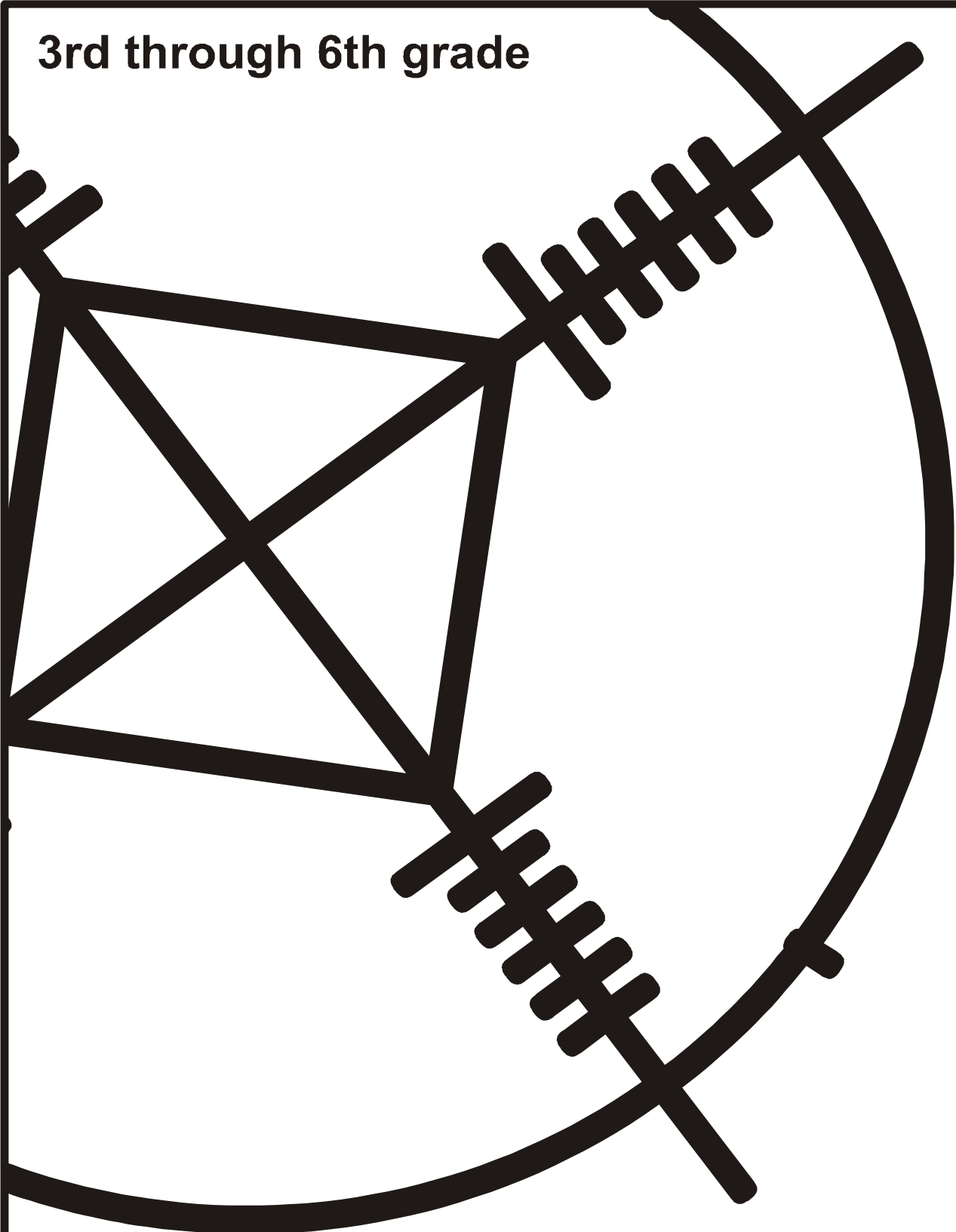


3rd through 6th grade



**AwanaGames<sup>™</sup>**  
**Official Rules and Regulations**



# **AwanaGames™**

## **Official Rules and Regulations**

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## INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for 3<sup>rd</sup>-6<sup>th</sup> graders.

