



# Summit Games Sparks Rulebook 2018



# Summit Sparks Games Official Rules and Regulations

## Summit Games 2018

### **SUMMIT SPARKS**

Summit Sparks Games is a day of fun for young children and a day of exciting participation with new friends. **Coaches, remember this is not a day of high-pressured competition.** Sparks-aged children are not ready for the keen rivalry of a Summit Games event. Don't expect or encourage them to compete as fervently as older boys and girls. Sparks play games for the fun of playing them. Winning can be one gratifying result of their team effort.

Summit Sparks should also be a ministry to parents. It is an opportunity to clearly present the gospel of Jesus Christ. **Remind parents not to stress highly competitive attitudes with their children on this special day.**

**Summit Sparks consists of a minimum of six events from this rulebook.**

### **INTRODUCTION**

This manual is designed for team coaches, circle directors, and judges who will participate in a Summit Sparks meet.

### **AUTHORIZATION OF SUMMIT SPARKS MEETS**

All Summit Sparks events are organized and arranged by Summit Games and Bible Quiz Corporation. If several churches with Sparks clubs are interested in conducting a Summit Sparks meet in an area where none is scheduled, they should contact Summit Games and Bible Quiz.

### **COMPOSITION OF SUMMIT SPARKS TEAMS**

**A team consists of a minimum of 10 players and a maximum of 17 players**, of which at least FOUR must be boys and FOUR must be girls. **Team size may vary at the discretion of Summit Games and Bible Quiz.** Every player must participate in at least **three** games. 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 Summit Sparks meets.
2. The Summit Sparks registration form accompanied by a registration fee is required.
3. The fee covers the operating costs of the Summit Sparks.
4. All game equipment is provided. Until the registration fee is paid, a team cannot be officially registered.
5. 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 Sparks meet.

## **Team Assignments**

The procedure for team assignments to a particular team line/color or a particular circle will be specified prior to the meet, if possible.

## **Qualifications of Team Members**

1. All Sparks clubbers in 2nd grade or lower **who did not reach their 9th birthday by September 1** prior to the meet may participate.
2. All Summit Sparks participants are requested to have passed 10 sections this club year by the day of the meet.
3. Teams may register for only one Summit Sparks meet.

## **GENERAL INFORMATION**

### **GOOD SPORTSMANSHIP**

**Each Team is awarded 1-2 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 Sparks meet or 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 Sparks rules. Summit Sparks affords Summit leaders 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, **age**, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area event staff prior to the meet, according to the schedule set by the event specialist.

## 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 their AWANA uniform or the special uniform chosen for their team. AWANA T-shirts, which may be purchased from AWANA headquarters, gives the team a good appearance on the floor. **No Shorts Are Allowed By Players or Coaches**. Churches may provide kneepads or coverings for the Sparky Crawl. Rolled-up tube socks provide a good cushion. **Rigid plastic knee protectors will not be permitted as they may damage gym floors.**

## 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 short teams **must** have the **sponsoring church's permission form signed by a parent/guardian** before they can participate.

## Summit Sparks Awards

- Team plaque - To winning team of four teams participating
- Participation patch - To all team members and coaches
- Ribbon / Bookmarks - To all team members and coaches

## PROMOTING INTEREST IN SUMMIT SPARKS MEETS

The Summit Sparks meet provides an enthusiastic introduction to AWANA for people who have not had any previous contact with AWANA. Here are some suggestions for encouraging spectators to attend:

1. The Summit Sparks meet should be promoted at Sparks club meetings for several weeks preceding the meet. 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 Sparks as team members.
2. Summit Sparks should be promoted at Sunday school. Boys and girls who don't attend Sparks club, as well as, adults who are unfamiliar with AWANA, would attend a Summit Sparks meet if invited. Use skits, or other interesting methods to give announcements.
3. Summit Sparks should be promoted at church. The Pastor can do much to encourage the support of the Sparks club teams in the weekly church bulletin and his announcements.
4. Summit Sparks should be promoted to parents. People who have never seen a Summit Sparks meet may need an extra push to get them there for the first time. A visit or a letter may be all they need.
5. Summit Sparks should be promoted in the neighborhood. An article announcing the team's participation in the area meet may be written for the local newspaper. Radio and TV interviews can often be arranged.

