



# AwanaGames™

## Official Rules and Regulations

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©2003 Awana™ Clubs International  
1 East Bode Road • Streamwood, IL 60107-6658  
[www.awana.org](http://www.awana.org) • (630) 213-2000

Awana Youth Association Canada  
178 Highway 20 W. • Fonthill, Ontario L0S 1E0 Canada  
Awana Clubs International Australia

1000 Old Windsor Road • Parklea, N.S.W. 2155 Australia

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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 third- through sixth-graders.

## AWANAGAMES—A NATIONWIDE EVENT

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. From this small beginning 50 years ago, AwanaGames has grown to hundreds of annual meets across the United States and Canada and in many other countries.

## AUTHORIZATION OF AWANAGAMES MEETS

All AwanaGames meets must be authorized by an event coordinator, 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 coordinator.

## ORGANIZATION OF AWANAGAMES MEETS

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

Minimum of 10 players

Maximum of 14 players

Maximum of 7 5th/6th

Teams which have done everything possible to field the minimum 10-player requirement are allowed to participate with as few as 9 players but four of these must be 3<sup>rd</sup>-4<sup>th</sup> graders.

Teams with nine players may compete in the first heat of the Balloon Relay, and are also subject to a "penalty throw" Event #1.

The number of circles used in a meet, and the assignment of teams to each circle 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 teams 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 may be accepted subject to available space.
2. The following items are required to register an AwanaGames team:
  - Team Registration Form
  - Volunteer Staff Form
  - Check for registration fee
  - Event Participation Form. Submit with the first event entry for your church. If you have previously entered a team/teams in 2006 or later for area events we will have this form on file already.

Until the registration fee is paid and the above three forms are received a team is not officially registered. Teams are accepted on a 'first-come, first-paid' basis. **No refund will be issued to teams withdrawing their registrations.**

## 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

Team assignments to a particular team line/color and/or on a particular circle (where there is more than one circle) cannot be promised. Clubs may request a color line and will be accommodated if possible.

# 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 as "3<sup>rd</sup>/4<sup>th</sup> graders". 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 unsportsmanlike outbursts for enthusiasm. 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 coaches should remind themselves and their team 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 at the team check-in table at the meet, according to the schedule set by the coordinator. Please review clubber eligibility at your last practice and avoid last minute "crises" on the day of the meet.

### **TEAM OUTFITS**

Coaches are responsible for being 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 should 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.

## **AWANAGAMES AWARDS**

Finals:

Championship Banner (1<sup>st</sup> place teams)

Medallions and patches (1<sup>st</sup> place individuals)\*

Ribbons and Participation Patches (2<sup>nd</sup> - 4<sup>th</sup> place)\*

\*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, might participate in club in order to part of AwanaGames 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, family members and friends. 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 sometimes be arranged.

## AWANAGAMES DAY SCHEDULE

### ARRIVAL TIME

Teams must arrive as announced at the coaches training. Coaches should check in immediately upon arrival. Tickets are not needed for team members accompanied by their coach.

### 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 and the circle director will lead officials and coaches in prayer.

### 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 Ephesians 2:8-9 in unison with all team members at the close of the flag ceremony. Please use NKJV for this occasion.

*“For by grace you have been saved through faith, and that not of yourselves; it is the gift of God, not of works, lest anyone should boast.” Ephesians 2:8-9*

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.

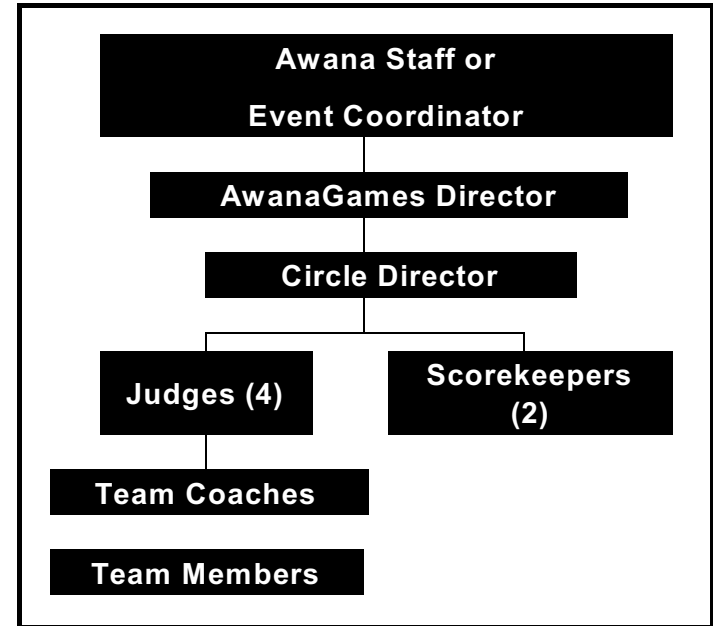
Recognition may also be given to clubbers for outstanding achievements.

