

# **Summit**

# **AwanaGames™ Official**

## ***Rules and Regulations***



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*Updated for 2026 and future years*

## **INTRODUCTION**

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

## **ORGANIZATION OF AWANAGAMES MEETS**

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

## **QUALIFICATIONS OF TEAM MEMBERS**

1. All Journey students in 9th through 12th grades prior to the meet may participate. They cannot have reached their 19th birthday by September 1st prior to the meet.
2. Students need to complete Faith Foundations for the year.
3. Summit is for current 9-12 grade only. (For extenuating circumstances, please contact Summit AwanaGames venue leader.)

## **GOOD SPORTSMANSHIP**

An important aspect of AWANA Youth Ministries 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 or participant should destroy a Christian testimony by even a momentary display of poor sportsmanship.

Being a winner for the Lord is more important than winning Summit AwanaGames. We encourage all team coaches to enthusiastically motivate their team **to always play to the best of their abilities**. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make “wrong calls,” but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Summit AwanaGames rules.

Summit AwanaGames affords teens an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that our testimony for Christ is of utmost importance.

**Each team is awarded two sportsmanship points per event. For unsportsmanlike conduct, sportsmanship points will not be given.**

**Extreme instances of unsportsmanlike conduct may result in the coach and/or player being removed from the event.**

## **AWANAGAMES RECORDS**

Officials will keep accurate time records to the hundredth of a second for each of the timed events. Times kept by fewer than three timers will not be considered official. *Summit records are kept by Summit Games and Bible Quiz, Inc.*

## **SUMMIT GAMES DAY SCHEDULE**

Arrival Time:

As announced at your coaches' meeting and/or in your 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 meeting 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.
- Have two (2) completed rosters (one will be turned in at registration).
- All 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 before the team enters the gym. Event number(s) should be written on the back of their right hand if they are participating in Events #2, #6, #7 or #9.

## **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's 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 an 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 prior to the start of the events, 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 their team areas.

## SUMMIT GAMES 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 immediately resolve the issue, the line judge may consult with the circle director.

**The circle director's decision is final.**

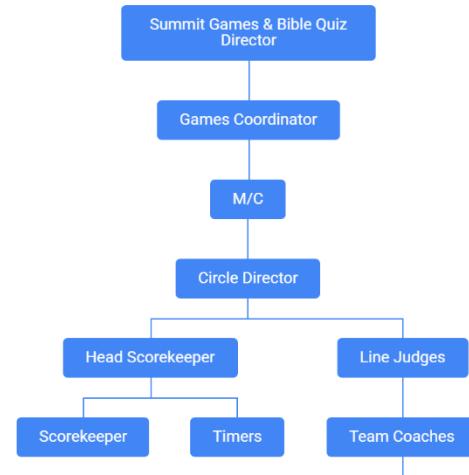
### **Summit Games Coordinator**

They oversee the entire operation from planning through team registration to supervision of the Summit Games meet.

### **Circle Director**

is responsible for:

- Coaches' meeting at the start of the meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of line judges
- Scorekeeper and timekeeper activities
- Final word on all matters not covered in the 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 the 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 allowed 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.

- 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

## **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 may be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

### **BALLOONS**

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

## **BASKETBALLS**

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

## **CIRCLE PINS**

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.) A player knocking over a circle pin during a game disqualifies his/her team for that event or heat.

## **DISQUALIFICATION**

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

1. After one warning for poor conduct or unnecessary roughness.
2. Knocking over a circle pin
3. Causing interference to other participants. Player participation in more than the prescribed number of events (See Participation)
4. Breaking other game rules not listed here but described elsewhere in this manual
5. Play that is not according to the spirit of the game (See Spirit of the Game)
6. Teams are not disqualified if a player steps outside of the game square or game triangle during a running event.
7. Coaches should instruct team 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.

## **DRESS CODE**

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. At Summit all team players should wear sweatpants or warm-ups for competition. **No shorts, Spandex, or any other form fitting apparel is permitted to be worn by players or coaches.** **Non-marking athletic shoes** must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team players.