## **SUMMIT SPARKS 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 including the Coach and assistant Coach must personally submit their "Day of Event" form to the registration table.**

### **Circle and Team Line Locations**

Teams will be instructed at the registration table as to where they are to line up prior to their Sparks 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 Sparks 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 meet begins.

### **Flag Ceremony**

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

### **Prayer**

- **SPARKLE TIME (suggested order)**
  - All team members on all circles recite/sing in unison:
- **Sparks Theme Song**
  - "Sparks for Jesus"
- **Sparks Yell**
  - **Leader** - Who are we?
    - **Sparks** - Sparks!
  - **Leader** - Who for?
    - **Sparks** - Jesus!
  - **Leader** - What to do?
    - **Sparks** - Light the world!
- **Sparks Verse**
  - **John 3:16**

## Gospel Presentation

While Summit Sparks is meant to be exciting and fun, the purpose of all Sparks special events is to reach unsaved families and friends for Jesus Christ. A brief gospel message is given which is skillfully designed to appeal to adults, yet to be age-appropriate for Sparks so that unsaved parents and friends, as well as, team members are presented the plan of salvation. **The Gospel Message is the central focus of the event.** Many parents, relatives and friends might never attend a church-based function. This may be their only opportunity to hear the gospel. It is most commonly done just prior to the start of the event, at a “halftime” break, or between multiple events. Recognition may also be given to Sparks for their outstanding achievements. **Coaches should instruct their team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.**

## SUMMIT SPARKS 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 with the line judge on his/her team line. If the line judge cannot answer the question satisfactorily, the line judge will consult with the circle director. **The circle director’s decision is final.**

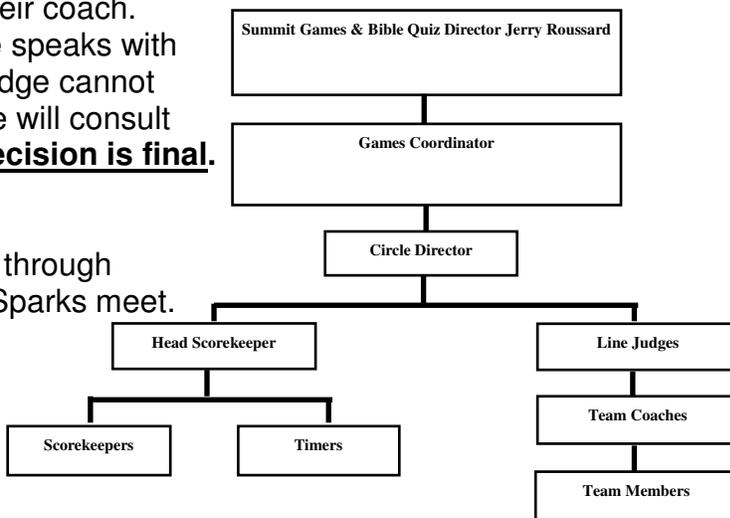
### Summit Sparks Game Coordinator

He oversees the entire operation from planning through team registration to supervision of the Summit Sparks meet.

### Circle Director

Is responsible for:

- Coaches’ meeting at start of the event
- 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, four trained officials who are familiar with all Summit Sparks games, 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.

## **Team Coaches**

Two coaches are required for each team. Team coaches are **not** permitted in the playing area any time during the Summit Sparks meet, except to position players for the next event. They must give directions from the sidelines only, out of the way of players and line judges.

Coaches may ask their line judge to review a decision with the circle director.

- A coach may be asked to leave the floor when the circle director considers it necessary.
- All coaches are **required** to attend the **Summit Event Training** Coaches' training.
- All coaches must remain behind their team line at all times while Summit Sparks events are in progress.

**The Summit Game Circle** is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

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

## **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.

### **Balloons**

Nine to eleven inch balloons are inflated to about eight inches in diameter (Be cautious for allergic reactions with your clubbers and the balloons).

**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".

### **Center Beanbag**

In game events that finish in the middle of the circle and which have second place; a beanbag is placed on the intersection of the two diagonal lines with the center pin on top of it. At the conclusion of the event or heat, second-place points are awarded to the team of the player who has possession of the center beanbag (see General Rules "Possession").