### **AWANAGAMES—A GROWING GIANT**

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing 4 churches, participated. The next year, the girls insisted on a meet of their own. Now AwanaGames meets are 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 a games specialist or Awana missionary. If several registered churches with Awana are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their Awana Missionary or games specialist.

### **ORGANIZATION OF AWANAGAMES MEETS**

Teams are constituted as follows: **Division 3**

- Minimum of 5 boys and 5 girls and a maximum of 7 boys and 7 girls
- Maximum of three 5<sup>th</sup> or 6<sup>th</sup> grade boys and three 5<sup>th</sup> or 6<sup>th</sup> grade girls
- 3<sup>rd</sup> and 4<sup>th</sup> graders may be substituted up for 5<sup>th</sup> and 6<sup>th</sup> graders, but 5<sup>th</sup> and 6<sup>th</sup> graders may not be substituted down for 3<sup>rd</sup> and 4<sup>th</sup> graders
- Teams should have 1 male and 1 female coach, but 2 male or 2 female coaches will be allowed

## REGISTRATION PROCEDURES

### **REQUIREMENTS**

1. Only churches currently registered with Awana are authorized to register and compete in an AwanaGames meet. Two coed teams 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 is required and must be accompanied with registration fee. The fee covers part of the operating costs of the AwanaGames. All the game equipment is provided, except the bands for the 3-legged race. Until the registration fee is paid, a team cannot be officially registered. Teams are only accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registration.**

### **PROCESSING REGISTRATIONS**

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

All teams accepting a “standby” position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 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**

Where there's more than one circle, the procedure for team assignments to a particular team color or line on a particular circle will be specified prior to the meet.

### **QUALIFICATIONS OF TEAM MEMBERS**

1. All 3<sup>rd</sup>-4<sup>th</sup> grade clubbers who have not reached their 11<sup>th</sup> birthday by September 1<sup>st</sup> prior to the meet may participate. All 5<sup>th</sup>-6<sup>th</sup> grade clubbers who have not reached their 13<sup>th</sup> birthday by September 1<sup>st</sup> prior to the meet may participate.
2. All team members must have passed 10 sections during this current club season.
3. If short of players, 2<sup>nd</sup> grade Sparkies may be substituted for 3<sup>rd</sup>-4<sup>th</sup> graders. Respectively, 3<sup>rd</sup>-4<sup>th</sup> graders may be substituted for 5<sup>th</sup>-6<sup>th</sup> graders. The reverse is not allowed.
4. Teams may register for only one AwanaGames meet per club year.

### **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 Christ can give peace and victory in every circumstance. No coach should destroy their Christian testimony by reflecting even one moment any display of poor sportsmanship.

Being a winner for the Lord is more important than winning any AwanaGames meet. We encourage all team coaches to enthusiastically motivate their team. However, enthusiasm shouldn't be mistaken for unsportsmanlike outbursts. “Wrong calls” are made by officials in all sports. Each of our officials is a devoted, born-again, trained, and impartial volunteer doing their best to officiate according to AwanaGames rules.

AwanaGames affords boys and girls a great 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 their team and themselves that our testimony for Christ is of utmost importance.

## **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 registration check-in table the day of the meet, according to the schedule set by the registrar.

### ***TEAM OUTFITS***

Coaches are responsible to be sure uniforms are respectable & in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes staff, 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. **No SHORTS, TANK TOPS, or SPEED-TYPE clothing** allowed.

### ***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 coverage. The **coach must** have in his/her possession on the gym floor, a parent signed permission slip for 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** also have parent signed permission slips before they can participate.

