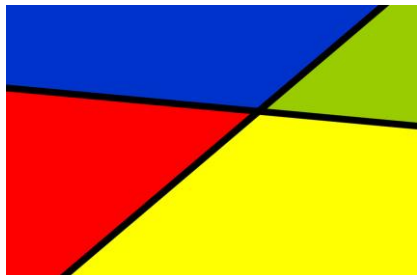


Revised for 2020

Puget Sound AwanaGames T&T Coed Teams - 3rd through 6th grade Official Rules and Regulations



SW Washington
& the
Olympic Peninsula



Puget Sound Games
P.O. Box 301
Burley, WA 98322
AwanaGamesWVEC@gmail.com
253.256.3494

Puget Sound Strategic Ministries (PSSM)

Thank you for participating in Puget Sound Games, sponsored by Puget Sound Strategic Ministries.

In 1999, seven men with a passion for the Awana ministry formed a nonprofit 501C(3) organization registered in the State of Washington with the primary purpose of supporting the Missionaries and the Ministries who share a common purpose. We continue with this passion, and as an organization we are committed to sponsor the Puget Sound Games, Bible Quizzing and Camp ministries by providing the leadership, facilities, insurance, materials and performing the necessary functions for successful ministries.

Our mission is *“Teaching and Training Youth with Biblical Truth”* Our goal is to teach Biblical truth to our youth and lead them in a meaningful and active relationship with God, through our Lord and Savior Jesus Christ. In faith, we step forward, to expand our earlier ministry of supporting our missionaries, and add to our ministry a special focus on facilitating the organizational structure to establish Puget Sound Games, Bible Quizzing and Camp.

How can you be a part of the ministry?

1. Pray for:
 - Kyle & Nancy Herr, our Awana Missionaries and Joel & Baily Easling, Awana Missionary Appointees, who advise and assist us with promoting and organizing our events.
 - The children who participate in all the events, that they will come to know and love the Lord Jesus Christ.
 - The adults who volunteer in each of these events. These volunteers make these events possible.
2. Provide support to PSSM, which provides scholarships to campers, assistance with event insurance, and assistance to Awana Missionaries.

TO FIND OUT HOW TO SUPPORT THIS MINISTRY GO TO: www.pssmnw.org

T&T Puget Sound Games Official Rules and Regulations

Revised for 2020 Highlighted in yellow.

IMPORTANT NOTE: This book may only be altered by the Puget Sound Games Western Washington Event Coordinator (AGWWEC). Any other alterations must be submitted to the AGWWEC for review to AwanaGamesWWEC@gmail.com

SW WA & The Olympic Peninsula Awana T&T Co-Ed Game List For 2020

1. Bean Bag Relay
2. Sprint Relay
3. Beanbag Bonanza
4. Sprint Race
5. Four-Way Tug
6. Three-Legged Race
7. Knock It Down Relay
8. Marathon Relay
9. Marathon Race
10. Football Relay
11. Shuttle Stack Bonanza

INTRODUCTION

This manual is designed for Team Coaches, Circle Directors, Scorekeepers and Line Judges who will participate in an authorized Puget Sound Games meet for third through sixth-graders.

ORGANIZATION OF PUGET SOUND GAMES MEETS

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 local **Puget Sound Games Western Washington Event Coordinator** has final authority to allocate space available for T&T Coed teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in an AwanaGames meet.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the Puget Sound Games. **All game equipment is provided, except bands for the Three-legged Race.** 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.**

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 Puget Sound Games meet have been filled, additional team registrations may be asked to change to another Puget Sound Games event venue to balance out teams per circle or they will be accepted but may not obtain the desired color team line or they may have to modify the number on their team to balance the Game circle field of play.

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 prior to the meet. However, during the day of the event teams may be changed from their desired color team line due to low count teams or no-show teams. If their colored team shirt does not match or could present confusion for the Circle Director or Line Judges, each player of a team will be temporarily issued a colored bandana to match the team line they are assigned.

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 have not reached their 13th birthday by September 1st prior to the meet may participate.
2. All AwanaGames team members must have passed 10 sections this club year by day of the meet.

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 Puget Sound Game event and may also play in any 3rd/4th grade event. 5th/6th may not play in 3rd/4th grade events.
4. A Team may register for only one Puget Sound Games Location.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

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 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 Puget Sound Game rules.

Puget Sound Games affords boys and girls an opportunity to display a charitable spirit under the pressure of competition. Many 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.

Each team is awarded 1 sportsmanship point per event. For un-sportsmanship like conduct, sportsmanship points will not be given based on the decision of the Circle Director or Event Coordinator.

COMPOSITION OF PUGET SOUND GAMES TEAMS AND ROSTER SHEET

- Coed teams are constituted as having a **Minimum of 10** players and a **Maximum of 12** 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 6 boys or 6 girls on a team.**

The Team Roster sheet indicating name, grade in school, **age and date of birth** of each player, **as well as the names of the Team Coaches**, must be prepared by the Team Coach and submitted to the area event staff **at the Team Check-In table the day of the event**, according to the schedule set by the Puget Sound AwanaGames Event Coordinator.

The Pastor or Commander must sign the Team Roster Sheet attesting that the Team Coaches have had a favorable background check performed within the last two or three years by the sponsoring Church.

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, Line Judges, Circle Directors, and team members.

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

INSURANCE

Puget Sound AwanaGames Western Washington Event Coordinator 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 **Team Coach** must present, upon check-in, the **"Parental Consent and Release of Liability" form along with a WA State Concussion Form** with original parent signature. It is also recommended that the coach maintain a photo copy of the same form to have in his/her possession on the gym floor.

Extra players brought by a team on a "standby basis," as well as those recruited from the stands, to fill in short teams **must** also have the **"Parental Consent and Release of Liability" form along with a WA State Concussion Form** with original parent signature.

The “**Parental Consent and Release of Liability**” form can be obtained from the Puget Sound AwanaGames Event Coordinator at the Coaches, Line Judges, and Scorekeepers area training events or on the Registration web site.

AWANA GAMES AWARDS

- Championship Banners – First Place Team per Circle
 - 1st Place – Medallions with ribbons*
 - 2nd, 3rd & 4th Place – same Medallions with ribbons*
- *Individual Puget Sound AwanaGames awards are given to all team players and two coaches, maximum of 14 awards per team.

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. A coach from every team must bring a completed required Puget Sound Games Parental Consent form, as well as a signed Concussion form for each team member along with the Team Roster **signed by the Pastor or Commander**. (Have the names arranged in the same order.)

CIRCLE AND TEAM LINE LOCATIONS

No running or practicing on the circle, or inside the event facilities, is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned staging area.

MEETING AWANA 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 stand and face the flag during the ceremony and to place their hands on their heart at the given signal.

GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a “halftime” break during the event.

