

# Awana Games Sample Guidelines

Dear Awana Games Coaches and Officials,

The two purposes of the AwanaGames are to present the gospel message of Jesus Christ to the Sparks and their family members that attend and to have **FUN**. It is critical that our actions and reactions portray Jesus Christ during practices at your local church or while participating in the AwanaGames.

This booklet is designed to assist you as a coach or official in the AwanaGames. It contains information from the registration process to the rules for each event.

Thanks again for your willingness to serve with us as we endeavor to tell people of their need of Jesus Christ.

*Because Kids (and their parents) Matter to God*

## **INTRODUCTION**

This manual is designed for team coaches, circle directors, and judges who will participate in an AwanaGames meet for third- through sixth-graders.

### ***AWANAGAMES—A GROWING GIANT***

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing four churches, participated. The next year, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique ministry to boys and girls—and their parents—has grown tremendously over the years, and potential for future growth is practically unlimited.

### ***ORGANIZATION OF AWANAGAMES MEETS***

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

Minimum of 10 players

Maximum of 14 players

COED: 6 to 7 girls and 6 to 7 boys

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

### ***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.

## **GENERAL INFORMATION**

### ***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 Awana Missionary and event specialist.

### ***ROSTER SHEET***

The team roster sheet, showing name, age, grade in school, and date of birth of each player, should be prepared by the team coach and submitted on the day of the event to the 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 should 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.

### **PROMOTING INTEREST IN AWANAGAMES**

A good cheering section goes a long way toward helping a team win! The AwanaGames meet is an enthusiastic introduction to people who have not had any previous contact with Awana.

Here are some suggestions for encouraging spectators to attend:

1. AwanaGames should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the AwanaGames as team members.
2. AwanaGames should be promoted at Sunday School. Many boys and girls who don't attend club, as well as adults who are unfamiliar with Awana, would attend an AwanaGames meet if invited. Use skits or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
4. AwanaGames should be promoted to parents. People who have never seen an AwanaGames meet may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. AwanaGames should be promoted in the neighborhood. An article announcing the

team's participation in the area AwanaGames may be written for a local newspaper. Radio and TV interviews can often be arranged.

### **AWANAGAMES DAY SCHEDULE**

#### **MEETING AWANAGAMES OFFICIALS**

The line judges and circle director will meet with the coaches 30 minutes prior to the meet with instructions and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

#### **FLAG CEREMONY**

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

#### **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 review this verse for several weeks to give them confidence for reciting in front of spectators.

#### **GOSPEL PRESENTATION**

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is the 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.

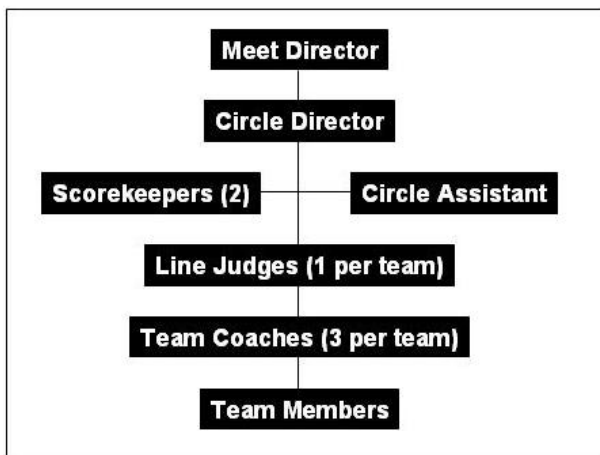
Recognition may also be given to clubbers for outstanding achievements.

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 question is for the line judge who has rotated, the current line judge may get the previous line judge to answer the coach's question. If the judge cannot answer the question satisfactorily, he/she 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 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

- Final word on all matters not covered in written rules

### **OFFICIAL STARTER**

He/she gives the starting signal for all circles at the 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.

### **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.

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 should remain behind their team line at all times while AwanaGames events are in progress.

## **GENERAL RULES/DEFINITIONS**

Arranged alphabetically for quick reference

### **ADHERENTS**

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. The best safety measure is a good pair of gym shoes with a clean tread.

### **BALLOONS**

Nine to eleven inch balloons are inflated to 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/her 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 allowed number of events (See General Rules "Participation")
5. Breaking other game rules not listed here but described elsewhere in this book
6. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")
7. Teams are not disqualified if a player steps outside of the game square during a running event.  
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 opinion 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.

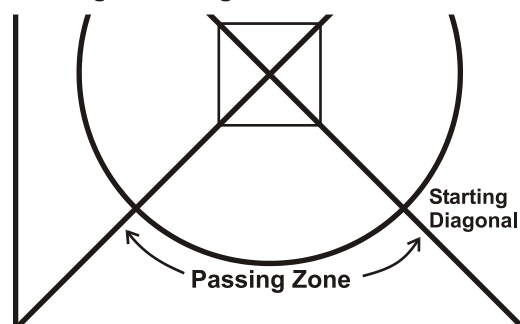
### **PARTICIPATION**

Each team member should play in a minimum of two and a maximum of six events.

### **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 all four running events but not the three-legged race. (See individual events) If runner is touched by a hand (not by the baton) he/she **must** move to the right to allow the faster team to pass. Failure to move when touched may result in disqualification. If a three-legged race team is passed or touched they are disqualified and should leave the circle for safety reasons.

### **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.

If there is a 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 the scoring pin until the circle director has determined their team standings.

### **SCORING PINS**

For all events which finish in the center of the circle, the scoring pins will be placed on the diagonal line at the 5 foot hash mark. To finish the event, the appropriate clubber must touch the scoring pin with his/her hand only. Line Judges and Circle Director will determine the order of finish. Scoring pins should not be batted since they may cause interference. Scoring pins are okay to be knocked down by the hand. Diving is okay.

### **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**

The tag rule is in affect for only the three-legged race. The passing rule is in affect for all other running events.

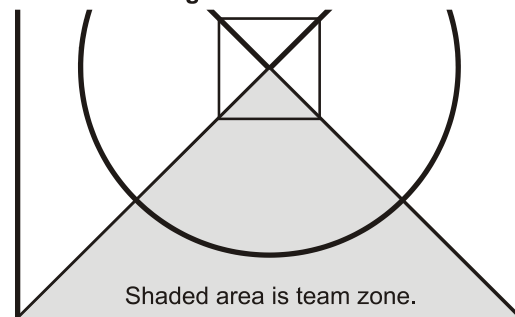
### **TEAM LINES**

Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Team members not participating in an event should stay seated behind these lines.

