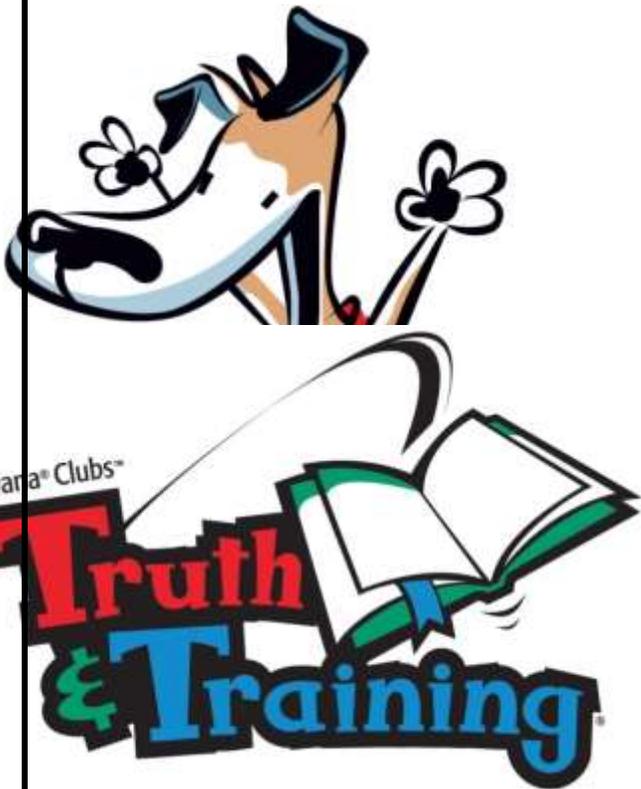


Updated 1/18/2025

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





T&T AwanaGames

Official Rules and Regulations

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NOTE: This book has been created for use in the Hampton Roads VA area. Please verify this is the latest version before training your teams.

2024 updates: Adherents, Tag rule, Agility Race, Beanbag Bonanza

INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in a T+T Games meet for third- through sixth-graders held in Hampton Roads VA.

ORGANIZATION OF GAMES MEETS

Teams are constituted as follows:

- Maximum of 14 players, Minimum of 10 players
- For even number teams, no more than half of the team can be 5th and 6th graders.
- For odd number teams, extra person may be a 5th or 6th grader.
- Teams must have a minimum of five boys and five girls. **No more than 9 boys or 9 girls on a team.**
- The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The Games Coordinator has final authority to allocate space available for teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. The registration process requires payment by check. The fee covers part of the operating costs of the event. Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registration.**
2. Registration will close one week before the event.

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 event have been filled, additional team registrations will be accepted only on a “standby” basis. Such teams will be notified accordingly.

All teams accepting a “standby” position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 72 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 event.

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be done by the games coordinator based on a first registered / first color choice approach.

QUALIFICATIONS OF TEAM MEMBERS

1. All clubbers in 3rd and 4th grade who have not reached their 11th birthday by September 1st prior to the meet may participate. All clubbers in 5th and 6th grade who did not reach their 13th birthday by September 1st prior to the meet may participate.
2. All team members must have passed their start zone and 8 sections this club year by day of the meet. If no start zone is required for their book, they must have passed 10 sections.
3. If short of players, Sparkies may be substituted for 3rd/4th graders. 3rd/4th graders may be substituted for 5th/6th graders in any event and may also play in any 3rd/4th grade event. 5th/6th may not play in 3rd/4th grade events.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

Each Team is awarded 2 Sportsmanship Points per event or heat at the discretion of the Games Coordinator or circle director. For unsportsmanship like conduct, sportsmanship points will not be given.

An important aspect of the Awana ministry 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 at games. 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 these rules.

Games afford 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 their testimony for Christ is of utmost importance.

ROSTER SHEET

The team roster sheet, showing name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area event staff during team check-in.

TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members.

Team coaches should wear the special uniform (t-shirt) chosen for their team.

INSURANCE

The event organizers do not carry insurance covering team members. All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection. All coaches **must** turn in at check-in a copy of the Parental Consent form 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 **a copy of the Parental Consent form** before they can participate.

GAMES RECORDS

Officials at the games will keep their own accurate time records to the hundredth of a second for each of the timed events. Times kept by less than two timers will not be considered official.

PROMOTING INTEREST IN AWANA GAMES

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.

GAMES DAY SCHEDULE

ARRIVAL TIME

As announced at your coaches' meeting and/or in confirmation communication. A general guideline would be for teams to arrive about 60 minutes prior to the starting time of the event. ***A coach from every team must bring a completed required Parental Consent form for each team member and a completed roster sheet.***

CIRCLE AND TEAM LINE LOCATIONS

Teams should find their assigned circle team line as soon as possible on arrival. **No running or practicing on the circle is permitted before the meet begins.** Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING GAMES OFFICIALS

The line judges and circle director will give last-minute instructions to team coaches 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.

