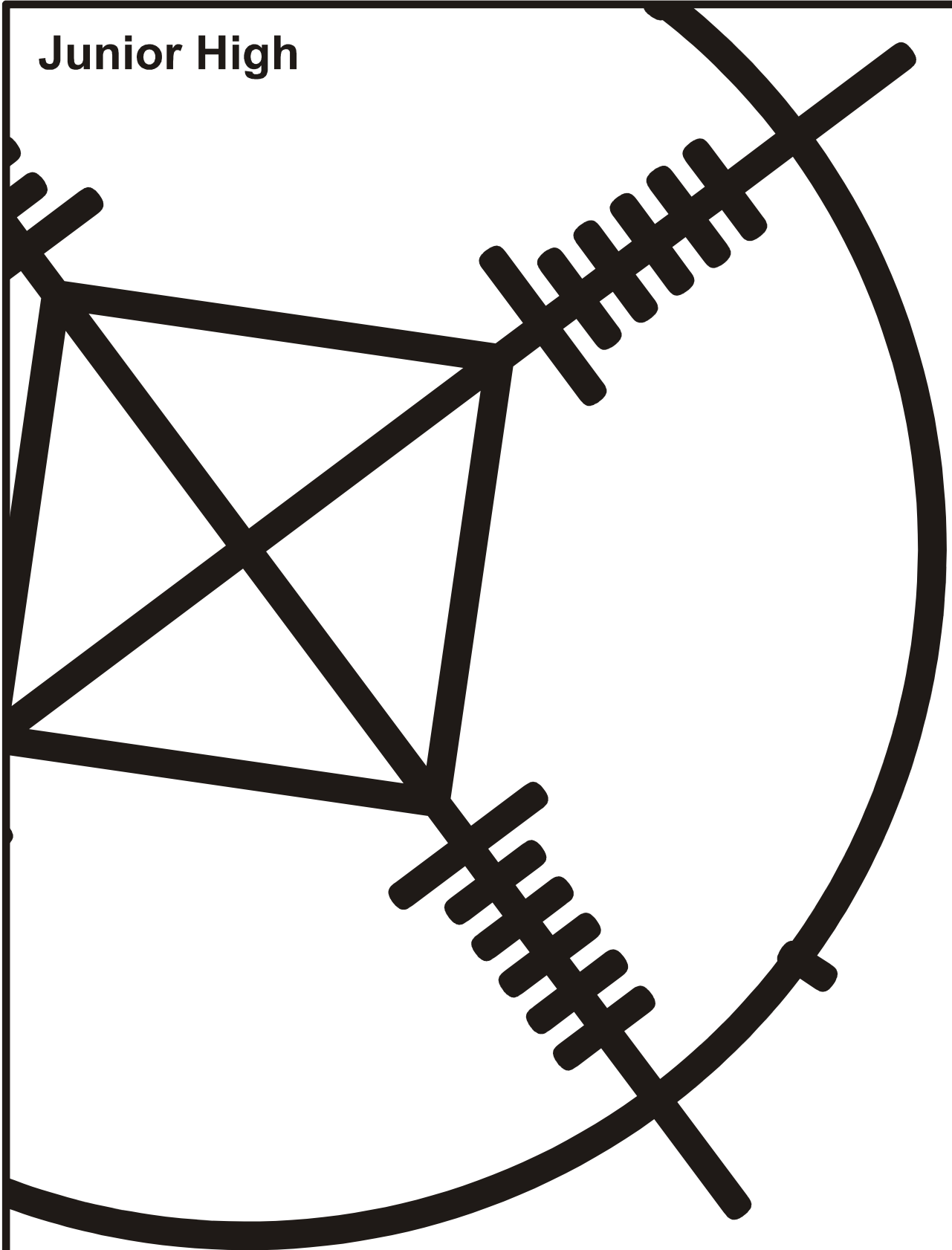


IMPORTANT NOTE: This book may only be altered by Awana Staff. Alterations by Awana Staff are limited to: 1) rearranging the event order, 2) deleting an entire event, and 3) renumbering the events as made necessary by items # 1 and #2. Any other alterations must be submitted to the Events Committee for review. Failure to adhere to any part of this notice is subject to disciplinary action.

Junior High



AwanaGames™
Official Rules and Regulations



JV AwanaGames™ Official Rules and Regulations

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We wish to acknowledge the significant value and volunteer efforts of Dan Ringo in assisting in the writing of the "AwanaGames Rule Books"

INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for teens.

