend an AwanaGames event if invited. Use skits or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
4. AwanaGames should be promoted to parents. People who have never seen an AwanaGames event may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. AwanaGames should be promoted in the neighborhood. An article announcing the team's participation in the area AwanaGames may be written for a local newspaper. Radio and TV interviews can often be arranged.





AwanaGames events are exciting, but they couldn't even be scheduled without your Awana missionary. He's/she's doing a big job and needs help. You invest time and effort in your club...are you investing in your missionary, too?

Your Awana missionary travels throughout his/her territory starting new clubs/programs and counseling established ones. But he's/she's often hindered by lack of support.

Today, more than ever, your Awana missionary needs people to share in his/her ministry. Can he/she count on your faithful support ?

...the laborer is worthy of his hire.
Luke 10:7



Awana Clubs International – 1 East Bode Rd – Streamwood, IL 60107
630-213-2000