### ***AWANAGAMES RECORDS***

Officials at each area AwanaGames meet may keep their own accurate time records to the 100<sup>th</sup> 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 several club meetings prior to the day of the meet. Any clubbers not selected for the team can greatly encourage a 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 the 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've never seen an AwanaGames meet may need an extra push to get them there the first time. A visit or letter may be all the motivation they need.
5. AwanaGames should be promoted in the neighborhood. An article announcing their 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 practicing or running on circle permitted before the meet begins. Teams 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 opportunities to ask last-minute questions of officials before 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. Most commonly it is 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 judge on his/her team line. If judge cannot answer the question satisfactorily, he consults circle director. **The circle director’s decision is final. Unless requested by circle director, no coach is allowed inside the game square to consult him at anytime.**

#### **AWANA GAMES SPECIALIST**

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**

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

### **JUDGES**

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

### **OFFICIAL SCOREKEEPERS**

Two individuals for each circle who record scores for each event as reported by the circle director. Additional helpers post these scores where they are visible to the spectators.

### **OFFICIAL TIMERS**

Two timers in each circle are responsible for using stopwatches to time the 1<sup>st</sup>-place winner in each timed event. A minimum of 2 timers per circle must be used to establish records.

### **TEAM COACHES**

A coach is selected from within each club. Only 2 coaches per team are allowed on the floor during meet. Teams should have 1 male and 1 female coach. However, 2 male or 2 female coaches will be allowed. Coaches are **not** permitted inside the game square 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 & 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 attend the coaches’ meeting just before the start of the event.
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 allowed on gym floor.

#### **BALLOONS**

9-11 inch balloons are inflated to about 8 inches in diameter.

### **CENTER BEANBAG**

In game events that finish in the middle of circle, and which have 2<sup>nd</sup>-place, a beanbag is placed on intersection of the two diagonal lines with center pin on top of it. At conclusion of the event or heat, 2<sup>nd</sup>-place points are awarded to team of player who has possession of center beanbag (see *General Rules* "Possession").

### **CENTER PIN**

In events that finish in the middle of circle, a game pin is set at intersection of the two diagonal lines. (It is placed on top of center beanbag when 1<sup>st</sup> and 2<sup>nd</sup>-place points are to be awarded.) 1<sup>st</sup>-place points are awarded to team whose player has possession of center pin at end of event or heat (see *General Rules* "Possession").

### **CIRCLE PINS**

(See Game Circle Diagram) All circle pins must be passed with both feet outside 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 circle between circle pins, but they must be outside circle at each pin.) Anyone knocking over a circle pin during a game disqualifies his team for that event or heat.

### **SCORING PINS**

Game pins set at the 5-foot mark which are to be touched by player's hand **only** and may be used in lieu of center pin & center beanbag. When scoring pins are used this eliminates the possession rule.

### **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 always finish the event or heat they are in – 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 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 from that event or heat.

### **INTERFERENCE**

The circle director and judges may declare an "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 or heat. Interference may also be called when players' progress is hindered by foreign matter or water on floor. When interference is called, the circle director may declare a rerun.

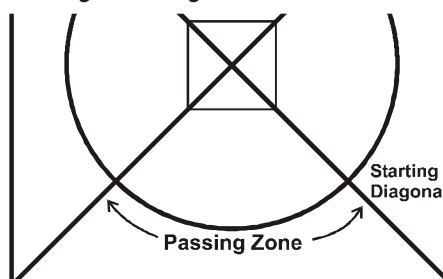
### **PARTICIPATION**

Each team member must play in a minimum of 2 and a maximum of 6 events.

### **PASSING ZONE**

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

### **POSSESSION**

In events using center pin and center beanbag to determine winners, player must have possession of center pin or center beanbag to be awarded points at end of event/heat. Touching center pin or beanbag is not enough, except in events which scoring pins are used, where this rule does not apply. However, if player who has possession of center pin or center beanbag has been disqualified, next player into center will receive points (see *General Rules* "Winner of an Event").

### **PRACTICES**

In preparing for the AwanaGames, only four practices are recommended.

### **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 scorekeepers. Players should not leave circle or set down center pin or beanbag until 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 **only**, which may be used in lieu of center pin and center beanbag. When scoring pins are used this eliminates the possession rule.

