



Summit Games Journey Rulebook 2018



Summit JOURNEY Games

9th through 12th grade guys & girls

Official Rules and Regulations

INTRODUCTION

This manual is designed for team coaches, Circle Directors, and Line Judges who will participate in a Summit Games Journey Event.

Authorization of Summit Games Events

All Summit Games are organized and arranged by Summit Games and Bible Quiz Corporation. If several churches with a Journey club are interested in conducting a Summit Journey Game event in an area where none is scheduled, please contact Summit Games and Bible Quiz.

Organization of Summit Games Events

Journey: 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). Three teams will compete on each circle. The number of circles in a meet depends on the number of teams competing.

All players are limited to **five events in addition to the first and tenth events**. Each team member must play in a **minimum of two events and no more than seven events**. 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 Summit Games event specialist has final authority to allocate space available for Journey teams, and to set registration requirements along with determination as to use of the 3-way or 4-way configuration.

REGISTRATION PROCEDURES

Requirements

1. Only currently registered churches are authorized to compete in the Summit Coed Game meet.
2. The Summit Coed Game registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the Summit Games. All game equipment is provided, **except basketballs** for the Basketball Relay **and leg 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 the meet have been filled, additional team registrations will be accepted 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 Summit Coed Games meet.

Team Assignments

Team assignments to a particular team line/color or a particular circle will be specified prior to the meet.

Qualifications of Team Members

1. First year students need to complete the Entrance Booklet. Returning students must complete three units/lessons in Journey.
2. Journey teams may register for only one Summit Youth Ministries Games meet per year.
3. All Journey students in 9th through 12th grades who did not reach their 19th birthday by September 1st prior to the meet may participate.
4. If short of players, TREK students who have met TREK requirements may be substituted for high school guys and girls respectively at local Journey Games

General Information

Good Sportsmanship

Each Team is awarded Sportsmanship Points per event. For unsportsmanlike conduct, sportsmanship points will not be given.

An important aspect of the Summit 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 a Summit Games Event.** 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 Summit Coed Games rules.

Summit Games affords leaders, 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 before others is of utmost importance

Roster Sheet

The team roster sheet indicating name, grade in school, age and date of birth of each player must be prepared by the team coach and submitted to the Summit Staff at the time of registration.

Team Outfits

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Summit recommends that team members wear sweatpants or warm-up pants (**without snaps or zippers on the legs**) for competition. Gym shoes must be worn by everyone on the playing floor. All coaches, Line Judges, Circle Directors, and team members are expected to maintain these dress code requirements. **NO SHORTS, SPANDEX or any other form fitting apparel is permitted to be worn by Players or Coaches.** In meets where team shirts are provided, coaches are also expected to wear the team shirt which is made available to them. Coaches may want to bring extra warm ups, just in case. The area "Summit Event Participant Dress Code" can be found on the last page of this rulebook.

Insurance

Summit does not carry insurance covering team members. All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection. The coach must have in his/her possession on the gym floor **the sponsoring church's permission form signed by a parent/guardian for each player.** 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 **the sponsoring church's permission form signed by a parent/guardian for each player** before they can participate.

Summit Coed Games Records

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

Summit Games Awards

Individual Summit Games awards may be given to all team members and coaches places 1st – 3rd

Promoting Interest In Summit Games

A good cheering section goes a long way toward helping a team win! The Summit Games 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. Summit Games 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 Summit Games as team members.
2. Summit Games 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 a Summit Games event if invited. Use skits or other interesting methods to give announcements.
3. Summit Games should be promoted in **church**. The Pastor can do much to encourage support of Summit Games club teams in the weekly church bulletin and in his announcements.
4. Summit Games should be promoted to **parents**. People who have never seen a Summit Games event may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. Summit Games should be promoted in the **neighborhood**. An article announcing the team's participation in the area may be written for a local newspaper. Radio and TV interviews can often be arranged.

Summit 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 **1 hour 30 minutes** prior to the starting time of the event.

Scorekeeper training will begin PROMPTLY 30 minutes before each game starts.

A coach from every team must bring two completed roster sheets, one completed sponsoring church's permission form for each participant signed by a parent/guardian, and a completed "Day of Event" form for the coach and one for the assistant coach.

One roster sheet is submitted to the Summit Registration table at check-in along with the "Day of Event" forms. The Permission forms must be kept by the coach during the event.

Before arriving at the registration table PLEASE have:

- Your church's permission forms in your possession for each team member
- Two (2) completed rosters (one will be turned in at registration)
- All five (5) volunteers, as well as, the Coach and assistant Coach must personally submit their "Day of Event" form to the registration table.
- Make sure your players have their right hand marked with the specific running events before the team enters the gym as follows:

All youth should have the EVENT NUMBER written on the back of their right hand if they are participating in Events #2, #5, #6, #7, #8, or #9.