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. In 1956, the girls insisted on an AwanaGames meet of their own. AwanaGames meets are now held around the world. This unique Awana ministry to young people—and their parents—has grown tremendously, and potential for future growth is practically unlimited.

AUTHORIZATION OF AWANAGAMES MEETS

All AwanaGames meets must be authorized by an Awana missionary, teen ministry specialist or event coordinator. If several registered churches are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their area Awana event coordinator.

ORGANIZATION OF AWANAGAMES MEETS

A team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). Four teams will compete on each circle. The number of circles in a meet depends on the number of teams competing.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in an Awana JV AwanaGames meet. Only one JV team may be registered from each church. Additional teams, however, may be accepted on a standby basis, subject to available space and event coordinator's discretion.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the AwanaGames. All game equipment is provided, except Three-legged Race bands and basketballs (at missionary option). 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 registrations.**

PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the AwanaGames meet have been filled, additional team registrations will be accepted only on a standby basis. Such teams will be notified accordingly.

All teams accepting a "standby" position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams that are not asked to replace another team will be refunded the full registration fee following the AwanaGames meet.

Team Assignments

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified at a coaches' meeting held several weeks prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All JVers in (*6th grade Relay*) 7th or 8th grade who have not reached their 15th birthday by September 1st prior to the meet may participate.
2. All first-year JVers must complete "Starting Blocks" by day of the meet. All second-year JVers must complete 10 units in the JV material by day of the meet in this Awana year.
3. If short of players, 5th and 6th graders may be substituted for JV guys and gals respectively.
4. Teams may register for only one AwanaGames meet.

GOOD SPORTSMANSHIP

An important aspect of the Awana youth program is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning AwanaGames. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake

enthusiasm for unsportsmanlike outbursts. Officials in all sports make “wrong calls,” but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to AwanaGames rules. AwanaGames affords teens 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.

GENERAL INFORMATION

ROSTER SHEET

The team roster sheet, indicating name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area teen ministry specialist or coordinator prior to the meet, according to the schedule set by the teen ministry specialist or coordinator.

TEAM OUTFITS

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

Team coaches should wear either the Awana uniform or the special uniform chosen for the team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor.

INSURANCE

Awana does not carry insurance covering team members. All churches should obtain insurance information for church-sponsored activities so they can supply their own protection. The coach must have in his possession on the gym floor a permission slip signed by a parent of each player stating “emergency treatment may be given if necessary.”

Extra players brought by a team on a “standby basis” as well as those recruited from the stands to fill in short teams **must** have permission slips before they can participate.

AWANAGAMES RECORDS

Officials at each area AwanaGames meet may keep their own accurate time records to the hundredth of a second for each of the timed events. Times kept by less than two timers will

not be considered official. These records are kept only at the local level.

AWANAGAMES AWARDS

Semifinal Meets:

AwanaGames award stripe*
Second-place ribbons*
Third-place ribbons (optional)*
Fourth-place ribbons (optional)*

Final Meets:

Championship Banner
Medallions*
Second-place ribbons*
Third-place ribbons (optional)*
Fourth-place ribbons (optional)*

One meet only:

Championship Banner
Medallions or patches*
Second-place final ribbons*
Third-place ribbons (optional)*
Fourth-place ribbons (optional)*

*Individual AwanaGames awards are given to all team players and coaches.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way towards 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 JV meetings. Those not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Those 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 teens who don't participate in Jr. Varsity, as well as children and adults who are unfamiliar with Awana, would attend an AwanaGames meet if invited. Use stunts, skits, or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames teams in the weekly church bulletin and 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 encourage them to attend as your special guests.

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 often can be arranged.

AWANAGAMES DAY SCHEDULE

ARRIVAL TIME

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival.

CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING AWANAGAMES OFFICIALS

The line judges and circle director will give last-minute instructions to team coaches. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY

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

MEMORY VERSES

All AwanaGames personnel — including circle directors, judges, scorekeepers, and coaches — should be prepared to recite the JV key verses (Hebrews 12:1b-2) in unison with all team members at the close of the flag ceremony.

Teams should be drilled on the JV key verses for several weeks to give them confidence for reciting in front of spectators.

