

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





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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.

AWANA GAMES—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 AWANA GAMES MEETS

All AwanaGames meets must be authorized by an event specialist, or Awana 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 event specialist.

ORGANIZATION OF AWANA GAMES MEETS

Boys' teams and girls' teams are constituted as follows:

Division 1: Minimum of 16 players
Maximum of 18 players
Maximum of 9 5th/6th

Division 2: Minimum of 10 players
Maximum of 12 players
Maximum of 6 5th/6th

Division #1 teams will play three heats of the Balloon Relay. Division 2 teams will play two heats of the Balloon Relay.

Division 1 teams which have done everything possible to field the minimum 16-player requirement are allowed to participate with as few as 12 players if there is no opportunity to compete against Division 2 teams. (See specific rules regarding "penalty throw" under Beanbag Relay).

Division 1 teams with less than 15 players may compete in first two heats of the Balloon Relay.

The number of circles used in a meet, the organization of the meet according to Division 1/Division 2 classifications, and the assignment of teams to Division 1/Division 2 (if both are offered) depends on the number of

teams competing and the size of the facility. The AwanaGames meet director has final authority to allocate space available to either or both division requirements and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in an AwanaGames meet. One boys' team and one girls' team may be registered from each church. Additional teams, however, may be accepted on a standby basis, subject to available space.
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 on 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 did not reach their 13th birthday by September 1st prior to the meet may participate.
2. All team members must have passed 10 sections this current club season.
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.

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. Sportsmanship points may be given to teams at the discretion of the Missionary.

GENERAL INFORMATION

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 specialist prior to the meet, according to the schedule set by the 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 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. 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."

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 100th 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. **No events will be timed.**

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 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 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.

CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing 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. 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.

MEMORY VERSES

All AwanaGames personnel—including circle directors, judges, scorekeepers, 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 these verses 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

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

AWANAGAMES SPECIALIST

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

CIRCLE DIRECTOR

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of judges
- Scorekeepers' activities

- Timers' activities
- Final word on all matters not covered in written rules

OFFICIAL STARTER

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

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 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, except to assist with securing Three-legged Race bands. 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 required to watch the AwanaGames coaches' Webinar training..
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. Violators may be disqualified. The best safety measure is a good pair of gym shoes with a clean tread. No cloths will be allowed on the gym floor.

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. (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 a game disqualifies his team for that event or heat.

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 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")

Coaches should instruct team members 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 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 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. When interference is called, the circle director may declare a rerun.

PARTICIPATION

Each team member must play in a minimum of two and a maximum of six events. No contestant may compete in more than one of the four long-distance and short-distance running events. For instance, Sprint Relay runners cannot participate in the Sprint Race, the Marathon Relay, or the Marathon Race.

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

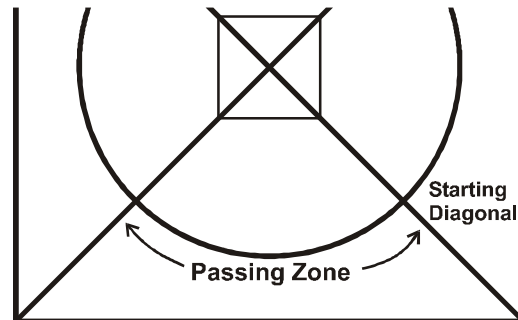
Marathon Relay runners cannot participate in the Sprint Relay, Sprint Race, or the Marathon Race.

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

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



PASSING RULE

This rule applies to the Sprint Relay and the Marathon Medley. If runner is tagged by a hand (not by the baton) he/she **must** move to the right to allow the tagging team to pass. Failure to move when tagged may result in disqualification.

PRACTICES

In preparing for the AwanaGames, only four practices are recommended, but 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 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 rerun of the Marathon Race, new runners 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 or set down their scoring pin until the circle director has determined their team standings.

SCORING PINS

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

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 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 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.

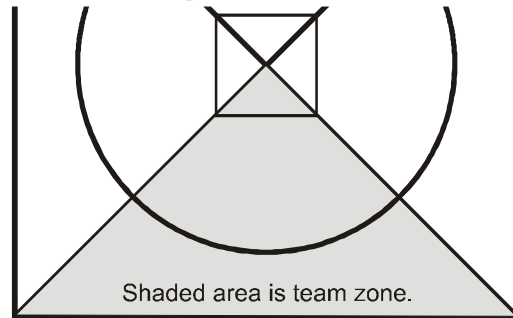
TEAM LINES

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.

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 their score 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.

TIE SCORE

When two or more teams are tied after the end of the 10th event in a semifinals or finals, the tie may be resolved by a 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. Players should hold their scoring pin until the circle director indicates which teams have won. If the first player holding their scoring pin has been disqualified, the second player with possession of their scoring pin will receive first-place points. If the circle director can determine the third-place player, that player will be awarded second-place points. Where it is not possible for the circle director to determine the winner, he may call for a rerun.