## **FALSE START**

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

## **FLOOR MARKINGS**

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

## **INTERFERENCE**

The circle director and judges may declare "interference" if, in the opinion of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams' or players' progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches and non-participating players of opposing teams. When a player or coach causes interference, his/her team will be disqualified from that event. Interference may also be called when a player's progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

## **PARTICIPATION**

All players are limited to **five** events in addition to the first and tenth events. All players must play in a minimum of two events and no more than **seven** events. See each event for additional requirements.

## **PASSING RULE**

This rule applies to all running events except the three-legged race. (See individual events.) If a player is touched by a hand (not by baton), he/she **must** move to the right to allow the faster team to pass. Failure to move when tagged may result in disqualification.

**Players are allowed one team zone or 1/3 of the circle to move.**

## **PASSING ZONE**

(See the Passing Zone Diagram) In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team. Passing the baton in any other zone — including passing it over a starting diagonal — disqualifies that team for that event. Only the position of the baton will be considered, not the position of the players' bodies.

## **PRACTICES**

In preparing for the Summit Games, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Summit Games meet.

**No practicing is allowed once a team is checked in and on the game floor.**

## **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 judges, the awarding of points cannot be determined fairly. A team will not be allowed to participate in the rerun if:

1. Any of its players were the cause of an interference call **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (See *Interference*). In the rerun of the Marathon Race, new players may participate.

## **Scoring**

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle until the Circle Director has determined their team standings.

## **SCORING PINS**

Game pins set at the five-foot marks are to be touched, tipped or knocked down by players' hand(s) only.

## **Sole Possession**

The player is the only team member touching the object.

## **SPIRIT OF THE GAME**

When a team deliberately stretches existing rules to play a game differently from that planned by the Summit AwanaGames Committee, the spirit of the game has been violated. The Circle Director and judges will declare the team disqualified from that event or heat even though the team may have followed the letter of the rules as written.

**STARTING DIAGONAL** (See Diagram on back page) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

## **STARTING SIGNAL**

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

### **TAG RULE**

When one 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. (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—never to the center.

### **TEAM LINES** (See Diagram on back page)

The colored lines on the triangle mark the team lines. Teams not participating in an event must stay seated behind these lines.

### **TEAM ZONE** (See the Team Zone Diagram)

The area bounded by the team line and two diagonal lines forms the team zone.

### **GAME AREA** (See the Team Zone Diagram)

The area inside the outermost lines that form a truncated triangle enclosing the game circle forms the game area. It could also be defined as the area made up of all three team zones.

### **TIE HEATS**

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 one point and two teams tied for second, the two tied teams would both be awarded one point.

### **TIE SCORE**

When two or more teams are tied after the end of the 10<sup>th</sup> event, the tie is resolved by the best two out of three heats of the Basketball Relay. There are no second-place points.

### **WINNER OF AN EVENT**

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. (If the player touching or tipping the color pin has been disqualified, the second-place player receives first-place points. If the second-place player is disqualified, the circle director will award second place to the third-place player). When it is not possible for the circle director to determine the winner, he may call for a rerun.

## SUMMIT GAME EVENTS

### EVENT 1 – BASKETBALL RELAY

**10 players;** three heats

1<sup>st</sup> heat - five girls

2<sup>nd</sup> heat - five guys

3<sup>rd</sup> heat - five girls and five guys

**Scoring:** 1<sup>st</sup> place – three points each heat; 2<sup>nd</sup> place – one point each heat

**Equipment:** Three circle pins, three scoring pins and one men's regulation-size basketball per team. (**Basketball is to be provided by each team, not Summit**)

Rules: One player, standing with both feet on the floor and with both feet in the game leader triangle (see Diagram), 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 the 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 (five girls/five guys) are involved. One player (guy or girl) is positioned in the middle triangle. Remaining players are positioned on the circle (alternating girl, guy, etc.). In all heats, players on the circle must stand with both feet outside the circle and must maintain position but may turn their bodies to accept the pass. (See Diagram). If any part of player's body touches the floor inside the circle, the entire team is disqualified.