### **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 from 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 player outside circle and behind starting diagonal for their team color. All running events are run in a counterclockwise direction.

### **STARTING SIGNAL**

When each team is ready, the judge on that line signals 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, official starter will start the event.

### **TAG RULE**

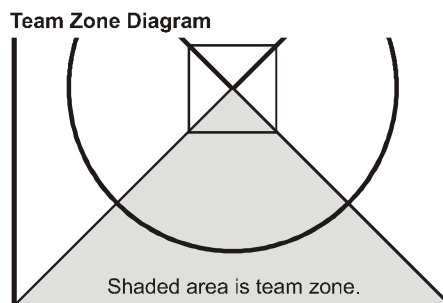
When one runner gains on another and is able to touch or "tag" him/her, or if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.) In dropping out of race, tagged runners should leave to the right, away from 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 team line and two diagonal lines, forms the team zone.



***TIE GAME (EVENT)***

When 2 teams, in the decision of circle director, gain possession of center pin or center beanbag or touching score pin at the same instant (or have equal units at completion of the Beanbag Grab), a tie is declared. Available points are divided equally between the tied teams. If it is a tie for 1<sup>st</sup>-place in a game having 2<sup>nd</sup>-place, 1<sup>st</sup> & 2<sup>nd</sup>-place points are added together & split, eliminating 2<sup>nd</sup>-place. If it is a tie for 2<sup>nd</sup>-place, 2<sup>nd</sup>-place points are split (except in Beanbag Grab, where 2<sup>nd</sup> & 3<sup>rd</sup>-place points are split, eliminating 3<sup>rd</sup>-place). Should this 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.

***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 judges to determine winner. Players should hold center pin or center beanbag until circle director indicates which teams have won. If player holding center pin has been disqualified, the player with possession of center beanbag will receive 1<sup>st</sup>-place points. If the circle director can determine the 3<sup>rd</sup>-place player, that player will be awarded 2<sup>nd</sup>-place points. If player with center beanbag is disqualified, circle director will award 2<sup>nd</sup>-place to the 3<sup>rd</sup>-place player. Where it is not possible for circle director to determine the winner, he may call for a rerun.

## GAME EVENTS

### EVENT 1 — BEANBAG RELAY

10 players – three heats

1st heat – five girls

2nd heat – five boys

3rd heat – five girls and five boys

Heat 1 & 2 – 1st place - 3 points, 2nd place - 1 point

Heat 3 – 1st place - 4 points, 2nd place - 2 points

**Equipment:** four circle pins, one beanbag per team, and four scoring pins on 5 foot mark.

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 receiving beanbag. (He/she may lift their foot which is in this box, but will be disqualified if it passes through imaginary plane extending upward from lines which form box.)

The other players stand with both feet outside circle as shown in diagram. Hands or feet of these players may not touch inside circle surface at any time during this event. Players must stay in order. No “trailers” are allowed. A strip of tape four feet to right of each circle pin marks an area that must be kept clear for neighboring team game leader when they runs into center to touch scoring pin. If a neighboring team gets in the way of a game leader running into the center, interference will be called.

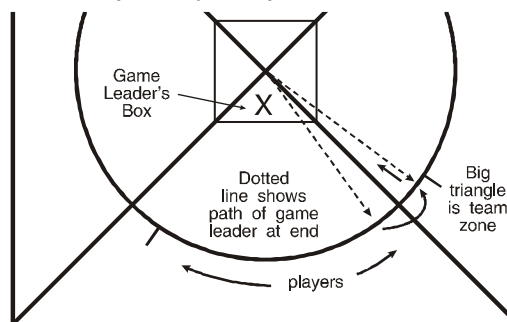
At starting signal, game leader throws beanbag to player to his/her right (farthest from his/her team's starting diagonal). Player number 1 receives it and throws it back to game leader, who throws it to player number 2. Play continues until all players on circle have received the beanbag from game leader & returned it. When game leader receives beanbag from last player number, he/she runs around his/her own circle pin & towards the center (see Diagram 4) to touch or tip scoring pin. The game leader must run around pin without touching another player. He/she must retain possession of beanbag to win this event. If players 1-9 miss or drop beanbag, it can be retrieved by any of these players, providing they do not step inside circle or outside their team zone. However, the bag must be thrown to game leader by 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 circle and within the team zone may be retrieved by 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 (one penalty throw). No player may throw bag more than twice with the exception of game leader. In the third heat, 10 players (5 girls / 5 boys) are involved. One boy is positioned in the middle triangle. Remaining team players are positioned on the circle (alternating girl, boy, etc., with girl last).