PRAYER

MEMORY VERSES

All AwanaGames personnel—including circle directors, judges, scorekeepers, and coaches—should be prepared to recite 2 Timothy 2:15 in the King James Version 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

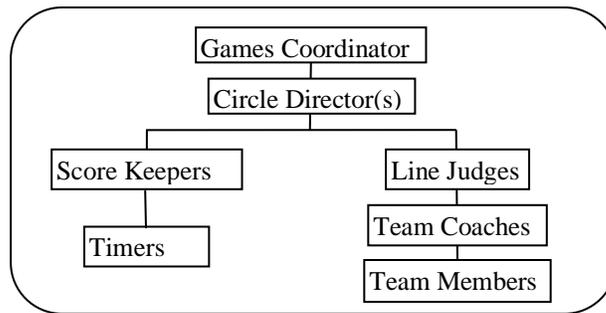
A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based or other function may have their only opportunity 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.

Coaches should instruct team members to sit quietly without talking or whispering during the message. Players are not permitted to leave their team line.

AWANAGAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players 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 at anytime.**



GAMES COORDINATOR

Organizes the games meet.

CIRCLE DIRECTOR

Is responsible for:

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

JUDGES

In each circle, four trained officials, who are familiar with all game 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. When available, additional helpers post these scores where they are visible to the spectators.

OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

OFFICIAL STARTER

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

TEAM COACHES

Each team may have two coaches. A coach is selected from within each club. The team coach must be over 18 years old. If the team has two coaches, the second does not have to be over 18. No team may have more than two coaches on the floor during the meet. Team coaches are **not** permitted in the playing area at any time during the meet. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. A coach from each team is required to attend the coaches’ meeting with the circle director.
4. All coaches must remain behind their team line at all times while events are in progress.
5. The coach is responsible to have their team ready for each heat. See delay of game.

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. **For the safety of games participants the team coach may have a dry cloth that team members may wipe their shoes with before an event if they choose.** Violators will be **disqualified or have sportsmanship points taken away**. The best safety measure is a good pair of gym shoes with a clean tread. **Hands or clothes shall not be used to clean/wipe shoes.**

BALLOONS

Nine to eleven inch balloons are inflated to about eight inches in diameter.

CENTER PIN

An orange pin is set in the center of the circle when required by the event. It is recommended that sand be added to each pin for a total weight of 16 oz.

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. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin). Players knocking over a circle pin during a game disqualifies his team for that event or heat. It is recommended that sand be added to each pin for a total weight of 16 oz.

CUPS

Four inch tall stacking cups manufactured by SpeedStacks (sold through Awana) are used for cup stacking events. All cups on a circle will be the same except for color. The $\frac{3}{4}$ inch center hole is permitted if all cups on that circle have it. "Professional" stacking cups with 1- $\frac{3}{4}$ inch center holes will not be used.

DELAY OF GAMES

When a team is not prepared for the next heat in a reasonable time, the circle director or games coordinator may disqualify the team from that heat and/or take away sportsmanship points.

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 players.
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 manual.
6. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")
7. Tagging another player with a baton.

Teams are not disqualified if a player steps outside of the game square during a running event.

Coaches should instruct players 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/her 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 player 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

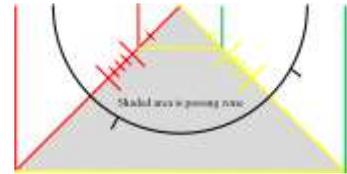
All players must play in a minimum of three events. Players may play in a maximum of seven events excluding the first and last. The same player may not participate in Sprint Race and Marathon Race.

PASSING RULE

This rule applies to the relays and races. See individual events. If player 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.

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. The baton must be entirely in the passing zone when the pass is made.



PRACTICES

In preparing for the games meet, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the games meet. No practicing is allowed once the team is checked in and on the game floor

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 players 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 players 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 or tipped by player's hand(s) only. For balloon relay, the pins are set at the three-foot mark.

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned, 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 Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

STARTING SIGNAL

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

TAG RULE

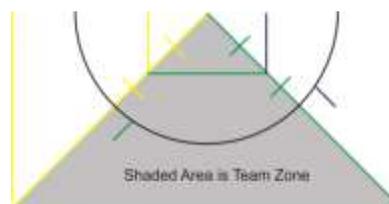
When one player gains on another and is able to touch or "tag" him/her, or if a player is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another player will result in team disqualification, although the tagged player is also disqualified.)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

TEAM LINES

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Players 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 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, full second-place points are awarded to both teams that tied for second. (Example: If first place is four points and second place is two points and two teams tied for second, the two tied teams would both be awarded two points.)

