



The following **COED** rules and guidelines will govern the Awana Games events for the Texas area for the Awana club year 2010 – 2011. Latest AwanaGames rulebook can be found at www.awanatexas.org.



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INTRODUCTION

This manual is designed for Team Coaches, Circle Directors, and Line Judges who will participate in an authorized AwanaGames event 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 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.

AUTHORIZATION OF AWANAGAMES MEETS

An Event Specialist or Awana Outreach Missionary must authorize all AwanaGames meets. 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. Please refer to the Awana Texas website www.awanatexas.org for contact information.

ORGANIZATION OF AWANAGAMES MEETS

COED Division:

Minimum of 10 – 14 players

A combination of Boys and Girls are combined into a single **COED** team constituted as follows:

5 – 7 Boys and 5 – 7 Girls.

For even numbered teams no more than half of the entire team can be 5th and 6th. For odd numbered teams the extra person may be a 5th and 6th grader.

COED teams **must** have one male and one female coach.

The number of circles used in a meet, the organization of the meet and the assignment of teams depends on the number of churches competing and the size of the facility. The AwanaGames Event Specialist has final authority to allocate space available for the teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in an AwanaGames event. Churches are encouraged to enter multiple teams for the AwanaGames event.

2. The completed AwanaGames registration form, accompanied by a registration fee and the Awana Event Participation Agreement, is required for a team to be officially registered. (The fee covers part of the operating costs of the AwanaGames). Teams are accepted on a “first-come, first-paid” basis. Registrations must be received with payment and Event Participation forms a minimum of two (2) weeks prior to the scheduled event. This allows your ministry team ample time to prepare the event. **No refunds will be issued to teams withdrawing their registration.**
3. All game equipment is provided, except bands for the Three-legged Race. You are responsible to provide them for your team.

PROCESSING REGISTRATIONS

Completed registrations and payment will be accepted according to the order in which they are received. When all team lines on all circles available for the AwanaGames event 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 event. If a standby team is unable to participate when notified of acceptance, the registration fee is lost. Standby teams that are not asked to replace another team will be refunded the full registration fee following the AwanaGames event.

TEAM ASSIGNMENTS

Team assignments to a particular team line/color on a particular circle (where there is more than one circle) will be specified prior to the event. The team assignments will be emailed to each participating churches' main contact prior to the event. It is the churches responsibility to disseminate this information to their coaches.

Remember to confirm your square assignments on game day when you check in. There may be last minute changes.

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 team members must have passed 10 sections this current club season for spring game events. All team members must have passed 7 sections this current club season for fall game events.
3. If your team is short of players, a 2nd grade Sparky may be substituted for a 3rd/4th grader. The 2nd grade Spark substituted for a 3rd / 4th grader is considered a 3rd / 4th grader for the entire event.
4. A 3rd / 4th grader may be substituted for a 5th / 6th grader. The 3rd / 4th grader substituted for a 5th / 6th grader is considered a 5th / 6th grader for the entire event.
5. Reverse substitution is not allowed.
6. Teams may register for only one AwanaGames event per season.

GOOD SPORTSMANSHIP

An important aspect of the Awana youth program 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 our testimony for Christ is of utmost importance.

Each team is awarded two (2) sportsmanship points per event for a total of twenty (20) points. Additional sportsmanship points may be given to teams at the discretion of the Outreach Missionary and Event Specialist.

GENERAL INFORMATION

ROSTER SHEET

The team roster sheet is submitted on the event day at the time of check-in. The team roster sheet, prepared ahead of time by the team coaches, must contain the name, age, grade in school, date of birth of each player, and sections completed. The roster is checked for compliance and discrepancies addressed and resolved at the time of check-in.

TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Non-marking gym shoes must be worn by everyone on the playing floor. This includes Coaches, Line Judges, Circle Directors, Scorekeepers, Timers, and Team members. **NO STREET SHOES or FLIP-FLOPS ARE ALLOWED.**

Team coaches should wear either the 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.

PERMISSION SLIP

The coach **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," emergency contact information, and any known allergies.

EXTRA PLAYERS

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. Extras players in excess of team requirements must sit in the stands with the other spectators if not picked up by another team.

SPIRIT BANNER POINTS

Your church will receive three (3) Spirit Banner points for your team(s) if your church brings a poster, banner, sign, etc. that **measures a minimum of 3 feet by 5 feet** with your church's name on it and used to cheer for your team.

AWANA GAMES RECORDS

Officials at each area AwanaGames event may keep their own accurate time records to the 100th of a second for each timed event. Times kept by less than two timers will not be considered official. These records are kept locally at the Texas Area level. Player(s) breaking an Awana game record will receive a record breaker pin for their uniform.

AWANAGAMES AWARDS

Awards for one event only are (FINALS):

Championship Banners – one per winning team

First-place Medallions*

Second-place Ribbons *

Third-place Ribbons *

Fourth-place Ribbons *

*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 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 their 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 stunts, 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 DAY SCHEDULE

ARRIVAL TIME

Teams must arrive a minimum of 60 minutes prior to the starting time of the event. Coaches should check in immediately upon arrival.

CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing is permitted before the event begins. Teams will help reduce congestion if they go to their assigned team color and game square location and stay there.