### Beanbag Relay Diagram



### EVENT 2 — SPRINT RELAY

Six runners - two heats (1 lap each)

1st heat – Two 3<sup>rd</sup>/4<sup>th</sup> and one 5<sup>th</sup>/6<sup>th</sup> grade girls

2nd heat – Two 3<sup>rd</sup>/4<sup>th</sup> and one 5<sup>th</sup>/6<sup>th</sup> grade boys

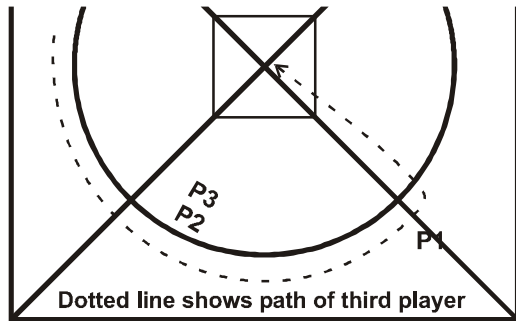
1st place - four points

2nd place - two points

**Equipment:** four circle pins, one baton per team, and four scoring pins on 5 foot mark.

The first runner—with the baton—starts outside 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 circle and passes baton to second runner. The baton must be handed off inside their team passing zone and both players must be inside their team passing zone (see *General Rules* “Passing Zone”), or 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, into the center to touch or tip circle pin with hand **only**. The winners must retain possession of baton to be awarded points. Contestants who knock over a circle pin are disqualified. Dropped batons may be picked up & play resumed unless 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 Diagram**



**EVENT 3 — BEANBAG BONANZA**

10 players - two heats

1st heat – five girls

2nd heat – five boys

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 center of each team center triangle. The 5 players line up outside their circle line. Player #1 holds the striped beanbag in their hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into team center triangle, switches striped beanbag for colored beanbag, runs back to circle line, and hands colored bag to player #2. Player #2 runs into team center triangle and switches colored beanbag back for 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 their bag to player #1, & play continues for a second round. Each player will run into the circle 2 times. The second time player #5 goes in, he/she does not switch the bags; rather, they run toward center of circle to touch or tip their scoring pin **with hand only** to finish.

No player may step over circle line until he/she is handed bag from the previous player. However, if the player does step over the line prior to receiving the bag, he/she must return behind circle line with both feet before receiving beanbag. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed**, not tossed or dropped within triangle.

Each time a bag is **placed** in 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** beanbag in 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**

Eight runners (two laps each) - four heats

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

2nd heat – two 5<sup>th</sup>/6<sup>th</sup> grade girls

3rd heat - two 3<sup>rd</sup>/4<sup>th</sup> grade boys

4th heat – two 5<sup>th</sup>/6<sup>th</sup> grade boys

1st place - three points each heat

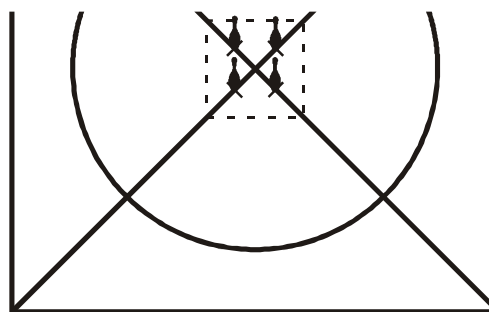
2nd place - one point each heat

**Equipment:** four circle pins & special scoring pin on five-foot mark on diagonal line for each team (see Diagram). Teams must furnish their own three-legged bands (*Awana Ministry Guide*).