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 COORDINATOR

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 as well as 2<sup>nd</sup> place (where appropriate)
- Coordination and ultimate responsibilities of judges
- Scorekeepers’ activities
- Timers’ activities (if used)
- 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**

Where timing records are kept, two timers on each circle 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 team 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 must remain behind their team line at all times while AwanaGames events are in progress.
4. At least one of each team's coaches is required to attend the AwanaGames coaches' training session.
5. High schoolers may be coaches, but at least one of the coaches must be at least 18 and out of high school.

## **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.

## **CENTER BEANBAG - NO LONGER USED**

## **CENTER PIN - NO LONGER USED**

## **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.

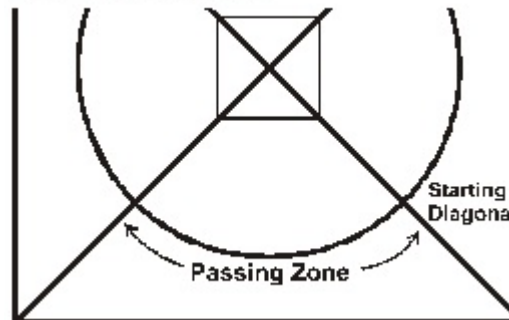
Marathon Relay runners cannot participate in the Sprint Relay, Sprint Race, or the Marathon Race.

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.

### **POSSESSION - CENTER PIN AND BEANBAG ELIMINATED**

### **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 the scorekeepers. Players should not leave the circle 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) (only), are used to determine first and second place finishes.

## 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

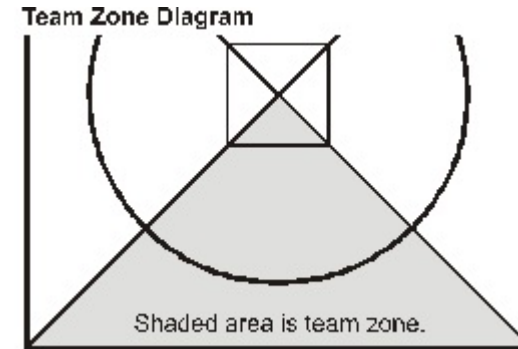
When one runner gains on another and is able to touch or "tag" him/her, or if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.)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



## TIE GAME (EVENT)

When two teams, in the decision of the circle director, gain possession of the center pin or center beanbag or touch the scoring 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 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 the judges to determine the winner. If the player who was first to touch the scoring pin has been disqualified, the player who touched their score pin 2<sup>nd</sup> will receive first-place points. If the circle director can determine the third-place player, that player will be awarded second-place points. If the player who touched second is disqualified, the circle director will award second place to the third-place player, and so on. 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

10 players - three heats

Five players - Heat 1

Five different players - Heat 2

1st place - three points per heat

2nd place - one point per heat

Ten players - Team heat (3)

1st place - four points

2nd place - two points

Equipment: four circle pins, one beanbag per team, four center scoring pins at 5' marks.

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.)

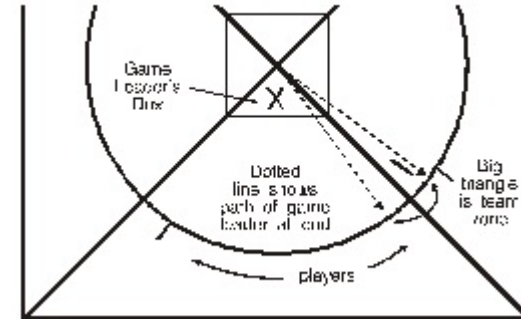
The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. Players must stay in order. No “trailers” are allowed. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear 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 into the center of the circle 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 on 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 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 ten players must throw the beanbag an additional time and are also not eligible for one of the first two heats. 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

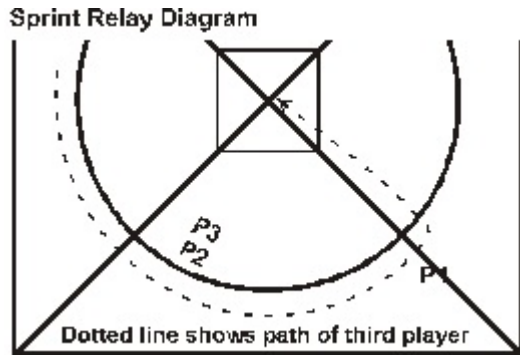
1st place - four points

2nd place - two points

Equipment: four circle pins, one baton per team, scoring pin on the five foot mark on the diagonal for each team.

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, and into the center for their scoring pin. The winners must retain possession of baton when they touch or tip their scoring pin 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.