GOSPEL PRESENTATION

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

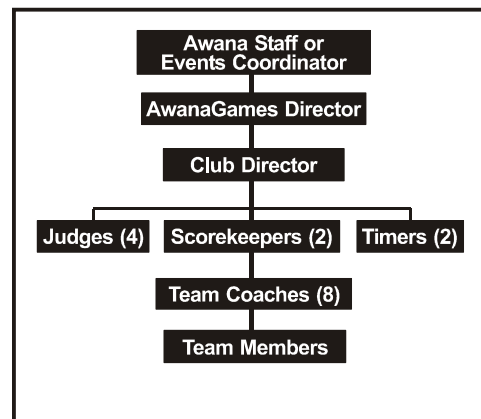
Recognition may also be given to JVers for outstanding achievements.

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

AWANAGAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Team members should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults with 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 any time.**



AWANAGAMES COORDINATOR

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

CIRCLE DIRECTOR

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- 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 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 in each circle record the scores for each event as reported by the circle director. Additional helpers post these scores where they are visible to the spectators.

OFFICIAL STARTER

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

OFFICIAL TIMERS

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

TEAM COACHES

Since the teams are coed, each team may appoint both a man and a woman coach. Team coaches are **not** permitted in the playing area at any time during the AwanaGames meet, except to assist with securing Three-legged Race bands. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their team judge to review a decision with their circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are required to attend the JV AwanaGames coaches' training session.
4. All coaches must remain behind their team line at all times while AwanaGames events are in progress.

GENERAL RULES/ DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

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

*Violators may be disqualified.

BALLOONS

Nine- to 11-inch balloons are inflated to about eight inches in diameter.

BASKETBALLS

Each team should bring one men's regulation-size basketball to use in events where one is

needed, unless balls are provided by AwanaGames officials.

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 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 from that event or heat.

DISQUALIFICATION

A team may be disqualified by the circle director and/or judges at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct
2. Knocking over a circle pin
3. Causing interference to other participants
4. Player participating in more than the prescribed number of events (see *General Rules* "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this book
6. Play which is not according to the spirit of the game (see *General Rules* "Spirit of the Game")

Coaches should instruct team members to go all the way into the center for each event—no matter how hopeless it may seem—because the apparent winners may have been disqualified.

FALSE START

The circle director and judges will call a "false start" when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible, and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team from 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 from 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/her team will be disqualified from that event. Interference may also be called when players’ progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

PARTICIPATION

Each team member must play in a minimum of two and a maximum of six events. No contestant can compete in both long-distance events or both short-distance events. For instance, Sprint Race runners cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Marathon Medley. Participants in the Marathon Race cannot participate in the Marathon Medley or the Sprint Race, but may participate in the Sprint Relay. Reverse participation also applies.

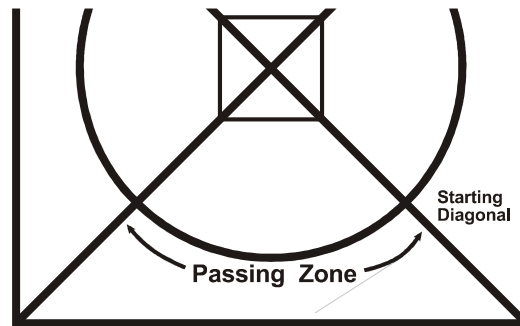
PASSING RULE

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

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 1). Passing the baton in any other zone—including passing it over a starting diagonal—disqualifies that team for that event.

Passing Zone Diagram



PRACTICES

Each team is allowed an **unlimited** number of practices in preparing for the AwanaGames meet.

RERUN

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its members were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* “Interference”).

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.

SCORING PINS

Game pins set at five-foot mark which are to be touched or tipped by players hand(s) only.

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 Passing Zone 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 runner gains on another and is able to touch or “tag” him/her, or if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.) In dropping out of the race, tagged runners should leave to the right, away from the circle—never to the center. This rule is enforced in the Three-legged Race, Sprint Race, and Marathon Race.

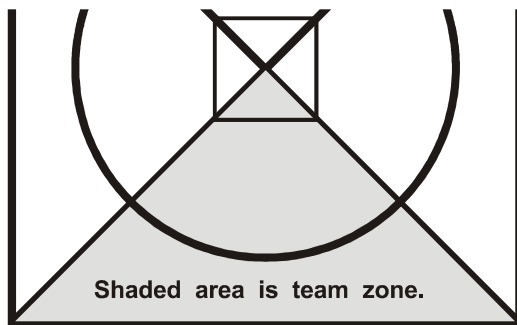
TEAM LINES

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Team members not participating in an event must stay seated behind these lines.