- Event #2 and/ or Event #7
- Event #9 and/ or Event #6

Either Agility Race #5 or Extreme Agility #8
but NOT both

Circle and Team Line Locations

Teams will be instructed at the registration table as to where they are to line up prior to their Team entrance into the event. 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 Summit Games Officials

The 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 event 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 & 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 Summit function may have their only opportunity to hear the gospel. It is most commonly done just after to the last event, prior to final scores, or at a "halftime" break during the event. Recognition may also be given to Journey 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 the game floor.**

Summit Games 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, he (the Line Judge) consults the Circle Director. **The Circle Director's decision is final.** Unless requested by the Circle Director, no coach is allowed on the game floor to consult him at any time.

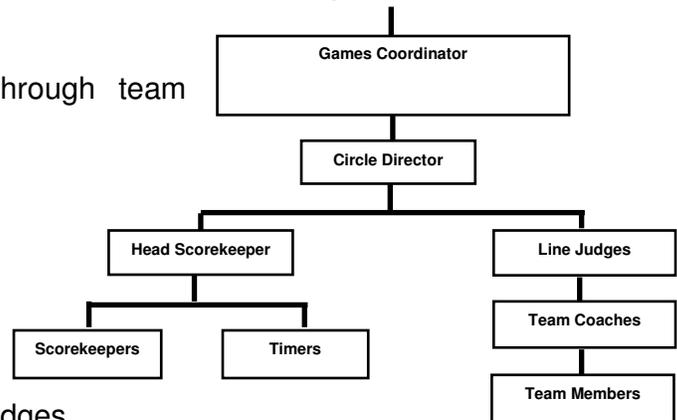
Summit Games Coordinator

He oversees the entire operation from planning through team registration to supervision of the Summit 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 Line Judges
- Scorekeepers' activities & Timers' activities
- Final word on all matters not covered in written rules



Line Judges

In each circle, three to four trained officials, who are familiar with all Summit Games 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

One female from each team for each circle records the scores for each event as reported by the Circle Director.

Official Starter

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

Official Timers

In each circle, three timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of three timers per circle must be used to establish records. If churches fail to provide the correct number of volunteer staff persons, this role will be eliminated and NO records will be kept.

Team Coaches

A coach is selected from within each club. **ONLY two coaches per team** are permitted on the floor during the meet. 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 Games event. They must give directions from the sidelines only, out of the way of players and judges (In case of player injury, the coach must wait for the Circle Director to summon them onto the circle).

1. Coaches may ask their Line Judge to review a decision with the Circle Director.
2. A coach may be asked to leave the floor when the Circle Director considers it necessary.
3. All coaches are to attend the Summit Games coaches' training session.
4. All coaches must remain behind their team line at all times while Summit 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 (unless provided by Summit Games). Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

BALLOONS: Nine to eleven inch balloons are inflated to about eight inches in diameter (be aware of the possibility of a clubber having an allergic reaction to the powder from the balloons).

BASKETBALLS: Each team **MUST BRING** one men's regulation-size basketball to use in events where one is needed.

BREAKS OF THE GAME: The Circle Director or Line Judge will determine whether or not the progress of a player (especially in the running games) is impeded by a slower player not moving over after being tapped. If in the opinion of the judges, the player in back is NOT sufficiently faster than the one in front whereas to actually be able to pass at that moment, they will not call interference and it will be considered "Breaks of the Game".

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 that knock over a circle pin during a game will be disqualified for that Heat or disqualify his/her team for that event or Heat.

DISQUALIFICATION: A team may be disqualified from an event by the Circle Director and/or Line Judges at any time during the 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")

NOTE: 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.

DIVING: Diving is the plunging head first with hands out to touch the pin. The player shall be disqualified if any part of their body touches the ground prior to their open hand touching the pin upon final approach for the purpose of scoring. **NO DIVING IN ANY EVENT FOR SPARKS AND T&T.**

FALSE START: The Circle Director and Line 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 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 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 liquid on the floor. When interference is called, the Circle Director may declare a rerun.

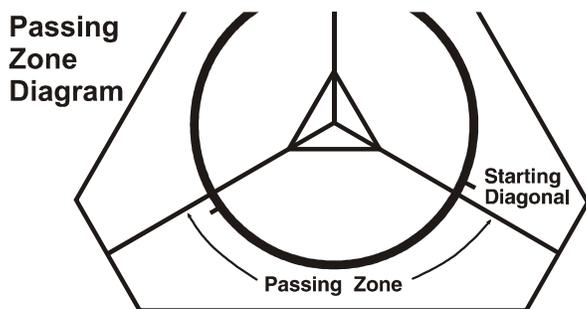
LEG BANDS - THREE LEGGED RACE BAND (each team must bring (2) to (4) leg bands).

