



**Summit
Games
T & T COED
Rulebook
2018**



Summit T&T COED Games 2018

3rd through 6th grade boys & girls

Official Rules and Regulations

December 6, 2017

Diving is NOT permitted at this level

INTRODUCTION

This manual is designed for team coaches, circle directors, and line judges who will participate in a Summit Games Coed Event for third- through sixth-graders.

Authorization of Summit Coed Game Events

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

Composition of Summit Coed Team

Coed teams are constituted as follows:

- **Maximum of 14 players**
- **Minimum of 10 players**

For even number teams, no more than half of the team can be 5th and 6th graders.

For odd number teams, extra person may be a 5th or 6th grader.

Teams must have a minimum of five boys and five girls.

No more than 7 boys or 7 girls on a team.

All players must play in a minimum of two events and no more than six 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 coed teams and to set registration requirements.

REGISTRATION PROCEDURES

Requirements

- Only currently registered churches are authorized to compete in the Summit Coed Game meet.
- 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 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

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

Qualifications of TEAM MEMBERS

- All clubbers in 3rd through 6th grade.
- All clubbers in 3rd and 4th grade **who have not reached their 11th birthday by September 1st** prior to the meet may participate.
- All clubbers in 5th and 6th grade **who did not reach their 13th birthday by September 1st** prior to the meet may participate.
- All Summit Games team members must have passed 10 sections this club year by day of the meet.
- If short of players, Sparkies may be substituted for 3rd/4th graders. **3rd/4th graders may be substituted for 5th/6th graders in any Summit Games event and may also play in any 3rd/4th grade event.**
- 5th/6th may not play in 3rd/4th grade events.
- Teams may register for only one Summit Coed Games meet.

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, 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, 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.

NO Shorts, Spandex, Leggings, or any “form fitting” apparel that accentuates the body is permitted by Players or Coaches. Coaches may want to bring extra warm ups for players, just in case.

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

Officials at each area Summit Games meet may keep their own accurate time records to the hundredth of a second for each timed event. Times kept by less than two timers will not be considered official.

Summit Games Awards

Individual Summit Games awards may be given to all team members and coaches.

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 event. 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 specific running events (#2, #5, #8, or #9) before the team enters the gym as follows:
 - Events #2 and/ or #9
 - Events #5 and/ or #8

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

Memory Verses

All Summit Games personnel—including circle directors, line judges, scorekeepers, and coaches—should be prepared to recite 2 Timothy 2:15 in the King James Version in unison with all team members at the close of the flag ceremony.

Teams should review this verse for several weeks to give them confidence for reciting in front of spectators.

Gospel Presentation

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

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 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 anytime.

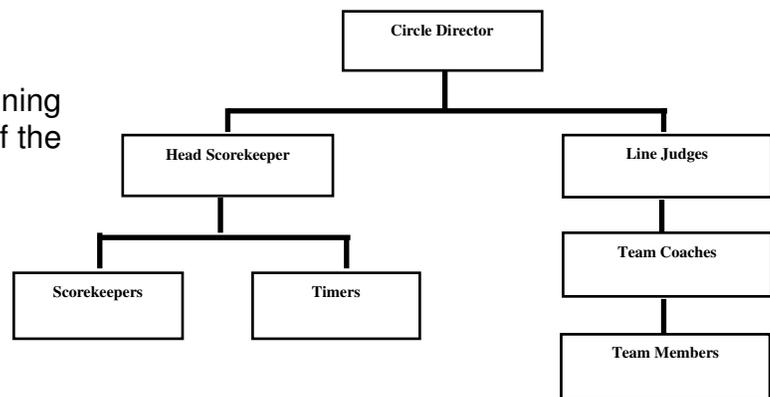
Summit Games Coordinator

He oversees the entire operation from planning through team registrations 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, 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 two timers per circle must be used to establish records.

Team Coaches

A coach is selected from within each club. Only **two coaches per team** are allowed on the floor during the meet. Each team should have one male and one female coach, but two male or two female coaches will be allowed. Team coaches are **not** permitted in the playing area at any time during the Summit Games meet. 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 to attend the Summit Games coaches' training session.
- All coaches must remain behind their team line at all times while Summit Games events are in progress.
- Coaches and Line Judges are to be trained each year by Summit Games & Bible Quiz Corp.