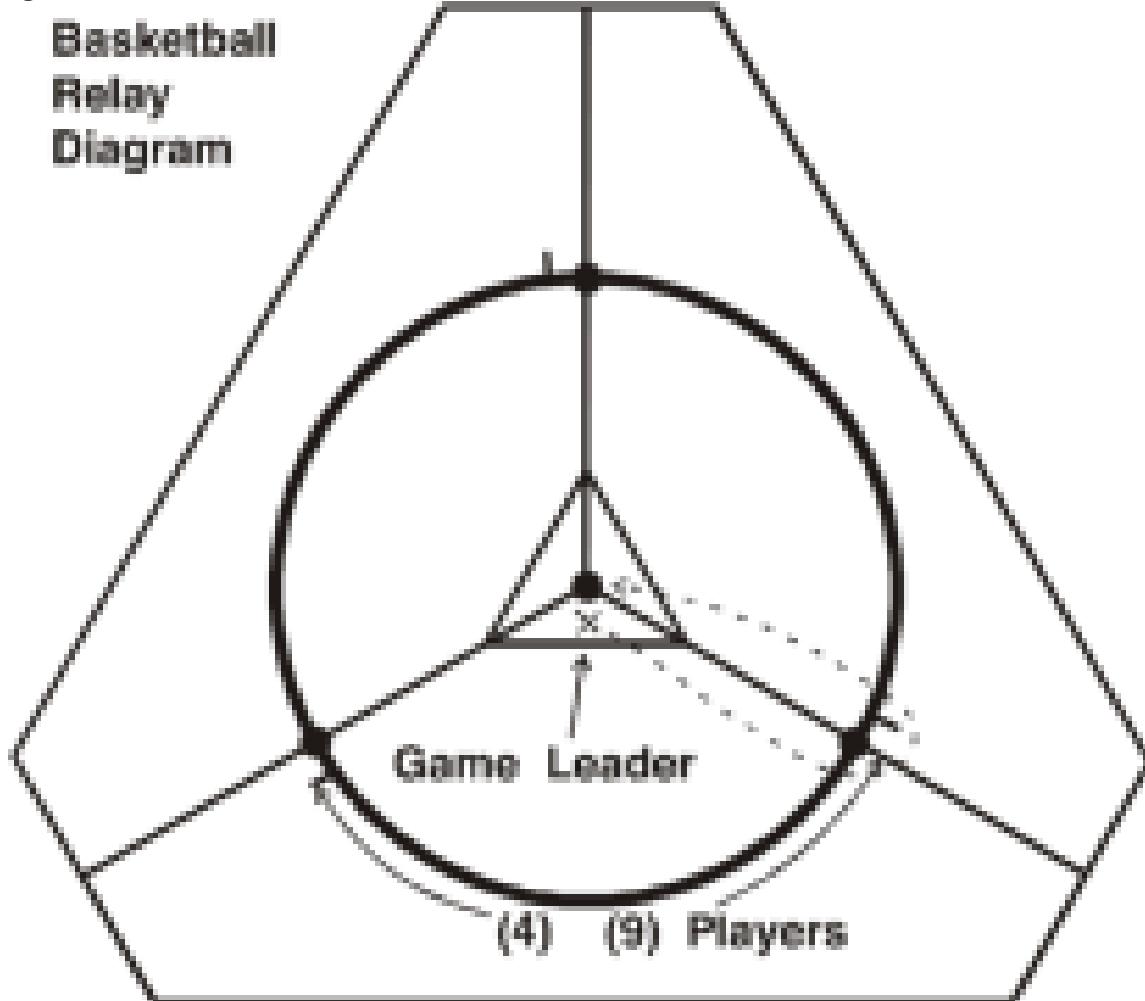
A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she runs into the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

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

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

On completion of a bounce pass to and from player #1, the game leader runs out of the circle with possession of the ball, around his/her circle pin and towards the center (see diagram), touching their scoring pin with their hand(s) to finish. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. While going around the pin, the game leader may touch the floor with their hand but must not touch or be touched by a teammate. The game leader must retain possession of the basketball while scoring. If any player on the circle line drops the basketball, it can be retrieved by any of the players on the circle line, providing the player did not step inside the circle or outside his/her team zone. The ball, however, must be thrown to the game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from the circle lines. The team is disqualified for knocking over the scoring pin prior to the completion of the event.

