

# 3rd – 6th Grade Awana Games

## Coaches Training





# Today's Agenda

- Introduction To AwanaGames
- General Rules/Definitions
- AwanaGames Events
- Questions - Answers - Sharing



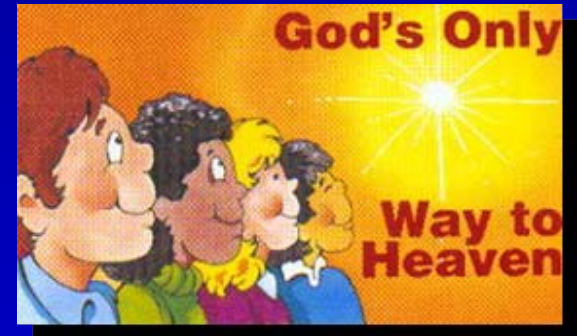
# Introduction To AwanaGames

- The 1st meet was held in Chicago in 1955- for boys only.



- This ministry has grown over the years and meets are now held around the world.

- An important aspect of the Awana youth program is to teach good sportsmanship.



- The central focus of the meet is to present a clear Gospel message to unsaved parents, friends and family members.



# Game Day Schedule

- Arrive at least 1/2 hour early (check-in, pictures, Parental Consent Forms – June 2011 version along with the team roster sheets to be turned in at registration. If a child does not have the current Parental Consent Form, they will not be allowed to compete. Standby players must have this form also.)
- 3<sup>rd</sup> – 6<sup>th</sup> Grade Clubbers will sit in stands
- Welcome - Prayer - Flag Ceremony
- Gospel Presentation
  - Help keep Clubbers quiet and seated
- Dismissed at Halftime of Sparks-A-Rama to line-up
- Coaches Meeting with officials before start, check church permission slips & shoes
- Presentation of the teams
- Recite II Timothy 2:15(KJV)
- AwanaGames Events (1-10)
- Awards