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".

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 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. 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”)

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 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 liquid on the floor. When interference is called, the circle director may declare a rerun.

Leg Bands - Three Legged Race (Each team must bring at least 2 leg bands)

T&T may only use one band during an event. If the leg band falls off during competition that team is disqualified for that event.

Participation

All players must play in a minimum of **two events and no more than six events**. There are some restrictions on the long-distance and short-distance running events. Contestants which compete in Event # 2 may also compete in Event #9. Contestants which complete in Event #5 may also compete in Event #8.

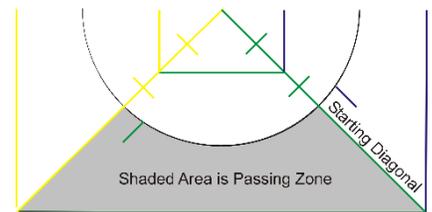
- Sprint Relay (2) players cannot participate in the Sprint Race (5), or the Marathon Relay (8).
 - Sprint Race (5) players cannot participate in the Sprint Relay (2), or the Marathon Race (9).
 - Marathon Relay (8) players cannot participate in the Sprint Relay (2), or the Marathon Race (9).
 - Marathon Race (9) players cannot participate in the Sprint Race (5), or the Marathon Relay (8).
- (See Sprint Relay, Sprint, Marathon Relay & Marathon instructions.)

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”).
3. 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.

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, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

Tag Rule

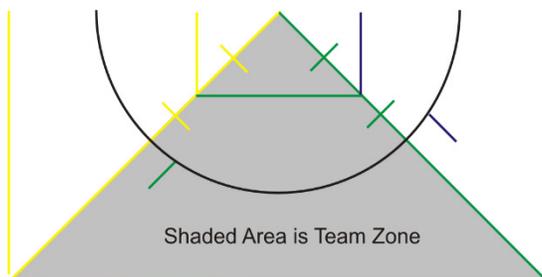
This rule applies to the Three-legged race **ONLY**. When one player gains on another and is able to touch or “tag” him/her, or if a player is passed even without being tagged, the one passed or tagged must quickly drop out of the race to the right. (Unnecessary pushing of another player will result in team disqualification, although the tagged player is also disqualified.) In dropping out of the race, tagged players should leave to the right, away from the circle.

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 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 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.

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 EVENTS - COED TEAMS

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.

Event 1 — Beanbag Relay

10 to 14 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: Heats 1 & 2: 1st place - three points 2nd place - one point
 Heat 3: 1st place - four points 2nd place - two points

Equipment: four circle pins, one 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 for the **team heat may be a boy or a girl** - coach's choice (also, for the team heat, alternate guy, girl etc. on the circle). 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.**

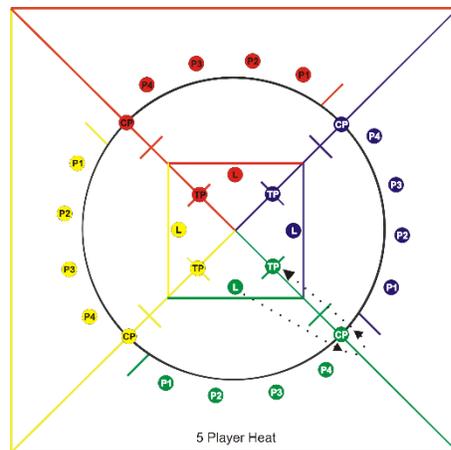
The other players stand **one arms length apart** during the entire event (except in Heat #3). These players may not step inside the circle at any time during this event. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring 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, he/she runs around his/her own circle pin and towards the center (see diagram). First player to touch, tip or knock down their scoring pin with his/her **open** hand wins that heat.