The coach securely bands the right ankle of one player to the left ankle of another. Each pair starts outside circle, behind starting diagonal. At starting signal, the two players run as a pair for two full laps around circle. Contestants complete race by going around their team circle pin and into center to touch or tip their scoring pin **with hand only**. A team is disqualified for heat if pair knocks over a circle pin or if ankle band comes apart. If any team member falls to floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. The first team to touch or tip their scoring pin **with hand only** 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 circle as quickly as possible so they do not cause another team to stumble.

**Three-legged Race Diagram**



**EVENT 5 — SPRINT RACE**

Two runners – two heats (three laps)

1st heat – One 3<sup>rd</sup>/4<sup>th</sup> grade girl

2nd heat – One 3<sup>rd</sup>/4<sup>th</sup> grade boy

1st place - four points

2nd place - two points

**Equipment:** four circle pins, and four scoring pins on 5 foot mark.

The runner stands outside circle, just behind the starting diagonal. At starting signal, team player

runs 3 entire laps around the circle, & then goes around player's own circle pin, into center to touch or tip their scoring pin **with hand only** to finish. Contestants who knock over a circle pin are disqualified.

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

#### **EVENT 6 — FOUR-WAY TUG**

Four players - two heats

1st heat - two 5<sup>th</sup>/6<sup>th</sup> grade girls

2nd heat - two 5<sup>th</sup>/6<sup>th</sup> grade boys

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 diagonal line at the 12' mark for each team. At starting signal, all players pull rope toward the beanbag on their team diagonal line. Temporary loss of the rope during the tug will not disqualify a player, but 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 diagonal line, when signaled by the official starter, will move beanbags 12 inches closer to 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.

Points for each heat will go to team whose player first grabs the beanbag while still holding the rope.

FOUR WAY TUG TEAM MEMBERS MAY WEAR GLOVES FOR THIS EVENT ONLY.

#### **EVENT 7 — BALLOON VOLLEY**

Four players – two heats

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

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

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 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, circle director will restart the balloon at the point where it was kicked. Players may continue to hit 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**

Six runners – two heats (two laps each)

1st heat – One 3<sup>rd</sup>/4<sup>th</sup> and two 5<sup>th</sup>/6<sup>th</sup> grade girls

2nd heat – One 3<sup>rd</sup>/4<sup>th</sup> and two 5<sup>th</sup>/6<sup>th</sup> grade boys

1st place - four points

2nd place - two points

**Equipment:** four circle pins, one baton per team, and four scoring pins on 5 foot mark.

This relay is the same as the Sprint Relay except that runners will run 2 laps rather than 1 before passing baton to next runner, or before the third runner goes around his/her circle pin and into center to touch or tip their scoring pin **with hand only** to finish. Runners who have completed 2 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.

#### **EVENT 9 — MARATHON RACE**

Two runners – two heats (six laps)

1st heat – One 5<sup>th</sup>/6<sup>th</sup> grade girl

2nd heat – One 5<sup>th</sup>/6<sup>th</sup> grade boy

1st place - four points

2nd place - two points

**Equipment:** four circle pins and four scoring pins on 5 foot mark.

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, 6 laps are run around the circle. The contestant then runs around his/her team circle pin and into center to touch or tip their scoring pin **with hand only** to finish. Contestants who knock over a circle pin are disqualified.

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

### **EVENT 10 — BALLOON RELAY**

10 players – two heats

1st heat – five girls

2nd heat – five boys

1st place - three points

2nd place - one point

**Equipment:** one balloon per team and four scoring pins on 5 foot mark.

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 starting signal. At starting signal, balloon is passed through legs of first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

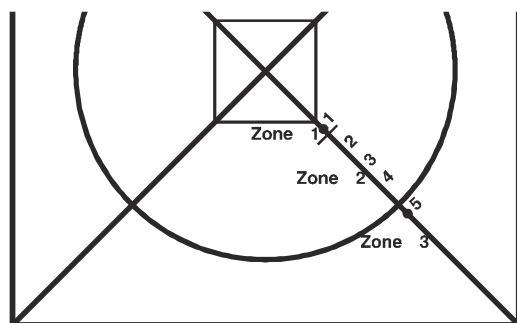
Only players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon. Players in Zone 2 will be disqualified for not straddling the line.