### **Center Pin**

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. The center pin is placed on top of the center beanbag when first- and second-place points are to be awarded. First-place points are awarded to the team whose player has possession of center pin at end of the event or heat. (see General Rules "Possession") It is recommended that 6 oz. of sand be added to each pin.

## **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. (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 will disqualify his/her team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

## **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. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin
3. Causing interference to other players.
4. Breaking other game rules not listed here, but described elsewhere in this manual.
5. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")
6. Teams are not disqualified if a player steps outside of the game square during a running event.

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

## **False Start**

The circle director and judges will call a "false start" when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible, and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team for that event or heat. The remaining teams will be restarted.

## **Floor Markings**

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games, which use tape boundaries. If any player's foot protrudes beyond the tape in these games, his/her team will be disqualified for that event or heat.

## **Interference**

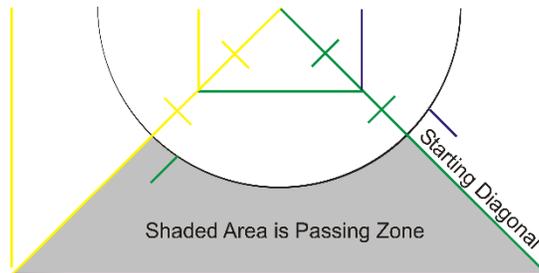
The Circle Director and Line Judges may declare "interference" if, in the opinions of these officials, a team's fair chance of winning is impaired by something other than normal breaks of the game. This includes hampering of teams' or players' progress by someone other than players participating in a 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.

## **Participation**

All players must play in a minimum of **three** events.

## Passing Zone

In the Relay event (Sparky Safari), **the animals** must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). Passing the animals in any other zone — including passing it over a starting diagonal — disqualifies that team for that event. **A completed pass of the animals is when it (the animal(s)) is in the sole possession of the next runner prior to any part of the animal(s) leaving the passing zone.**



## Possession

In events using the center pin and center beanbag to determine the winners, the player must have possession of the center pin or center beanbag to be awarded points. Touching the pin or beanbag is not enough. However, if the player who has possession of the center pin or center beanbag has been disqualified, the next player into the center will be awarded points. (see General Rules "Winner of Event")

## Practices

In preparing for the Summit Sparks, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Summit Sparks event before game day.

## 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:

- Any of its players were the cause of an interference call
- 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 in consultation with the line judges determines who the winners are and reports to the scorekeepers. Players should not leave the circle or set down the center pin or beanbag until the circle director has determined their team standings **unless using scoring pins.**

## Scoring Pins

Game pins that are set at the five-foot mark are either touched or tipped by the player's OPEN hand ONLY.

## Spirit of the Game

When a team deliberately stretches existing rules to play a game differently from that planned by the Summit event committee, the spirit of the game has been violated. The circle director will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

## Starting Diagonal

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

## Starting Signal

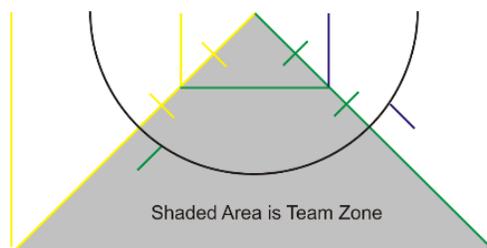
When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

## 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, gain possession of the center pin or center beanbag at the same instant, a tie is declared.

If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. **If it is a tie for second place, full second-place points are awarded to both teams that tied for second. (Example: If first place is four points and second place is two points and two teams tied for second, the two tied teams would both be awarded two points).**

## Tie Score

When two or more teams are tied at the end of the last event, the tie may be resolved by playing **one heat of the Sparky Balloon Pop** – coaches choose who plays.

## Winner of an Event when using Center Pin and Bean Bag

The circle director declares the winner(s) of each event. He may consult with the line judges to determine the winner. Players must hold the center pin or center beanbag until the circle director indicates which teams have won unless utilizing scoring pins. If the player holding the center pin has been disqualified, the player with possession of the center beanbag will receive first place points. If the circle director can determine the third place player, that player will be awarded second place points. If the player with the center beanbag 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.