TEAM ZONE

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

Team Zone Diagram



TIE EVENTS OR TIE HEATS

If a tie occurs, or it cannot be clearly determined which team finished first or second in any given event or heat, the first- and second-place points will be combined and the total divided equally between the two teams.

If teams have equal units at completion of the Beanbag Grab, a tie is declared. Available points are divided between the tied teams.

If there is a tie for first place in an event having second place, first- and second-place points are added together and split, eliminating

second place. If there is a tie for second place, second-place points are split (except in Beanbag Grab, where second- and third-place points are split, eliminating third place). If this results in a half point, the half point is set aside until the end of all events and is used to break a final tie.

TIE SCORE

When two or more teams are tied after the end of the 10th event, the tie may be resolved by best two of three heats of the Basketball 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 or tipping the color 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.

GAME EVENTS

EVENT 1—BASKETBALL RELAY

10 players; three heats

1st heat; five girls

2nd heat; five guys

3rd heat; five girls and five guys

Heats 1 & 2: 1st place - three points

2nd place - one point

Heat 3: 1st place - four points

2nd place - two points

Equipment: four circle pins, one men's regulation-size basketball per team, one scoring pin for each team.

One player, standing with both feet on the floor and with both feet in game leader triangle (see Diagram 4), acts as game leader. He/she may stand or move about anywhere in this triangle, but he/she must have both feet in the triangle when throwing or catching basketball.

In the first heat, one girl is positioned in the middle triangle with four girls on the circle.

In the second heat, one guy is positioned in the middle triangle with four guys on the circle.

In the third heat, 10 players (5 girls/5 guys) are involved. One guy is positioned in middle triangle. Remaining team players are positioned on the circle (alternating girl, guy, etc., with girl last). In all heats, team members on the circle **must stand** with both feet outside the circle (see Diagram 4). If any part of player's body touches the floor inside the circle, entire team is disqualified.

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 into the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

At starting signal, the game leader throws a basketball chest pass to the player on his/her left (nearest team starting diagonal). Player #1 catches the ball and throws (chest pass) it back to the game leader who throws it to player #2. Play continues until all players on the circle have caught the basketball and returned it to game leader. (The ball must be caught with 2 hands and passed – no batting or slapping.)

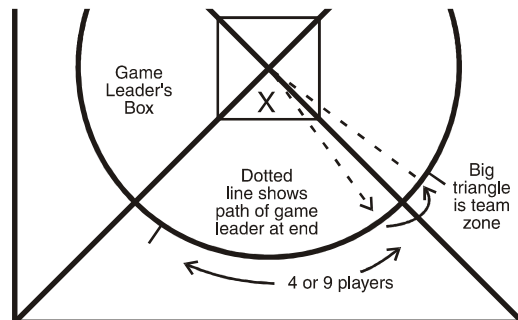
On receiving the basketball from last player, the game leader immediately bounce-passes the basketball back to last player again, who bounce-passes ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (No batting or slapping – 2 hands.)

On completion of bounce pass to and from player #1, game leader runs out of circle with possession of the ball, around his/her circle pin, and into the center of the circle to touch or tip scoring pin. The game leader must go around the pin without touching another player. In order to win this event, game leader must retain possession of basketball while scoring.

If any line player drops the basketball, it can be retrieved by any of the line players, providing player does not step inside the circle or outside his/her team zone. The ball, however, must be thrown to game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from circle lines.

Balls landing inside the circle and within the team zone may not be retrieved. The game leader must remain within the center triangle. If a team's basketball goes out of the team zone, the team is disqualified. Players must stay in position – no "trailers." No player should attempt to retrieve a basketball that lands in a neighboring team zone. Game leader must stay in triangle, except when going for pin. His/her hands may not touch the floor outside the center triangle.