### **TEAM ZONE**

The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone.

Team Zone Diagram



### **TIE GAME (EVENT)**

When two teams, in the decision of the circle director, touch the scoring pins 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 last event the tie will be resolved by a full team heat of Beanbag Relay.

***WINNER OF AN EVENT***

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. Players should stay at the center of the circle until the Circle Director indicates which teams have won. If the player finishing first is disqualified, the player finishing second will receive first-place points. In this case, the third-place player will be awarded second place points. If the player finishing second is disqualified, the Circle Director will award second place to the third-place player. Where it is not possible for the Circle Director to determine the winner, he may call for a rerun.

## AWANAGAMES EVENTS – BOYS, GIRLS, & COED TEAMS

### **EVENT 1 — BEANBAG RELAY**

**Girls/Boys:** 10 players - three heats

Five players - Heat 1

Five different players - Heat 2

10 players - Team heat

**COED** Five girls – Heat 1

Five boys – Heat 2

10 players – Heat 3

1st place - four points per heat

2nd place - two points per heat

**Equipment:** four circle pins, four scoring pins, one beanbag per team.

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

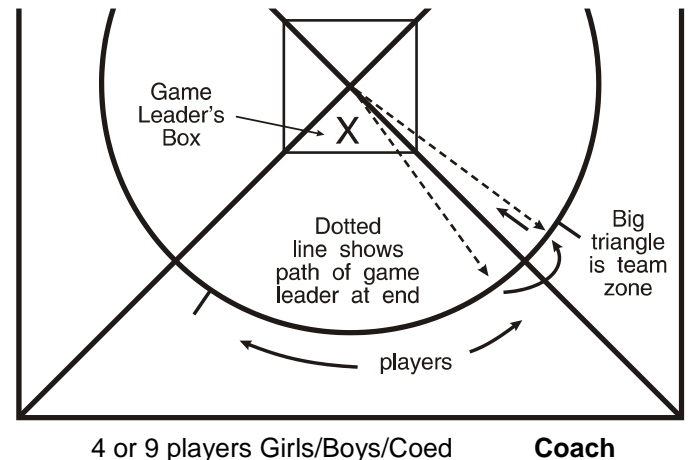
The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. Players must stay in order. No “trailers” are allowed. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear 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 the 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 touch the scoring pin. 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-last 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 throw is a valid throw if the beanbag hits the intended recipient in the hand on the fly regardless of whether or not the intended recipient catches it. In the event of an invalid throw, the beanbag must be returned to the game leader and the throw reattempted. A player may lift his/her foot, but will be disqualified if it passes through the imaginary plane extending upward from the circle.

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.

### **Beanbag Relay Diagram**



### **POTENTIAL DISQUALIFICATIONS:**

- 1.) Two false starts
- 2.) Beanbag leaving the team zone
- 3.) Not completing the required number of valid throws
- 4.) Game leader not having one foot within the center triangle when throwing or receiving the beanbag
- 5.) Circle player crossing the circle line
- 6.) Knocking over a circle pin
- 7.) Causing interference with another team
- 8.) Not touching the scoring pin with the hand
- 9.) Not having the beanbag when finishing the event



## **Event 1 — Beanbag Relay**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle near a diagonal. Move into the circle area to observe the order of finish. Consult Line Judges for disqualifications.

#### Line Judge Location:

Just inside the Circle, at the four-foot mark.

#### Before the Game:

Count players on the circle.  
There should be 4 or 9 players for Girls / Boys/COED.

#### During the Game:

Watch the GAME LEADER, to ensure that one foot remains in the Game Leader Triangle.  
Watch the CATCHERS, to ensure their feet do not cross the circle line.  
Watch for legal catches, which is the beanbag touching the hands of a catcher on the fly.  
Watch the BEAN BAG. If it lands, who can go get it and is it out of play.  
Stop the team if it is disqualified or if the beanbag goes out of the team zone.  
Walk along the circle as the beanbag progresses. The four foot space from the diagonal must be vacated for the player from the adjacent Team Line to get to the scoring pin.  
Count for legal throws and catches.

#### After the Game:

Keep Game Leader with you after he/she has gone into the center until the finish order is determined.  
Advise the Circle Director if there is a disqualification.  
After all heats, return the beanbag to the basket.

Remove the white tape at the 4 foot mark. Go to the next color and prepare for the Sprint Relay.

### **COACHES INSTRUCTIONS**

#### Coaches Position:

Along team line toward the diagonal

#### Before the Game:

Be sure there is the correct number of players on the circle.  
All teams are required to complete the entire number of throws. If less than the required number of participants is available, then consult the Line Judge.

#### During the Game:

Legal catches are when the bean bag touches the hands of a catcher on the fly whether or not the bag is subsequently dropped.  
A player on the circle may retrieve it if he/she can do so without stepping into the circle.  
The team is disqualified if the bean bag goes out of the team zone.

#### Coaching Tips:

Passes should be crisp and accurate and aimed at the center of the catcher's chest. Rhythm is important to pace the game.  
Players completing their turn may go to the team line.  
No line up order is required. Height and age make no difference.

## EVENT 2 — SPRINT RELAY

Three runners (one lap each) - one heat  
Two 3rd-4th graders & one 5th-6th grader  
COED – Girls Heat / Boys heat

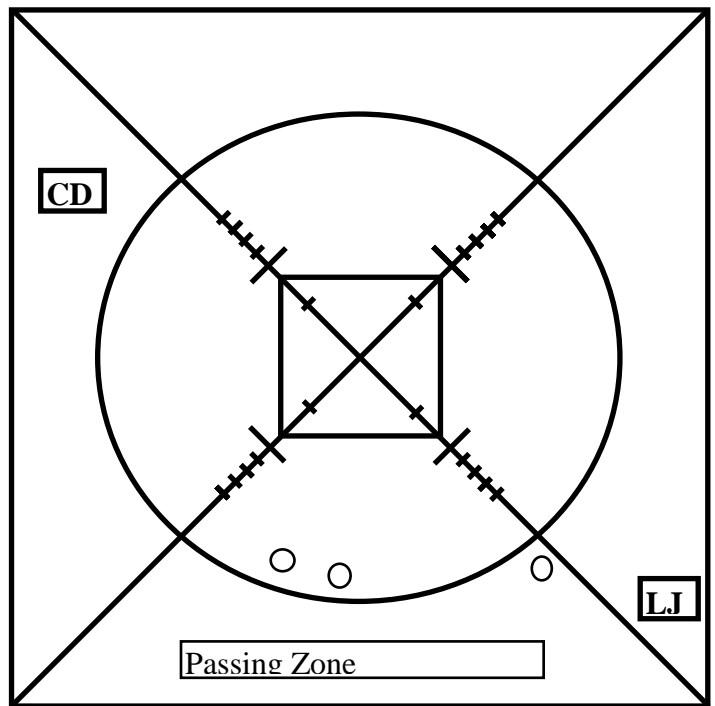
1st place - four points  
2nd place - two points

**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. The other two runners wait inside their circle within their team zone. 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 to touch the scoring pin with their hand. The winners must retain possession of baton when they touch the 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.