MEETING AWANAGAMES OFFICIALS

The Line Judges and Circle Director will give last-minute instructions to team coaches before the games begin in the center of the game square and lead in prayer. Team coaches will be given an opportunity to ask last-minute questions of officials before the event begins.

FLAG CEREMONY

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

MEMORY VERSES

All AwanaGames personnel—including Circle Directors, Line Judges, Scorekeepers, Timers, and Coaches — should be prepared to recite 2 Timothy 2:15 in unison with all team members at the close of the flag ceremony.

Teams should be drilled on 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. It is most commonly done just prior to the start of the events, or at a "halftime" break during the event.

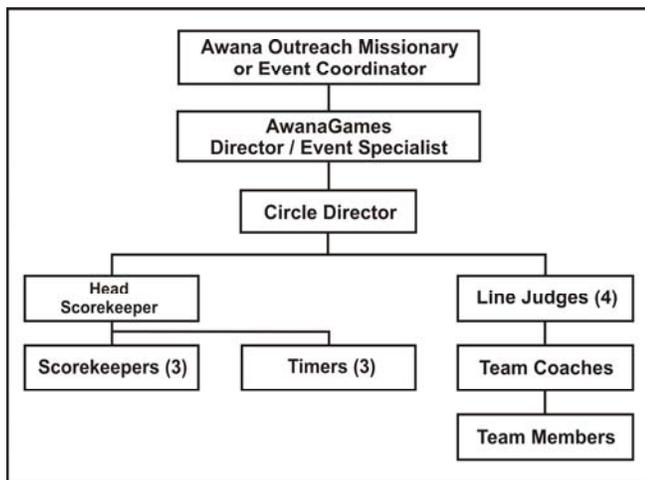
Recognition may also be given to clubbers for outstanding achievements.

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

Team members should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the Line Judge on his/her team line. If the Line 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 with him at anytime.**



AWANA GAMES DIRECTOR / EVENT SPECIALIST

The Awana Games Director / Event Specialist oversees the entire operation from planning through team registrations to supervision of the AwanaGames event.

CIRCLE DIRECTOR RESPONSIBILITY

The Circle Director is responsible for the following:

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

OFFICIAL STARTER RESPONSIBILITY

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

LINE JUDGES RESPONSIBILITY

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, poor sportsmanship, etc.

OFFICIAL SCOREKEEPER RESPONSIBILITY

Individuals for each circle record the scores for each event as reported by the Circle Director. Additional helpers (scoreboard runners) may post these scores where they are visible to the spectators.

OFFICIAL TIMER RESPONSIBILITY

In each circle, three 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 RESPONSIBILITY

A team coach is selected from within each club. COED teams **must** have a man and a women coach. Only two coaches per team are allowed on the floor during the event. Team coaches are **not** permitted in the playing area at any time during the AwanaGames event, except to assist with securing Three-legged Race bands and the coaches meeting. They must give directions from the sidelines only, out of the way of players and Circle Director / Line Judges.

1. Coaches may only ask their team's 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.
4. **All** coaches are advised and encouraged to attend the AwanaGames coaches' training session.
5. **All** coaches must remain behind their team line at all times while AwanaGames events are in progress.
6. Players are not permitted to leave their team line at any time during their event unless it is an emergency.
7. Players are not permitted to consume any beverage, food, salt pills, etc. during the games.

Coaches should instruct team members to go all the way into the center for each heat - no matter how hopeless it may seem - because the apparent winners may have been disqualified.

GENERAL RULES and DEFINITIONS

The Awana Game rules and definitions are arranged alphabetically for quick reference.

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet or dry 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

All 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. A player cannot jump pins. 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. Runners may cut inside the circle between circle pins, but they must be outside the circle at each pin. Anyone knocking over a circle pin during an event disqualifies his team for that event or heat.

DISQUALIFICATION

The Circle Director and/or Line Judges may disqualify a team 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 participants
4. Player participating in more than the prescribed number of events (see *General Rules* "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this book.
6. Play, which is not according to the spirit of the game (see *General Rules* "Spirit of the Game").
7. Exceeding the required team size.

Loss of sportsmanship points for the following:

1. Players consuming beverages or food during the games on the floor or given to them from the stands or consuming during an emergency leave.
2. Players leaving their team line during the games for non-emergency reasons.

FALSE START

The Circle Director and Line Judges will call a "false start" when action is started in an event or heat before the starting signal. The event or heat in that circle is brought to a halt as rapidly as possible and 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 Line 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 team member 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. The Circle Director may declare a rerun when interference is called.

PARTICIPATION

Each team member must play in a minimum of two and a maximum of seven events. A team member may compete in one relay and one race event. For instance:

1. Sprint Relay runners can participate in the Sprint Race or the Marathon Race. They cannot participate in the Marathon Relay.
2. Sprint Race runners can participate in the Sprint Relay or the Marathon Relay. They cannot participate in the Marathon Race.
3. Marathon Relay runners can participate in the Sprint Race or the Marathon Race. They cannot participate in the Sprint Relay.
4. Marathon Race runners can participate in the Sprint Relay or the Marathon Relay. They cannot participate in the Sprint Race.