Basketball Relay Diagram



EVENT 2 — SPRINT RELAY

Four runners (two laps each); one heat
Numbers 1 & 3 are guys; numbers 2 & 4 are girls

1st place - four points

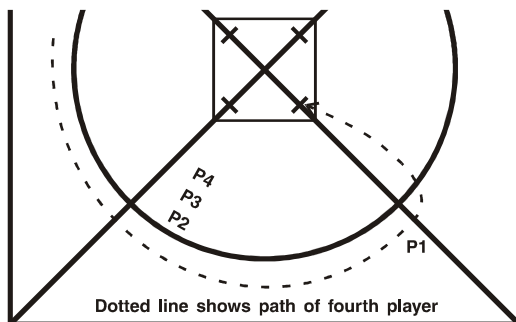
2nd place - two points

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

The first runner — with the baton — stands outside the circle, just behind the starting diagonal (P1 in Diagram 5). The other three runners wait inside their circle within their team zone (P2, P3, and P4 in Diagram 5). At starting signal, the first runner goes around the circle two times and then 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 two laps and passes the baton to the third runner. After the third runner runs two laps, he passes the baton. When runners have completed their laps, they must leave to the right, away from the circle. The fourth runner runs two laps, goes around team circle pin, and into the center square for team color pin. Pin **must** be touched **only** by player’s hand(s). The winner must retain possession of baton to be awarded points for this event. 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. Passing rule applies (see *General Rules* “Passing Rule”). See Diagram 5 for runners’ lineup.

Sprint Relay contestants may participate in the Marathon Race, but may not participate in Sprint Race or Marathon Medley.

Sprint Relay Diagram



EVENT 3 — THREE-LEGGED RACE

Four runners (two laps per pair); two heats

One heat; two girls

One heat; two guys

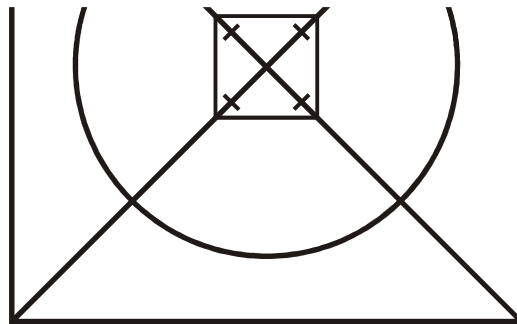
1st place - four points each heat

2nd place - two points each heat

Equipment: four circle pins and a scoring pin on the five-foot mark on the diagonal line for each team which determines the winner of this event (see Diagram 6). Teams must furnish their own Three-legged Race bands, which are available from Awana headquarters.

The coach securely bands the right ankle of one player to the left ankle of another. Each pair stands outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Contestants complete race by going around their team circle pin and into the center for scoring pin. Pin **must** be touched by player’s hand(s) **only**. A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart. If any team member falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. The first team player to touch team scoring pin with hand(s) **only** wins that heat. Tag Rule applies (see *General Rules* “Tag Rule”).

Three-legged Race Diagram



EVENT 4 — FOUR-WAY TUG

Four players; two heats

One heat; two girls

One heat; two guys

1st place only - four points per 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.

EVENT 5 — BEANBAG GRAB

Six players; One heat

Numbers 1, 3, & 5 are girls; numbers 2, 4, & 6 are guys

1st place - six points

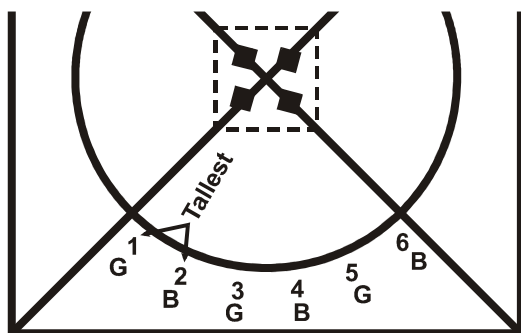
2nd place - four points

3rd place - two points

Equipment: four solid-colored beanbags and one striped bag. Winners of this event are determined by the total number of units earned throughout the entire event.

Players are arranged by height, alternating tallest girl, tallest guy, down to shortest girl, shortest guy. The first girl is assigned number “1”; the other players are numbered consecutively to the shortest guy who is assigned number “6.” Players stand about an arm’s length apart in numerical order outside the circle. Five beanbags are placed in the center of the circle. The striped bag is placed at the intersection of the diagonal lines and one of the four solid-colored bags is placed on each of the five-foot markers on the diagonal lines (see Diagram).

Beanbag Grab Diagram



Solid-colored bags are worth one unit each. The striped bag is worth two units if another beanbag is in the player’s possession. Otherwise it is worth one unit.

When the official starter calls a number, the player with that number runs into the center. He/she grabs as many bags as possible, and brings them back across his/her circle line. Tossed bags will not count. Only bags in his/her possession count when at least one foot touches the floor outside the circle.