Journey may use 1 or 2 leg bands. If any leg band falls off during competition, that team is disqualified for that Heat of the event. **TREK and T&T shall only use one (1).**

NOTE: Judges do not touch players. Have coaches make any adjustments.

PASSING RULE: This rule applies to all running events **except the Three-legged race which has a Tag Rule.** (See individual events.) If a runner is tapped by a hand (not by baton), he/she must move immediately to the right to allow the tapping team member to pass. Failure to move when tapped may result in interference. The Circle Director and Line Judges are the final authority as to whether or not interference took place or just "breaks of the game".

PASSING ZONE: In all RELAYS, the pass of the baton must be completed within the team zone. Passing the baton in any other zone — including passing it over a starting diagonal — disqualifies that team for that event. **A completed pass of the baton is when it (the baton) is in the sole possession of the next runner prior to any part of the baton leaving the passing zone.**



PRACTICES: In preparing for the Summit Games, practices are recommended. Each team is allowed an unlimited number of practices in preparation for the Summit Games meet. Practicing is **not** permitted on the game floor on game day.

RERUN: A rerun of an event or Heat may 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
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").

Note: 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 are to be touched, tipped or knocked down by the player's open hand only. A team will be disqualified if they use a closed hand, back of hand, beanbag, baton, or any variation thereof to tip the pin.

SLAPPING OR BATTING Non flexing/ movement of the wrist. **NOTE:** Does not count when returning an incomplete pass. **This pertains to Basketball Relay only.**

SPIRIT OF THE GAME: When a team deliberately stretches existing rules to play a game differently from that planned by the Summit Event Specialist, 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.

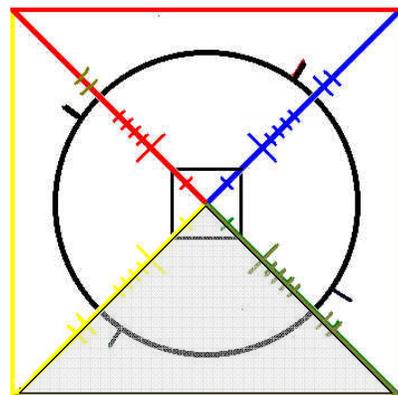
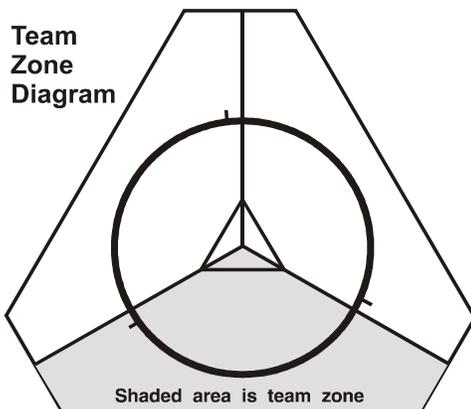
STARTING DIAGONAL: (See Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counter-clockwise direction.

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 (by raising their hand), the Circle Director signals the official starter (by raising his hand). When all Circle Directors have signaled, the official starter will start the event.

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.

TAG RULE: This rule applies to the Three-legged race ONLY. 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 to the right. (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.

TEAM ZONE: The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone (See below for 3 way and 4 way team zones).



TIE GAME (EVENT) OR TIE HEAT: 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 (TEAM TOTALS): 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:

1. One Heat of Sparky Balloon Pop for Sparks
2. Full team Heat of Beanbag Relay for T&T
3. Trek & Journey, the tie is resolved by the best two out of three Heats of the full team Basketball Relay. No second place points.

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.

Coaches Meeting Topics:

- I. Why we are here**
 - a. To praise and glorify God
 - b. To witness to potential unbelievers in the audience through our actions and attitudes
- II. Attitude**
 - a. The attitude of the coaches and judges will be a witness to the audience
 - b. We need to remember that we are here for the kids
 - c. Arguing with the judges will not be tolerated
- III. Sportsmanship**
 - a. Coaches need to ask questions to their Line Judge not go to the Circle Director
 - b. The Line Judge is the go between for the team and the game staff
 - c. The Line Judge will go to the Circle Director if there is an issue
 - d. If a call does not go the coach's way they need to maintain a calm and reasonable tone
 - e. The Circle Director has the final say on a call
 - f. Coaches need to stay off the game square or triangle
- IV. Safety**
 - a. The Kids safety comes first
 - b. Any head contact and the youth is done for the day
 - c. We have a Medic on site that will evaluate any potential injury
 - d. Coaches need to stay off the game square or triangle until summoned by Circle Director or Medic
 - e. The Medic will determine if 911 is required even if parent or coach request not to call
- V. Questions**
 - a. Judges will answer last minute questions from coaches
 - b. Judges will make clarifications if necessary
- VI. Closing prayer**
 - a. Circle Director will close the meeting with prayer for the day