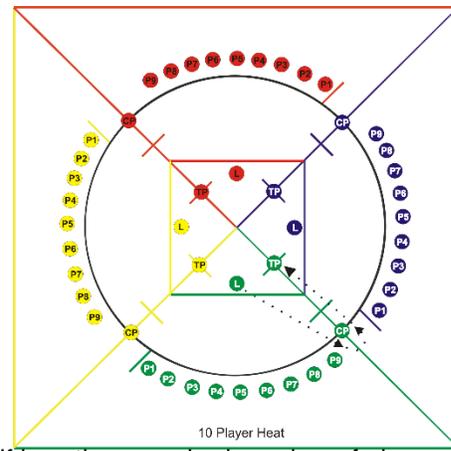
The game leader must run around the pin without touching another player. He/she must retain possession of the beanbag to win this event. If players miss or drop the beanbag, it can be retrieved by any of the players, providing they do not step inside the circle or outside their team zone. However, the 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" or stacking 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. **NO Diving for the scoring pin.**



He/she must retain possession of the



less than required number of players for

Event 3 — Knock It Down Relay

Six players; two heats

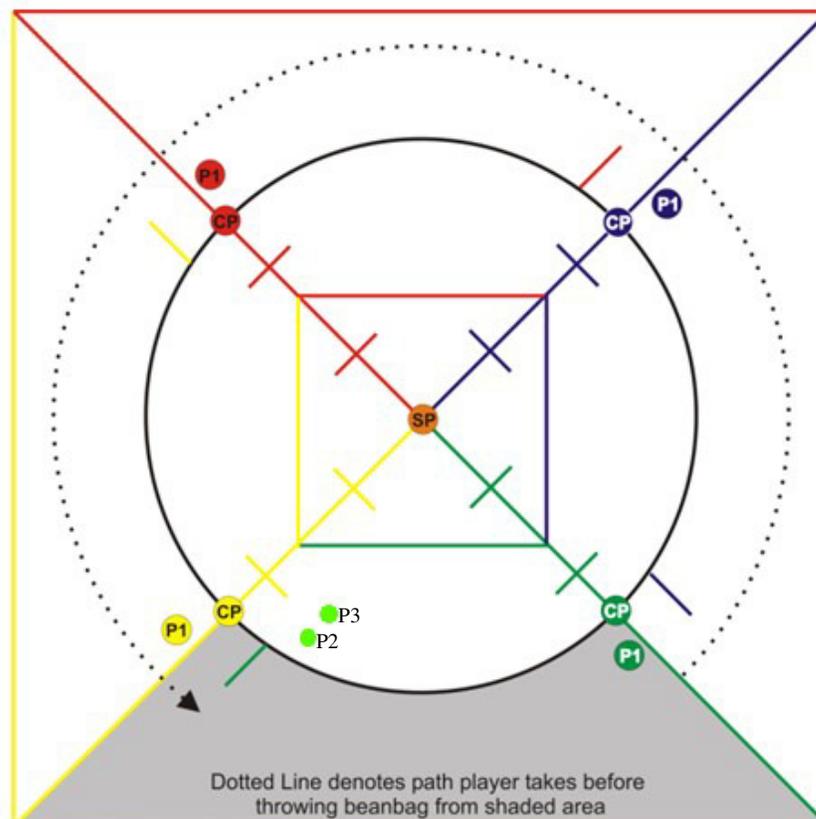
1st heat - (3) 3rd/4th graders

2nd heat - (3) 5th/6th graders

Scoring: Two points each heat

Equipment: Four circle pins, Four beanbags, center pin

The first player stands outside the circle with the beanbag in hand, just behind the starting diagonal. The remaining two players stand inside the circle on the left side (from center of circle) of the hash mark (within their team zone). At starting signal, player ONE runs around the circle, then hands the beanbag to player two. Player two runs around the circle handing off the beanbag to player three. Player three after running around the circle stops at his/her circle pin. **First try is thrown from behind their circle pin, outside the circle line, with their feet straddled over their starting diagonal line**, at which time they may throw their bean bag (either over hand or under hand), toward the center, in an effort to Knock over the center scoring pin. If their foot/feet cross over the circle line when tossing the bean bag that throw will not count, but the player is not disqualified. **However, if they knock down their circle pin they will be disqualified.** After their first throw they may throw the bean bag from anywhere within their own team zone outside the circle. First player to knock down the center pin wins that heat. The throwing players retrieve their own beanbag and go back to their own team zone outside circle and continue play until one player knocks the center pin down. The Circle Director will blow his whistle upon a player's successful completion. 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. **There will be a time limit for each heat of 90 seconds. If no one knocks down the center pin within 90 seconds from when the heat begins, time will be called and no points will be scored for that heat.**