## **Winner of an Event when using Scoring Pins**

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**

Circle Director will close the meeting with prayer for the day

# SPARKS GAME EVENTS

DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, SP=Center Scoring Pin, SB=Striped Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

## EVENT 1—Sparky Crawl

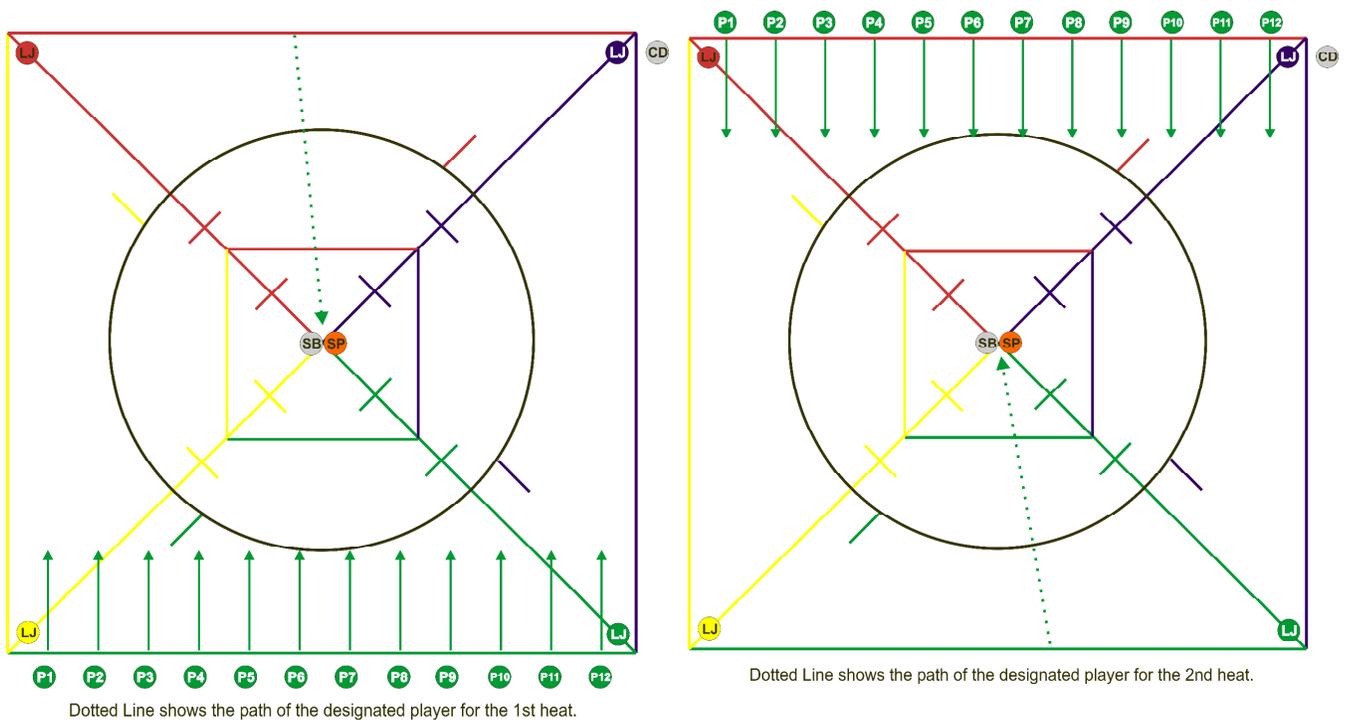
**10 to 15 players;** two heats

**Scoring:** 1<sup>st</sup> place - four points  
2<sup>nd</sup> place - two points

**Equipment:** center pin and beanbag, four wristbands for pre-determined players

Players spread out along the entire line on their hands and knees behind team color lines. One coach from each team crosses to the opposite color line. At signal, all teams crawl on hands and knees across to opposite team line. When center of circle is clear of players, circle director places center pin on top of beanbag. As soon as entire team has completely crossed the team line opposite its starting line, the team coach sends a pre-determined player into the center for pin or beanbag.

Game will be played a second time with players crawling back to their original team line. Churches **may** provide knee pads or coverings for the Sparky Crawl. Rolled-up tube socks provide a good cushion. Rigid plastic knee protectors **will not be permitted** as they may damage gym floors.