Summit JOURNEY GAME EVENTS

EVENT 1—Basketball Relay

10 players; three heats

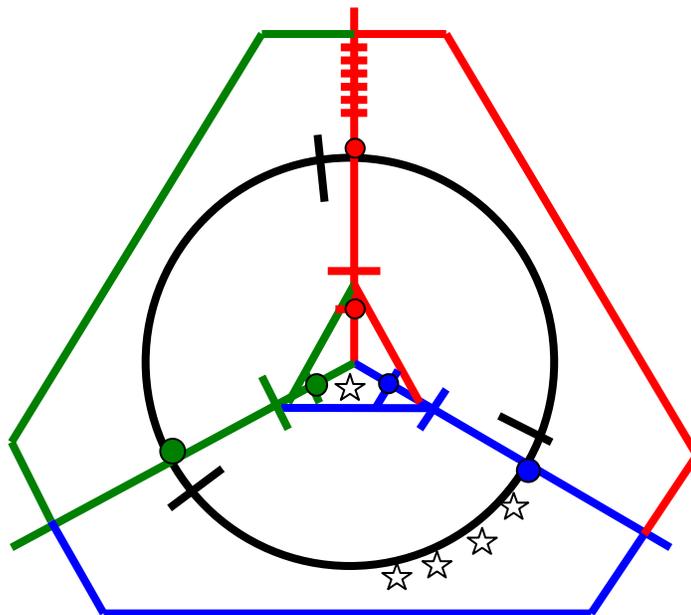
Heat 1: five girls

Heat 2: five guys

Heat 3: five girls and five guys

Scoring: Heats 1 & 2: 1st place - three points, 2nd place - one point
Heat 3: 1st place - four points, 2nd place - two points

Equipment--Journey: Three circle pins, three scoring pins, and one men's regulation-size basketball per team. **(Basketballs are to be provided by each team)**



One player, standing with both feet on the floor and with both feet in game leader triangle acts as the 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- Heat #3). Players shall be **one arms length apart** during the entire event (except in Heat #3). No trailers or stacking allowed. 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**, 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 #5, the game leader immediately **bounce-passes** the basketball back to last player #5 again, who bounce-passes the ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (The ball must be caught with 2 hands and passed – no batting or slapping.)

On completion of bounce pass to and from player #1, game leader runs out of game leader triangle with possession of the ball, around his/her circle pin, and into the center of the circle to touch or tip scoring pin with **open** hand. 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, provided player does not permit any body part to touch the ground 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:

1. The game leaders' foot passes through the imaginary planes extending vertically from circle lines.
2. Knocking over the scoring pin or circle pin prior to completion of the event.

Balls landing inside the circle and within the team zone may be retrieved:

1. By players on the circle as long as they do not step or cross the circle line with their foot or touch inside the circle with any part of their body.
2. By the game leader as long as he/she does not step or cross the middle triangle line with his/her foot or touch inside the circle with any part of his/her body.

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.

EVENT 3—Three-Legged Race

Four runners (two laps per pair); two heats

Heat 1: two girls

Heat 2: two guys

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

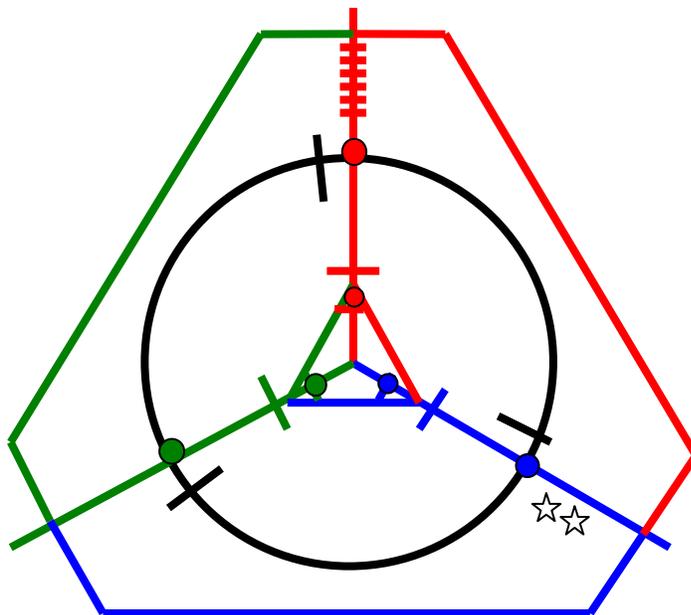
Equipment: Three circle pins and three scoring pins. **(Three-legged Race Bands are to be provided by each team).** Journey may use **one or two leg bands**.

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 triangle for team scoring pin.