Event 4 — Three-legged Race

Four runners (2 laps per pair); two heats

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

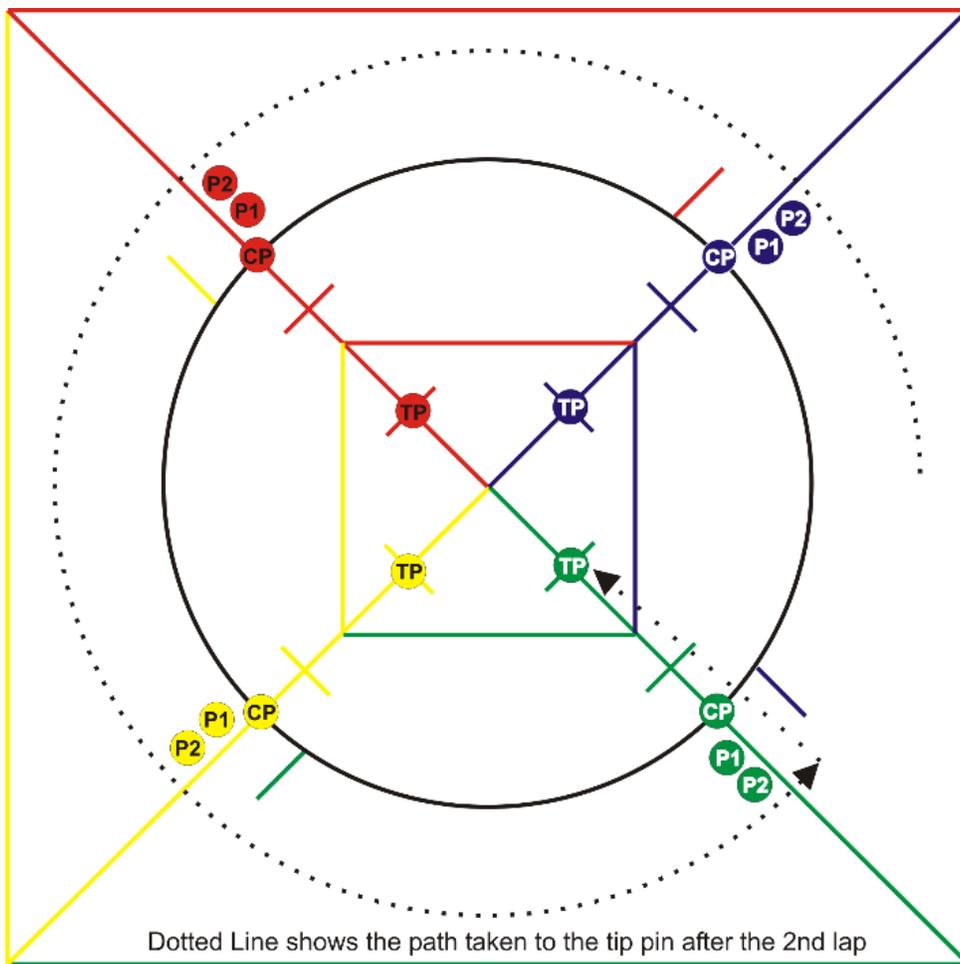
2nd heat - two 3rd/4th grade boys

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- 2 Per Team** (one band only on pair during event)

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. First team to touch, tip or knock down their scoring pin with his/her open hand 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. **NO Diving for the scoring pin.**

If any player falls to the floor, that team is not disqualified **unless the pair is passed or tagged by contestants from another team**. Tag rule applies (see General Rules "Tag Rule"). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.



Event 5 — Sprint Race

Two players; two heats (three laps each)