The game leader must remain within the middle triangle. If a team's basketball goes out of the team zone, the team is disqualified. No player should attempt to retrieve a basketball that lands in a neighboring team zone. Players must stay in position – no “trailers.” The game leader must stay in the triangle, except when going for the pin. While standing in the center triangle, the game leader's hand/s may not touch the floor outside the center triangle.



## **EVENT 2 – SPRINT RELAY**

**Four players (two laps each);** one heat (1<sup>st</sup> and 3<sup>rd</sup> players are guys; 2<sup>nd</sup> and 4<sup>th</sup> players are girls).

**Scoring:** 1<sup>st</sup> place - five points each heat; 2<sup>nd</sup> place - three points each heat

**Equipment:** Three circle pins, one baton per team and three scoring pins.

**Rules:** The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other three players wait inside their circle within their team zone (P2, P3 and P4) in Diagram). At the starting signal, the first player goes around the circle two laps and then passes the baton to the second player. The baton must be completely passed within the team passing zone (see “Passing Zone”), or the team is disqualified. The second player runs two laps and passes the baton to the third player. After the third player runs two laps, he passes the baton to the fourth player. When players have completed their laps, they must leave to the right, away from the circle. The fourth player runs two laps, runs around her circle pin and towards the center (see diagram), touching her scoring pin with her hand(s) to finish. The first player to touch, tip or knock down their scoring pin with her hand(s) wins that heat. The players must retain possession of baton when they touch their scoring pin with hand(s) to be awarded points. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game area. Passing Rule applies (see Passing Rule). Sprint Relay contestants may run the Marathon Race but may not participate in Sprint Race or Marathon Medley.

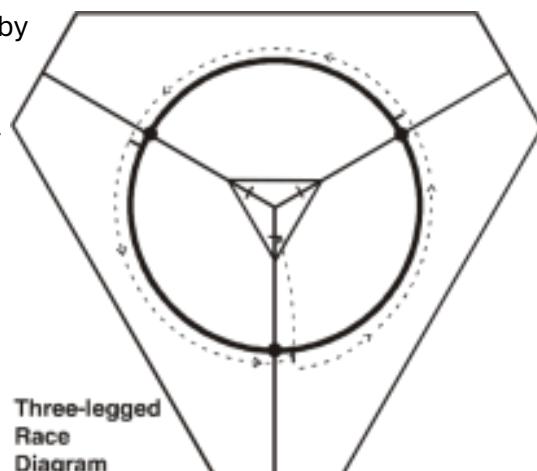
## **EVENT 3 – THREE-LEGGED RACE**

**Four players (two laps per pair);** two heats 1<sup>st</sup> heat - two girls 2<sup>nd</sup> heat - two guys

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

**Equipment:** Three circle pins, three scoring pins. Teams must furnish their own official AWANA Three-legged Race bands (available through the AWANA Ministry Catalog). One or two leg bands may be used, however, they must be in the same location.

**Rules:** 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 their starting diagonal. At the starting signal, the two players run as a pair for two full laps around the circle. Players complete the race by going around their circle pin towards the center, and touching their scoring pin with their hand(s) to finish. The first team to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band(s) comes off. If any player falls to the floor, that team is disqualified from competition. Once a team enters the circle after their final lap, they are not disqualified for falling. *Tag Rule* applies. (see Tag Rule)



## ***EVENT 4 – SPRINT RACE***

**Two players;** two heats

1<sup>st</sup> heat - one girl – four laps

2<sup>nd</sup> heat - one guy – four laps

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

**Equipment:** Three circle pins and three scoring pins.

**Rules:** The Sprint player stands outside the circle, just behind his/her starting diagonal. At the starting signal, the team player runs four entire laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with their hand(s) to finish. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified. Passing Rule applies (see Passing Rule). Sprint Race players may participate in Marathon Medley, **but may not participate in Sprint Relay or Marathon Race.**

## ***EVENT 5 – BEANBAG BONANZA***

**10 players;** two heats

1<sup>st</sup> heat - five girls

2<sup>nd</sup> heat - five guys

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

**Equipment:** Three circle pins, three scoring pins, one colored beanbag and one striped beanbag per team.

**Rules:** The colored beanbag is placed in each team center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to the 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 the circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round.

Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs toward the center, touching their scoring pin with their hand(s) to finish. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. At Summit, if a player steps over the circle line or breaks the plane of the circle with his/her foot the team is disqualified for that heat. If a bag is placed in the team zone outside the triangle, it may be repositioned until the other bag is passed to the next player. If any bag or participant enters another team zone, that team will be disqualified immediately.

**Players Must place the beanbag on the ground, no dropping or tossing.** When a player returns from placing the beanbag in the triangle, he/she must hand the beanbag just exchanged to the next player. No rotating is allowed.

## **EVENT 6 – THREE-WAY TUG**

**Six players;** two heats

1<sup>st</sup> heat - three girls

2<sup>nd</sup> heat – three guys

**Scoring:** 1<sup>st</sup> place only - three points each heat

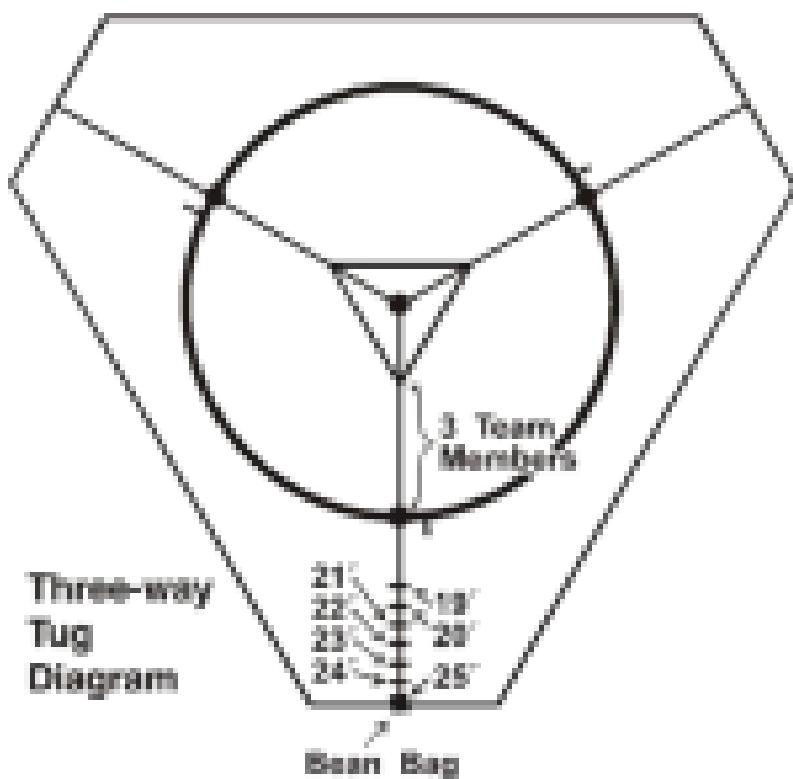
**Equipment:** 15' three-way rope (spliced in the middle for an even pull) and three beanbags, one of which is placed on the 25' mark on each team's diagonal line.

**Rules:** Three players per team in each heat, positioned anywhere outside the center triangle within the circle, grab hold of the rope with their hands. (Three-way Tug team members may wear gloves for this event only.) Play starts with the rope taut.

No player is allowed to “wrap” the rope around any part of his/her body. At the starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. The winning team is the first team to grab the beanbag while **all** its players are still holding onto the rope.

While the teams are tugging, judges on the diagonal line, when signaled, will move the beanbags 12 inches closer to the center every 15 seconds, a total of six times. 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.

When the beanbag is moved, it is to be flush with the top of the tape.