COED runners may run in the marathon race.  
Passing rule is in affect.



Coach

### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Knocking over a circle pin
- 3.) Passing the baton outside the passing zone
- 4.) Having a dropped baton leave the game square
- 5.) Touching the scoring pin with the baton or any part of the body other than the hand

## **EVENT 2 — SPRINT RELAY**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle, near a diagonal.  
Move into the circle area to observe the order of finish.  
Consult Line Judges for disqualifications.

#### Line Judge Location:

Intersection of Color Diagonal and Team Line (corner)

#### Before the Game:

Count players. There should be three.  
Give baton to player one.

#### During the Game:

Watch player one for false start.  
Watch your team's members as they go around the circle. Watch for knocking over circle pins by any runner.  
Count one lap silently for each player.  
Watch your team's pass to ensure the baton is passed inside the passing zone.  
Watch your team's pass to ensure the runners were not interfered with when passing the baton. If interference occurs let the Circle Director know.  
NO TAG RULE.

#### After the Game:

Keep player three with you until the correct order of finish is determined.  
Advise the Circle Director if there is a disqualification.  
Return the baton to the color basket.  
Go to the next color line and prepare for the Beanbag Bonanza.

### **COACHES INSTRUCTIONS**

#### Coaches Position:

Along the team line near the diagonal.

#### Before the Game:

Be sure there are three players.  
Note the participation rules on the previous page.  
Be sure player one has a baton.

#### During the Game:

Count one lap for each player.  
Coaches must remain behind their own team line while signaling their runner as to the lap or whether to go in. They cannot go around the corner.  
Runners that have completed their lap must leave to the right, away from the circle. They must leave in a continuous movement. Stopping in the running lane could cause an interference.

The team must pass the baton inside the passing zone.

It is the position of the baton during the pass off not the position of the runner that determines if the pass is completed within the team zone. A disqualification can occur at either diagonal.

The winners must have possession of the baton to get points.

NO TAG RULE. Tagging a team when there is no tag rule could cause interference and disqualification. Runners should pass other teams without tagging.

#### Coaching Tips

It is generally advisable for both runners to be moving during the pass of the baton.  
Runners in their own passing zone have the right to be unhindered while making the pass. Runners from other teams should be careful not to cause interference during a baton pass.  
Runners leaving the running lane to the right after passing off the baton have the right of way over runners that may be overtaking or trying to pass them.

### EVENT 3— BEANBAG BONANZA

10 players: two heats

Heat One: five players

Heat Two: five different players

COED: two heats girls and two heats boys

1st place - four points

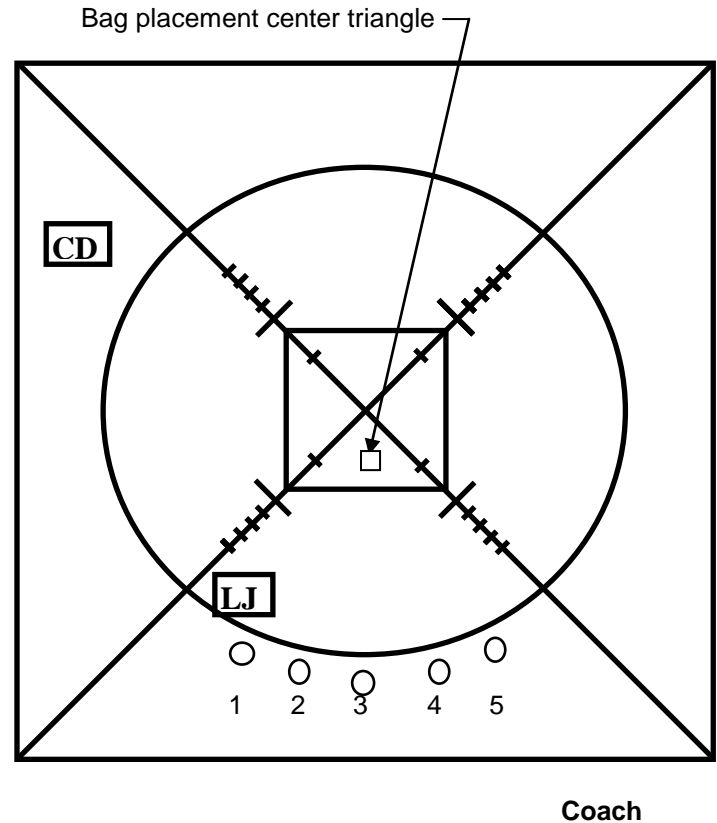
2nd place - two points

**Equipment:** 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 in to touch the scoring pin with their hand. He/she must have possession of the bean bag to win the event.

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 the team.

The beanbag must be **placed**, not tossed, within the triangle. The definition of "**placed**" is that some part of the bag must be touching the floor before that bag can be released from the hand. 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.



#### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Dropping the beanbag on the exchange in the triangle
- 3.) Placing the beanbag down and leaving it outside the triangle
- 4.) Tossing, not handing the bag to the next player
- 5.) Entering the circle prior to receiving the beanbag
- 6.) Touching the scoring pin with the beanbag or any part of the body other than the hand
- 7.) Not having the beanbag when touching the scoring pin

### **EVENT 3— BEANBAG BONANZA**

#### **OFFICIALS INSTRUCTIONS**

##### Circle Director Position:

Outside circle, near a diagonal.  
Move into the circle to observe the finish.

##### Line Judge Location:

Just inside the circle at the four foot mark.

##### Before the Game:

Place team colored beanbag in the middle of the team center triangle.  
Count five players. Number 1 is farthest from the diagonal.  
Give striped bag to player one.