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 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 to touch or tip scoring pin **with hand only** 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**



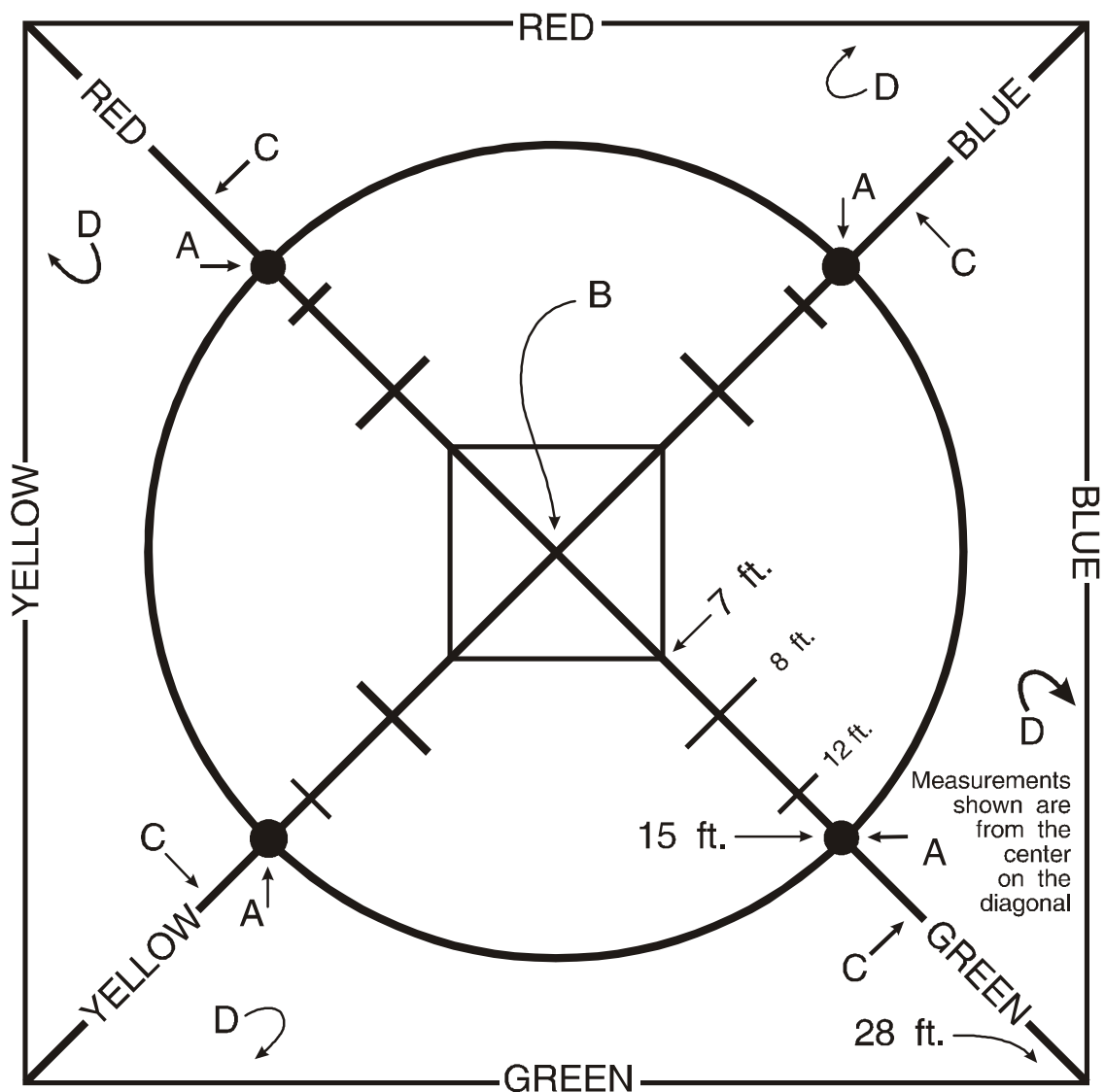
## Official Awana Circle

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
- 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.