GAME EVENTS

EVENT 1 — BEANBAG RELAY

16 players (Division 1) - three heats

Eight players - Heat 1

Eight different players - Heat 2

16 players - Team heat

10 players (Division 2) - three heats

Five players - Heat 1

Five different players - Heat 2

10 players - Team heat

Heat 1 & 2: 1st place - three pts. per heat; 2nd place - one pt. per heat. Heat 3: 1st place - four pts.; 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. 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 to the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

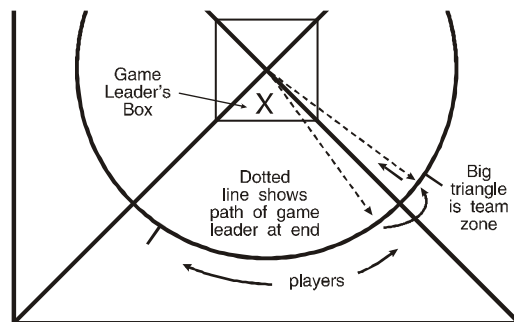
At starting signal, the game leader throws the beanbag to the player to his/her right (farthest from his/her team's starting diagonal). Player number 1 catches it and throws it back to the game leader, who throws it to player number 2. Play continues until all players on the circle have received the beanbag from the game leader and returned it. When the game leader receives the beanbag from the last player number, he/she runs around his/her own circle pin and towards the center (see Diagram 4) to score. 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 1-15 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 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.

Teams with less than the required number of players must throw the beanbag an additional time. No player may throw the bag more than twice with the exception of the game leader.

Beanbag Relay Diagram



EVENT 2 — SPRINT RELAY

Three runners (one lap each) - one heat

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

1st place - four points

2nd place - two points

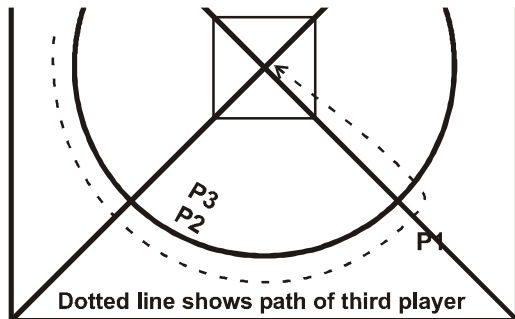
Equipment: four circle pins, one baton per team, four scoring pins.

The first runner—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two runners wait inside their circle within their team zone (P2 and P3 in Diagram 5). 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. When runners have completed their laps, they must leave to

the right, away from the circle. The third runner runs one lap, goes around team circle pin, towards the center to finish. The winners must retain possession of baton when they touch their scoring pin **with hand(s)** to be awarded points. 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. Tag rule does not apply. Contestants should continue running even though someone tags or passes them. (see *General Rules* "Passing Rule")

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

Sprint Relay Diagram



EVENT 3 — BEANBAG BONANZA

10 players; two heats

One heat: five players

One heat; five different players

1st place - four points

2nd place - two points

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

The colored beanbag is placed in the center of each team 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 of the circle touching their scoring pin **with hand(s)** to finish.

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**, 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.

EVENT 4 — THREE-LEGGED RACE

Four runners (two laps each) - two heats

1st heat - two 3rd-4th graders

2nd heat - two 5th-6th graders

1st place - three points each heat

2nd place - one point each heat

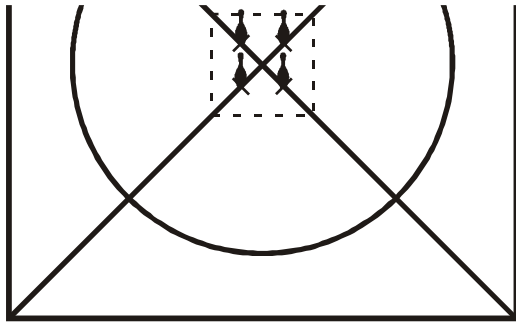
Equipment: four circle pins and a special scoring pin on the five-foot mark on the diagonal line for each team (see Diagram).

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. At starting signal, the two players run as a pair for two full laps around the circle. Contestants complete race by going around their team circle pin and into the center to touch **with hand(s)** their scoring pin. A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart. If any team member falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. The first team to touch its scoring pin **with hand(s)** wins that heat.

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 runner (three laps) 3rd-4th grader - one heat

1st place - four points

2nd place - two points

Equipment: four circle pins, four scoring pins.

The runner stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, and then goes around player's own circle pin, towards the center touching their scoring pin **with hand(s)** to finish.

Contestants who knock over a circle pin are disqualified.

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

Sprint Race runners 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

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 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.* (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). 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.

EVENT 7 — BALLOON VOLLEY

Six players - three heats

1st heat - two 3rd-4th graders

2nd heat - two 3rd-4th graders

3rd heat - two 5th-6th graders

1st place only

Two points each heat

Equipment: one balloon per circle. Team lines are used to determine winner of this event.

The entire AwanaGames square (formed by the four team lines) is used for the playing area. Two players from each team may stand anywhere within the playing area. The circle director begins play by tossing the balloon into the air at center of circle. With their hands, players attempt to hit the balloon toward their own team line (see *General Rules* "Team Line"). If a balloon is kicked, the circle director will restart the balloon at the point where it was kicked. Players may continue to hit the balloon with their hands even though it touches the floor. The points for each heat will go to the team whose team line the balloon crosses first.