## EVENT 2—Sparky Safari – With Animals

8 players - 2 heats

Heat 1 - 4 players – Girls

Heat 2 - 4 players – Boys

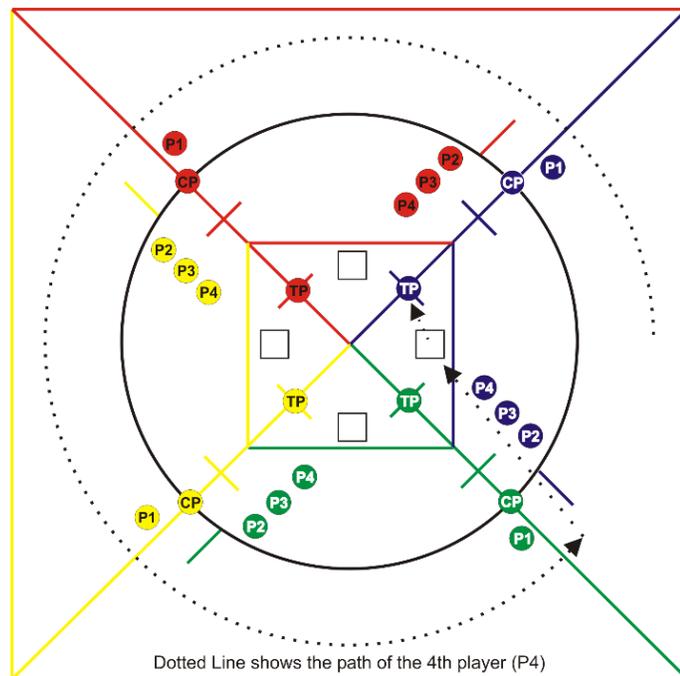
**Scoring:** 1<sup>st</sup> place - four points  
2<sup>nd</sup> place - two points

**Equipment:** Four circle pins, sixteen 6-10 inch stuffed animals, 4 small (about 12 inch) round plastic baskets upside down, and 4 scoring pins

First player is positioned at starting pin. The other three runners wait inside the circle within their team zone. Each player has a stuffed animal. At signal, **player #1** runs around circle and hands-off his stuffed animal to **player #2**, who runs around circle with two stuffed animals. Player #2 hands-off two stuffed animals to **player #3**, who runs around the circle with three stuffed animals. Player #3 hands-off three stuffed animals to **player #4**, who runs around the circle with four stuffed animals and then around player's starting pin, and into the team's inner triangle where he/she places the four stuffed animals in the 'cage' (small round basket turned up-side-down) and then tips or touches their scoring pin. All parts of the animals must be **completely** in the 'cage' (under the small round plastic basket) with no parts sticking out of the bottom. The 'cage' must be flat on the floor (it is okay if parts of the animals are sticking out of sides of the 'cage'). If a player drops an animal while running around circle, player must pick up the animal and continue. The animals must be completely handed-off within team passing zone (see *General Rules* "Passing Zone"), or the team is disqualified. Animals must be handed-off (given, not thrown) to the next player. After passing the animal(s), player returns to team line. At the start of the event the small round plastic basket is upside down. When player #4 runs into the center, he/she may turn the basket upright, place the animals in and then flip it back down to the 'cage' position.

You can purchase animals from:  
**orientaltradingcompany.com**

You can purchase small round plastic baskets in red, blue, green, yellow from:  
**Dollar Store, Dollar Tree, etc.**



Dotted Line shows the path of the 4th player (P4)