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

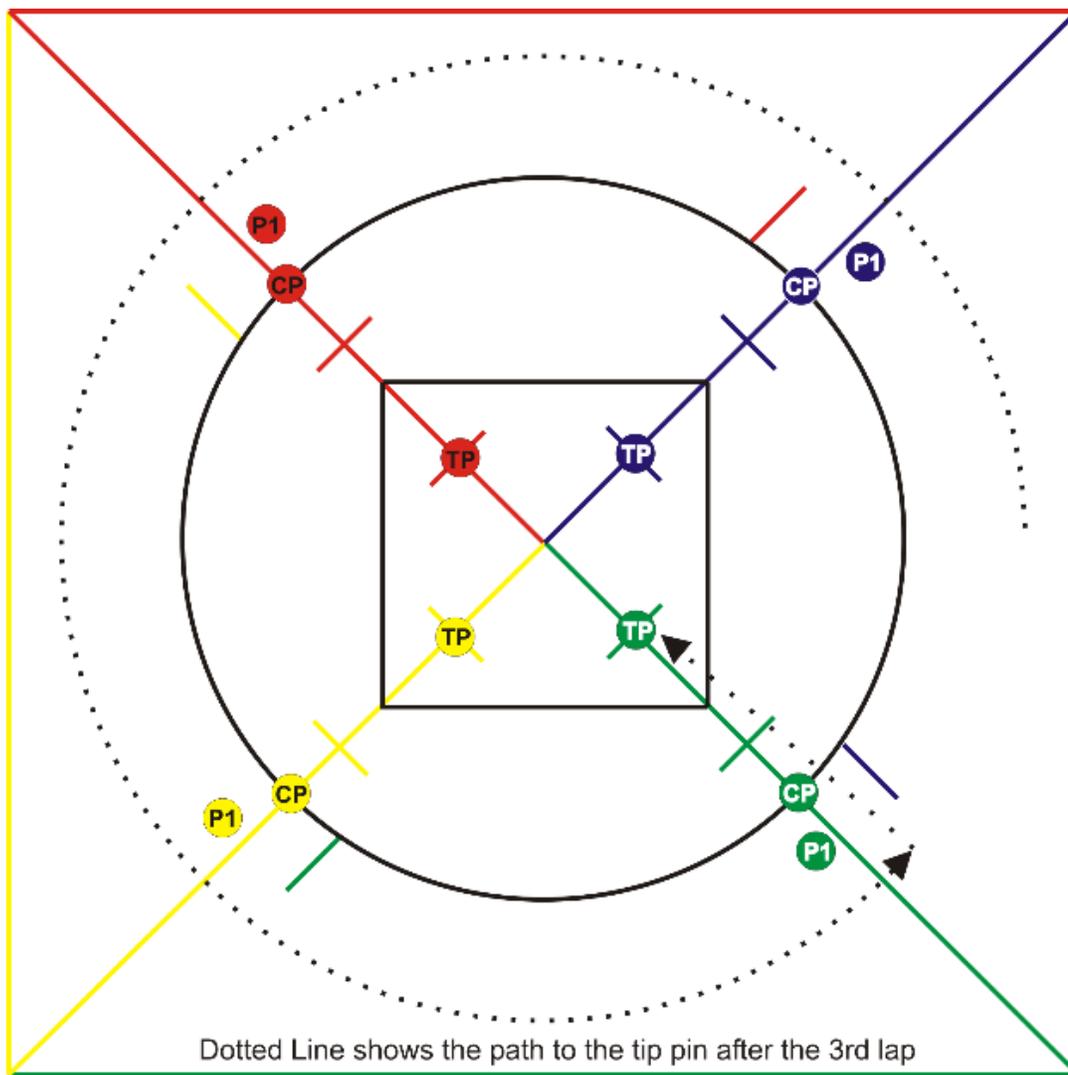
2nd heat - one 3rd/4th grade boy

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 towards the center. First player to touch, tip or knock down their scoring pin with his/her open hand wins that heat. Players who knock over a circle pin are disqualified. **Passing Rule applies. (See General Rules “Passing Rule”)** **NO Diving for the scoring pin.**

Sprint Race (event #5) players may also participate in the Marathon Relay (event #8), but not in the Sprint Relay (event #2) or the Marathon Race (event #9)