TIE SCORE

When two or more teams are tied after the end of the last event in a semifinals or finals, 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. (If the player touching the scoring pin has been disqualified, the second place player receives first place points. If the second place player 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.)

AWANA GAME EVENTS

EVENT 1 — BEANBAG RELAY

10 to 14 players; three heats

1st heat - Five girls

2nd heat - Five boys

3rd heat - Team Heat consisting of five girls and five boys

Scoring: 1st place - three points per heat
2nd place - one point per heat.
All three heats are the same point value

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

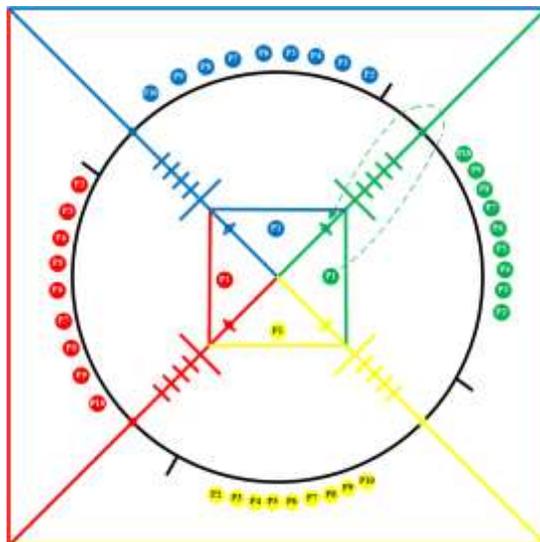
One player standing in the game leader box (see Diagram) acts as a game leader for this event. For the third heat, this player is a girl in odd years and a boy in even years. He/she may stand or move about anywhere in this box, but must have one foot in this box whenever he/she is throwing or catching 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 triangle. The Team will also be disqualified if the player in the center knocks over the scoring pin when throwing, catching or moving around in the game leader triangle.)

The other players stand with both feet anywhere along the circle as shown in diagram. These players may not step inside the circle at any time during this event. 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 (Player 1) throws the beanbag to the player to his/her right (farthest from his/her team's starting diagonal). Player #2 catches it and throws it back to the game leader, who throws it to player #3. Play continues until all players on the circle have received the beanbag from the game leader and returned it. When the game leader receives the beanbag from the last player number, he/she runs around his/her own circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. 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 miss or drop the beanbag, it can be retrieved by any of the 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. Players must stay in order. No "trailers" are allowed.

If game is played with less than required number of players, some players will need to repeat a throw, however, no player may throw the bag more than twice with the exception of the game leader. There is no penalty throw if less than required number of players for a heat.



EVENT 2 — SPRINT RELAY

Six players (one lap each); two heats (three players per heat)

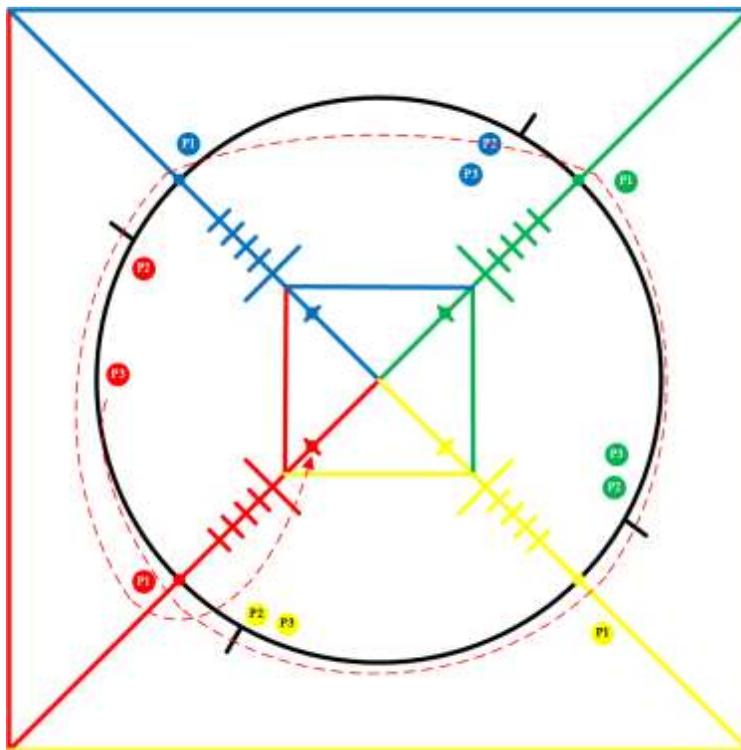
1st Heat - Two 3rd/4th grade & one 5th/6th grade girl