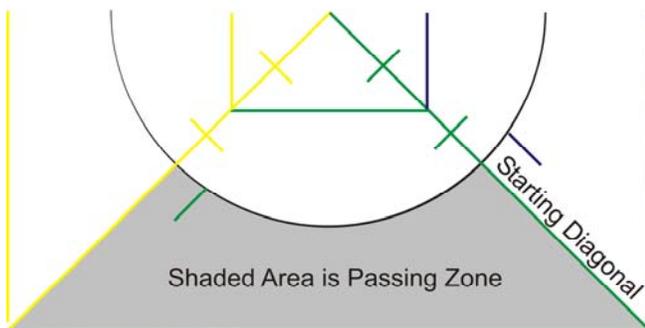
PASSING RULE

This rule applies to the Sprint Relay and the Marathon Relay. If runner is tagged (touched) by a hand (not by the baton), he/she **must** move to the right to allow the faster tagging team to pass. Failure to move to the right when tagged (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-passing zone assigned to each team (see Passing Zone Diagram). Passing the baton in any other zone, including passing it over a starting diagonal, disqualifies that team for that event. In the Knock-it-Down event, the beanbag can be thrown from any location within the passing zone.

PASSING ZONE DIAGRAM



PLAYOFF RULES

See Playoff Rulebook. Rules will vary by location.

PRACTICES

In preparing for the AwanaGames, only four additional practices are allowed outside of club nights.

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 Line 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 members 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 event where the Circle Judge declares a rerun of the Marathon Race, a new runner may participate.

SCORING

The scoring for each event is stated in the game event rules. The Circle Director determines who the winners are and reports the results to the scorekeepers.

SCORING PINS

The Scoring Pin (orange) is only used in the Texas area for the Knock-It-Down Event. The team that knocks down the Center Pin with their solid colored beanbag wins the heat and earns a point for their team. Also, See "Tip Pins."

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 Line 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 Passing Zone Diagram) Events, which are run around the circle, will be started with the player outside the circle and behind the starting diagonal for his team color. All running events are in a counterclockwise direction around the circle.

STARTING SIGNAL

The Line Judge signals the Circle Director when their color team is ready. When all Line Judges in a circle have indicated their teams are ready, the Circle Director signals the official starter by raising their hand. When all Circle Directors have signaled, the official starter will start the event or heat.

SUBSTITUTIONS

Substitutions are only allowed on an emergency basis i.e. if a player gets hurt and is not able to continue. The substitute player must meet all team member qualifications to participate (age, sections passed, permission slip, etc.).

TAG RULE

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

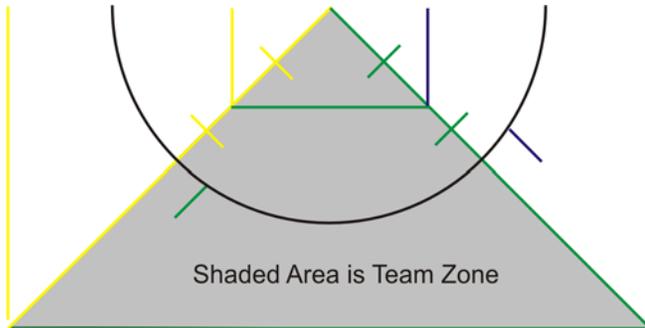
TEAM LINES

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

TEAM ZONE

The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone (See Team Zone Diagram).

TEAM ZONE DIAGRAM



TIE GAME (EVENT)

When two teams, in the opinion of the Circle Director, touch or knock over the Tip Pin at the same instant, have equal units at the completion of the event, or gain possession of the Center 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, second-place points are split.

Should this split result in a half-point, the half-point is set aside until the end of all events and is used to break a final tie.

TIP PINS

Tip pins may be used in lieu of the Center pin and Beanbag. When using the Tip Pins the Possession Rule is eliminated from the heat. The Tip Pins are set at the five foot-mark on each team's color line. Players entering the center of the circle **must** touch or knock over the Tip Pin with their hand(s). Players are disqualified when they use any other part of their body to touch the Tip Pin.

TIE SCORE

When two or more teams are tied after the end of the 10th event, a team heat of the Beanbag Relay may resolve the tie.

WINNER OF AN EVENT

The Circle Director declares the winner(s) of each event. The Circle Director may consult with the Line Judges to determine the winner. If the player touching or knocking over the Tip Pin has been disqualified, the second player touching or knocking over the Tip Pin will be awarded the first place points. If the Circle Director can determine the third-place player, that player will be awarded second-place points. If the second place player is disqualified, the Circle Director will award the second place points to the third place player, etc.

Where it is not possible for the Circle Director to determine the winner, they may call for a rerun.