Event 6 — Four-way Tug

Four Players; two heats

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

2nd heat - two 5th/6th grade Boys

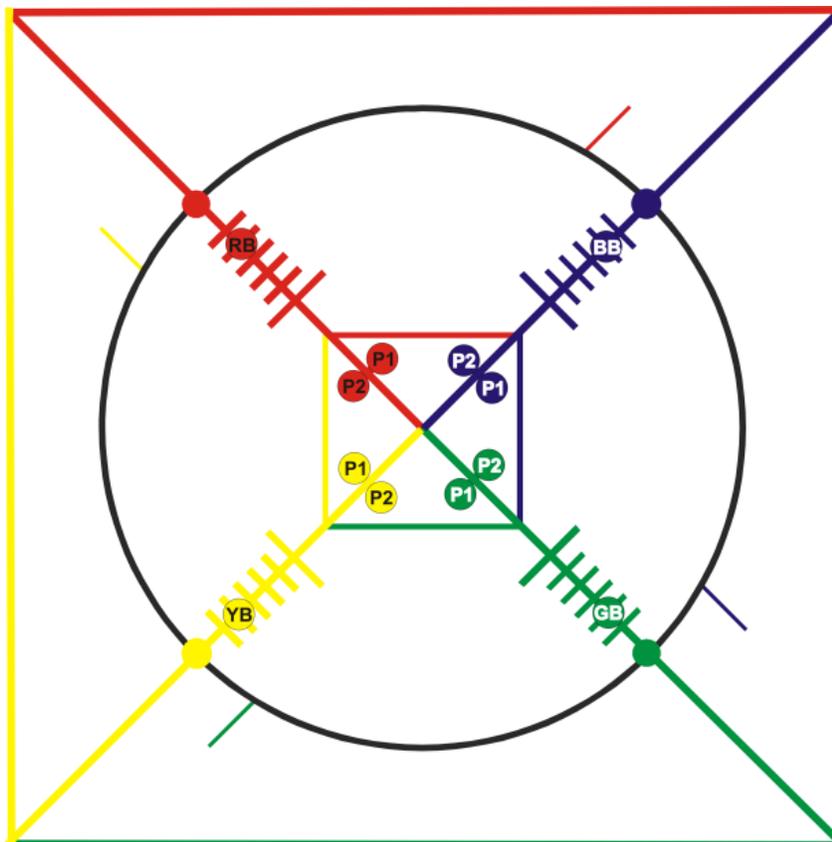
Scoring: 1st place only – **three** points each heat

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.

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 taunt. One beanbag is placed on the diagonal line for each team at the 12' mark. When beanbag is moved, it is to be centered on 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 (the other team player must have their hand on the rope also). 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 centered on top of the tape.

Do not wrap arms around the rope.

