

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



Florida Awana Ministry

BOYS TEAMS
GIRLS TEAMS





T&T AwanaGames Official Rules and Regulations

**2010 Awana Clubs International
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IMPORTANT NOTE: This book may only be altered by Awana Staff. Alterations by Awana Staff are limited to: 1) rearranging the event order, 2) deleting an entire event, and 3) renumbering the events as made necessary by items #1 and #2. Any other alterations must be submitted to the Events Committee for review. Failure to adhere to any part of this notice is subject to disciplinary action.

UPDATED 2010 by the National Events Team

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 area event specialist or Awana Outreach Missionary. 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 area Awana Outreach Missionary or area event specialist.

ORGANIZATION OF AWANAGAMES MEETS

Boys' teams and girls' 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.

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 boys and girls 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 3rd and 4th grade **who have not reached their 11th birthday by September 1st** prior to the meet may participate. All clubbers in 5th and 6th grade **who have not reached their 13th birthday by September 1st** 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. 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. Teams may register for only one AwanaGames meet.

GENERAL INFORMATION

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.

Sportsmanship points may be given to teams at the discretion of the Outreach Missionary and Event Specialist.

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.

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.

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. All coaches **must** have in his/her possession on the gym floor a permission slip 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 permission slips 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.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way toward helping a team win! The AwanaGames meet 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 meet 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 meet 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 meet 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 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.**

CIRCLE AND TEAM LINE LOCATIONS

Teams should find their assigned circle team line as soon as possible on arrival. 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.

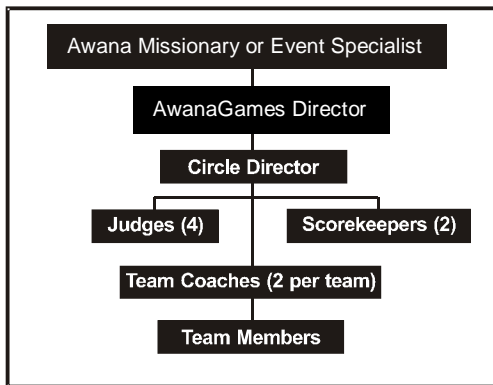
Recognition may also be given to clubbers for outstanding achievements.

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 EVENT 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.

Additional helpers post these scores where they are visible to the spectators.

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. All girls' teams should be coached by women, and all boys' teams should be coached by men. Only two coaches per team are allowed on the floor during the meet. 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 **advised and encouraged** 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 contestant may compete in more than one of the four long-distance and short-distance running events. For instance...

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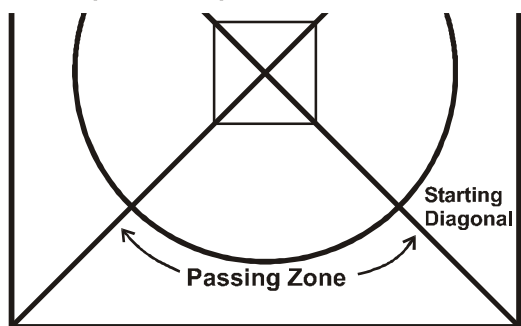
PASSING RULE

This rule applies to the Sprint Relay and the 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. 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.

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 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 are 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, Sprint Race, and Marathon Race.

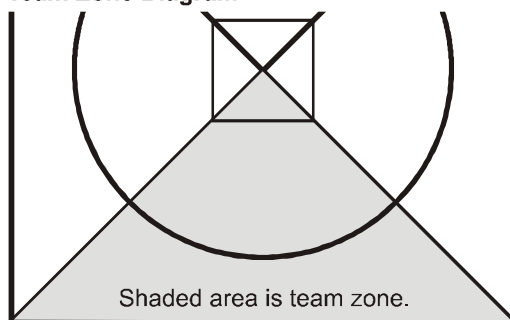
TEAM LINES

(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.

Team Zone Diagram



TIE GAME (EVENT)

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 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 GAMES EVENTS – BOYS AND GIRLS TEAMS

EVENT 1 — BEANBAG RELAY

10 players; three heats

1st heat - Five players

2nd heat - Five different players

3rd heat - Team Heat - 10 players

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 event. 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.)