##### During the Game:

Watch that no bags are thrown.  
When switching bags in the center triangle bags must be placed on the floor.  
The definition of placed is that some part of the bag must be touching the floor before that bag can be released from the hand.  
Watch that the bag is in the center triangle. No part of the bag may be outside the triangle.  
When returning to the circle, bags must be handed to the next player.  
Players on the circle may not step over the circle line before being handed a beanbag. However a player stepping over the circle line without a beanbag may return to the circle before entering the center triangle.

##### After the Game:

Return bean bags to the colored basket.  
Go to the next color and prepare for the Three-Legged Race.

#### **COACHES INSTRUCTIONS**

##### Coaches Position:

Anywhere along the team line.

##### Before the Game:

Be sure there are 5 players. No order for the players is required. Height or grade makes no difference.

##### During the Game:

When switching bags in the center triangle bags must be placed on the floor not dropped or thrown.  
The bag must be placed in the center triangle. The definition of “placed” is that some part of the bag must be touching the floor before that bag can be released from the hand.  
No part of the bag may be outside the triangle. When returning to the circle, bags must be handed to the next player.  
Players on the circle may not step over the circle line before being handed a bean bag. However, a player stepping over the circle line without a beanbag may return to outside the circle before going in to the center triangle.  
After all 5 players have handled the bags the play continues for a second round.  
To end the first round player five hands the bag off to player 1. The second time player 5 goes in he/she does not switch bags but goes directly to the scoring pin.  
COED coaches may substitute players.

##### Each player will run into the center two times.

##### Coaching Tip:

It is important that bags are placed in the center, not dropped or thrown.

#### EVENT 4 — THREE-LEGGED RACE

Four runners (two laps each) - two heats

1st heat - two 3rd-4th graders

2nd heat - two 5th-6th graders

COED: 2 heats - 3rd-4<sup>th</sup> graders; girls then boys.

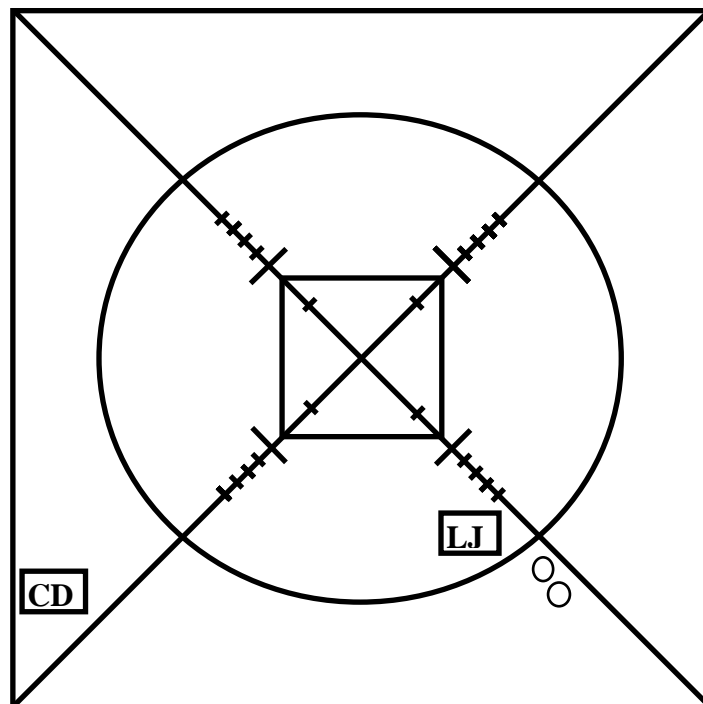
2 heats – 5th-6<sup>th</sup> graders; girls then boys

1st place - three points each heat

2nd place - one point each heat

**Equipment:** four circle pins and four scoring pins. Three-legged bands are furnished (2 for each color line).

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 the starting signal, the two players run as a pair for two full laps around the circle. Contestants complete the race by going around their team circle pin and into the center to touch their scoring pin with their hand(s). 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 passed or tagged. A disqualified team should leave the circle to the right. The first team to touch its scoring pin with their hand(s) wins that heat.



#### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Knocking over a circle pin
- 3.) Having the leg band come undone
- 4.) Touching the scoring pin with any part of the body other than the hand

## **EVENT 4 — THREE-LEGGED RACE**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle, near a diagonal. Move into the circle during the second lap and position to see all four pins.

#### Line Judge Location:

Intersection of Color Diagonal and Circle.  
Just inside circle.

#### Before the Game:

Check the Race band for tightness.  
No more than two fingers between ankles.  
The coach is responsible for banding.

#### During the Game:

Watch players for a false start.  
Watch your team members as they go around the circle.  
Watch for knocked over circle pins by any team.  
Count two laps silently.  
Be prepared to bring a disqualified team into the circle and hold them until the end of the game.  
Help to remove the band as needed.  
At the end of each heat, be watching the center pins. Help determine the two winners who first touch their pin.

#### After the Game:

Keep players with you until points are determined.  
Advise the Circle Director if there is a disqualification.  
Return one pin and the race bands to the color basket.  
Go to the next color line and prepare for the Sprint Race

### **COACHES INSTRUCTION**

#### Coaches Position:

Anywhere along the team line.

#### Before the Game:

The coach is responsible for banding. This is the only time that the coach is allowed on the game floor.

#### During the Game:

Count two laps for your runners.  
Coaches must remain behind their team line while signaling their runner as to the lap or whether to go in.

Points are awarded to the first and second teams who touch their scoring pin with their hand(s).

Teams that fall to the floor are not disqualified unless tagged or passed.  
Teams that are disqualified should make every effort to get away from the circle quickly and without interfering with another team.

#### Coaching Tips:

Touching the scoring pin with any part of the body other than the hand will not count.  
Teams that fall should attempt to get up and continue unless tagged or passed.  
Teams should try to run around fallen teams.  
Teams that have fallen do not cause interference just because they are down.

## EVENT 5 — SPRINT RACE

One runner (three laps) 3rd-4th grader - one heat  
COED: girls one heat / boys one heat

1st place - four points

2nd place - two points

**Equipment:** four circle pins, four scoring pins

Sprint runner stands outside the circle, just behind his/her starting diagonal.