Players will be disqualified for unnecessary roughness, pushing, or not playing in the spirit of the game.

EVENT 8 — MARATHON RELAY

Three runners (two laps each) - one heat
One 3rd-4th grader & two 5th-6th graders

1st place - four points

2nd place - two points

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

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 towards the center touching their scoring pin **with hand(s)** to finish. Runners who have completed two laps should leave to their right, away from the circle.

The runners must retain possession of baton when finishing to be awarded points for this event.

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

EVENT 9 — MARATHON RACE

One runner - one heat

Six laps 5th/6th grade

1st place - four points

2nd place - two points

Equipment: four circle pins and four scoring pins.

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle. The contestant then runs around his/her team circle pin and towards the center touching their scoring pin **with hand(s)** to finish.

Contestants who knock over a circle pin are disqualified.

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

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

EVENT 10 — BALLOON RELAY

15 players (Division 1) - three heats;

five different players each heat

10 players (Division 2) - two heats;

five different players each heat

1st place - three points each heat

2nd place - one point each heat

Equipment: one balloon per team and 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).

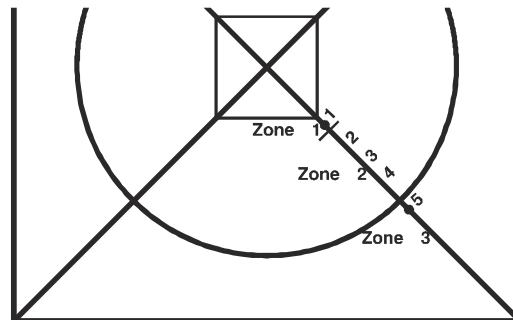
The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the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



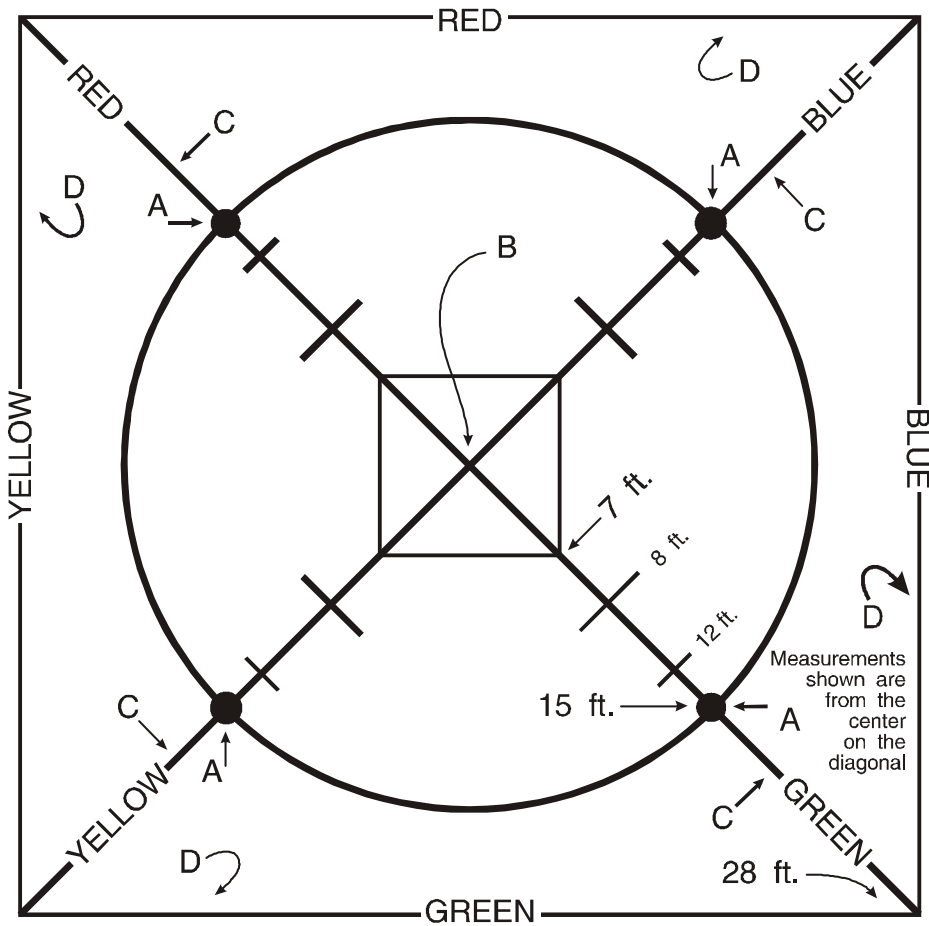
Official Awana Circle

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

Key to diagram:

- A—Circle Pins
- B—Center Pin; Center Beanbag removed
- C—Diagonal or Starting Line
- D—Team Lines or Olympic Square

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



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

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

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

...the laborer is worthy of his hire.

Luke 10:7



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3rd through 6th grade