Gloves may be used in this event



Event 7 — Beanbag Bonanza

10 players; two heats- 2 rounds per heat

1st heat - five girls

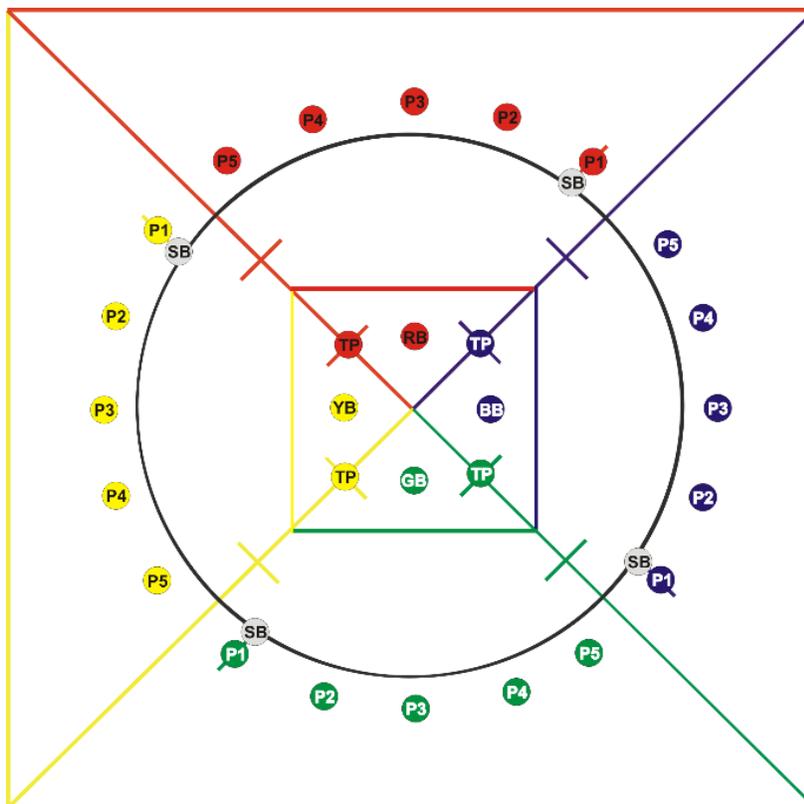
2nd heat - five boys

Scoring: 1st place - four points

2nd place - two points

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

The colored beanbag is placed in the center of each team's center triangle. The players stand **one arms length apart** during the entire event (except in Heat #3). 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. First player to touch, tip or knock down their scoring pin with his/her open hand while maintaining possession of their team's bean bag, wins that heat. No player may step over the circle line until he/she is handed the bag from the previous player. **If a player does step over the line prior to receiving the bag, the team is disqualified for that heat.** 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 enters another team zone, that team will be disqualified. When a player returns from **placing** the beanbag in the triangle, he/she must **hand** the beanbag just picked up to the next player. No rotating is allowed. **NO Diving for the scoring pin.**



Event 8 — Marathon Relay

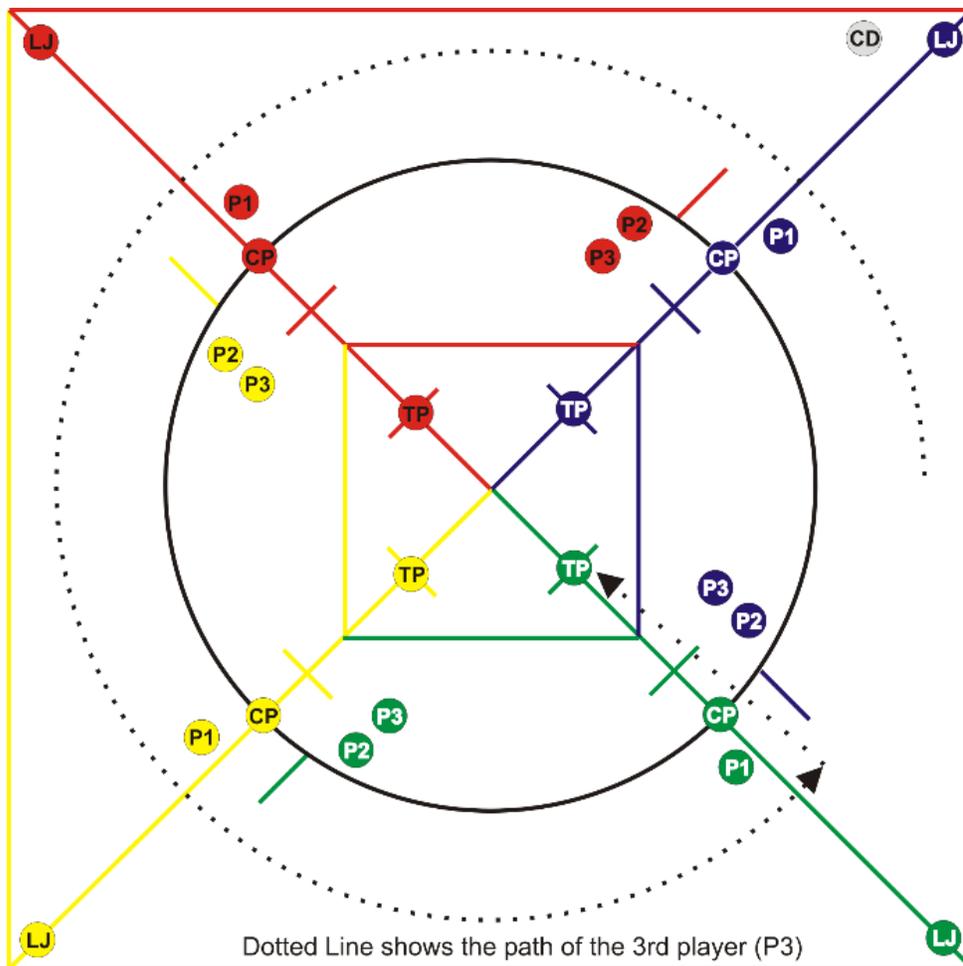
Three players (two laps each); one heat
Two 5th/6th grade boys and one 5th/6th grade girl
(1st and 3rd runners are boys and 2nd runner is a girl)

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

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

This relay is the same as the Sprint Relay except that players will run **two laps each** 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. First player to touch, tip or knock down their scoring pin with his/her open hand 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.** 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 is in the sole possession of the next runner. **(See General Rules “Passing Rule”)** **NO Diving for the scoring pin.**