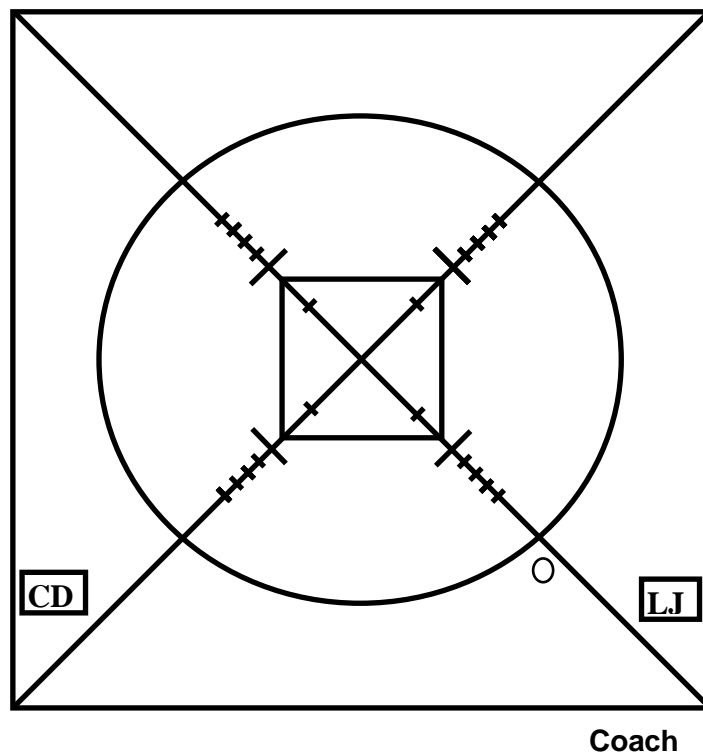
At starting signal, team player runs three entire laps around the circle, then goes around player's own circle pin and in to touch the scoring pin with his/her hand.

Contestants who knock over a circle pin are disqualified.

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

COED runners may run in the marathon relay.

Passing Rule is in affect.



### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Knocking over a circle pin
- 3.) Touching the scoring pin with any part of the body other than the hand



## ***EVENT 5 — SPRINT RACE***

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle, near a diagonal.  
Move into the circle to observe the finish.

#### Line Judge Location:

Intersection of Color Diagonal and Team Line  
(corner)

#### During the Game:

Watch players for a false start.  
Watch your team members as they go around  
the circle.  
Watch for knocked over circle pins by any  
team.  
Count three laps silently.

#### After the Game:

Keep players with you until points are  
determined.  
Advise the Circle Director if there is a  
disqualification.  
Return the pin to the color basket.  
Go to the next color line and prepare for the  
Four-Way Tug.

#### Coaches Position:

Along team line toward the team diagonal.

#### Before the Game:

Be sure runner knows the race is three laps.  
Note the participation rules on the previous page.

#### During the Game:

Count three laps for your runner.  
Coaches must remain behind their team line  
while signaling their runner as to the lap or  
whether to go in.

#### Coaching Tips:

Runners are not disqualified for running past  
their diagonal (or even an extra lap) but  
probably will not win.  
Players should always finish the race touching  
the scoring pin, because others may be  
disqualified.

### **COACHES INSTRUCTIONS**

## 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

COED: two heats 3<sup>rd</sup>-4<sup>th</sup> grade girls

one heat 5<sup>th</sup>-6<sup>th</sup> grade girls

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

one heat 5<sup>th</sup>-6<sup>th</sup> grade boys

1st place only

Two points each heat

**Equipment:** Seven-foot four-way rope (spliced in middle for even pull) and four beanbags, one of which is placed on 17-foot mark on each team diagonal line.

Two players per team in each heat, positioned between the five-foot and eight-foot lines, grab hold of the rope with their hands. No player is allowed to “wrap” the rope around any part of his/her body.

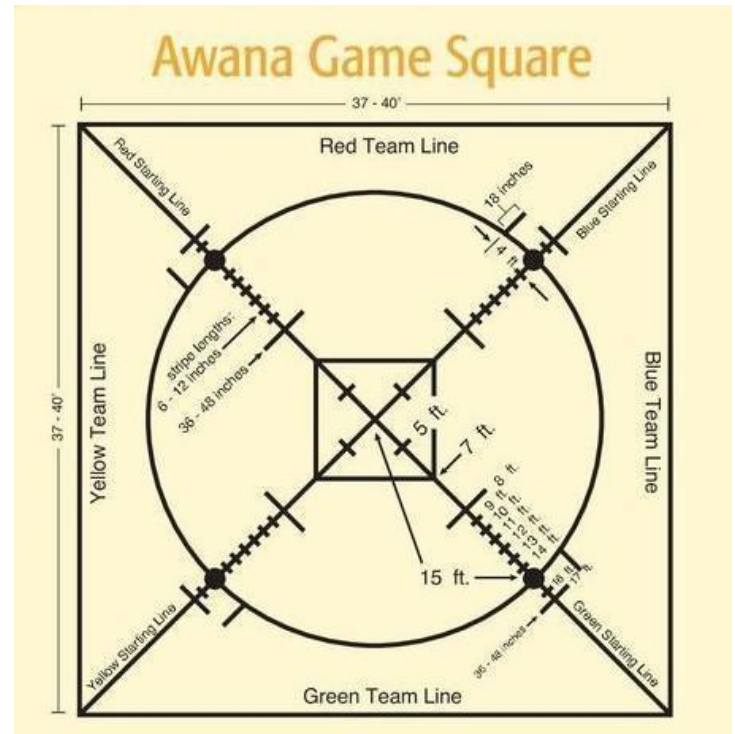
At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. Both team members must be holding the rope when the beanbag is picked up. The winning team is the first team to grab the beanbag while both members are still holding onto the rope.

The beanbag on the 17' mark at start of event is moved one foot for a total of four times toward center of circle with each signal at 15-second intervals.

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

POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Picking up the beanbag while not holding the rope



## OFFICIALS INSTRUCTIONS

### Circle Director Position:

Just inside the circle line. Watch the action and movement of the bags. Try to be close to the team you are watching.

Instruct players not to drop the rope when they pick up the beanbag for the safety of the other players.

### Line Judge Location:

Team Diagonal at the 17 foot mark for 3rd/4th & 5th/6th. Beanbag will be moved in one foot increments to the 14 foot mark.

### Before the Game:

Assist with untangling the rope and getting it evenly divided.

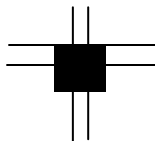
Help the Circle Director with the placement of hands on the rope and getting the rope taut.

### During the Game:

Line Judge should take a crouched position behind the beanbag ready to move the bag when the signal is given.