If any part of the player's body, other than hands or soles of feet, touches the floor inside the seven-foot square on the initial approach*, that player is disqualified. Bags in his/her possession are ruled out of play and do not count for anyone. This rule does not apply if, in the judgment of the officials, a player touching the floor is caused by circumstances beyond his/her control.

If two players simultaneously grab the same bag on the initial approach, it is called a “contested bag.” Contested bags (held by two or more players) are resolved when a foot of a player touches the floor outside the circle. The bag is counted for the team whose quarter-circle line has been crossed, as well as all bags in players possession. “Time” will be called by the circle director when the game seems to be at a standstill. All bags points are given.

A “no stealing” rule is enforced. Bags may not be snatched from other players.

Bags that have been taken out of the circle by players should be returned to the judge, who will report the number of units earned to the circle director.

Units earned by all six players on each team are totaled. First-place points are awarded the team with the highest total units. Second- and third-place points are awarded the teams with the next highest totals.

Numbers will be called just once, so players should return to team line after their number has been called. Remaining players must recenter themselves and always keep about an arm’s length apart. If a player whose number has *not* been called steps over the circle line with both feet, no units will be counted for his/her team on that play.

*The “initial approach” ends when a player changes direction after entering the seven-foot square.

EVENT 6 — SPRINT RACE

Two runners; two heats

One heat; one girl - three laps

One heat; one guy - three laps

1st place - four points

2nd place - two points

Equipment: four circle pins and four team color pins on the five-foot marks.

The 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 team circle pin, and into the center square for team color pin. First runner to touch or tip team color pin with his/her hand(s) **only** wins that heat. Contestants who knock over a circle pin are disqualified.

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

Sprint Race contestants may participate in Marathon Medley, but may not participate in Sprint Relay or Marathon Race.

EVENT 7 — MARATHON RACE

Two runners; two heats

One heat; one girl - seven laps

One heat; one guy - seven laps

1st place - four points

2nd place - two points

Equipment: four circle pins and four team color pins on the five-foot marks.

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, seven laps are run around the circle. The contestant then runs around his/her team circle pin and into center square for team color pin. First runner to touch or tip team color pin with his/her hand(s) **only** wins that heat. Contestants who knock over a circle pin are disqualified.

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

Marathon Race contestants may participate in Sprint Relay, but may not participate in Sprint Race or Marathon Medley.

EVENT 8 — BEANBAG BONANZA

10 players; two heats

One heat; five girls

One heat; five guys

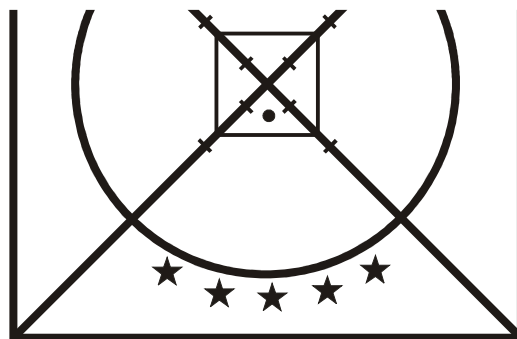
1st place - four points

2nd place - two points

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

The colored beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round. Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs on into the center of the circle and tips the scoring pin.

Beanbag Bonanza Diagram



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, he/she must return behind the circle line with both feet before entering the center triangle to place the beanbag down. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed**, not tossed, within the triangle.

Each time a bag is **placed** in the triangle, no part of the bag may be outside the triangle, or

the team will be disqualified. If a bag goes out of the team zone, that team will be disqualified. When a player returns from **placing** the beanbag in the triangle, he/she must **hand** the beanbag just picked up to the next player. Players stand an arm's length apart. No bunching or rotating is allowed.

EVENT 9 — MARATHON MEDLEY

Four runners; one heat

Girl, one lap; guy, two laps; girl, three laps; guy, four laps

1st place - four points

2nd place - two points

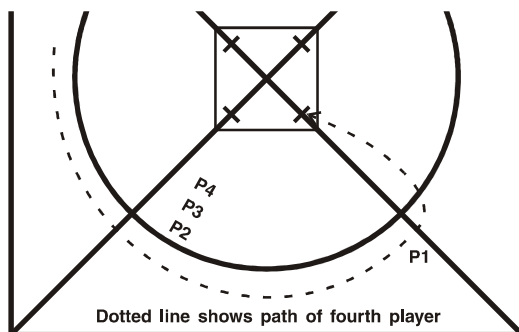
Equipment: four circle pins, one baton per team, and four scoring pins on the five-foot marks.