2nd Heat - Two 3rd/4th grade & one 5th/6th grade boy

Scoring: 1st place - five points
2nd place - three points

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

The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two players wait inside their circle within their team zone (P2 and P3 in Diagram). At starting signal, the first player goes around the circle pins and passes the baton to the second player. The baton must be completely passed within team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second player runs one lap and passes the baton to the third player. When players have completed their laps, they must leave to the right, *away* from the circle. The third player runs one lap, runs around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. Players must retain possession of baton when they touch their scoring pin with hand(s) or they are disqualified. Touching the scoring pin with the baton disqualifies the team. Players 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. Passing rule applies. Tag rule does not apply. Players should continue running even though someone tags or passes them (see *General Rules* “Passing Rule”).



EVENT 3—AGILITY RACE

Four players (one lap each); four heats

1st heat - one 3rd/4th grade girl

2nd heat - one 3rd/4th grade boy

3rd heat - one 5th/6th grade girl

4th heat - one 5th/6th grade boy

Scoring: 1st place - four points each heat

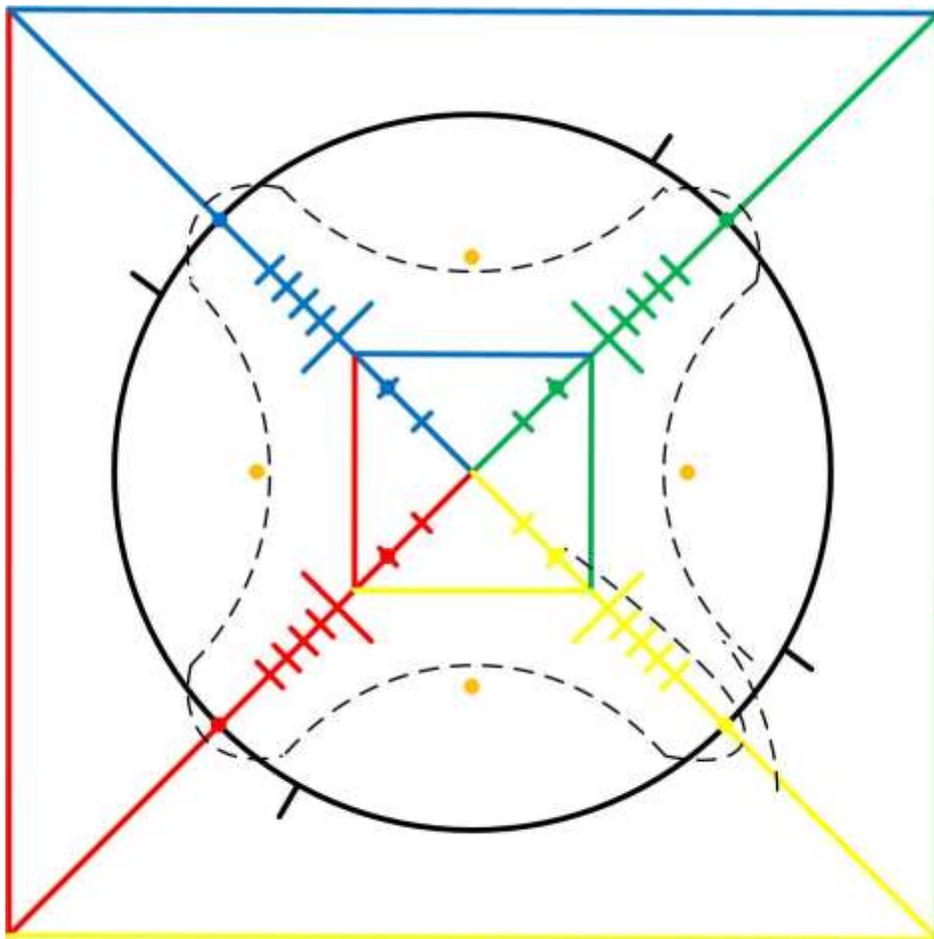
2nd place - two point each heat

Equipment: four circle pins, four scoring pins on five-foot marks, and four pins on nine foot marks.

Rules: Each player in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on nine-foot mark in center of each team zone (see Diagram). After completing one lap, player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Player who knocks over any circle or center pin is disqualified.

Tag Rule applies.

Both players' feet must pass outside circle pins and inside center pins. Hands may contact the floor.