Move the beanbag forward with your hand to the next mark when signaled.

The edge of the beanbag should be on the correct hash mark.



Do not remove an advantage gained by a team. Example: Players use feet to move the bag forward past the next hash mark, you would not move the bag backwards. If the bag is off of the diagonal, move it back to the diagonal and then forward if required.

Raise both hands in the air when your team member picks up the beanbag and is holding the rope.

Be sure the pick up is legal!

This is the only game where the Line Judge alone determines the winner!

### After the Game:

Return the beanbag to the equipment box. Go to the next color and prepare for the next game.

## COACHE'S INSTRUCTIONS

### Coaches Position:

Anywhere along the team line

### Before the Game:

Be sure players have on gloves if desired.

### During the Game:

Players who let go of the rope during the game may return to play. The player that picks up the bag must have one hand securely on the rope. The other player is also required to be holding the rope with one or both hands.

The coach may provide gloves for the players. Players may use their feet to draw the beanbag closer, while holding the rope. Play starts with the rope taut.

### Coaching Tips:

Players should not to let go of the rope when they pick up the bag. It helps to identify a legal pick up and for the safety of others.

The key to the game is to keep a low center of gravity but not so low as to cause the feet to slip.

Use of arms and legs should be coordinated and used to try and unbalance the other teams.

## Event 7 — Knock It Down

One player - two heats

1st heat - one 3rd-4th grader

2nd heat - one 5th-6th grader

COED – 4 heats; 5<sup>th</sup>-6<sup>th</sup> grade – 2 girls then 2 boys

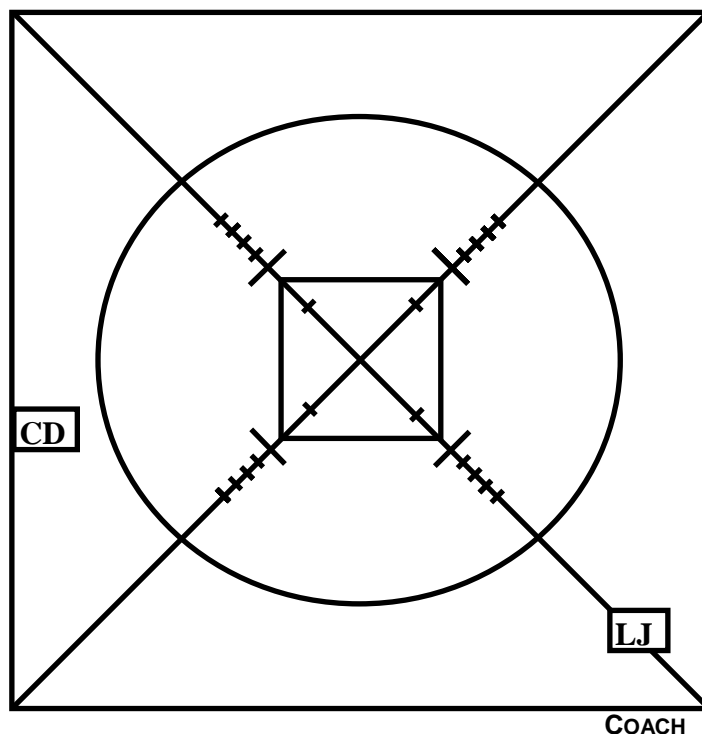
1st place – four points

2nd place – two points

**Equipment:** four circle pins, four scoring pins and four colored beanbags

The player begins outside the circle behind the team diagonal with the colored beanbag in his/her hand. At the starting signal, the player runs around the circle until he/she is back in his/her team zone (see General Rules, Team Zone). At that time, he/she takes the beanbag and tries to knock down their team's scoring pin using the beanbag. When throwing the beanbag, the player must be outside the circle. If the player misses his/her scoring pin, they may run into the circle and retrieve their beanbag, exit the circle to anywhere outside the circle and try again. The first team to have their scoring pin knocked over, whether by their player or another player, wins the heat. Play will continue until all pins have been knocked over to account for any disqualifications. Any beanbag leaving the game square results in immediate disqualification and removal of that team's pin from play. When running into the circle to retrieve a thrown beanbag, players need to be careful to avoid other beanbags and the scoring pins or interference will occur and the player will be disqualified.

***There will be a time limit for each heat of 60 seconds. If no one knocks down the center pin within 60 seconds from when the heat begins, time will be called and no points will be scored for that heat.***



### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Throwing the beanbag while not outside the circle
- 3.) Throwing the beanbag out of the game square
- 4.) Causing interference with another player's throw, especially while trying to retrieve your beanbag

## **EVENT 7— KNOCK IT DOWN**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director's position:

Just outside the square. Watch for beanbags knocking over pins.

#### Line Judge location:

Stand on the team starting diagonal out of the running area. When player has completed one lap and ready to toss, stand on right side of your team color four-foot mark.

#### Before the game:

Set up scoring pins and circle pins. When the runners are in position, give them the beanbag.

#### During the game:

Watch for false start.

Check that the runner runs one lap.

Make sure that he/she is behind circle line team zone when throwing first time; and outside the circle line anywhere for additional throws.

Watch to see which color pin is knocked over first.

Watch to see if beanbag goes outside game square.

Go to the next color and prepare for the Marathon Relay.

### **COACHES INSTRUCTIONS**

#### Coaches Position:

Anywhere along the team line

#### Before the Game:

Be sure player has a beanbag. Instruct player to run one lap and return to the team zone to make first throw. All other throws may be made anywhere around circle as long as the throw is made while standing behind the circle line.

#### During the Game:

After initial throw, encourage player to throw the bean bag from anywhere outside the circle.

#### Coaching Tips:

Encourage player to stop and throw bean bag instead of throwing on the run.