This relay is run the same as Sprint Relay with the following exceptions:

Runner 1 (girl) runs one lap and passes the baton to runner 2. Runner 2 (guy) runs two laps and passes baton to runner 3. Runner 3 (girl) runs three laps and passes baton to runner 4. Runner 4 (guy) runs four laps, runs around his circle pin, and into center square for team color pin. Runners who have completed their laps **must** leave to their right, away from the circle. The winner must have possession of the baton when he touches or tips the team color pin with his hand(s) **only** to win. Tag Rule does not apply. Contestants should continue running even though someone passes them. Passing Rule applies (see *General Rules* "Passing Rule"). (See diagram)

Marathon Medley contestants may participate in Sprint Race, but may not participate in Sprint Relay or Marathon Race.

Marathon Medley Diagram



EVENT 10 — BALLOON RELAY

10 players; two heats

One heat; five girls

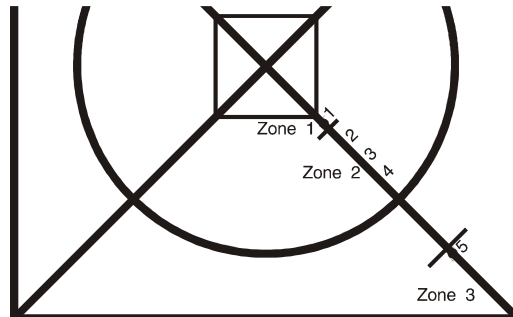
One heat; five guys

1st place - four points each heat

2nd place - two points each heat

Equipment: one balloon per team and the scoring pins which determines the winner for each heat in this event.

Balloon Relay Diagram



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 at the 17-foot mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram). Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray, or when he/she is running forward to Zone 1 or to the center of circle at end of heat.

The first player is in Zone 1, and the fifth player is 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 and then only when they are in possession of the balloon.

The player in Zone 1 must not step over the tape marker between Zones 1 and 2. When passing the balloon through his/her legs, player must straddle the diagonal line. The player in Zone 3 must not step over the 17'

line, and he/she must straddle the diagonal line when receiving the balloon from Zone 2 (see *General Rules* "Floor Markings").

On completion of the pass from Zone 1, players 1-4 may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself.

When the player in Zone 3 receives the balloon, he/she runs to front of the line and takes 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 in to touch or tip the scoring pin. 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.

EVENT 11 — AGILITY RACE

Four runners (one lap each); four heats

Two heats; one girl each

Two heats; one guy each

1st place - three points each heat

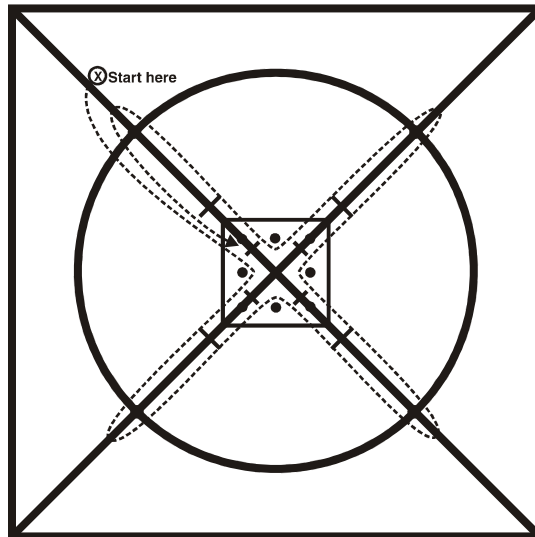
2nd place - one points each heat

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

Each runner in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram 9). After completing one lap, players run around their own team circle pin and into center triangle. First runner to touch or tip team color pin with his/her hand(s) wins that heat. Contestant who knocks over any pin is disqualified.

Tag Rule does not apply.

Agility Race Diagram



PLAY-OFFS (optional)

Immediately following the 10 AwanaGames events in the multiple circles, the first-place winners from each circle compete for the AwanaGames Championship. The five Play-off events are as follows:

Event 1 - Sprint Relay

Event 2 - Basketball Relay - all heats

Event 3 - Marathon Medley

Event 4 - Balloon Relay (two heats) one heat each

Event 5 - Four-way Tug (two heats) one heat each

The same players may not participate in Event 1 and Event 3.