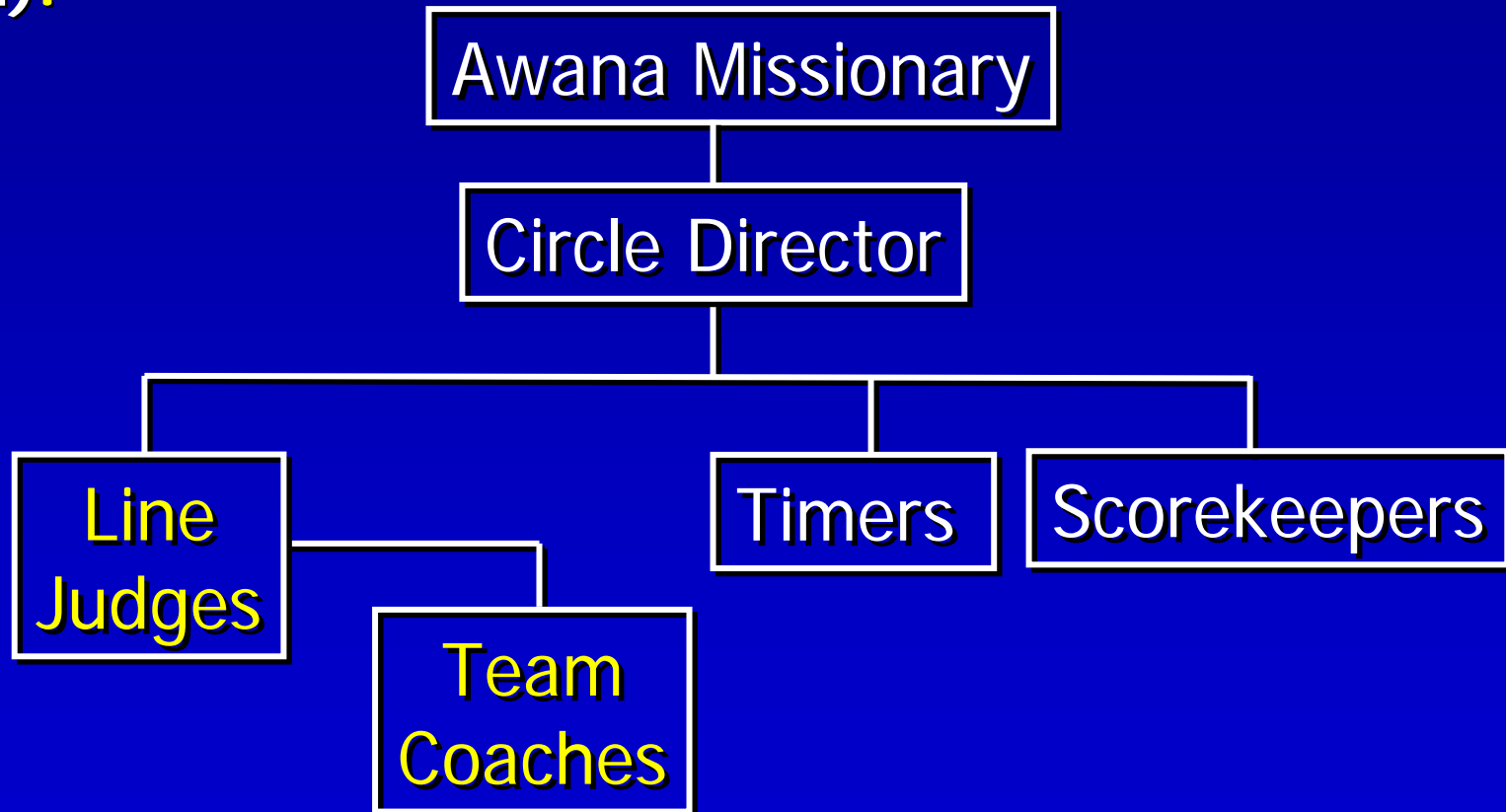
# Team Members

- **Teams: (Coed Teams Only)**
  - Minimum of 10 players
  - Maximum of 14 players
  - No more than half of the team should be 5<sup>th</sup> and 6<sup>th</sup> graders
  - Must have at least five boys and five girls
  - Qualifications – age, 10 sections – No Sparkies compete in T&T
  - Players must stay seated behind team line when not playing.
- **Team Outfits: Christian standards of dress, clean non-marking tennis shoes; if you have to ask the question, it is probably not ok. No shorts, please.**



# Chain of Command ...

- Remember, your line judge is responsible to communicate between the circle director and you (coach).



# AwanaGames Officials

## ■ Circle Director Is responsible for:

- Coaches meeting at start of meet
- Circle operation after official start
- Coordination and ultimate responsibility of judges
- Circle Director is responsible for final word on all matters not covered in written rules.
- Unless requested by the Circle Director, no coach is allowed on the game floor to consult him at any time!

## ■ Line Judge Is responsible for:

- Keeping coaches informed
- Helping Circle Director with circle operation & rules
- Making sure everyone is clear on what they are doing



# General Rules / Definitions

- **Adherents: None, no not one!** Participants may not touch the bottom of their shoes with their hands. **3 Warnings - #1 to participant, #2 to coach/team, #3 disqualification from event**
- **Balloons: 9" inflated to 8".**
- **Circle Pins: Passed around, disqualification.**
- **Disqualification:**  
(see RB page 6)
- **False start: 2 strikes and you're out!**
- **Scoring pins for 1<sup>st</sup> and 2<sup>nd</sup> place for most events at five-foot mark – Scoring pins may not be touched with a beanbag, baton or balloon**