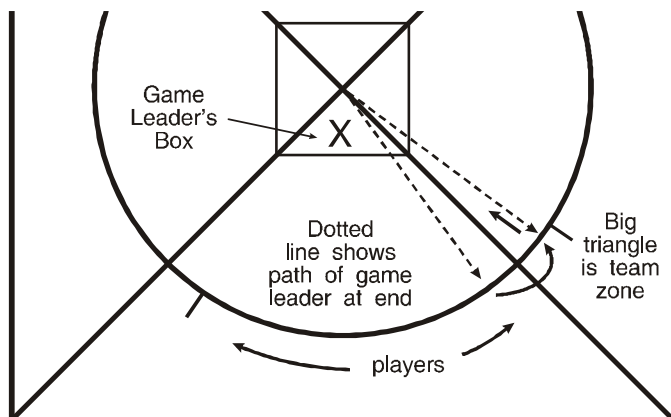
The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she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

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.

Beanbag Relay Diagram



EVENT 2 — SPRINT RELAY

Three players (one lap each); one heat

Two 3rd/4th graders & one 5th/6th grader

Scoring: 1st place - four points

2nd place - two points

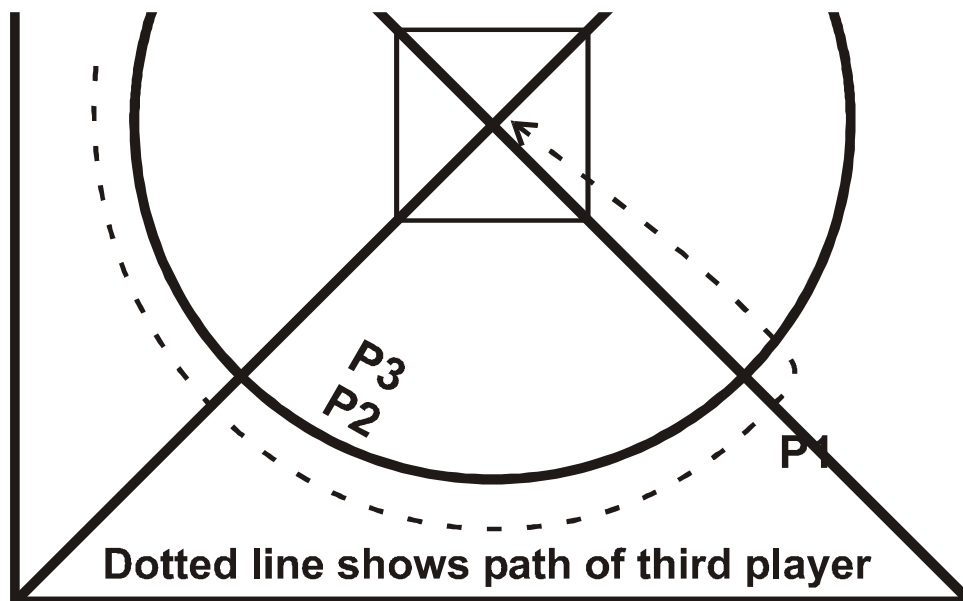
Equipment: four circle pins, one baton per team, four scoring pins.

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

Sprint Relay Diagram



EVENT 3 — BEANBAG BONANZA

10 players; two heats

1st heat - five players

2nd heat - five different players

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

Equipment: Four circle pins, one colored beanbag per team, 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 goes out of the team's 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.