EVENT 4 — SPRINT RACE

Two players; two heats (three laps each)

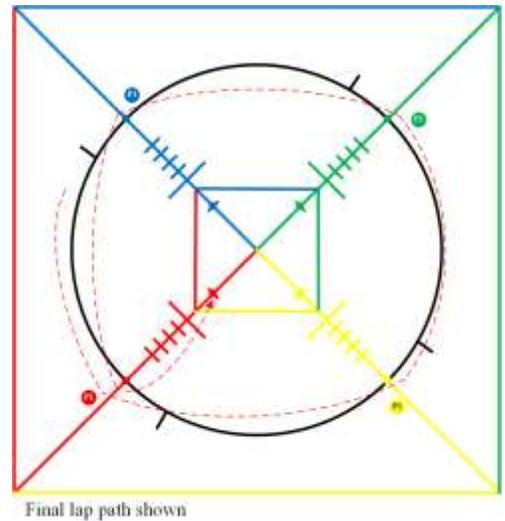
1st heat - one 3rd/4th grade girl

2nd heat - one 3rd/4th grade boy

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

Equipment: four circle pins, four scoring pins.

The player stands outside the circle, just behind the starting diagonal. At starting signal, player runs three entire laps around the circle pins, and then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.



Passing Rule applies (see General Rules “Passing Rule”).

Sprint Race players may not participate in the Marathon Race.

EVENT 5 — CUP STACK

10 players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - five points
2nd place - three points

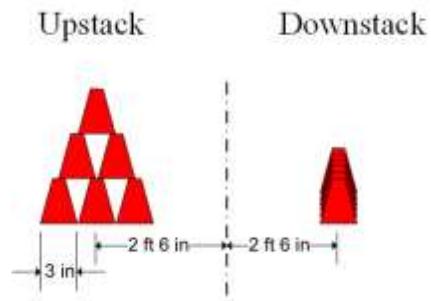
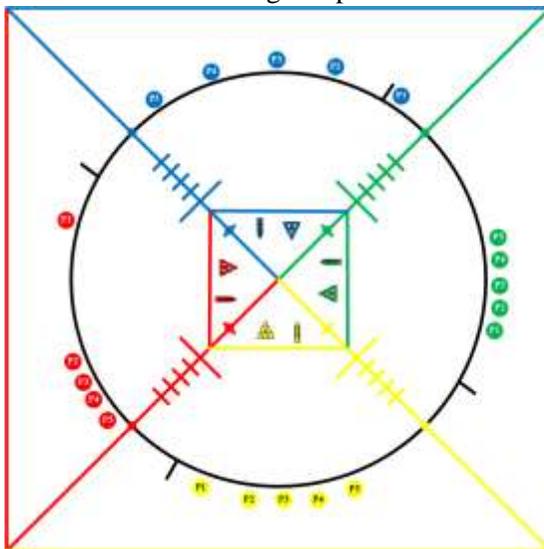
Equipment: four circle pins, four scoring pins, twelve colored cups per team.

Setup: The cups are split into two stacks of six; the left stack is upstacked, the right stack is downstacked. The two stacks are approximately one foot from the edge of the triangle; centered five feet apart.

When a player completes a stack, it must be entirely within the triangle; no portion of any cup may break the plane of the line edge. If a stack is fumbled the cups must remain within the team zone. No cup may be retrieved from another team's zone or outside the circle. Cups that fall outside the triangle may be retrieved.

Players line up outside the circle. At the starting signal, the player 1, (furthest from the starting diagonal) runs in and downstacks the left stack, then upstacks the right stack. Player 1 then runs back to the circle and tags player 2. Player 2 upstacks the left then downstacks the right. Play continues always stacking the left stack first. When Player 5 completes upstacking the right stack, they then touch or tip the scoring pin. Players 1, 3, & 5 do downstack, upstack; players 2 & 4 do upstack, downstack.

- If a stack falls the player in the circle must restack it. For example, if the player turns to leave the triangle and bumps a stack with their foot, they must restack it prior to tagging the next player. If a stack was stacked unstable, and falls after the tag was made, the tagged player must restack the fallen stack, then proceed to stack the left stack followed by the right stack. If the wrong player restacks, the team is disqualified for that heat.
- If the scoring pin knocks over a stack, the team is disqualified. If the stack was a different team's stack the circle director will decide if a rerun of the other teams is required.
- If a stack crosses the triangle edge, it may be restacked in a correct location by the player that stacked it. Once the tag is made or the scoring pin touched, the stack cannot be corrected, and the team is disqualified.
- If a player stacks the right stack before the left stack, the team is disqualified.
- The stacks must be inside the triangle, with the left stack always to the left of the right stack. Players may move the stacks anywhere in the triangle during the course of their stacking (and recovering fumbles), but maintaining the left stack on the left.
- If a scoring pin is knocked over prior to completing the last stack, the team is disqualified.
- If a player steps over the circle line prior to being tagged, he/she must return behind the circle line with both feet before touching a cup.



EVENT 6 — FOUR-WAY TUG

Eight players; four heats

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

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

3rd heat - two 5th/6th grade girls

4th heat - two 5th/6th grade boys

Scoring: 1st place only - **three** 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 five feet in diameter. The rope may be marked at four equally spaced points.