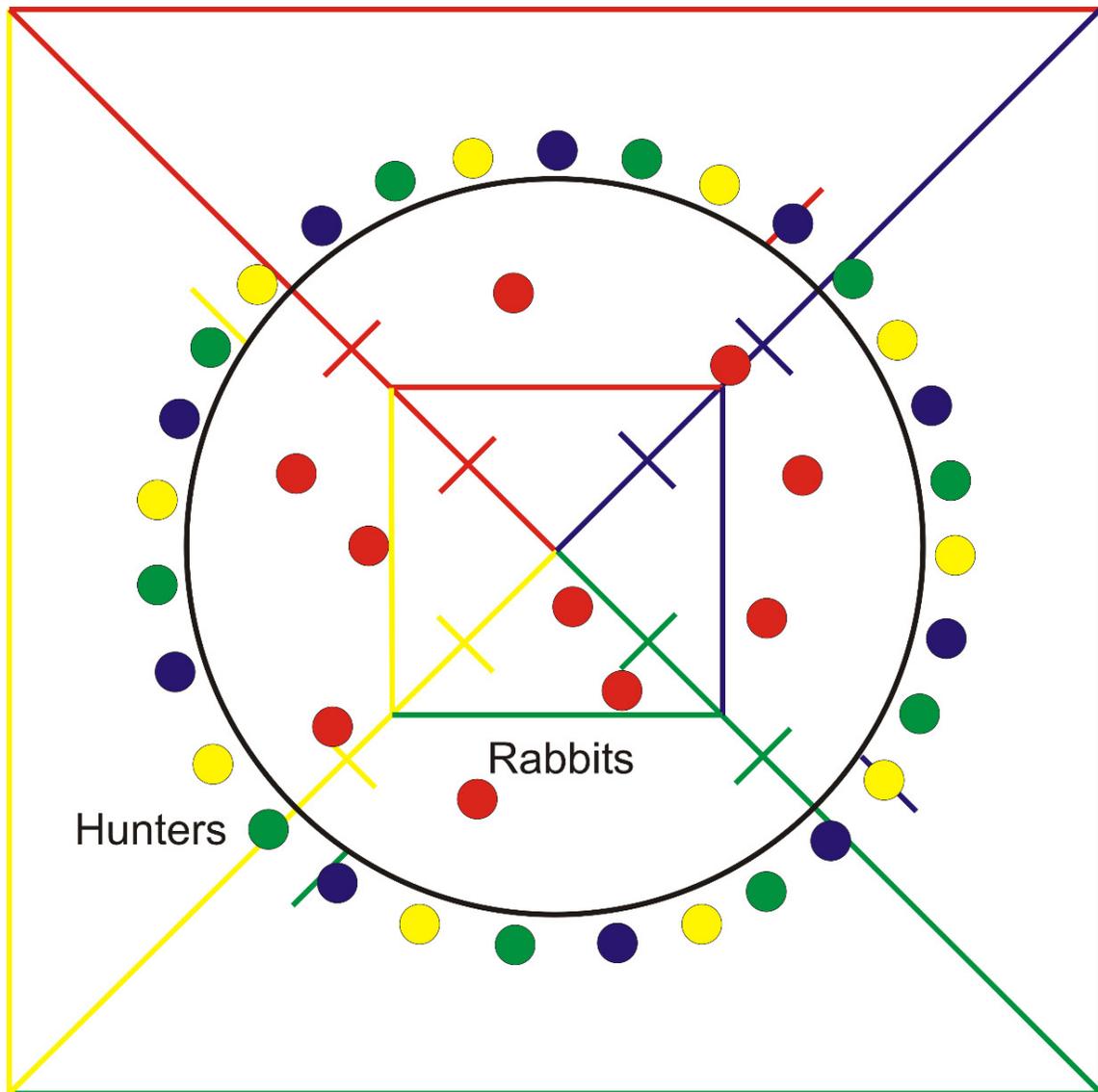
## EVENT 4—Rabbit Hunt

10 to 15 players; four heats

**Scoring:** 1<sup>st</sup> place - six points  
2<sup>nd</sup> place - four points  
3<sup>rd</sup> place - two points

**Equipment:** two sport balls

One team (rabbits) stands anywhere within the circle. The three other teams (hunters) position themselves evenly anywhere around the circle. At signal, hunters toss balls, trying to hit rabbits. When hit, rabbits leave circle, returning to their team line. Rabbits are disqualified if they step outside circle before being hit. Hunters may not step inside circle while tossing ball. Action stops after **30 seconds**; rabbits still in circle are counted. Play is repeated until all teams have had a turn to be rabbits. Team with the most rabbits left in the circle wins.