Recognition may also be given to clubbers for outstanding achievements. Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

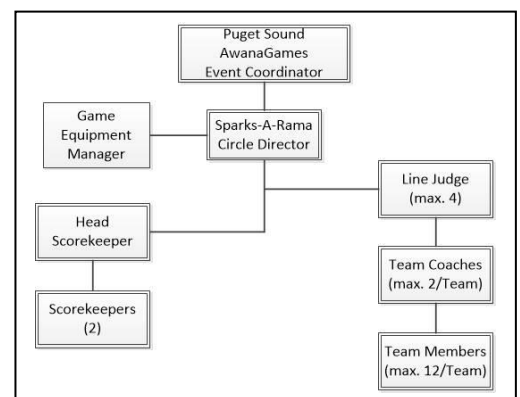
AWANAGAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the Coach has a question or comment, he/she speaks only to the Line Judge on his/her team line. If the Line Judge cannot answer the question satisfactorily, the Line Judge 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.**

PUGET SOUND AWANA GAMES WESTERN WASHINGTON EVENT COORDINATOR & AWANA MISSIONARY

The Event Coordinator oversees the entire operation from planning through team registrations to supervision of the Awana Youth Ministries Games meet, and is advised by the Awana Missionary.



CIRCLE DIRECTOR IS RESPONSIBLE FOR:

- Coaches' meeting at start of meet
- Assisted by the Game Equipment Manager to setup events with correct equipment
- Circle operation after official start and coordination of Line Judges
- Final word on all matters not covered in written rules
- Coordination and ultimate responsibilities of Line Judges
- Scorekeepers' activities
- Indicating event winners
- Declaring reruns

LINE 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 & HEAD SCOREKEEPER

Two individuals for each circle record the scores for each event as reported by the Circle Director. They are monitored by the Head Scorekeeper who can supervise up to four Scorekeepers across two circles.

OFFICIAL STARTER

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

TEAM COACHES

Two coaches per team are allowed on the floor during the meet. Team Coaches are **not** permitted in the playing area at any time during the Puget Sound Games meet. They must give directions from the sidelines only, out of the way of players and Line Judges.

1. Coaches may ask their team's Line Judge to review a decision with the Circle Director.
2. A Coach may be asked to leave the floor when the Circle Director considers it necessary.
3. All Coaches are advised and encouraged to attend the T&T class at the area Puget Sound Games Coach/Line Judge/Scorekeeper training session.
4. All Coaches must remain behind their team line while Puget Sound Games events are in progress.

GENERAL RULES/DEFINITIONS – (Arranged alphabetically for quick reference)

ADHERENTS

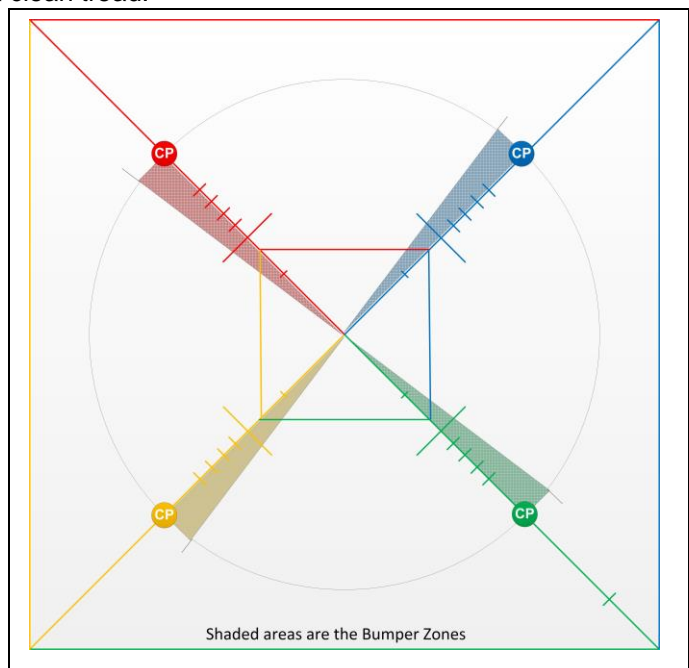
No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

BUMPER ZONE

The Bumper Zone is the area to the right of a Circle Pin in the adjacent Team Zone. This area shall remain unobstructed to allow teams to run around their Circle Color Pin and into the center for defined play. The line perpendicular to the circle placed 4 feet from each team diagonal line identifies the beginning of the Bumper Zone.

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.

DISQUALIFICATION

A team may be disqualified by the Circle Director and/or Line Judges at any time during an event for one or more of the following reasons:

1. Touching the Scoring Pin with anything other than the players' hand. The only exception to this rule is scoring during 3-Legged Race. Players may fall while scoring and inadvertently knock over the scoring pin with their body. However, scoring is not completed until they touch the pin with their hand.
2. Unnecessary roughness or other poor conduct.
3. Knocking over a circle pin.
4. Causing interference to other players.
5. Player participating in more than the allowed number of events (See General Rules "Participation")
6. Breaking other game rules not listed here, but described elsewhere in this manual.
7. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")

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 if they think they will score or not—because the apparent winners may have been disqualified.

FALSE START

The Circle Director and Line Judges will call a "false start" **when any players' feet display any forward movement 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 for that event.

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 Line 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 two events and no more than six events. No contestant may compete in both the Sprint Race and Marathon Race or in the Sprint Relay and Marathon Relay. For instance:

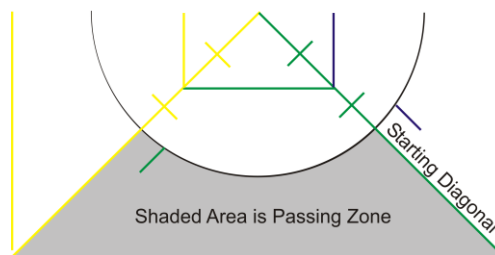
- Sprint Relay players can participate in the Sprint Race, or the Marathon Race.
- Sprint Race players can participate in the, Sprint Relay, or the Marathon Relay.
- Marathon Relay players can participate in the Sprint Race, or the Marathon Race.
- Marathon Race players can participate in the Sprint Relay or the Marathon Relay.

PASSING RULE

This rule applies to the **Sprint and Marathon Relay and the Sprint and Marathon Race as well as all other running 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.



PRACTICES

In preparing for the AwanaGames, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the AwanaGames meet, **prior to the day of the event. No running or practicing on the circle, or inside the event facilities, is permitted before the meet begins.**

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 Line 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 or give up possession of the color scoring pin until the Circle Director has determined their team standings.

SCORING PINS

Scoring pins are set at the five-foot marks on the team diagonal lines. These pins are to be touched or tipped by players hand(s) only. (See details of Disqualification section above).