Pin must be touched or tipped only by player's open hand. First team player to touch his/her team scoring pin with an open hand wins that heat. A team is disqualified for the heat if:

1. The pair knocks over a circle pin
2. One or both ankle bands come apart.
3. Any team that falls to the floor is passed by another team even if not tagged.
4. **Tag Rule applies (see General Rules "Tag Rule").**



EVENT 4—Three-Way Tug

Journey - Six players; two heats

Heat 1: three girls

Heat 2: three guys

Scoring: 1st place ONLY - four points each heat

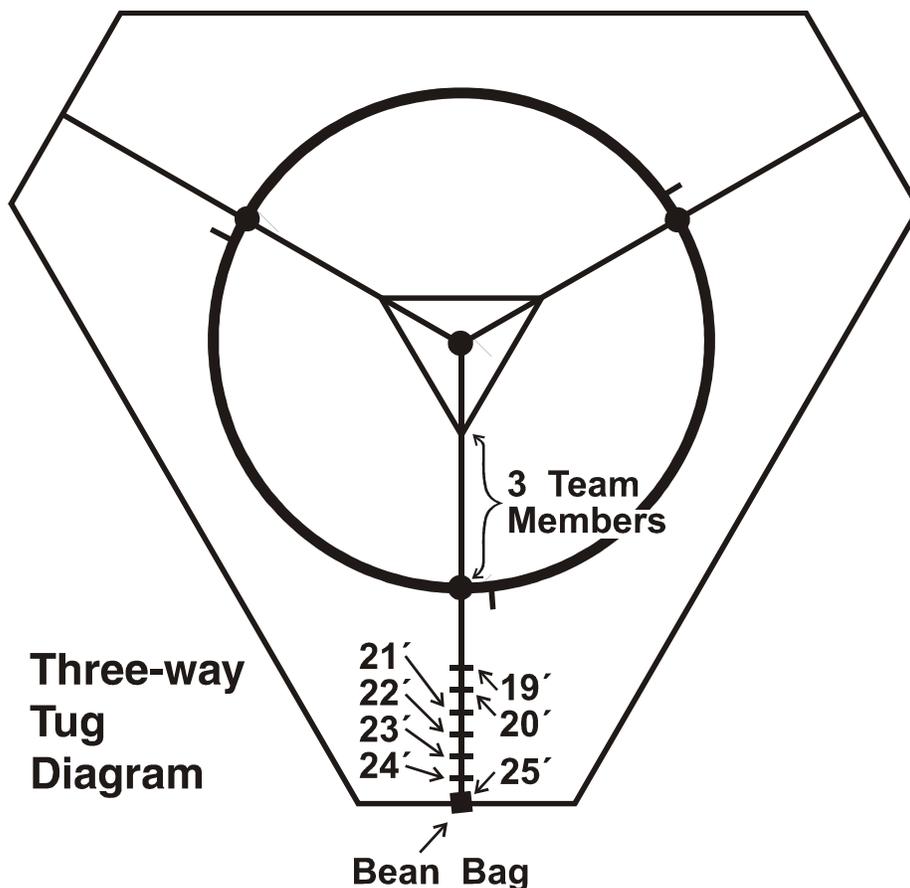
Equipment: 15' three-way rope (spliced in middle for even pull) and three colored beanbags, one of which is placed on 25' mark on each team diagonal line.

The beanbag on the 25' mark at start of event is moved one foot for a total of six times toward center of circle with signal at 15-second intervals (see Diagram below).

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

Three players per team per heat.

Starting position is on team color starting diagonal. Grab hold of the rope with their hands. **No player is allowed to “wrap” the rope around any part of his/her hand or body.** At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. All 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 **all** its members are still holding onto the rope.



EVENT 5 —Agility Race

Four runners (one lap each); four heats

Heats 1 & 2: one girl each

Heats 3 & 4: one guy each

Scoring: 1st place - three points each heat

2nd place - one point each heat

Equipment: three circle pins, three scoring pins on their five-foot marks, and three pins on additional five-foot marks.

Each runner in each heat starts at team starting line.