## EVENT 7 – AGILITY RACE

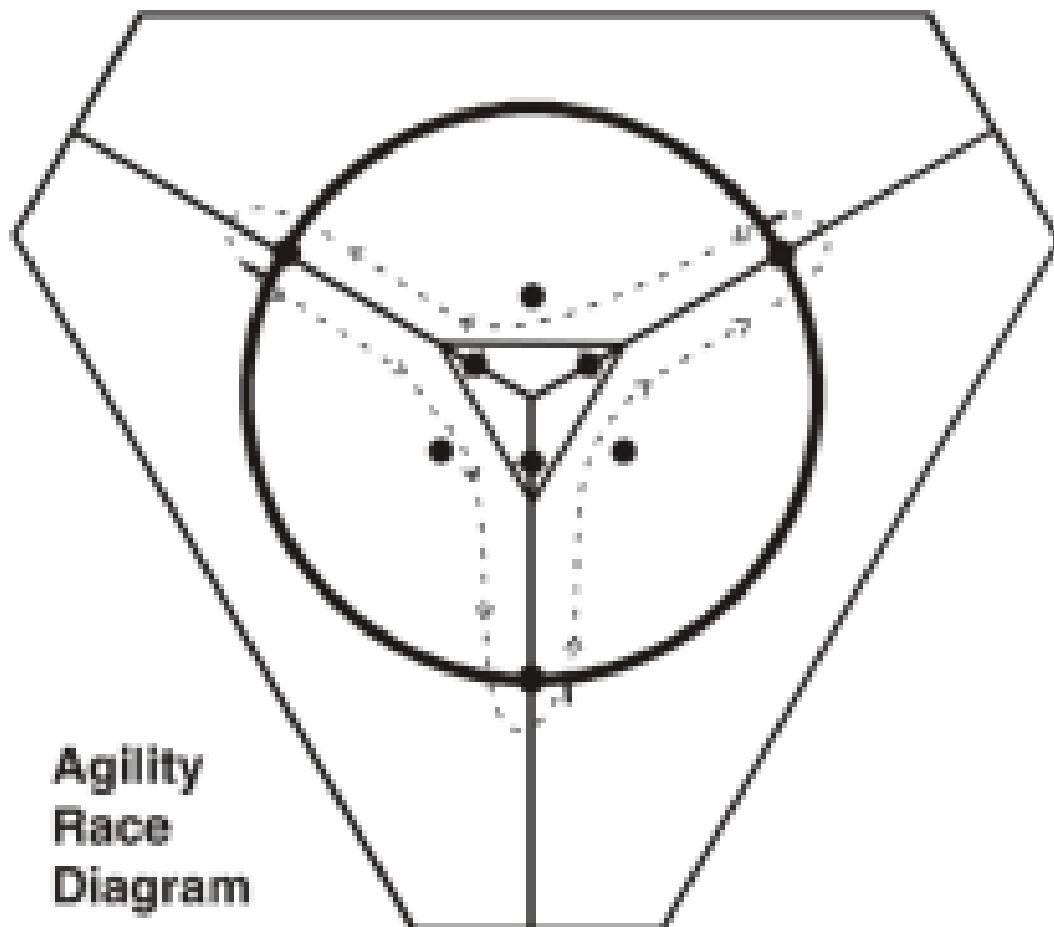
**Four players (one lap each);** four heats; 1<sup>st</sup> & 2<sup>nd</sup> heats - one girl each, 3<sup>rd</sup> & 4<sup>th</sup> heats - one guy each

**Scoring:** 1<sup>st</sup> place - three points each heat; 2<sup>nd</sup> place - one point each heat

**Equipment:** Three circle pins, three scoring pins and three pins placed on the five-foot marks.

If a pin is knocked over, that point on the circle, or five-foot mark, normally marked by the pin must be passed with both feet as if the pin were in its proper place

**Rules:** Each player in each heat starts at the team starting line. Players proceed around each circle pin as well as the pins positioned on the five-foot mark in the center of each team zone (see Diagram). After completing one lap, players run around his/her circle pin and towards the center, touching their scoring pin with their hand(s) to finish. The first runner to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. A player who knocks over any pin is disqualified. Passing Rule applies (see Passing Rule).



## ***EVENT 8 – MARATHON MEDLEY***

**Four players:** one heat Girl, one lap; guy, two laps; Girl, three laps; guy, four laps

**Scoring:** 1<sup>st</sup> place - five points; 2<sup>nd</sup> place - three points

**Equipment:** Three circle pins, one baton per team and three scoring pins.

**Rules:** The Marathon Medley is run basically the same as Sprint Relay with each runner increasing the required number laps.