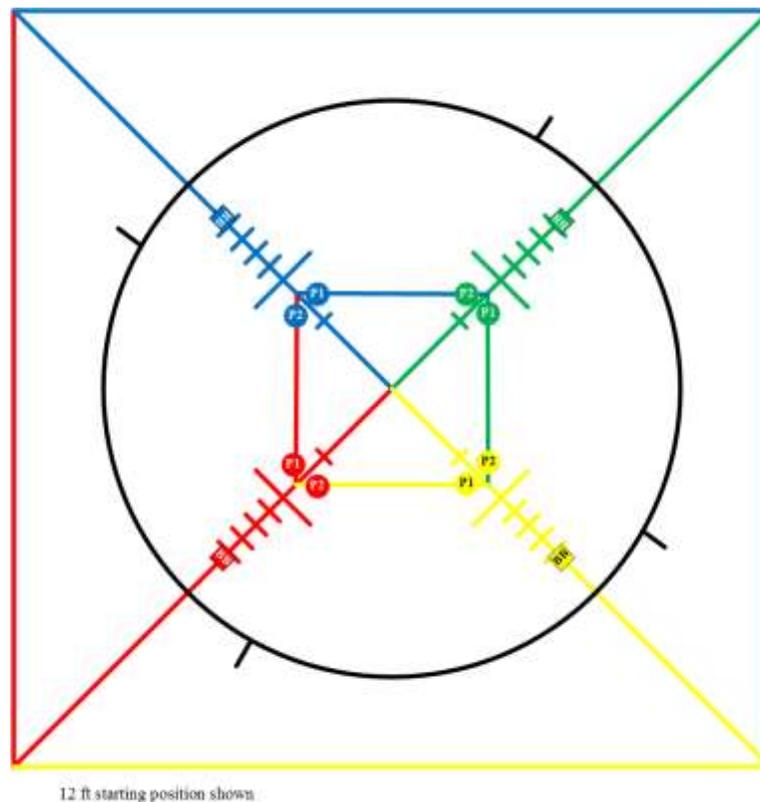
Two players from each team take hold of the rope with their hands* at one of the four marked points. Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team (3rd-4th graders on the 11' mark; 5th-6th graders on the 12' mark). At starting 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, will move the beanbags 12 inches closer to the center every 15 seconds. When beanbag is moved, it is to be flush with the top of the tape. 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.

The rope is to be pulled. Intentionally jerking the rope can injure other players and disqualifies the team.

*Four way tug team members may wear gloves for this event only. Players must have the gloves on prior to entering the circle to avoid a delay of game



EVENT 7 — BEANBAG BONANZA

10 players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points

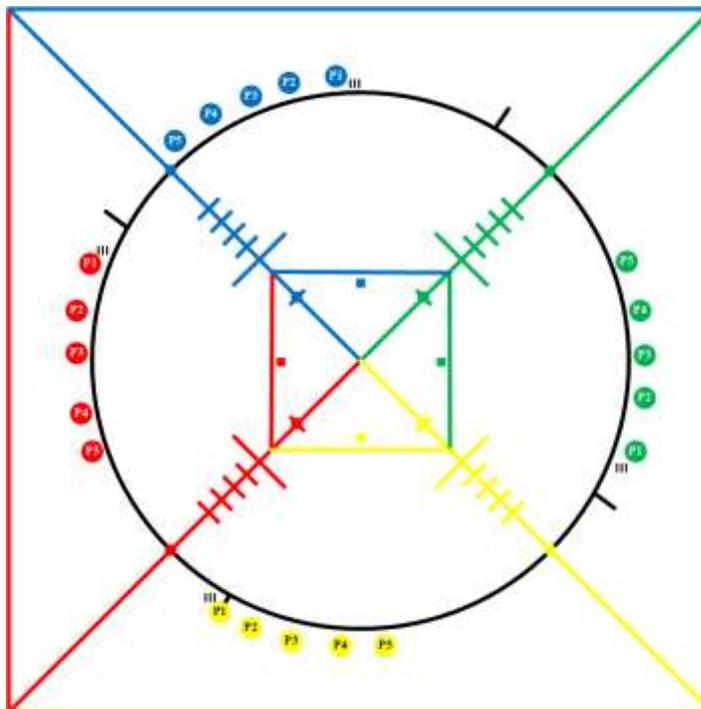
2nd place - two points

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

The colored beanbag is placed in the center of each team's 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 have to switch the bags; rather, he/she runs toward the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

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 **receiving the beanbag**. **Failure to return behind the circle line disqualifies team**. If a bag is placed in the team zone outside the triangle, it may be repositioned until the other bag is passed to the next player. If any bag or participant enters another team zone **or leaves the square crossing their base line**, that team will be disqualified immediately. There is no restriction against dropping or tossing the bag.