AWANAGAMES - GAME SQUARE DIAGRAM LEGEND

- BB** = BLUE BEANBAG
- CP** = CIRCLE PIN
- GB** = GREEN BEANBAG
- L** = LEADER
- P1** = PLAYER 1
- P2** = PLAYER 2
- P3** = PLAYER 3
- P4** = PLAYER 4
- P5** = PLAYER 5
- P6** = PLAYER 6
- P7** = PLAYER 7
- P8** = PLAYER 8
- P9** = PLAYER 9
- P10** = PLAYER 10
- P11** = PLAYER 11
- P12** = PLAYER 12
- RB** = RED BEANBAG
- SB** = STRIPE BEANBAG
- SP** = SCORING PIN
- TP** = TIP PIN
- YB** = YELLOW BEANBAG

GAME EVENTS

EVENT 1 — BEANBAG RELAY

10 Players – Three heats

Heat 1 – Five Girls (G)

Heat 2 – Five Boys (B)

Heat 3 – Ten players (5G & 5B)

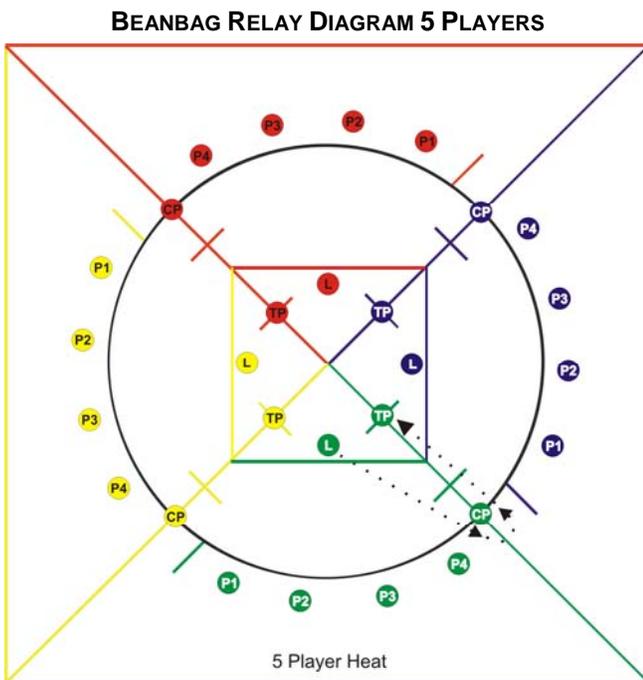
Scoring:

1st place – Four points per heat

2nd place – Two points per heat

Equipment: four circle pins, one beanbag per team, and four color tip pins on the five-foot marks.

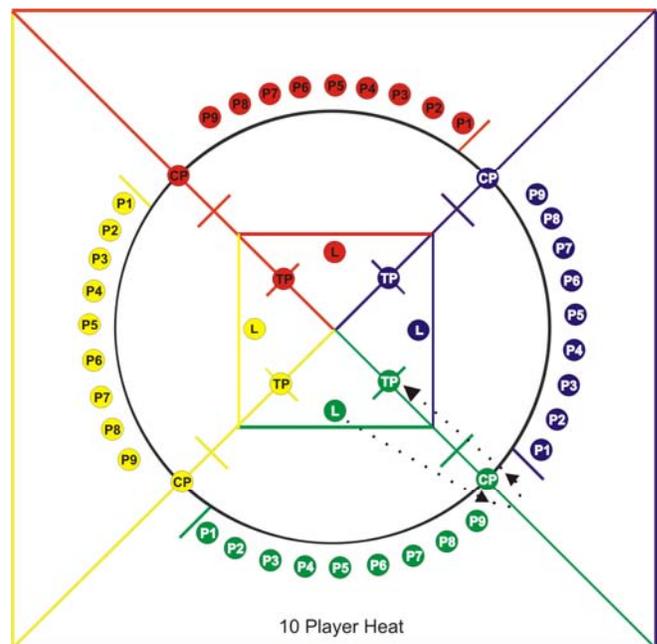
One player standing in the game leader area (see Diagram below) acts as a game leader for this event. He/she may stand or move about anywhere in this area, but must have one foot in this area whenever he/she is throwing or catching the beanbag. (He/she may lift their foot, which is in this area, but will be disqualified if it passes through the imaginary plane extending upward from the lines, which forms the triangle area).



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. Players must stay in order. No “trailers” are allowed. 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 into 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 number 1 catches it and throws it back to the game leader, who throws it to player number 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, he/she runs around his/her team color’s circle pin and touches or knocks down their team’s Tip pin. First player to touch or knock down their teams color Tip pin with his/her hand(s) **only** wins that heat (see Diagram). The game leader must run around the Circle pin without touching another player. He/she must retain possession of the beanbag to win this event. If players outside the circle miss or drop the beanbag, it can be retrieved by any of these players, providing they do not step inside the circle or outside their team zone. However, the player who missed or dropped the beanbag must throw the beanbag to the game leader.

BEANBAG RELAY DIAGRAM 10 PLAYERS



The game leader may retrieve the beanbag landing inside the circle and within the team zone, but he/she must then step back into game leader area before resuming play. The team will be disqualified if a team’s beanbag goes out of their team zone. **No player should attempt to retrieve a beanbag that has gone into a neighboring team zone.**

Teams are disqualified for the heat if the team leader knocks over any Tip pin during play. Teams with less than required number of players in all Heats, must complete an additional “makeup” throw(s) for the number of missing players. There are no Penalty throws required. The total number of throws in Heats 1 & 2 is 4. The total number of throws in Heat 3 is 9.

EVENT 2 — SPRINT RELAY

3 Players – One heat, 1 Lap

Heat 1 – 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, and four color tip pins on the five-foot marks.