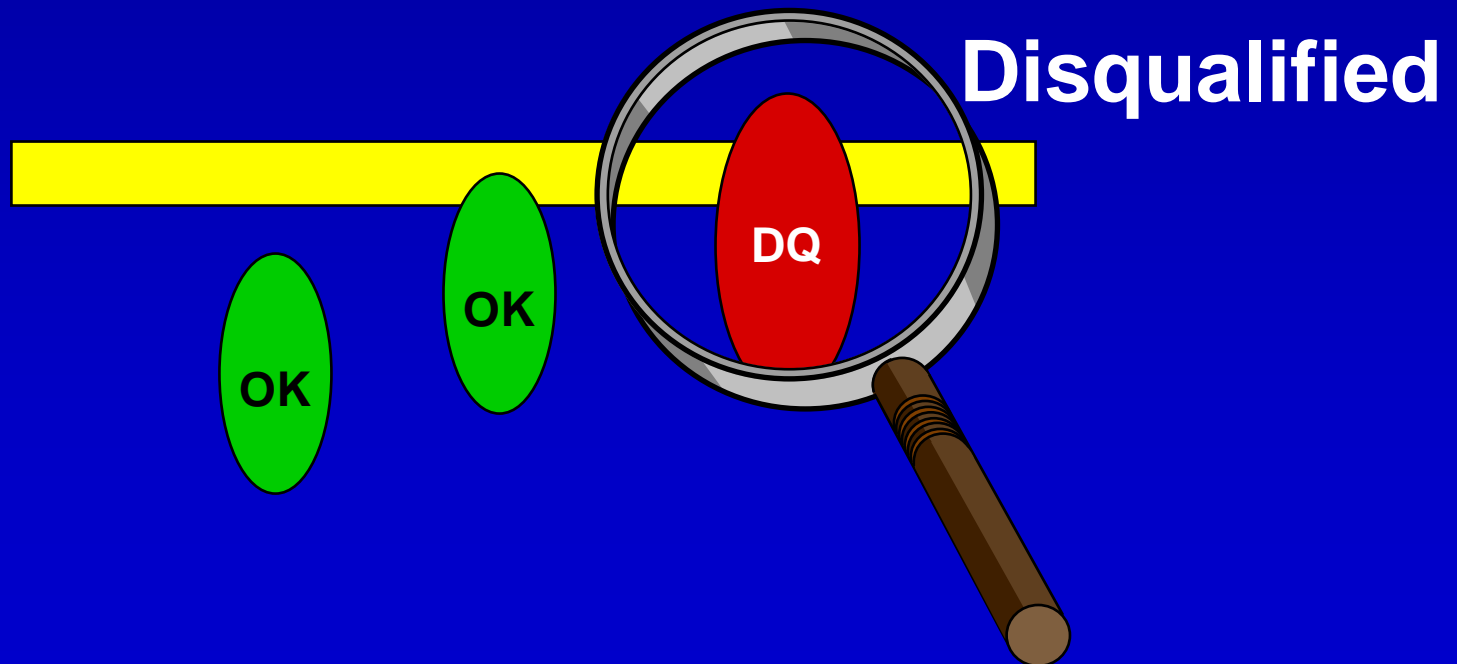
# Disqualification

- Unnecessary roughness or poor conduct.
- Knocking over a circle pin.
- Causing interference to other participants.
- Player participating in more than prescribed number or type of events.
- Breaking other game rules not listed, but described elsewhere in the rulebook.
- Play which is not according to the spirit of the game.
- Line Judges are responsible for communicating to the coach the reason for disqualification.  
(See RB page 6 of "Official Rules & Regulations")

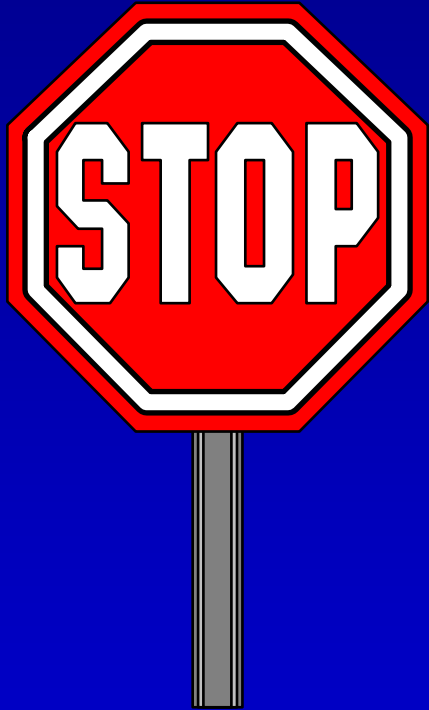


# Floor Markings

- **Floor Markings: Colored or white tape, if toe crosses line (“breaks the vertical plane”) then clubber is disqualified!**



# Interference



- **Interference: may be declared if a team's fair chance of winning is impaired by something other than normal "breaks" and "hazards" of the game. (i.e. hampering, spectators, coaches, non-participating players on opposing teams.)**
- **Results in disqualification for that event.**  
(see RB page 6 - Rerun RB page 7).