Player 1 (girl) runs one lap and passes the baton to player 2.

Player 2 (guy) runs two laps and passes baton to player 3.

Player 3 (girl) runs three laps and passes baton to player 4.

Player 4 (guy) runs four laps, around his circle pin, and into the center for scoring pin.

The first player to touch, tip or knock down their scoring pin with his hand(s) wins. The winner must have possession of the baton to win. Players who knock over a circle pin are disqualified. Players who have completed their laps must leave to their right, away from the circle.

Passing Rule applies (see Passing Rule).

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

## ***EVENT 9 – MARATHON RACE***

**Two players:** two heats ; 1<sup>st</sup> heat - girl, eight laps; 2<sup>nd</sup> heat - guy, eight laps

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

**Equipment:** Three circle pins and three scoring pins.

**Rules:** Marathon player stands outside the circle, just behind his/her starting diagonal. At the starting signal, the player runs eight laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing Rule applies (see Passing Rule).

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

## **EVENT 10 – BALLOON RELAY**

**10 players;** two heats

1<sup>st</sup> heat - five girls

2<sup>nd</sup> heat - five guys

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

**Equipment:** One balloon per team and three scoring pins

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

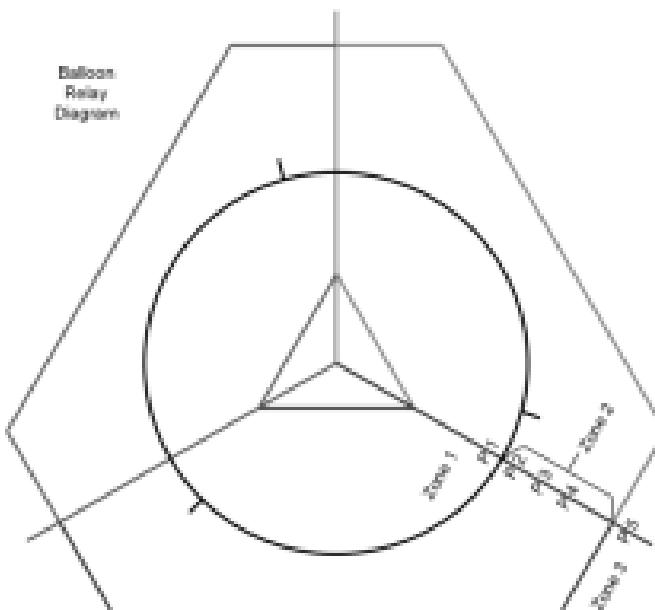
The first player is in Zone 1; the fifth player is in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck, while waiting for the starting signal.

At the starting signal, the balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. Only the players in Zones 1 and 3 will be disqualified for crossing the zone lines when they are in possession of the balloon.

When passing the balloon through his/her legs, the player in Zone 1 must not step over the tape marker (the circle line) between Zones 1 & 2 and must be straddling the diagonal line. The player in Zone 3, when receiving the balloon from Zone 2, must not step over the 25' line and must be straddling the diagonal line. (see Floor Markings).

On completion of the pass from Zone 1, players 1- 4 may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself. When the player in Zone 3 receives the balloon, he/she runs to the front of the line and takes a 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 touching their scoring pin with their hand(s) to finish. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. He/she must maintain possession of an unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.



## PLAY-OFFS: SEMIFINALS

The five playoff events are as follows in the order they will be played:

**BASKETBALL RELAY** (all 3 heats)

**SPRINT RELAY**

**THREE-WAY TUG** (two heats), girls and guys

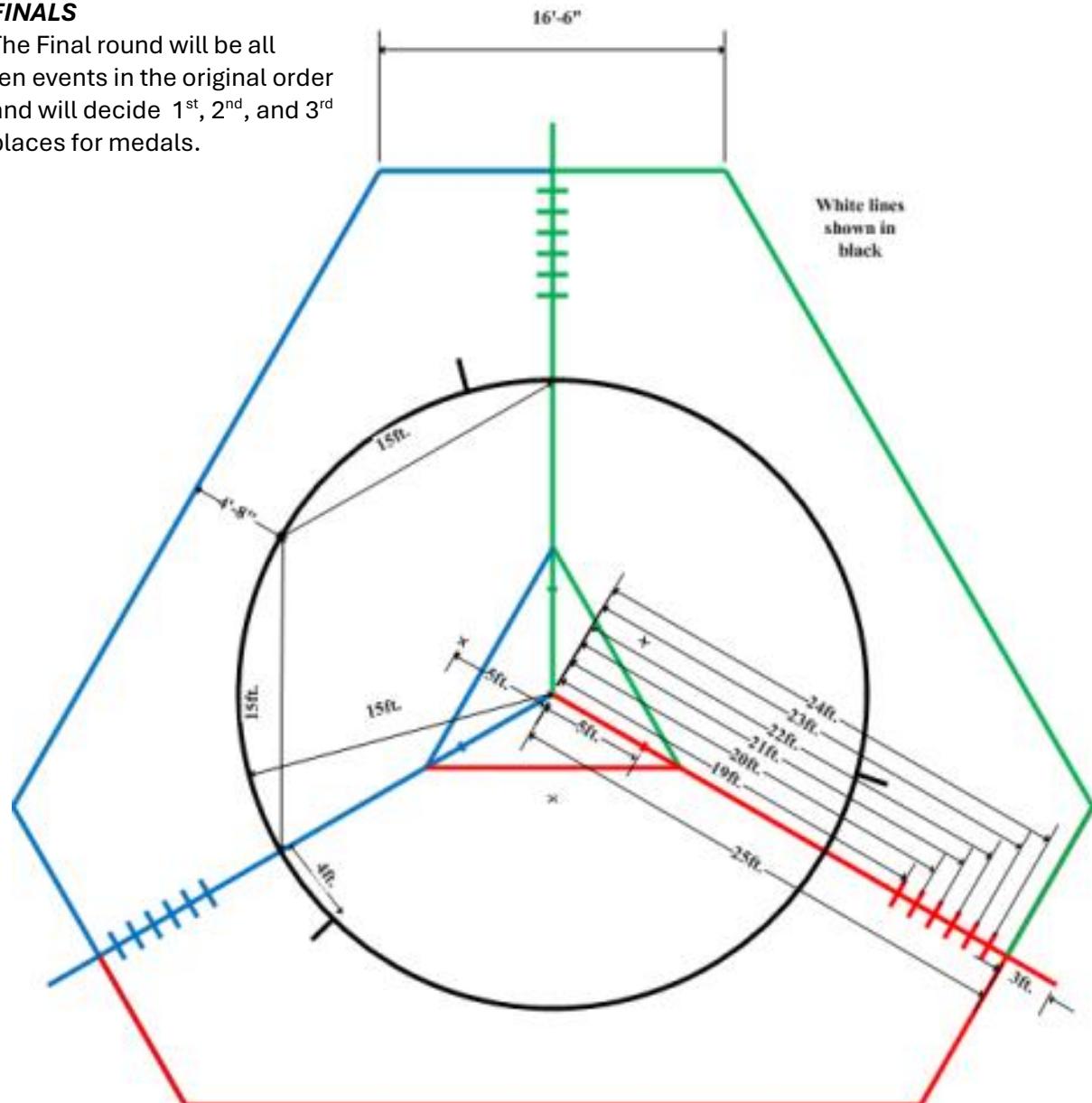
**BEANBAG BONANZA** (two heats), girls and guys

**BALLOON RELAY** (two heats), girls and guys

Any player may participate in four of the five Play-off events, but must participate in a minimum of two events. Participants in the Play-off events may be different from those who competed in those same events during the 10 Summit AwanaGames™ games.

## FINALS

The Final round will be all ten events in the original order and will decide 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places for medals.



**Official Awana Youth Ministries Three-Way Games Circle** The AwanaGames Circle is 30' in diameter. Each team is designated by a color and occupies a sector.

>> Starting position of player(s) is indicated with the rules for each event.