## EVENT 3 — BEANBAG BONANZA

10 players; two heats

One heat: five players; 3<sup>rd</sup> - 4<sup>th</sup> graders\*

One heat; five players; 5<sup>th</sup> - 6<sup>th</sup> graders

1st place - four points

2nd place - two points

Equipment: Four circle pins, one colored bag, and one striped beanbag per team, four center scoring pins at 5' marks

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 on into the center of the circle for the pin or center beanbag.

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.

\* If a full team consists of 10 players and only four are 3<sup>rd</sup>-4<sup>th</sup> graders, one of the 5<sup>th</sup>-6<sup>th</sup> graders may participate in the second heat.

#### 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

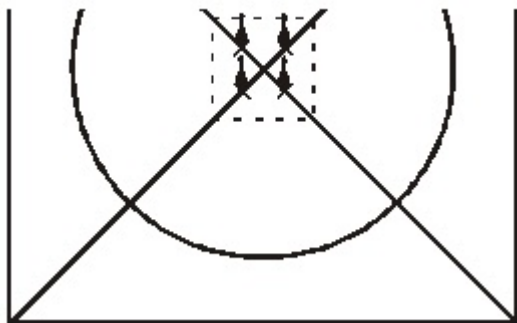
2nd place - one point each heat

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

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 and scoring pin on the five foot mark on the diagonal for each team.

The runner stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, then goes around player's own circle pin and in for their scoring pin. 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 the 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 the 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, scoring pin on the five foot mark on the diagonal for each team.

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 in for the scoring pin. Runners who have completed two laps should leave to their right, away from the circle.

The winners must retain possession of the baton when they touch or tip their scoring pin 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 scoring pin on the five foot mark on the diagonal for each team.

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 into the center for their scoring pin. 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.



## AWANAGAMES (3<sup>RD</sup> / 6<sup>TH</sup> GRADE) SUMMARY OF EVENTS & SCORING

- |   |  |
|---|--|
| 1. <b>BEAN BAG RELAY</b><br>10-14 players, 3 heats<br>Heats 1&2: 5 players;<br>Heat 3: 10 players   | Heat 1&2: 1 <sup>st</sup> , 3 pts<br>2 <sup>nd</sup> , 1 pts<br>Heat 3: 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2 pts |
| 2. <b>SPRINT RELAY</b><br>3 runners (1 lap each); 1 heat<br>2-3 <sup>RD</sup> /4 <sup>th</sup> grade & 1-5 <sup>th</sup> / 6 <sup>th</sup> grade                                | 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2 pts   |
| 3. <b>BEAN BAG BONANZA</b><br>10 players; 2 heats; 5-3 <sup>RD</sup> /4 <sup>t</sup> ; 5-5 <sup>th</sup> / 6 <sup>th</sup>  | 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2 pts   |
| 4. <b>THREE-LEGGED RACE</b><br>4 runners (2 laps each); 2 heats<br>2-3 <sup>RD</sup> /4 <sup>th</sup> grade & 2-5 <sup>th</sup> / 6 <sup>th</sup> grade                         | 1 <sup>st</sup> , 3pts<br>2 <sup>nd</sup> , 1 pt   |
| 5. <b>SPRINT RACE</b><br>1 runner (3 laps); 1 heat; 3 <sup>RD</sup> /4 <sup>th</sup> grade  | 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2pts  |
| 6. <b>FOUR-WAY TUG</b><br>6 players; 3 heats<br>2-3 <sup>RD</sup> /4 <sup>th</sup> grade; 2-5 <sup>th</sup> / 6 <sup>th</sup> grade; 2-5 <sup>th</sup> / 6 <sup>th</sup> grade  | 2 pts ea   |
| 7. <b>BALLOON VOLLEY</b><br>6 players; 3 heats<br>2-3 <sup>RD</sup> /4 <sup>th</sup> grade; 2-3 <sup>RD</sup> /4 <sup>th</sup> grade; 2-5 <sup>th</sup> / 6 <sup>th</sup> grade | 2 pts ea   |
| 8. <b>MARATHON RELAY</b><br>3 runners (2 laps each); 1 heat<br>1-3 <sup>RD</sup> /4 <sup>th</sup> grade & 2-5 <sup>th</sup> / 6 <sup>th</sup> grade                             | 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2 pts   |
| 9. <b>MARATHON RACE</b><br>1 runner; 1 heat; 6 laps; 1-5 <sup>th</sup> / 6 <sup>th</sup> grade  | 1 <sup>st</sup> , 4 pts<br>2 <sup>nd</sup> , 2 pts   |
| 10. <b>BALLOON RELAY</b><br>10 players; 2 heats/5 players per heat  | 1 <sup>st</sup> , 3 pts<br>2 <sup>nd</sup> , 1 pt  |