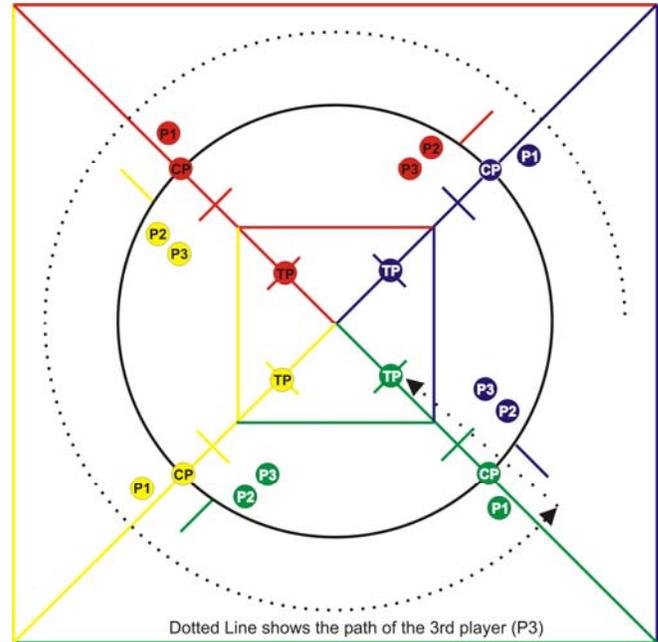
The first runner—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Sprint Relay Diagram). The other two runners wait inside their circle within their team zone (P2 and P3 in Sprint Relay Diagram). At starting signal, the first runner goes around the circle and passes the baton to the second runner. The baton must be completely passed within team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second runner runs one lap and passes the baton to the third runner within team passing zone. The third runner runs one lap, goes around his/her team’s circle pin and knocks down their team’s Tip pin. First player to touch or knock down their teams color Tip pin with his/her hand(s) **only** wins that heat (see Sprint Relay Diagram).

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

Sprint Relay runners can participate in the Sprint Race or the Marathon Race. They cannot participate in the Marathon Relay.

When runners have completed their laps, they must leave to the right, away from the circle. Contestants 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.

SPRINT RELAY DIAGRAM



EVENT 3 — KNOCK-IT-DOWN

4 Players – Four heats

Heat 1 – 3/4th Girl

Heat 2 – 3/4th Boy

Heat 3 – 5/6th Girl

Heat 4 – 5/6th Boy

Scoring:

1st place only – Two points for each heat

Equipment: Four solid-colored beanbags, four circle pins, and one Center Pin.

The player stands outside the circle with the beanbag just behind the starting diagonal (See diagram below). At the starting signal, player runs around the circle to his/her team zone. Player tosses the beanbag at the Scoring Pin. First player to knock down the Scoring Pin wins that heat. Players retrieve their own beanbag and goes back to their own team zone outside the white circle. Play continues until one player knocks down the Scoring Pin. A player may retrieve a beanbag if the beanbag goes outside your team zone.

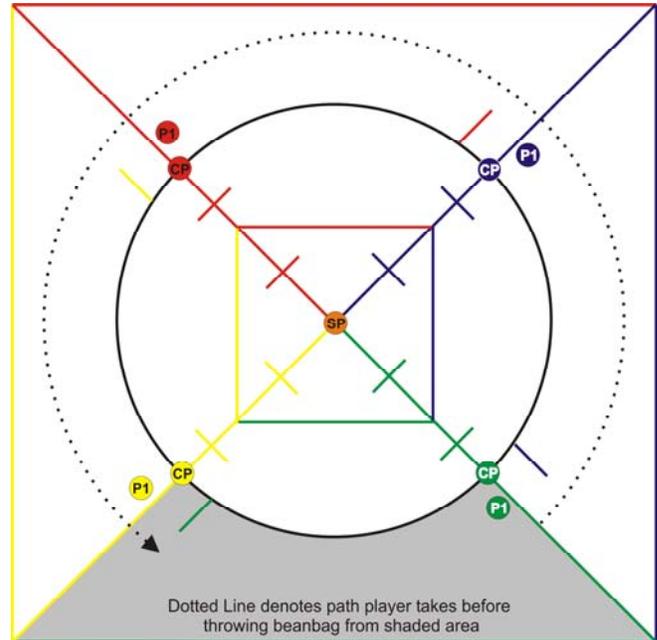
Players should check their beanbag before each heat for any tears or faulty looking bags. During inspection if your beanbag has tears or is found to be faulty, ask the Line Judge for a replacement beanbag before the event starts.

Should the beanbag burst during the event, the player is disqualified. If the Circle Director believes the broken beanbag causes a safety problem and / or interference to other teams, the Circle Director may call a rerun. The disqualified team does not participate in the rerun.

Time Limit – 60 seconds per heat.

Points are not awarded if the Scoring Pin is standing after time has expired.

KNOCK IT DOWN DIAGRAM



EVENT 4 — THREE-LEGGED RACE

4 Players – Two heats, 2 laps

Heat 1 – Two 3rd/4th Girls

Heat 2 – Two 3rd/4th Boys

Scoring:

1st place – Three points each heat

2nd place – One point each heat

Equipment: four circle pins and four color tip pins on the five-foot marks (See 3-Legged Race Diagram).

Teams must furnish their own three-legged bands (available through the Awana Supply Catalog).

The Coach securely bands the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind the starting diagonal. The two players run as a pair for **two** full laps around the circle at starting signal. Contestants complete race by going around their team Circle pin and into the center to touch **with hand(s)** their Tip pin.