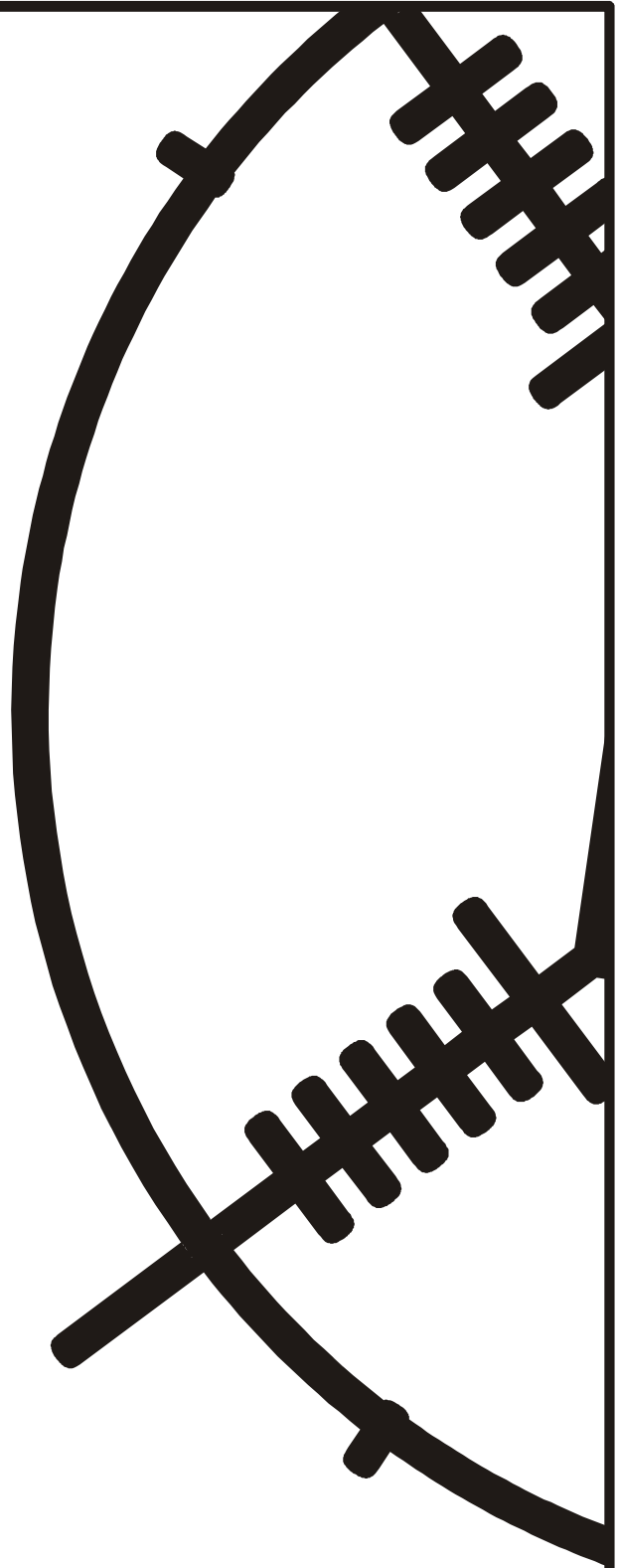
AwanaGames™ meets are exciting, but they couldn't even be scheduled without your Awana missionary. He's doing a big job, and he needs help. You invest time and effort in your local club...are you investing in your missionary, too?

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**