## EVENT 8 - MARATHON RELAY

Three runners (two laps each) – one heat

One 3<sup>rd</sup>-4<sup>th</sup> grader & two 5<sup>th</sup>-6<sup>th</sup> grader

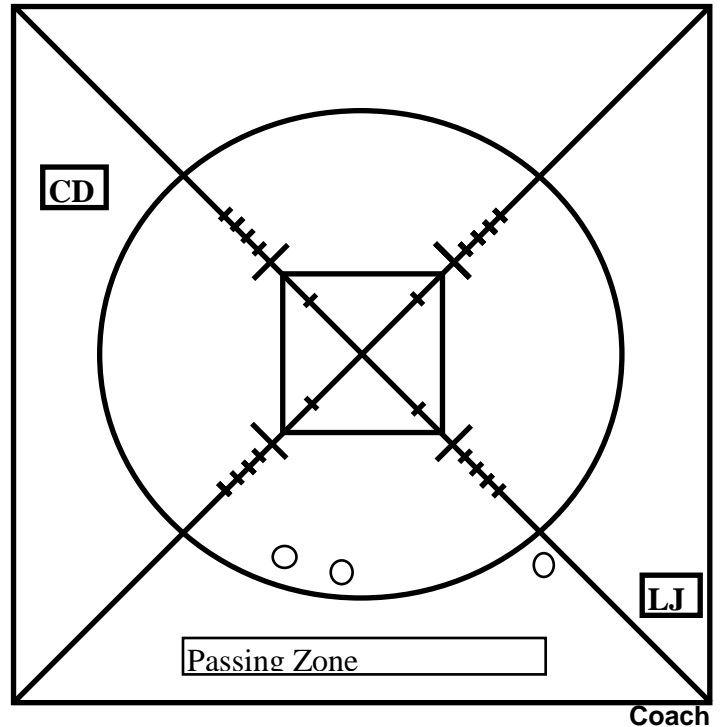
COED: Girls heat / Boys Heat

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

The winners must retain possession of baton when they touch the scoring pin to be awarded points for this event.

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

COED runners may participate in the sprint race.



### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Knocking over a circle pin
- 3.) Passing the baton outside the passing zone
- 4.) Having a dropped baton leave the game square
- 5.) Touching the scoring pin with the baton or any part of the body other than the hand

## **EVENT 8 – MARATHON RELAY**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle, near a diagonal.  
Move into the circle area to observe the order of finish.  
Consult Line Judges for disqualifications.

#### Line Judge Location:

Intersection of Color Diagonal and Team Line (corner)

#### Before the Game:

Count players. There should be three.  
Give baton to player one.

#### During the Game:

Watch player one for false start.  
Watch your team's members as they go around the circle. Watch for knocking over circle pins by any runner.  
Count two laps silently for each player.  
Watch your team's pass to ensure the baton is passed inside the passing zone.  
Watch your team's pass to ensure the runners were not interfered with when passing the baton. If interference occurs let the Circle Director know.  
NO TAG RULE.

#### After the Game:

Keep player three with you until the correct order of finish is determined.  
Advise the Circle Director if there is a disqualification.  
Return the baton to the color basket.  
Go to the next color line and prepare for the Marathon Race.

### **COACHES INSTRUCTIONS**

#### Coaches Position:

Along the team line, near the diagonal.

#### Before the Game:

Be sure there are three players.  
Note the participation rules on the previous page.  
Be sure player one has a baton.

#### During the Game:

Count two laps for each player.  
Coaches must remain behind their own team line while signaling their runner as to the lap or whether to go in. They cannot go around the corner.  
Runners that have completed their laps must leave to the right, away from the circle. They must leave in a continuous movement. Stopping in the running lane could cause interference.

Your team must pass the baton inside the passing zone.

It is the position of the baton during the pass off, not the position of the runner, that determines if the pass is completed within the team zone. A disqualification can occur at either diagonal.

The winners must have possession of the baton to get points.

NO TAG RULE. Tagging a team when there is no tag rule could cause interference and disqualification.

#### Coaching Tips

It is generally advisable for both runners to be moving during the pass of the baton.  
Runners in their own passing zone have the right to be unhindered while making the pass. Runners from other teams should be careful not to cause interference during a baton pass.  
Runners leaving the running lane to the right after passing off the baton have the right of way over runners that may be overtaking or trying to pass them.

## EVENT 9 - MARATHON RACE

One runner (six laps) 5th-6th grader - one heat  
COED: 5<sup>th</sup>-6<sup>th</sup> grader girl / 5<sup>th</sup>-6<sup>th</sup> grade boy

1st place - four points

2nd place - two points

**Equipment:** four circle pins, four scoring pins

This event is just like the Sprint Race, but the runner will run six laps.

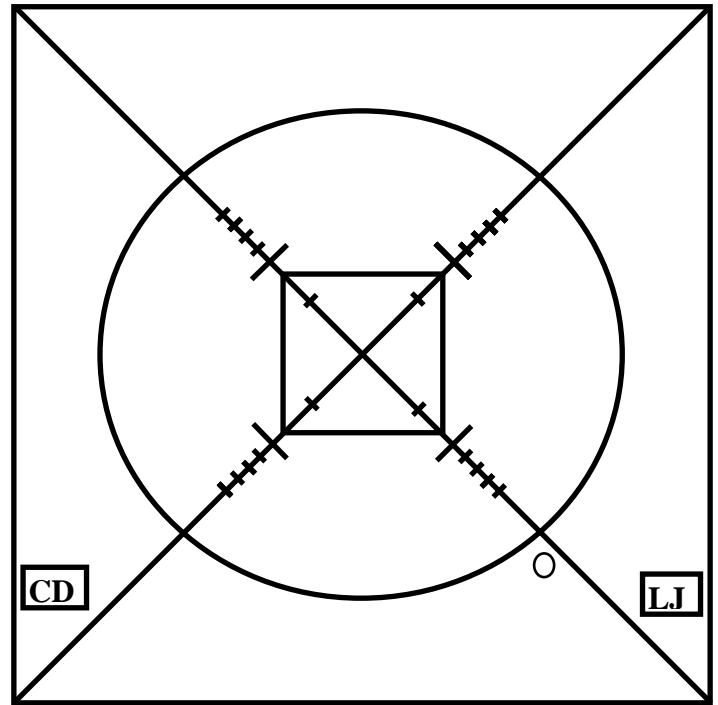
The runner stands outside the circle, just behind his/her starting diagonal.

At starting signal, team player runs six entire laps around the circle, then goes around player's own circle pin and in to touch the scoring pin with his/her hand.

Contestants who knock over a circle pin are disqualified.

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

COED runners may participate in the sprint relay. Passing rule is in affect.



Coach

POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Knocking over a circle pin
- 3.) Touching the scoring pin with any part of the body other than the hand



## ***EVENT 9 – MARATHON RACE***

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Outside the circle, near a diagonal line.  
Move into the circle to observe the finish.

#### Line Judge Location:

Intersection of Color Diagonal and Team Line  
(corner)

#### During the Game:

Watch players for a false start.  
Watch your team members as they go around  
the circle.  
Watch for knocked over circle pins by any  
team.  
Count six laps silently.