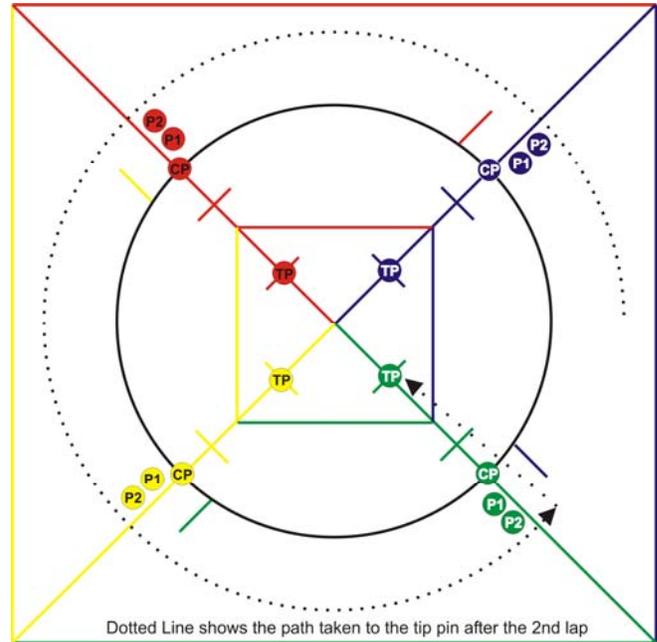
Only one three-legged band is allowed to be used.

A team is not disqualified if any team member falls to the floor unless the pair is passed or tagged by contestants from another team. The first team to touch its Tip pin **with their hand(s)** wins that heat.

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

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 by moving to their right as quickly as possible so they do not cause another team to stumble.

3-LEGGED RACE DIAGRAM



EVENT 5 — SPRINT RACE

1 Player – Two heats, 3 laps

Heat 1 – One 3rd/4th Grade Girl

Heat 2 – One 3rd/4th Grade Boy

Scoring:

1st place – Four points

2nd place – Two points

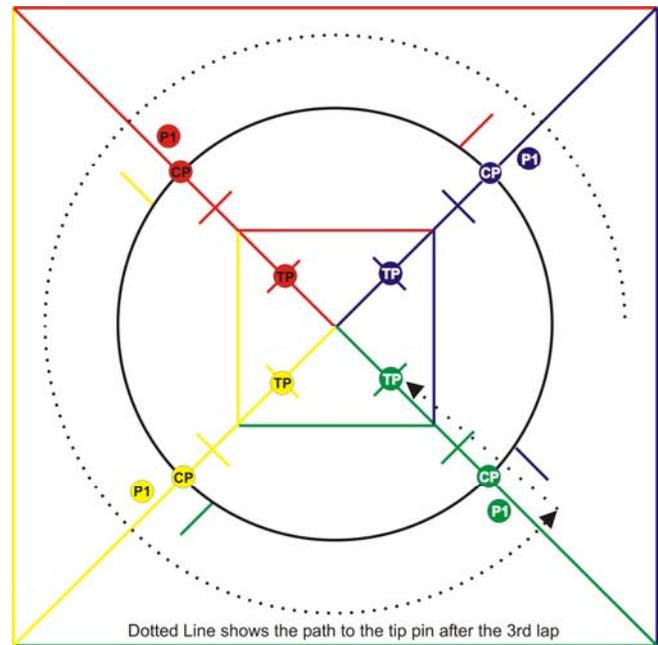
Equipment: four circle pins and four color tip pins on the five-foot marks.

The runner stands outside the circle, just behind the starting diagonal (See Sprint Race Diagram). At starting signal, team player runs three entire laps around the circle, then goes around his/her team's circle pin into the center and knocks down their team's Tip pin. First runner to touch or tip team color tip pin with his/her hand(s) **only** wins that heat. Contestants who knock over a circle pin are disqualified.

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 by moving to their right as quickly as possible so they do not cause another team to stumble.

Sprint Race runners can participate in the Sprint Relay or the Marathon Relay. They cannot participate in the Marathon Race.

SPRINT RACE DIAGRAM



EVENT 6 — FOUR-WAY TUG

4 Players – Two heats

Heat 1 – Two 5th/6th Grade Girls

Heat 2 – Two 5th/6th Grade Boys

Scoring:

1st place only – Two points each heat

Equipment: rope and four team colored beanbags, one of which is placed on their team diagonal line. The rope is about 16' long and is spliced to form a loop which makes a circle about 5' in diameter. The rope is marked at four equally spaced points.