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 Line 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

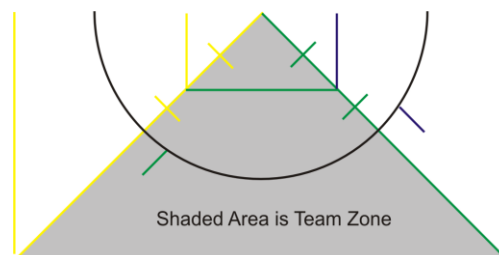
When each team is ready, the Line Judge on that line signals the Circle Director. When all Line Judges in a circle have indicated their teams are ready, the Circle Director signals the official starter. When all Circle Directors have signaled, the Official Starter will start the event.

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) OR TIE HEAT

When two teams, in the decision of the Circle Director, touch the score pin at the same instant a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. If it is a tie for second place, second-place points are split. Should this result in a half-point, the half-point is set-aside until the end of all events and is used to break a final tie.

TIE SCORE

When two or more teams are tied after the end of the 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 Line 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 GAMES EVENTS – COED TEAMS

EVENT 1 — BEANBAG RELAY

10 to 12 players; three heats

1st heat 1 - Five girls

2nd heat 2 - Five boys

3rd heat 3 - 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, one beanbag per team, four scoring pins.

One player standing in the game leader triangle (see Diagram) acts as a game leader for this event. This player may be a boy or a girl - coach's choice. 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. 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 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 throws the beanbag to the player to his/her right (farthest from his/her team's starting diagonal). Player #1 catches it and throws it back to the game leader, who throws it to player #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 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 triangle 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.

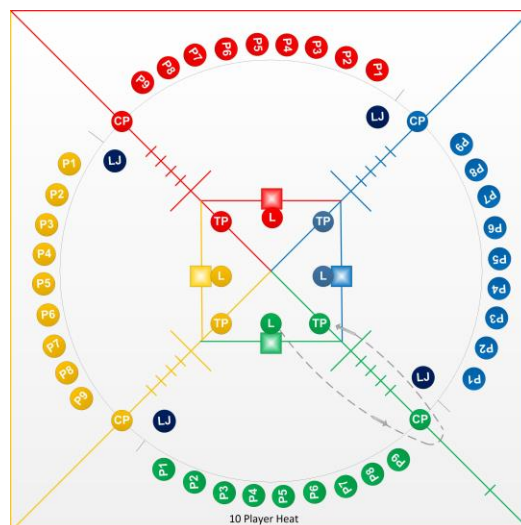
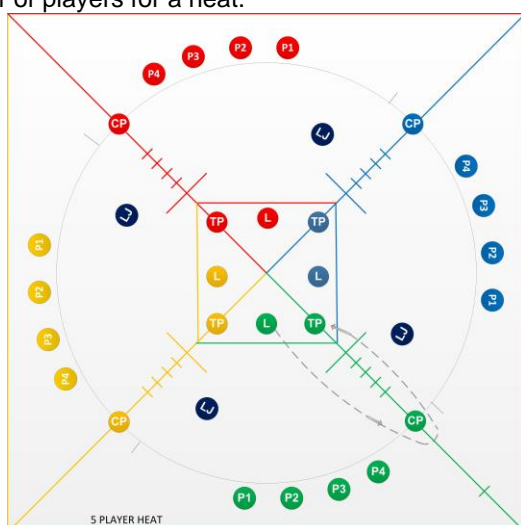


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 2 — SPRINT RELAY*

Three players* (one lap each); one heat

Two 3rd/4th grade & one 5th/6th grade Girl

Scoring: 1st place - four points

2nd place - two points

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

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 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. The winners must retain possession of baton when they touch their scoring pin with hand(s) to be awarded points. 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.

➤ *Sprint Relay players may also participate in Sprint Race, the Marathon Race, but not the Marathon Relay.

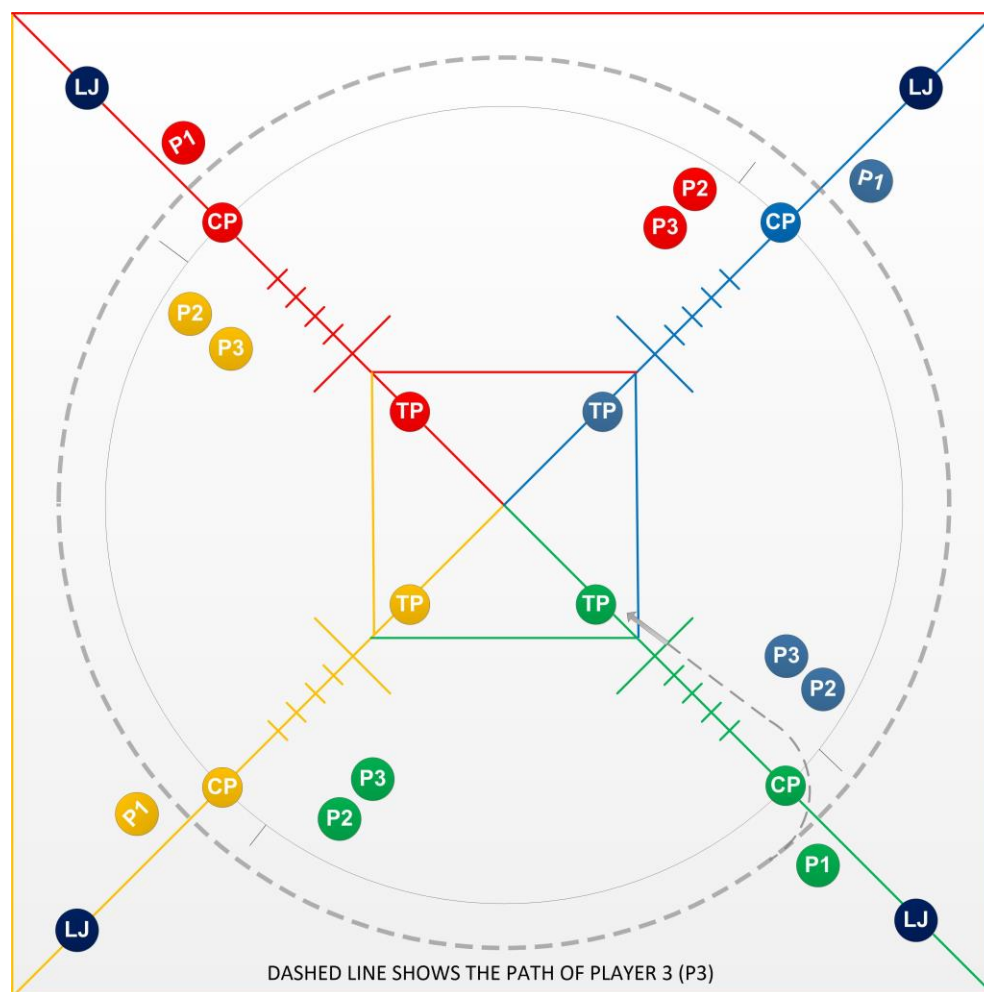


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 3 — 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 beanbag per team, 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 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** entering the center triangle to place the beanbag down. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed by hand all the way to the floor**, not dropped or 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 the bag or participant goes out of the team's 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.