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. The bag may be repositioned by the player that placed it. If the bag or participant enters another 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. No rotating is allowed.



EVENT 8 — MARATHON RELAY

Six players (two laps each); two heats (3 runners per heat)

1st Heat - One 3rd/4th grade; & two 5th/6th grade (girls)

2nd Heat - One 3rd/4th grade; & two 5th/6th grade (boys)

Scoring: 1st place - five points
2nd place - three points

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

This relay is the same as the Sprint Relay except that players will run two laps rather than one before passing the baton to the next player, or before the third player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. Players who have completed two laps must leave to their right, *away* from the circle. The players must retain possession of baton when touching the scoring pin or they are disqualified. Touching the pin with the baton is a disqualification.

Passing rule applies. Players should continue running even though someone tags or passes them. (see General Rules “Passing Rule”).

See Sprint Relay for diagram.

EVENT 9 — MARATHON RACE

Two players; two heats

1st heat - one 5th/6th grade girl

2nd heat - one 5th/6th grade boy

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

Equipment: four circle pins and four scoring pins.

Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle pins. The player then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Players must pass outside the circle pins, but may cross the circle line in between the pins.

Passing rule applies (see General Rules “Passing Rule”).

Marathon Race players may not participate in the Sprint Race.

See Sprint Race for diagram.

EVENT 10 — BALLOON RELAY

Ten players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points each heat
2nd place - two points each heat

Equipment: one balloon per team, four scoring pins (on 3' mark).

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle.

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

The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

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

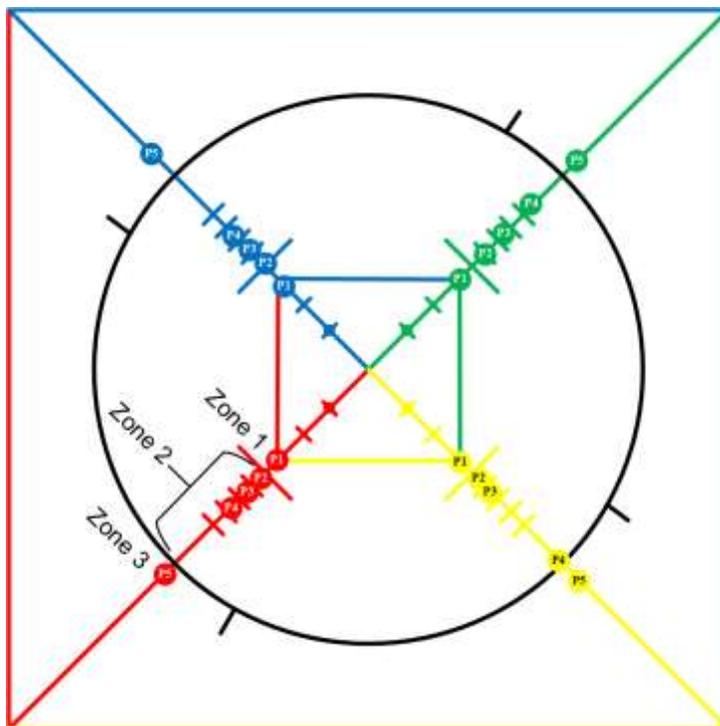
On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle.

When the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

When passing the balloon through his/her legs, the player in zone 1 must straddle the diagonal line. The player in zone 3 must be straddling the diagonal line when receiving the balloon from zone 2.

After running from zone 3, the player arriving in zone 1 must straddle the diagonal prior to passing the balloon. They do not have to touch the balloon to their neck.

The balloon may be passed with only one hand. No player may pass the balloon to themselves.



PLAY-OFFS

If more than two circles are used, Immediately following the 10 AwanaGames events in the multiple circles, winners from each circle compete for the AwanaGames Championship. If there were only three circles, the highest scoring second place team will be the fourth team in the finals. The five Play-off events are as follows:

Event 1 - Beanbag Relay (all three heats) girls heat; boys heat; team heat

Event 2 – Running Relay (two heats; see below) girls heat; boys heat

Event 3 – Beanbag Bonanza (two heats) girls heat; boys heat

Event 4 – Balloon Relay (two heats) girls heat; boys heat

Event 5 – Four-way Tug (four heats) 3rd/4th girls; 3rd/4th boys; 5th/6th girls; 5th/6th boys

Any player may participate in four of the five Championship Play-off events. Every player must participate in a minimum of 2 events. Participants in the Championship Play-off may be different from those who competed in those same events earlier during the ten event AwanaGames.