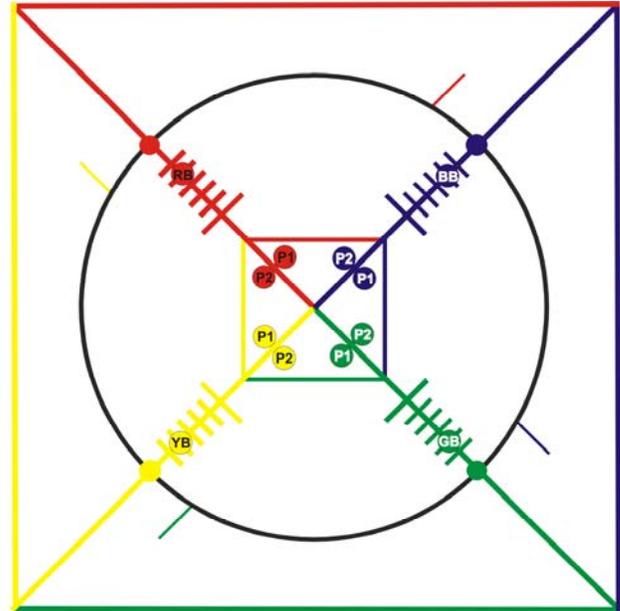
Two players from each team take hold of the rope with their **hands** at one of the four marked points. Each player lines up about the 5-foot mark on opposite sides of their color diagonal line (See 4-Way Tug Diagram for starting positions of each player). **Players are not permitted inside the rope.** Play starts with rope taut. One team colored beanbag is placed on the diagonal line for each team on the 12' mark. When the beanbag is moved by the Line Judges, 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. 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, Line 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.

4-way Tug team members may wear gloves for this event only.

4-WAY TUG DIAGRAM



EVENT 7 — BEANBAG BONANZA

10 Players – Two heats

Heat 1 – 5 Girls

Heat 2 – 5 Boys

Scoring:

1st place – Four points

2nd place – Two points

Equipment: Four tip pins, one team colored & one striped beanbag per team.

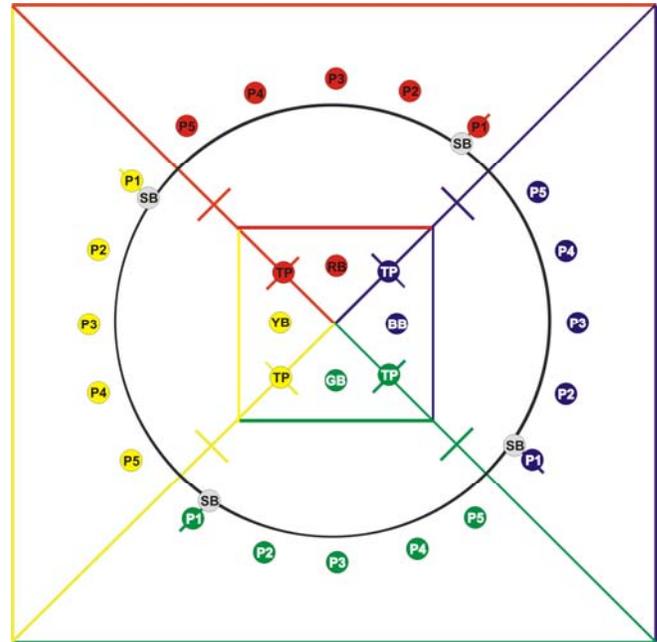
The colored beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to their circle line, 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. Player #5 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 on into the center of the circle and knocks over the Tip pin.

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 circle line prior to receiving the beanbag, he/she must return behind the circle line with both feet before continuing. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed**, not 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 a bag goes out of the 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.

Team is disqualified for the heat if the team knocks over any Tip pin during play.

BEANBAG BONANZA DIAGRAM



EVENT 8 — MARATHON RELAY

3 Players – One heat, 2 laps

Heat 1 – One 3rd/4th Grade Boy &
Two 5th/6th Grade Boys

Scoring:

1st place – Four points

2nd place – Two points

Equipment: four circle pins, one baton per team, and four tip pins on the five-foot marks.

This relay is the same as the Sprint Relay except that runners will run two laps rather than one before passing the baton to the next runner, or before the third runner goes around his/her circle pin and into the center and knocks over their Tip pin. First runner to touch or tip their team's Tip pin with his/her hand(s) only wins that heat.

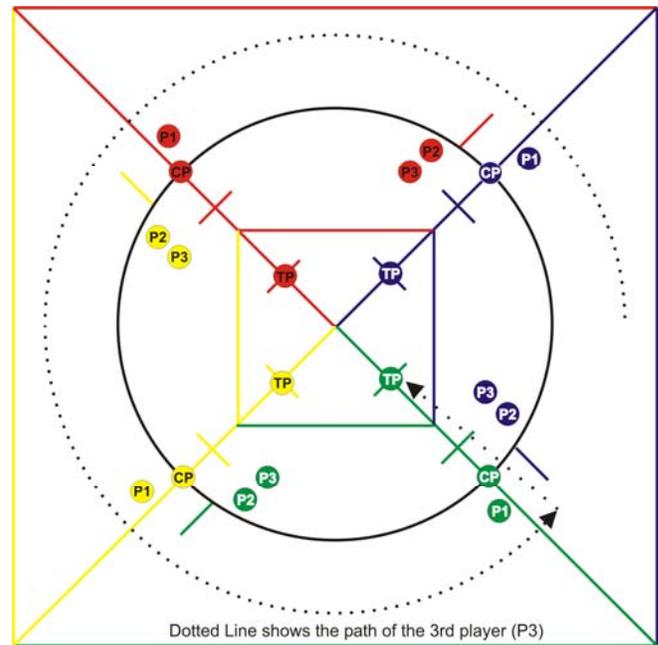
The winner must retain possession of baton when he/she touches the Tip pin to be awarded points.