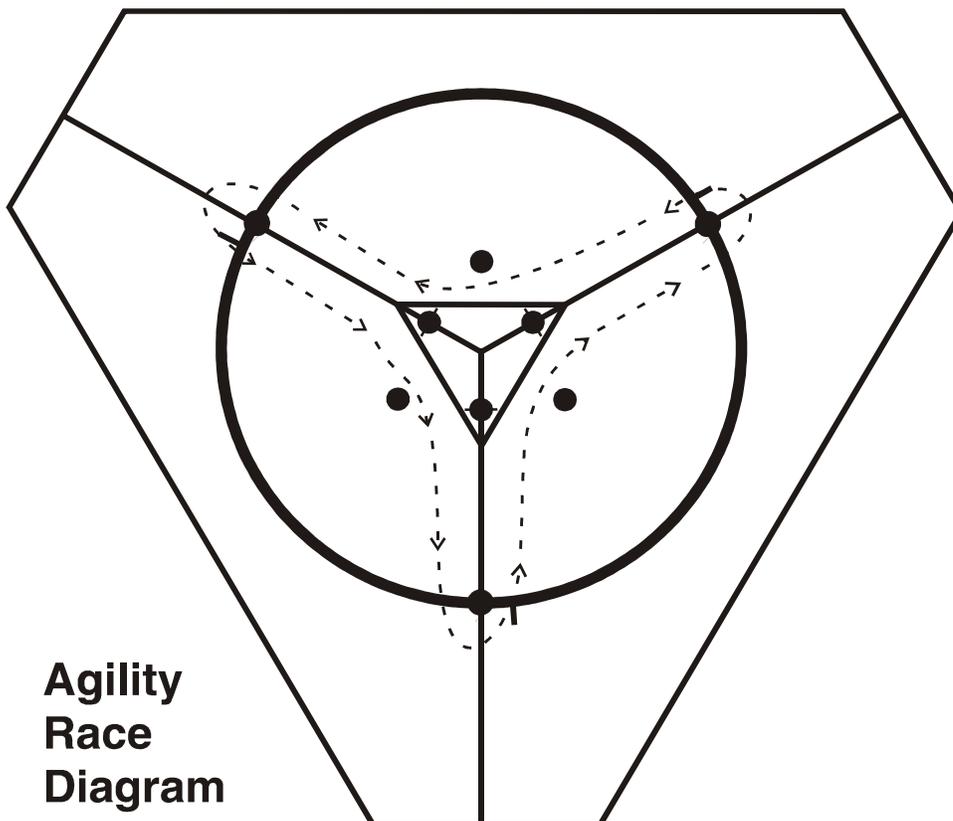
Players proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram below).

After completing **one lap**, players run around their own team circle pin and into center triangle.

First runner to touch or tip team scoring pin with his/her **open** hand wins that heat.

Contestants who knock over any pin except their own scoring pin at the end of the event are disqualified. **Passing Rule applies (see General Rules “Passing Rule”).**

- Extreme Agility (Event #8) runners cannot participate in Agility Race (Event #5)



EVENT 6—Sprint Race

Journey - Two runners; two heats

Heat 1: girl - four laps

Heat 2: guy - four laps

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment - three circle pins and three scoring 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 **four entire laps** around the circle, goes around team circle pin, and into center for team scoring pin.

First runner to touch or tip team scoring pin with his/her **open** hand wins that heat.

Contestants who knock over a circle pin are disqualified.

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

- A Sprint Race (event #6) runner cannot participate in the Sprint Relay (event #2) or the Marathon Race (event #7), but they may participate in the Marathon Medley (event #9).

EVENT 7—Marathon Race

Journey - Two runners; two heats

Heat 1: girl - eight laps

Heat 2: guy - eight laps

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: three circle pins and three scoring pins on the five-foot marks.

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

At starting signal, **eight laps** are run around the circle.

At the conclusion of the eighth lap, the contestant runs around his/her team circle pin and into center for team scoring pin.

The first runner to touch or tip team scoring pin with his/her **open** hand wins that heat.

Contestants who knock over a circle pin are disqualified.

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

- A Marathon Race (event #7) runner cannot participate in the Sprint Race (event #6) or the Marathon Medley (event #9) but they may participate in the Sprint Relay (event #2).

EVENT 8 -- Extreme Agility

6 - Players (one lap each); Two heats

Heat 1: three girls

Heat 2: three boys

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

Equipment: one baton per team, three circle pins, three scoring pins at their five-foot mark, and three pins on additional five-foot marks

The **FIRST** player (#1) in each heat starts at team starting line outside the circle. Players #2 & #3 are positioned outside their team line, straddling their starting diagonal line.

Player #1 has the baton. When the race begins player 1 must proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram below). After completing **one lap**, player 1 must hand off the baton to player #2 (who is waiting outside the team line and **straddling the team starting diagonal line**).

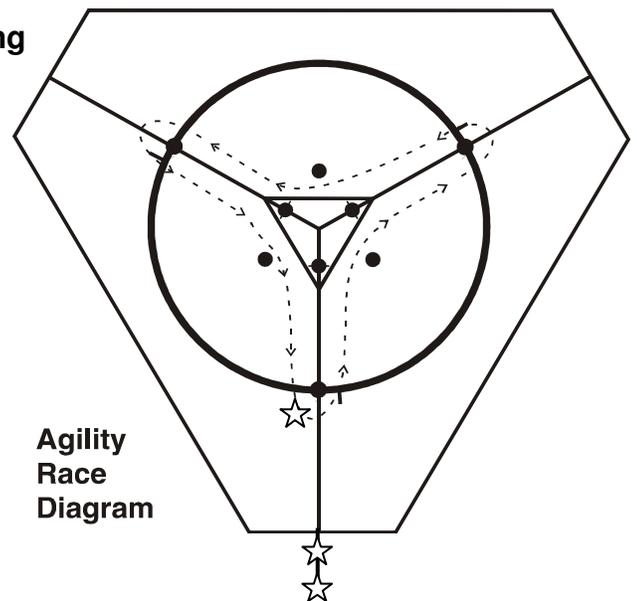
Player #2 runs the same route as player #1, handing off to player #3, who is waiting outside the team line and **straddling the team starting diagonal line**.