## EVENT 5—Sparky Train

10 players; two heats

1<sup>st</sup> heat - five players (one lap each)

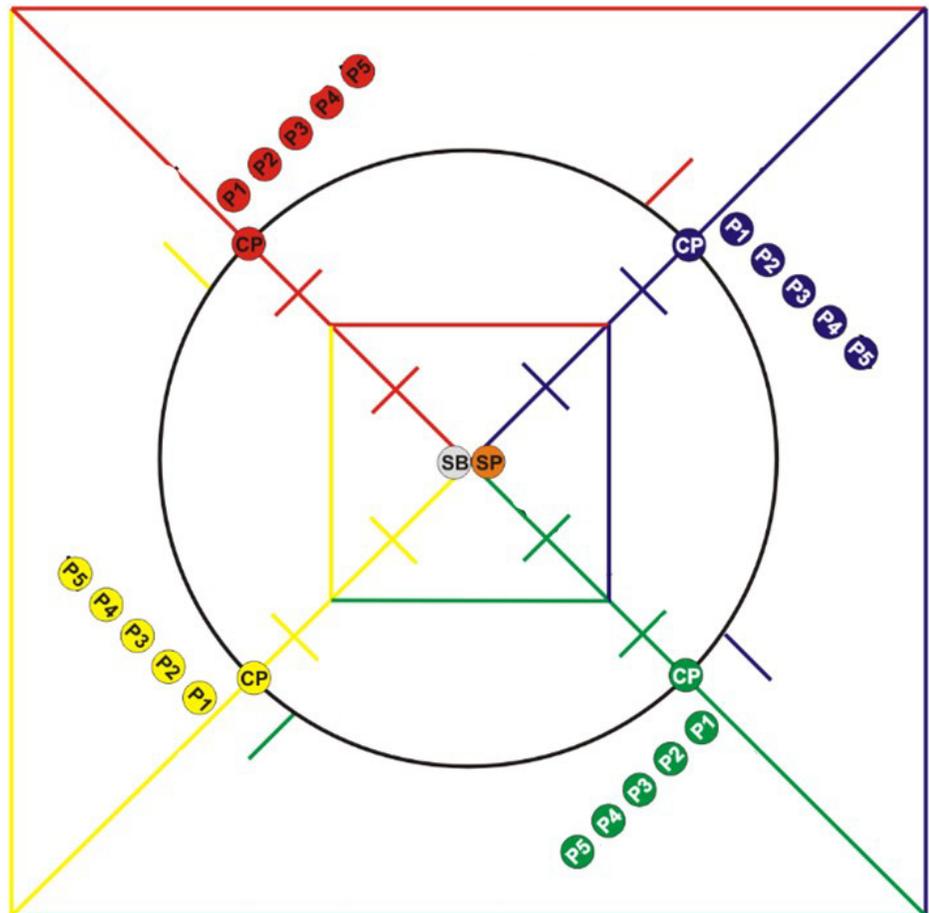
2<sup>nd</sup> heat - five **different** players (one lap each)

Scoring: 1<sup>st</sup> place - four points  
2<sup>nd</sup> place - two points

Equipment: Four circle pins, four scoring pins, 4 swimming noodles, and wristband to identify last player.

Players line up behind one another outside their circle line, as pictured on diagram. One noodle per team is held by each player. All players must be holding the noodle while running around circle. If they become unattached, train must stop and all players must grab noodle before continuing around circle. When all five players cross the starting line, the last player separates from the train and runs toward the center for their scoring pin.

**NOTE:** Make sure the players stay “inline”, not wedging as they run around the circle.



## EVENT 6—Sparky Balloon Pop

10 to 15 players per heat; two heats

You must use all players on your team between the 2 heats

1<sup>st</sup> heat - last player is a girl  
2<sup>nd</sup> heat - last player is a boy

**Scoring:** 1<sup>st</sup> place - four points  
2<sup>nd</sup> place - two points

**Equipment:** Four nine-inch balloons per heat and back-up balloons

All team players straddle their team diagonal line with their backs toward center of circle, as close together as they wish. **Last player stands on the eight-foot hash mark.** First player holds balloon on back of his/her head. At signal, the balloon is passed through the legs of the players to the last player. It is not necessary that each player touch the balloon. When the last player in line has possession of the balloon, he/she runs into his/her team's inner triangle, places balloon on the floor, and sits on balloon until it breaks. **Only the 1<sup>st</sup> attempt to break the balloon must be done in the team's inner triangle, remainder of their attempts can be anywhere within their quadrant.** First player to break their balloon wins. If the balloon breaks before it gets to last player, a line judge may insert another balloon. **Pinching the balloon to pop it is not allowed.**