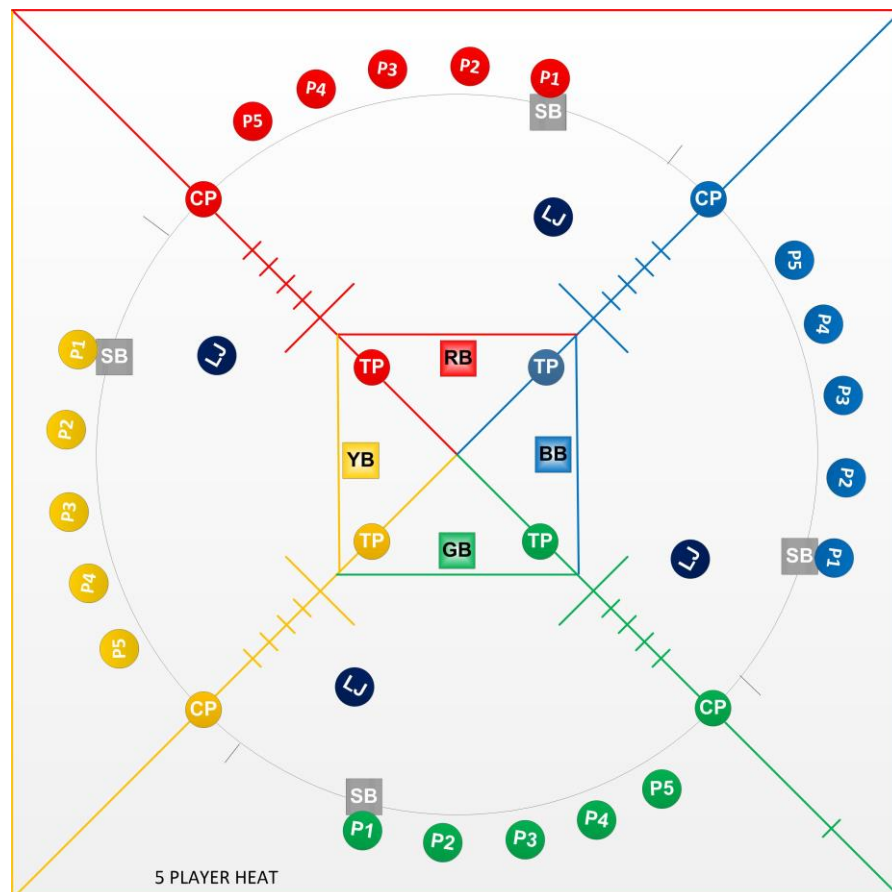


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, LJ=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

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

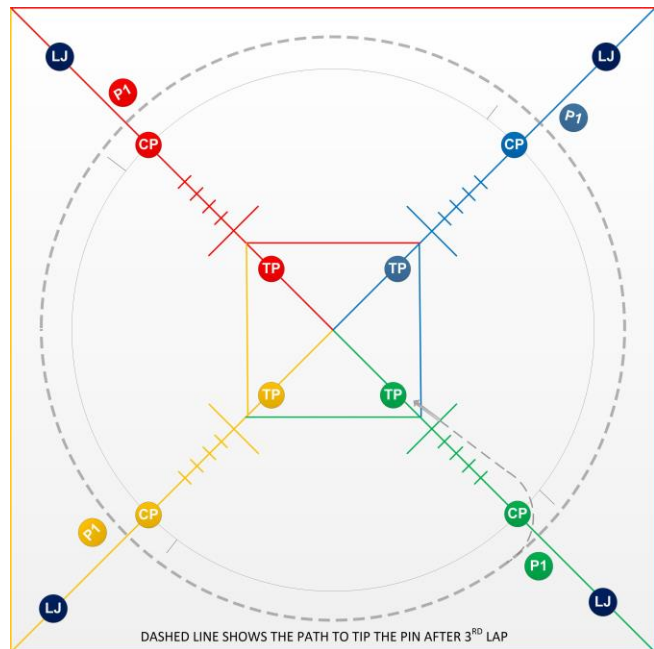
Scoring: 1st place - four points

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, team player runs three entire laps around the circle, 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. Players who knock over a circle pin are disqualified.

- *Sprint Race players may also participate in the Sprint Relay or Marathon Relay but not the Marathon Race.



EVENT 5 — FOUR-WAY TUG

Four players; two heats

1st heat - two 5th/6th grade girls

2nd 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 is marked at four equally spaced points. The rope is marked at four equally spaced points.

Two players from each team take hold of the rope with their hands at one of the four marked points. (Four-way tug players may wear gloves for this event only.)

Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team (**5th-6th graders on the 12' mark**). When beanbag is moved, it is to be **flush with the top of the tape**. 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, Line Judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope. When beanbag is moved, it is to be flush with the top of the tape.

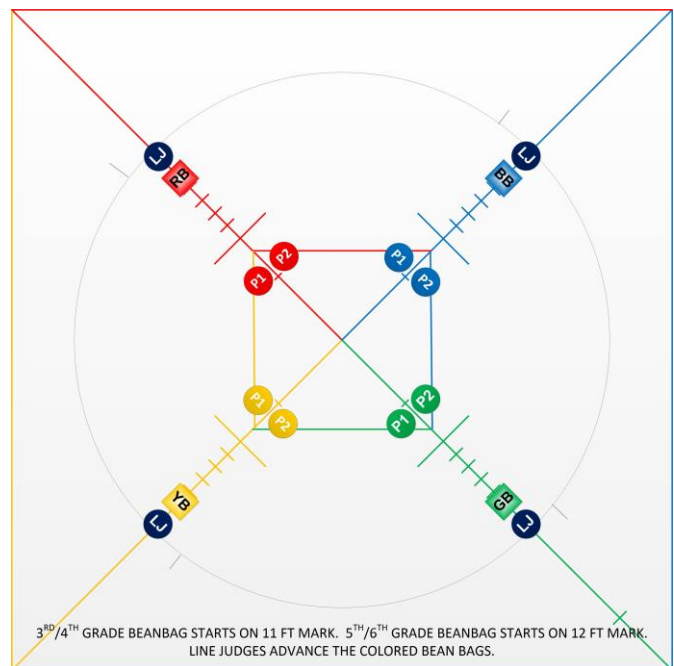


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 6 — THREE-LEGGED RACE

Four runners (two laps per pair); two heats

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

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

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: four circle pins, four scoring pins, and teams must furnish their own three-legged bands (available through the *Awana Supply Catalog*).

Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going around their circle pin towards the center, touching their scoring pin with hand(s) to finish. First team to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart.