Marathon Relay (event #8) players may participate in the Sprint Race (event #5), but not in the Sprint Relay (event #2) or the Marathon Race (event #9)



Event 9 — Marathon Race

Two players; two heats

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

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

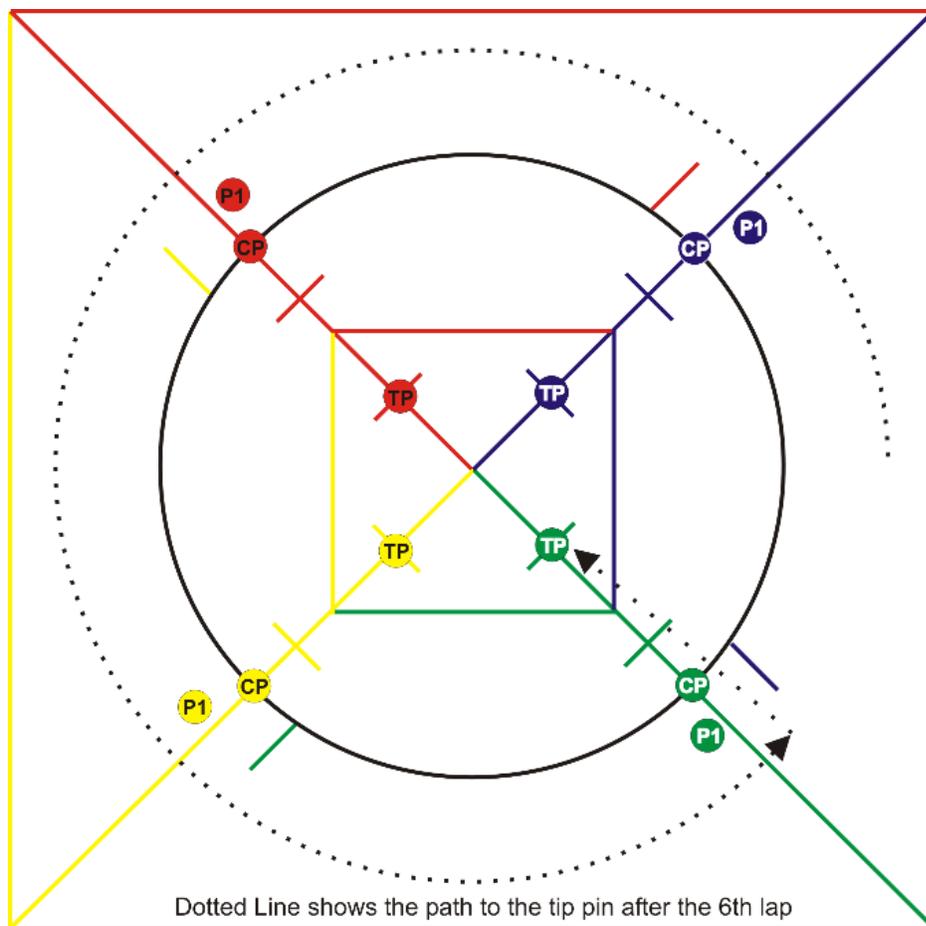
Scoring: 1st place - four points

2nd place - two points

Equipment: four circle pins and four scoring pins.

Runner 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. First player to touch, tip or knock down their scoring pin with his/her open hand wins that heat. Players who knock over a circle pin are disqualified. **Passing rule applies. (See General Rules “Passing Rule”)** **NO Diving for the scoring pin.**

Marathon Race (event #9) players may participate in the Sprint Relay (event #2), but not in the Sprint Race (event #5) or the Marathon Relay (event #8)



Event 10 — Balloon Relay

Ten players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: one balloon per team, four scoring pins.

(Be cautious for allergic reactions with your clubbers and the balloons).

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle. Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram). The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon but it must go through their legs. Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are passing the balloon. On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle. When the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs towards the center. First player to touch, tip or knock down their scoring pin with his/her open hand wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat. **No player is allowed to pass the balloon to himself or herself. NO Diving for the scoring pin.**

Possession of the balloon occurs at the time of contact (touch).

Zone #1 and Zone #3 persons will also be disqualified if they are not **straddling** the starting diagonal while passing the balloon.