Any player may participate in four of the five Championship Play-off events. Participants in the Championship Play-offs may be different from those who competed in those same events earlier during the 10-event AwanaGames.

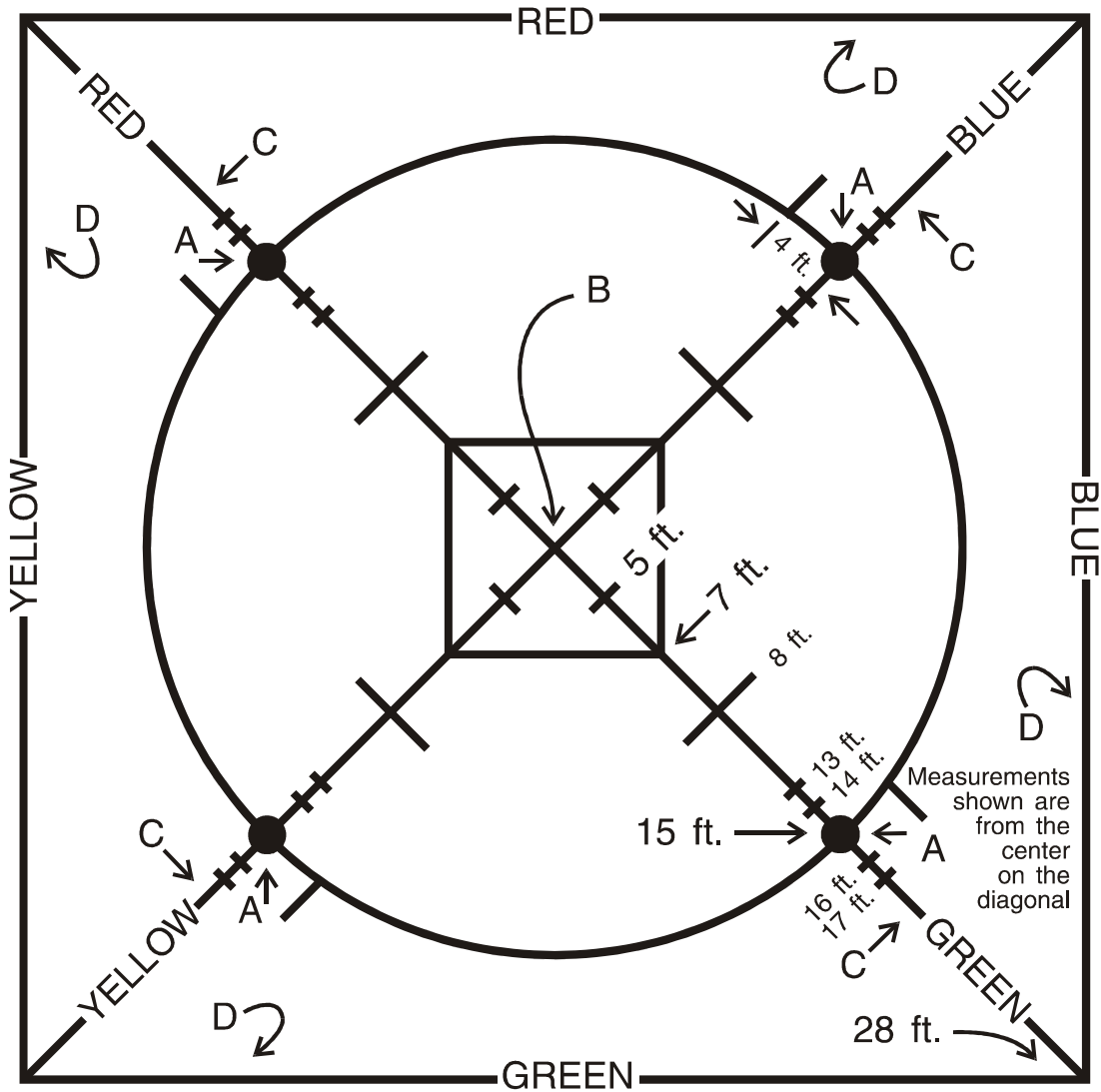
Official AwanaGames Circle

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.

Key to diagram:

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

Starting position of player(s) is indicated with the rules for each event. P=Player in the diagrams on the following pages. Make sure your team is familiar with the Awana Circle.



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

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

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

...the laborer is worthy of his hire.

Luke 10:7



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