Player #3 upon completing their lap must round their circle pin and touch or tip their team scoring pin.

The first runner to touch or tip team scoring pin with his/her open hand (**NOT** the baton) wins the heat. The winner must retain possession of baton 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. Contestants who knock over any pin except their own scoring pin at the end of the event are disqualified.

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

- Extreme Agility (Event #8) runners cannot participate in the Agility Race (Event #5).



EVENT 9—Marathon Medley

Four runners; one heat

Girl, one lap; guy, two laps;

Girl, three laps; guy, four laps

Scoring: 1st place - six points

2nd place - three points

Equipment: Three circle pins, one baton per team, and three scoring pins on their five-foot marks.

This relay is run basically the same as Sprint Relay with each runner increasing the required number of laps.

Runner 1 (girl) runs **one** lap and passes 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 the center for the scoring pin.

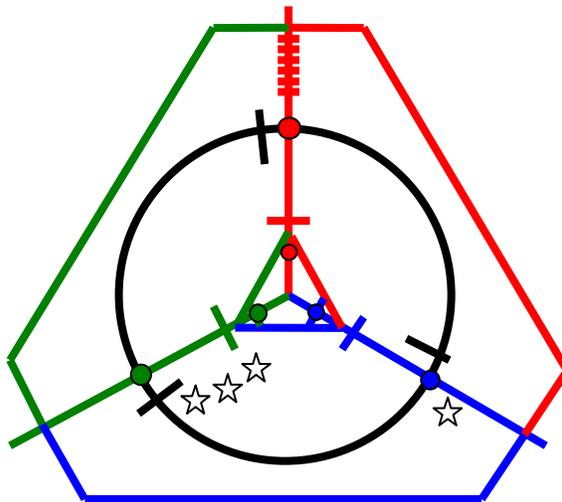
First player to touch or tip their team scoring pin with her/his open hand (**NOT** the baton) while retaining possession of the baton wins that heat. Runners who have completed their laps must leave to their right, away from the circle.

Contestants who knock over a circle pin are disqualified.

Tag Rule does not apply. Contestants should continue running even though someone passes them.

Passing Rule applies (see General Rules "Passing Rule").

- Marathon Medley (event #9) runners cannot participate in the Sprint Relay (event #2) or the Marathon Race (event #7), but they may participate in the Sprint Race (event #6).



EVENT 10 -- Balloon Relay

10 players; two heats

Heat 1: five girls

Heat 2: five guys

Scoring: 1st place - six points each heat
2nd place - three points each heat

Equipment: one balloon per team, colored wristband, and the scoring pins at five-foot mark, which determines the winner for each heat in this event.

Diagonal line is divided into three zones. The circle line (15' from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25' mark.

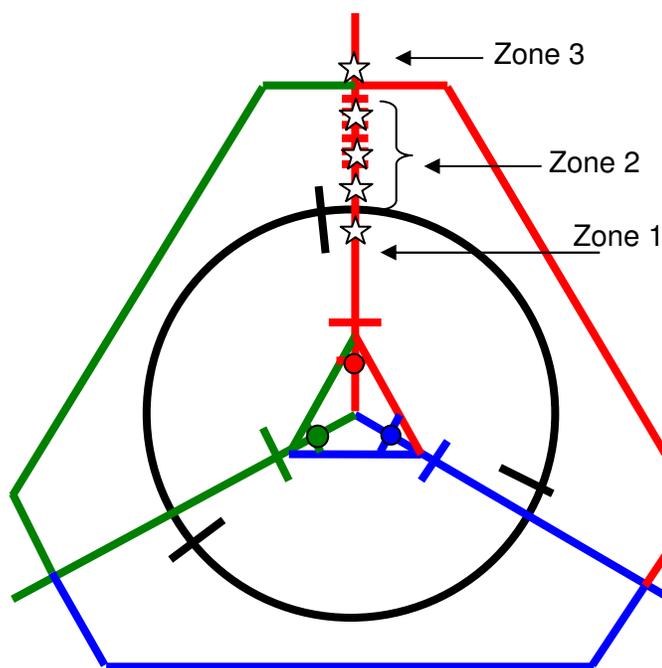
Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram below). Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray, or when he/she is running forward to Zone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

At starting signal, the balloon is passed **through the legs** of the first four players to the fifth player who is in Zone 3. It is not necessary that each player touch the balloon.