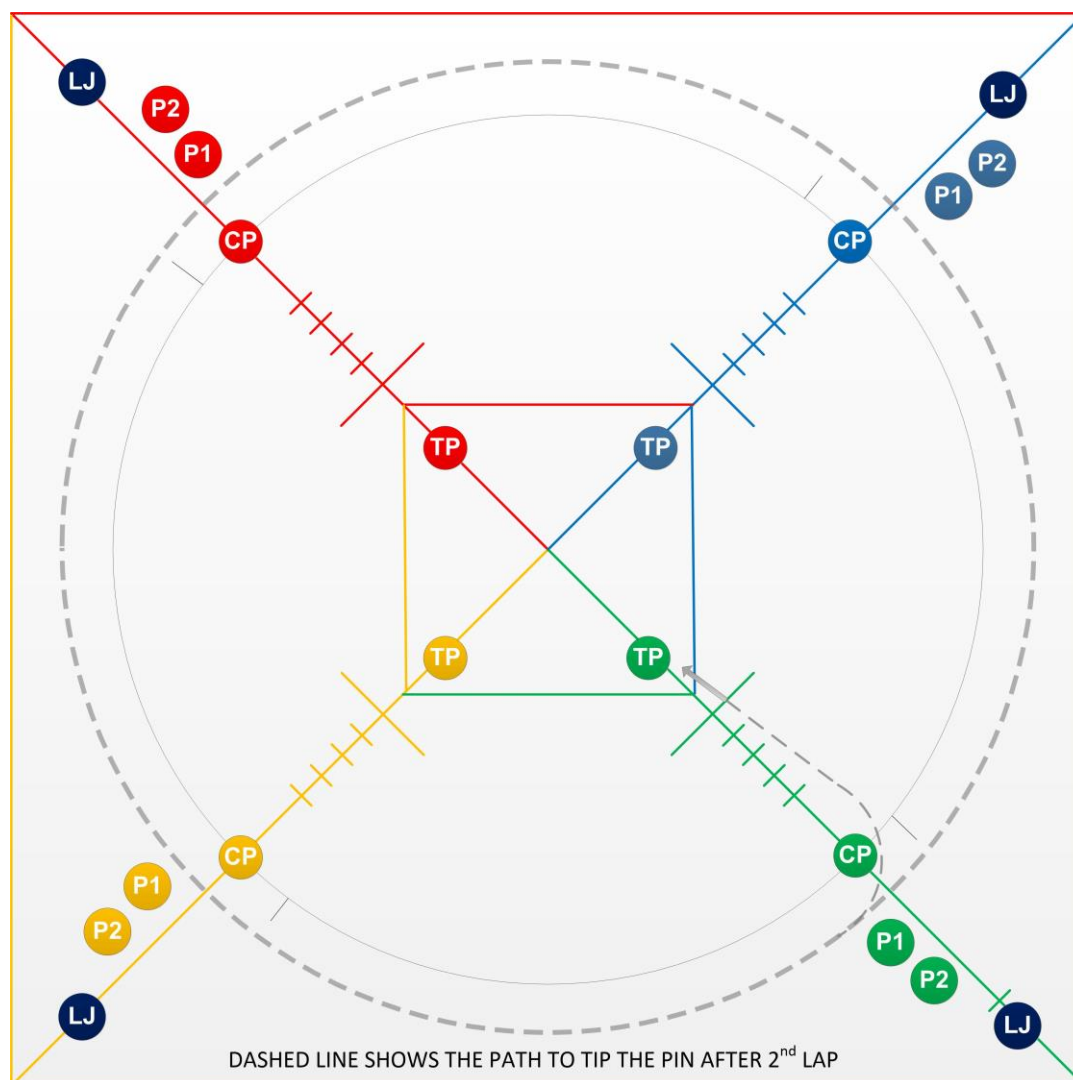


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 7 — KNOCK IT DOWN RELAY

10 players; five per heat

Heat 1: Five players; Heat 2: Five other players

Scoring: 1st place (highest number of units) - 6 points
2nd place (2nd highest number of units) - 4 points
3rd place (3rd highest number of units) - 2 points

Equipment: Four color beanbags, center pin

This is a timed event. Each heat will have a 1.5 minute time limit.

Player #1 stands outside the circle with the beanbag, just behind the starting diagonal with the 5 other players lined up outside the team zone on their team color line. At starting signal, Player #1 runs around the circle, then to his/her team zone. Standing behind the circle line, Player #1 tosses the beanbag (either over or under hand) only once at the center pin, retrieving the bean bag and hands it to Player #2 behind the team line. Player #2 steps up to the circle line in their team zone and tosses the beanbag only once at the center pin, retrieving the bean bag and hands it to Player #3. Play continues through all players, as many times they can toss the beanbag during the time limit. Players shall stay in their rotating order while behind the team line. **If a player crosses the team line before they have possession of the bean bag, they are allowed to correct by returning both feet behind the team line. However, if they do not correct and they toss and knock over the center pin the throw does not count and the pin will be reset without a point given.** Each time the center pin is knocked down legitimately, the Circle Director will quickly indicate to the Scorekeeper the team color.

Beanbags going outside of team zone may be retrieved. If a player steps across their circle line when making their throw, that throw will not count, but the player is not disqualified, they must retrieve their beanbag and hand it to the next player. **Purposeful blocking or redirection of opponents' beanbag by team members is prohibited and may result in the loss of the teams' sportsmanship point.**

(Note to LJ: Watch Player's Feet when passing bag between team members, and when throwing bean bag)