#### After the Game:

Keep players with you until points are  
determined.  
Advise the Circle Director if there is a  
disqualification.  
Return the pin to the color basket.  
Go to the next color line and prepare for the  
Balloon Relay.

#### Coaches Position:

Along team line toward the team diagonal.

#### Before the Game:

Be sure runner knows the race is six laps for  
Marathon.

#### During the Game:

Count six laps for your runner.  
Coaches must remain behind their team line  
while signaling their runner as to the lap or  
whether to go in.

#### Coaching Tips:

Runners are not disqualified for running past  
their diagonal (or even an extra lap) but  
probably will not win.  
Players should always finish the race touching  
the scoring pin, because others may be  
disqualified.

### **COACHES INSTRUCTIONS**

## EVENT 10— BALLOON RELAY

Two heats: five different players each heat

COED: four heats- 2 heats of 5 girls / 2 heats of 5 boys

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. Zone 1 is inside the circle. Zone 2 extends from the circle to a tape mark at 22 feet from the center. Zone 3 is past the 22 foot mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram).

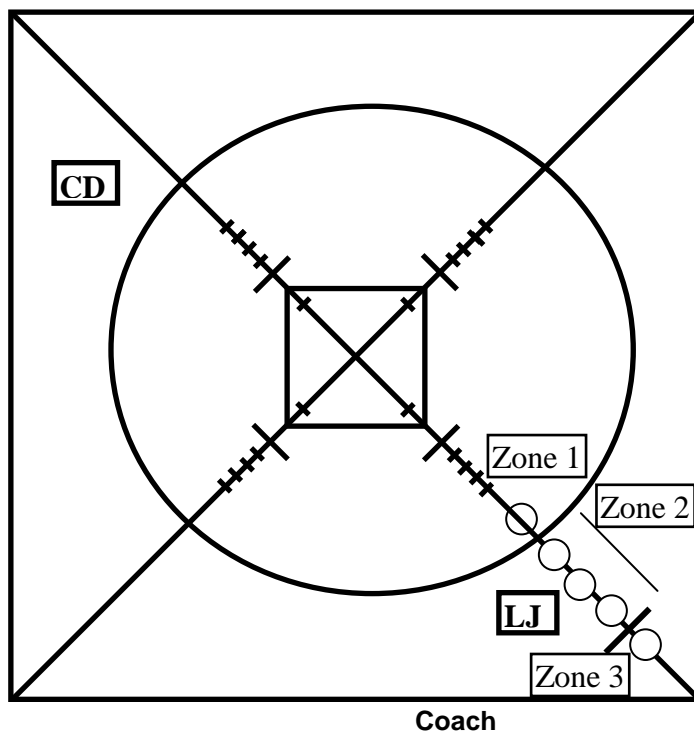
The first player stands in Zone 1, and the fifth player stands in Zone 3. The remaining players must be between player 1 and player 5. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon 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.

When the player in Zone 3 receives the balloon, he/she runs to the front of the line and must be completely in Zone 1 and straddling the diagonal. Each of the remaining players moves back one spot in the line. The new player at the end of the line must be completely in Zone 3 and straddling the diagonal when receiving the balloon. Once the new player in Zone 1 is set, he/she then passes the balloon back through his/her legs.

Players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are passing or receiving 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 who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs in to touch the scoring pin. He/she must maintain possession of an unbroken balloon when touching the scoring pin to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.



### During the game:

Players in Zone ONE must straddle the diagonal while passing the balloon.

Players in Zone ONE must be in the circle while passing the balloon. They may be on the circle line but not behind it.

Players in Zone TWO are only required to pass the balloon through their legs.

Players in Zone THREE must straddle the diagonal while receiving the balloon.

Players in Zone THREE must be on or behind the 22-foot line while receiving the balloon.

Players moving from Zone 3 to Zone 1 may go forward on either side.

The balloon must go through the legs of players 1-4, but they are not required to touch it.

### POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Popping the balloon
- 3.) Not being in the proper position when passing or receiving the balloon
- 4.) Not having the balloon pass through everyone's legs
- 5.) Touching the scoring pin with any part of the body other than the hand

## **EVENT 10— BALLOON RELAY**

### **OFFICIALS INSTRUCTIONS**

#### Circle Director Position:

Positioned to view as many teams as possible to assist Line Judges in looking for disqualifications and still be able to observe the finish.

#### Line Judge Location:

Left of Team Diagonal, adjacent to Zone 2. May be on right side of team diagonal if team wants to run up on the left side.

#### Before the Game:

Count players. There should be five. Place arm band around upper arm of player one to indicate that player goes for the pin. Be sure that the balloon is on the back of the neck of player one and is held with both hands. All players must straddle the diagonal line when the game begins.

#### During the Game:

Players in Zone ONE must straddle the diagonal while passing the balloon. Players in Zone ONE must be on or in front of the circle line while passing the balloon. Players in Zone TWO are only required to pass the balloon through their legs and be in Zone TWO. Players in Zone TWO must not step completely over the circle line or the 22-foot line when receiving or passing the balloon, which would place them in another zone. Players in Zone THREE must straddle the diagonal while receiving the balloon. Players in Zone THREE must be on or behind the 22-foot while receiving the balloon. Players moving from Zone Three to Zone 1 may go forward on either side. The balloon must go through the legs of players 1-4, but they are not required to touch it. If a disqualification occurs, stop the team immediately. Five different players play in each heat.

Line Judges will rotate after each heat.

#### After the Game:

All Game Equipment should be returned to the colored basket and the basket moved near the scoreboard. Assist the Circle Director with the Award Presentation.

### **COACHES INSTRUCTIONS**

#### Coaches Positions:

Anywhere along the Team Line

#### Before the Game:

Be sure players know the zone that you want them to start in.

#### During the Game:

See Officials "During the Game" instructions. If a disqualification occurs, the team will be stopped immediately.

Players should always be facing the center of the circle unless retrieving an errant balloon. The winner must have possession of an unbroken balloon to get points.

#### Coaching Tips:

Generally it is more important to avoid foot faults than to be fast. It is legal for the player in Zone two to stand on the circle line to keep the player coming into Zone one from stepping over the line. Likewise a player in Zone two may stand on the 22-foot line to keep the player in Zone three from stepping into Zone two, however they may not step completely over the tape. They must be in Zone two, not zone one or three.

## 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

**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.