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings **when passing the balloon.**

The player in Zone 1 must not step over the 15' circle line between Zones 1 and 2. When passing the balloon through his/her legs. **All players all zones shall straddle the diagonal line when in possession of the balloon.** The player in Zone 3 must not step over the 25' team zone line, and he/she must **straddle** diagonal line when receiving the balloon from Zone 2 (see Diagram).



On completion of 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 the 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 retain possession of unbroken balloon to receive points for this heat.

If a balloon breaks, the team is disqualified for that heat. **Possession of the balloon occurs at the time of contact (touch).**

Summit Participant Dress Code

No outfits shall be worn mainly to draw attention to an individual or team. Let our focus remain on God and His Word.

Summit Games:

Sparks, T&T, TREK, and Journey Summit Games participants shall **NOT** wear **Shorts** or **Spandex** when participating in these events. Those wearing **Shorts** or **Spandex (or of the type)** will be disqualified from participation.

Summit emphasizes the importance of modesty, neatness and cleanliness in the apparel worn by **leaders, coaches and clubbers** of all ages. These rules are also an effort to minimize injury should someone slip and/or fall.

PLAY-OFFS (optional) Journey

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

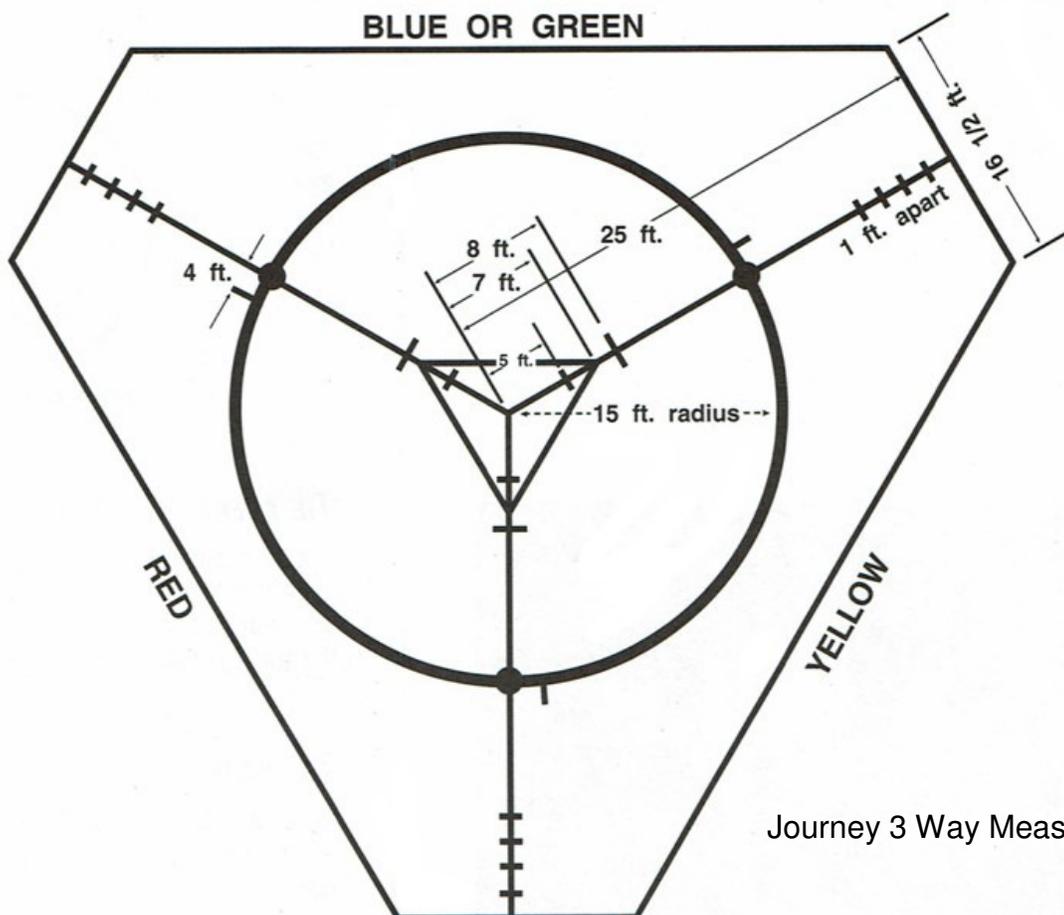
Event 1 - Sprint Relay

Event 2 - Basketball Relay (all three heats)

Event 3 - Marathon Medley

Event 4 - Balloon Relay (two heats) one heat each (Girls, then Guys)

Event 5 - Three-way Tug (two heats) one heat each (Girls, then Guys)



Journey 3 Way Measurements

The same players shall **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 Summit Games.