PLAYOFF EVENT 2 — RUNNING RELAY

Eight players (one lap each); two heats (Four players per heat)

1st Heat - Two 3rd/4th grade & **two** 5th/6th grade girl

2nd Heat - Two 3rd/4th grade & **two** 5th/6th grade boy

Scoring: 1st place - five points
 2nd place - three points

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

This relay is the same as the Sprint Relay with four players, each player runs one lap before passing the baton to the next player. or before the fourth player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. Players who have completed their lap must leave to their right, *away* from the circle. The players must retain possession of baton when finishing to be awarded points for this event.

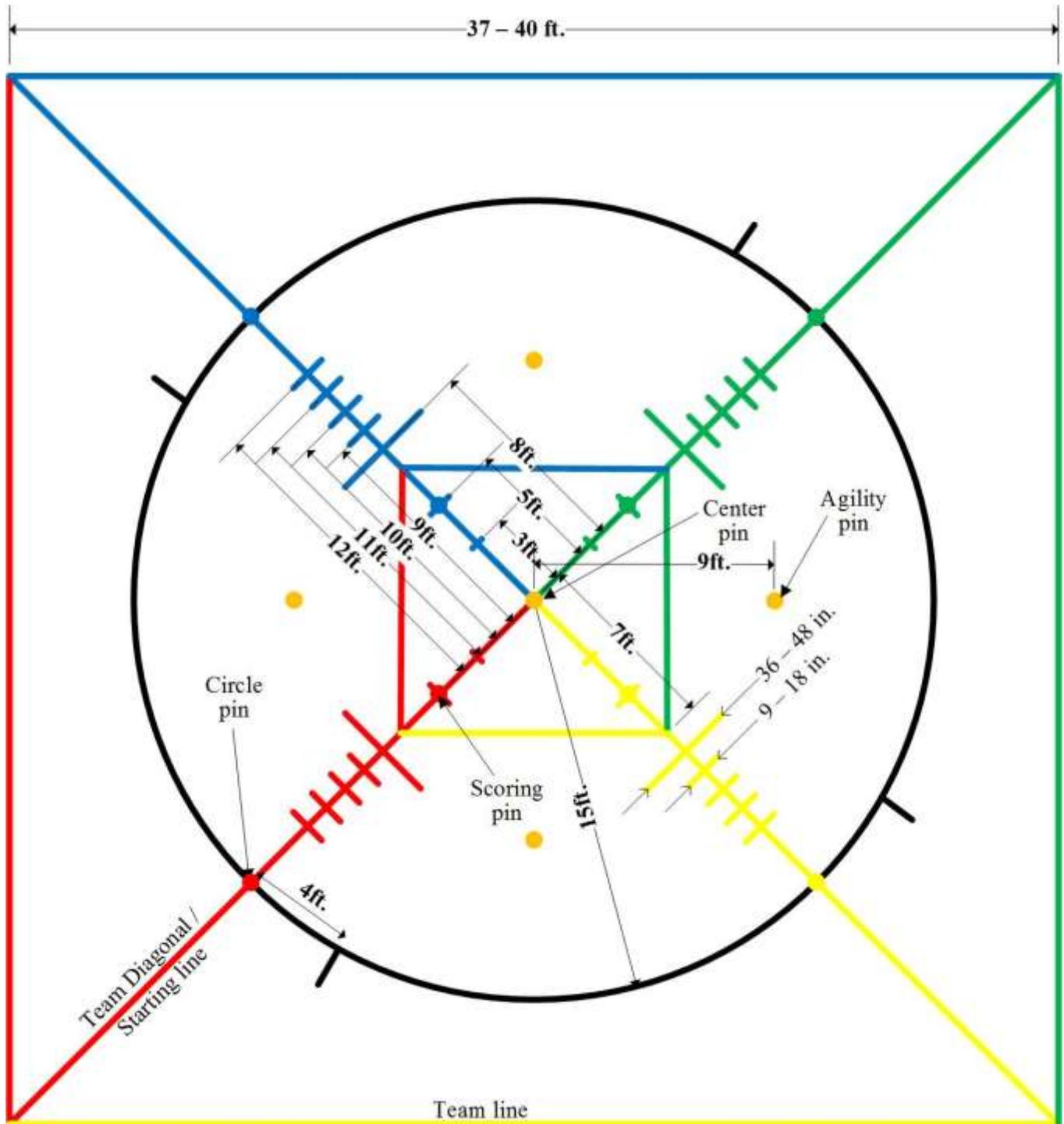
Tag rule does not apply. Players should continue running even though someone tags or passes them. (see General Rules “Passing Rule”)

Players may run in any order.

OFFICIAL AWANA GAME CIRCLE AND GAME SQUARE

The AwanaGames 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.

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



White lines shown in black

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