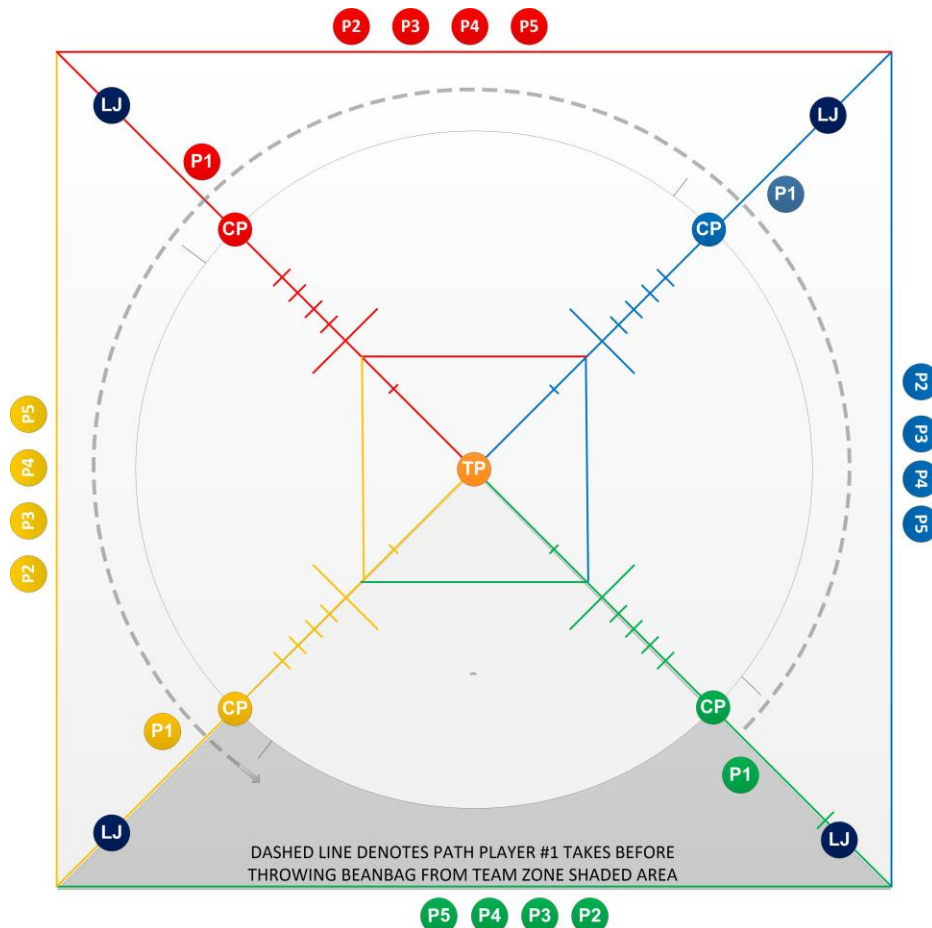


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 8 — MARATHON RELAY*

Three players* (two laps each); one heat

One 3rd/4th grade boy & two 5th/6th grade boys

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

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

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 should leave to their right, away from the circle. The players must retain possession of baton when finishing to be awarded points for this event. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. **Passing rule applies.**

➤ *Marathon Relay players may participate in the Sprint Race or Marathon Race but not the Sprint Relay.

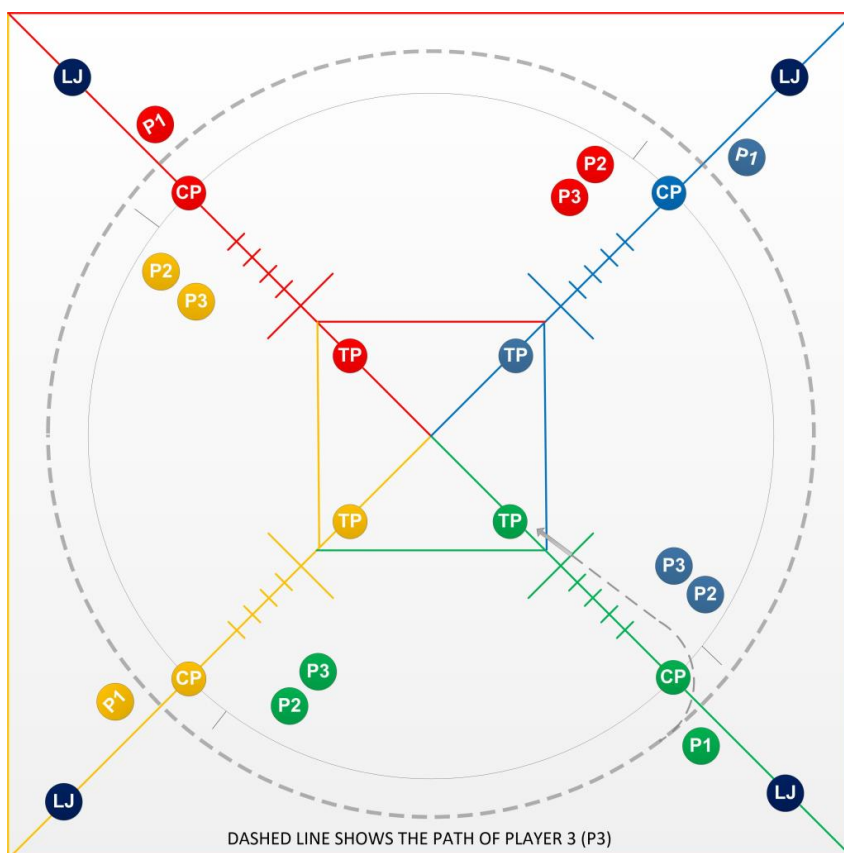


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

Revised for 2020

EVENT 9 — MARATHON RACE*

Two players*; 6 laps, 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, 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. 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. Players who knock over a circle pin are disqualified. **Passing rule applies.**

➤ *Marathon Race players may participate in the Sprint Relay or Marathon Relay but not the Sprint Race.

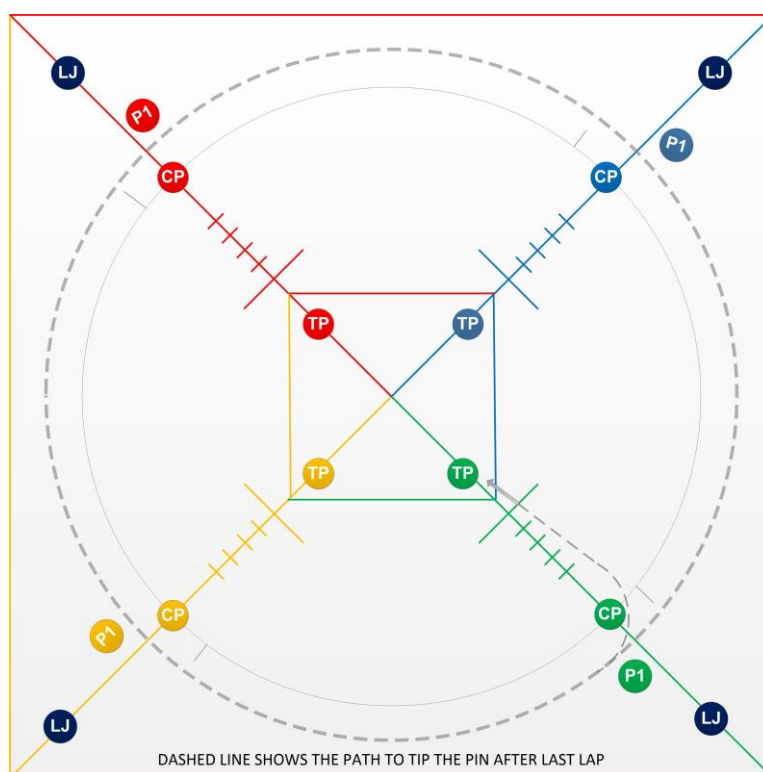


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Revised for 2020

6 players; two heats

Scoring: 1st place - four points each heat

Equipment: one nerf type football per team and scoring pins.