EVENT 4 — THREE-LEGGED RACE

Four runners (two laps per pair); two heats

1st heat - two 3rd/4th graders

2nd heat - two 5th/6th graders

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

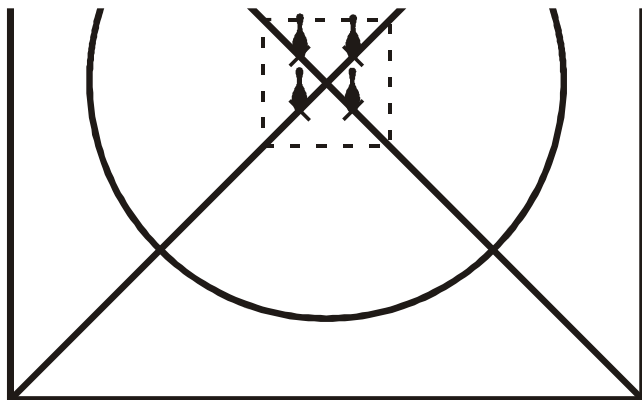
Equipment: four circle pins, four scoring pins, and teams must furnish their own three-legged bands (available through the *Awana Supply Catalog*).

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.

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.

Three-legged Race Diagram



EVENT 5 — SPRINT RACE

One player (three laps) 3rd/4th grader; one heat

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. Players who knock over a circle pin are disqualified.

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

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

EVENT 6 — FOUR-WAY TUG

Six players; three heats

1st heat - two 3rd/4th graders

2nd heat - two 5th/6th graders

3rd heat - two 5th/6th graders

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 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 (3rd-4th graders on the 11' mark; 5th-6th graders 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— KNOCK IT DOWN

Six players; six heats

1st - 3rd heats - 3rd/4th graders

4th - 6th heats - 5th/6th graders

Scoring: One point each heat

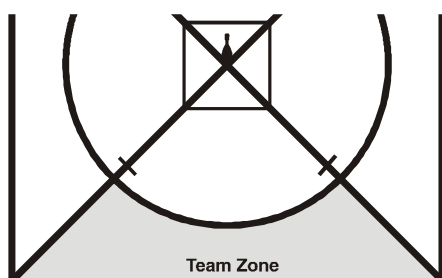
Equipment: Four beanbags, center pin

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.

Knock It Down Diagram



EVENT 8 — MARATHON RELAY

Three players (two laps each); one heat

One 3rd/4th grader & two 5th/6th graders

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 event.

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")

EVENT 9 — MARATHON RACE

One player; one heat

Six laps; One 5th/6th grader

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

Equipment: four circle pins, four scoring pins

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 hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. 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 Relay, Sprint Race, or the Marathon Relay.

EVENT 10 — BALLOON RELAY

15 players; three heats

1st heat - five players

2nd heat - five different players

3rd heat - five different players – if less than 15 players on team, may use team members who have already played. **If you have 15 or more players, 15 different players must participate in this game.**

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).

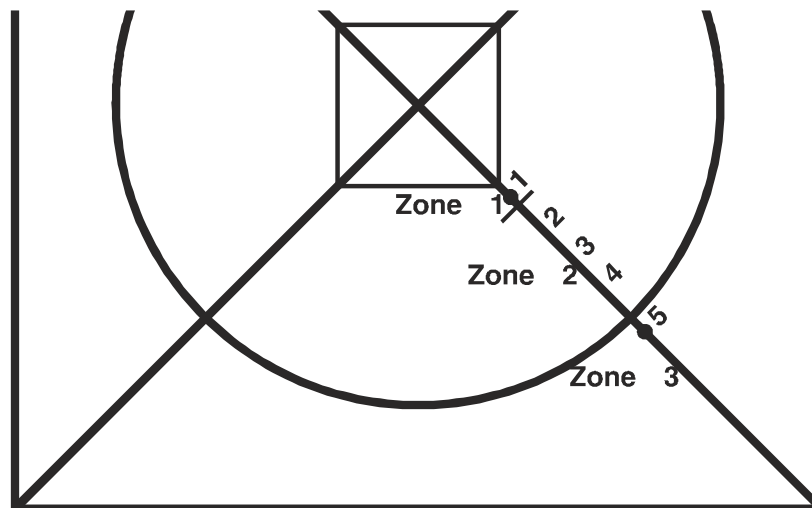
The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the 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.

Balloon Relay Diagram



T&T AwanaGames

Official Rules and Regulations

3rd through 6th grade

BOYS TEAMS

GIRLS TEAMS



AwanaGames meets 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