Tag rule does not apply. Contestants should continue running even though someone tags or passes them. **Passing Rule applies.** (See *General Rules* "Passing Rule").

Marathon Relay runners can participate in the Sprint Race or the Marathon Race. They cannot participate in the Sprint Relay.

When runners have completed their laps, they must leave to the right, away from the circle. Contestants 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.

MARATHON RELAY DIAGRAM



EVENT 9 — MARATHON RACE

2 Players – Two heats, 6 Laps

Heat 1 – One 5th/6th Grade Girl

Heat 2 – One 5th/6th Grade Boy

Scoring:

1st place – Four points

2nd place – Two points

Equipment: four circle pins and four tip pins on the five-foot marks.

The Marathon runner stands outside the circle just behind his/her starting diagonal. At starting signal, team player runs six (6) entire laps around the circle, then goes around player's own circle pin and into the center and knocks over their Tip pin. First runner to touch or tip team's color Tip pin with his/her hand(s) **only** wins that heat. Contestants who knock over a circle pin are disqualified.

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 by moving to their right as quickly as possible so they do not cause another team to stumble.

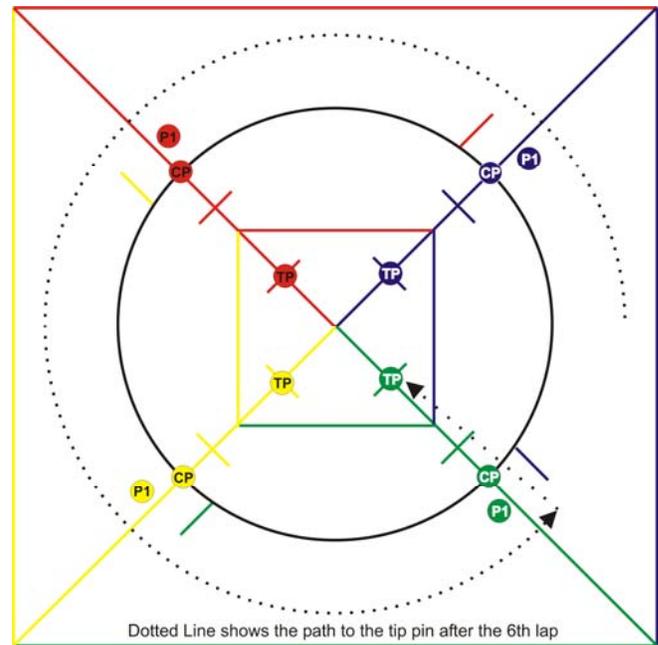
The Circle Director may postpone the rerun of the Marathon Race should interference be called in the late stages of the race.

If there is an interference call in the late stages of the Marathon Race, the Circle Director, at his or her discretion, may postpone the rerun of the Marathon Race to after the Balloon Relay to allow runners a moment of rest.

In the event where the Circle Judge declares a rerun of the Marathon Race, a new runner may participate.

Marathon Race runners can participate in the Sprint Relay or the Marathon Relay. They cannot participate in the Sprint Race.

MARATHON RACE DIAGRAM



EVENT 10 — BALLOON RELAY

10 players – Two heats

Heat 1 – 5 Girls

Heat 2 – 5 Boys

Scoring:

1st place – Three points each heat

2nd place – One point each heat

Equipment: one balloon per team and four color tip pins on the five-foot marks.

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.

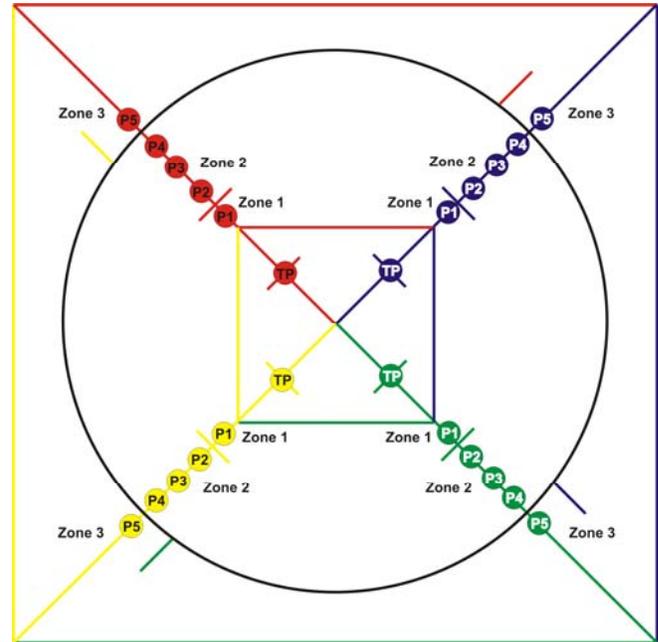
Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Balloon Relay Diagram). The Line Judge will place an elastic band on the wrist of player number 1 in Zone 1.

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.

On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle as follows: when the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1, the remaining players shift back one position. 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 into the center and knocks over their team's Tip pin. First player to touch or tip their team's color Tip pin with his/her hand(s) **only** 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.

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

BALLOON RELAY DIAGRAM



Official Awana Game Square/Circle Diagram

The Awana Square 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 Awana Game Circle diagram:

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

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