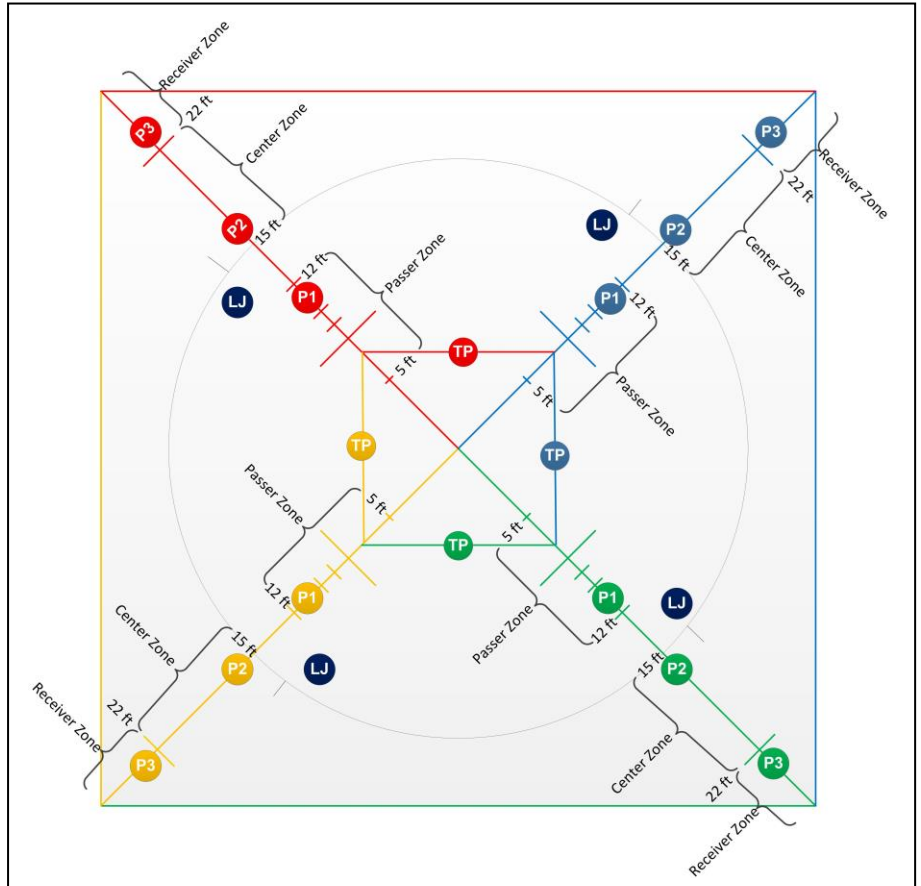
To start the event players must be lined up as follows: Three players start standing & straddling their team diagonal starting line. Player 1 (**P1**) is in the Passer Zone (as indicated in the diagram) and is to wear their color team wrist band. Player 2 (**P2**) is in the Center Zone (as indicated in the diagram). Player 3 (**P3**) is in the Receiver Zone (as indicated in the diagram).

After successful completion of the pass all 3 players must shift their positions to Cycle 2. The Center must move to Receiver Zone. At the same time the Passer must move to the Center Zone. The Receiver, after catching the pass, will hand the ball off to the NEW Center then continue to the Passer Zone. Players continue in this shifting fashion from their new positions for a total of three cycles. For Cycle 3, when the Receiver (**P1 wearing the color team wristband**) catches the football, they run in to their team inner triangle to tip their team's scoring pin.

This is a timed event. Each heat will have a maximum of 2 minutes for the team of three players to complete 3 passes and score. If all teams complete 3 successful passes in less than 2 minutes, the heat will end and coaches must have players ready for the next heat.

Likewise the **Line Judge** shall signal **with downed crossed wrists (incomplete)** and/or say **“Redo”** when each segment is **unsuccessful**.

Any Player on the team knocks over a scoring pin prior to completion of their heat.



Revised for 2020

EVENT 11 – SHUTTLE STACK BONANZA

8 Players; 2 Heats

Heat 1: 4 players – Girls

Heat 2: 4 players – Boys

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

Equipment: 24 Sport Stacking Cups (6 ea. team); Four Circle Pins; Four Scoring Pins

Six cups are placed down stacked **on the center of the team inner triangle line**, per Diagram #1. Four players line up on circle line. At the starting horn Player #1, on the far left, runs to the center square and up stacks the cups in a **3-2-1 pattern**, as shown in Diagram #2. Player #1 then runs back across their circle line and **hand-tags** Player #2. Player #2 runs in and down stacks the **six cups into one column**, see Diagram #1. Play continues until Player #4 down stacks the **six cups into one column**, runs around the teams circle pin and tips over the team's scoring pin. If the cups either down stacked or up stacked fall over during the play the last one to touch them must return to the center and fix the fumble (restack them) otherwise the team is disqualified. The team is also disqualified if they knock over a **team scoring pin** before the end of the event or a circle pin. **When placing cups, all bottom cups must be touching the team triangle line.**

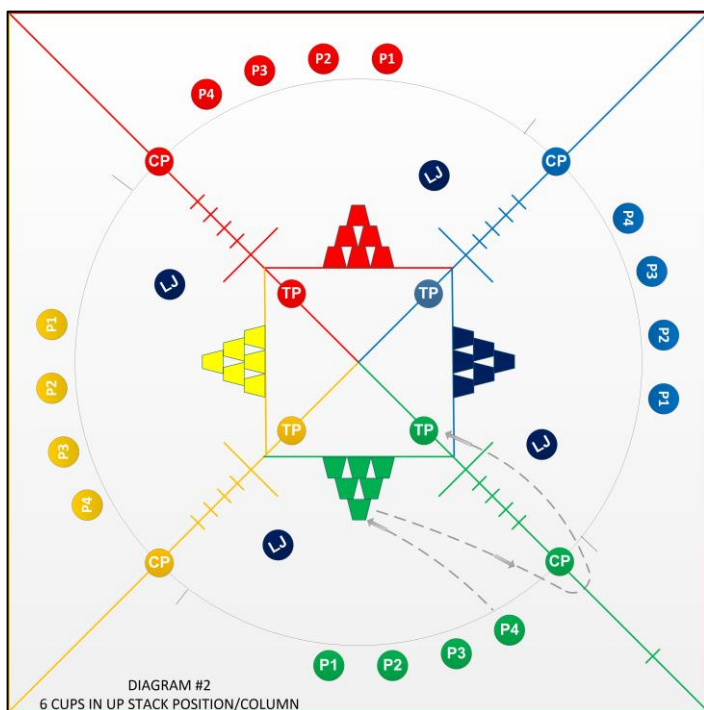
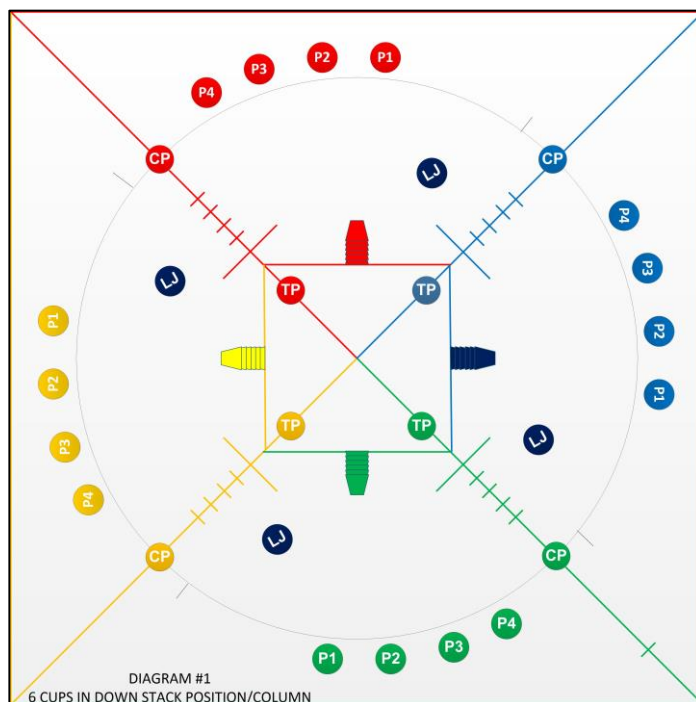


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Revised for 2020

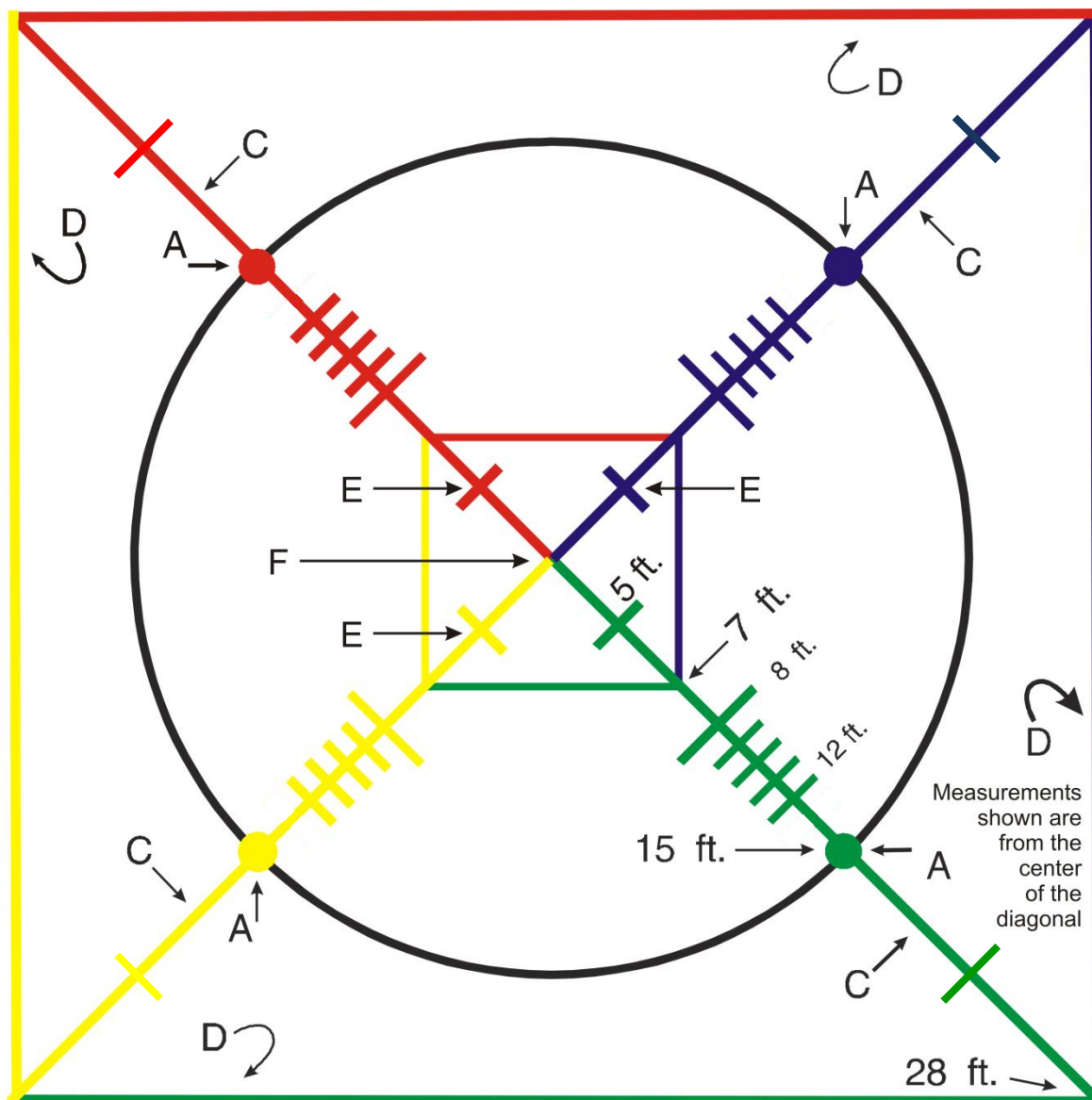
OFFICIAL PUGET SOUND GAME CIRCLE AND GAME SQUARE

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.

Key to diagram:

- A**—Circle Pins
C—Diagonal or Starting Line
D—Team Lines or AwanaGames Square
E—Scoring Pins
F—Center Pin

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





We are Joel & Bailly Easling the Awana Missionaries to SW WA & the Olympic Peninsula. We have served in Awana for over 10 years, both have attended Awana Clubs throughout their childhood, and both are Awana Citation recipients. We serve 160 churches North from King Co. South to the Columbia River, East from the Cascade Mt. West to the Pacific Ocean including the entire Olympic Peninsula. We are blessed to be able to support the Awana leaders in their local ministries through trainings, visits, communications and area wide events, Such as Bible Quizzing and AwanaGames. We conduct four fall Awana Ministry Conferences in our region to help leaders become better equipped to serve in their churches and minister to children and young people from 2 - 18 yrs.

Missionaries SW WA and the Olympic Peninsula
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AwanaGames meets are exciting, but they couldn't even be scheduled without your Awana Missionaries, **Joel & Bailly Easling**. They have a big job, as you can see by their biography, and need your support. You invest time and effort in your club...are you investing in your missionary, too? Your Awana missionary travels throughout their Area of Responsibility starting new clubs/programs and counseling established clubs. But they are often hindered by lack of support.

Today, more than ever, your Awana Missionary needs people to share in their ministry. Can Joel & Bailly count on your faithful support? ...*the laborer is worthy of his hire. Luke 10:7*

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