# Participation

- \*\* Each player limited to a maximum of 6 events. \*\*
- Each player must play at least 2 events.
- No player may play more than 2 of the running events. (see rulebook and running events slides for more specific rules.
- Coaches must mark numbers on hands of runners with a marker.

(see RB page 7)



# Official AwanaGames Circle

## Official Awana Olympic Circle

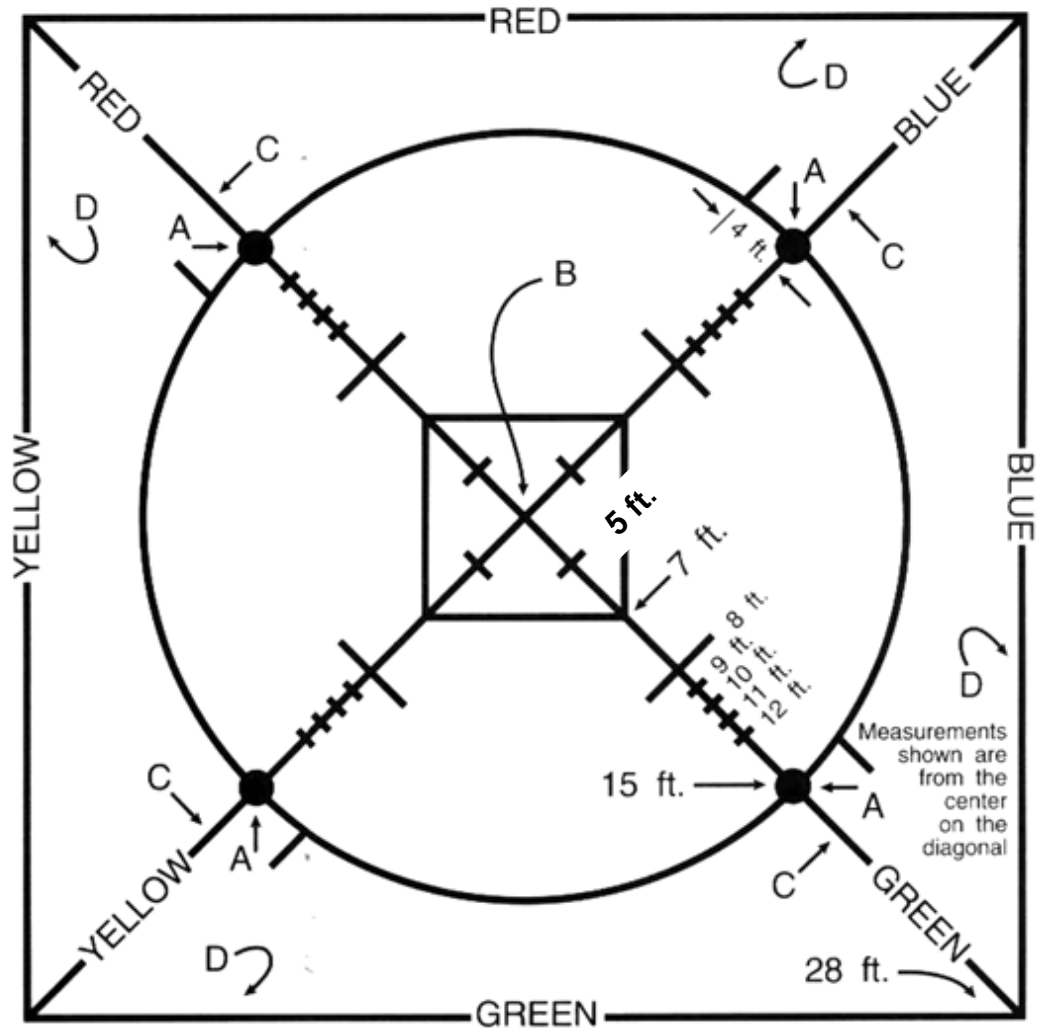
Diagram 1

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

**Key to diagram:**

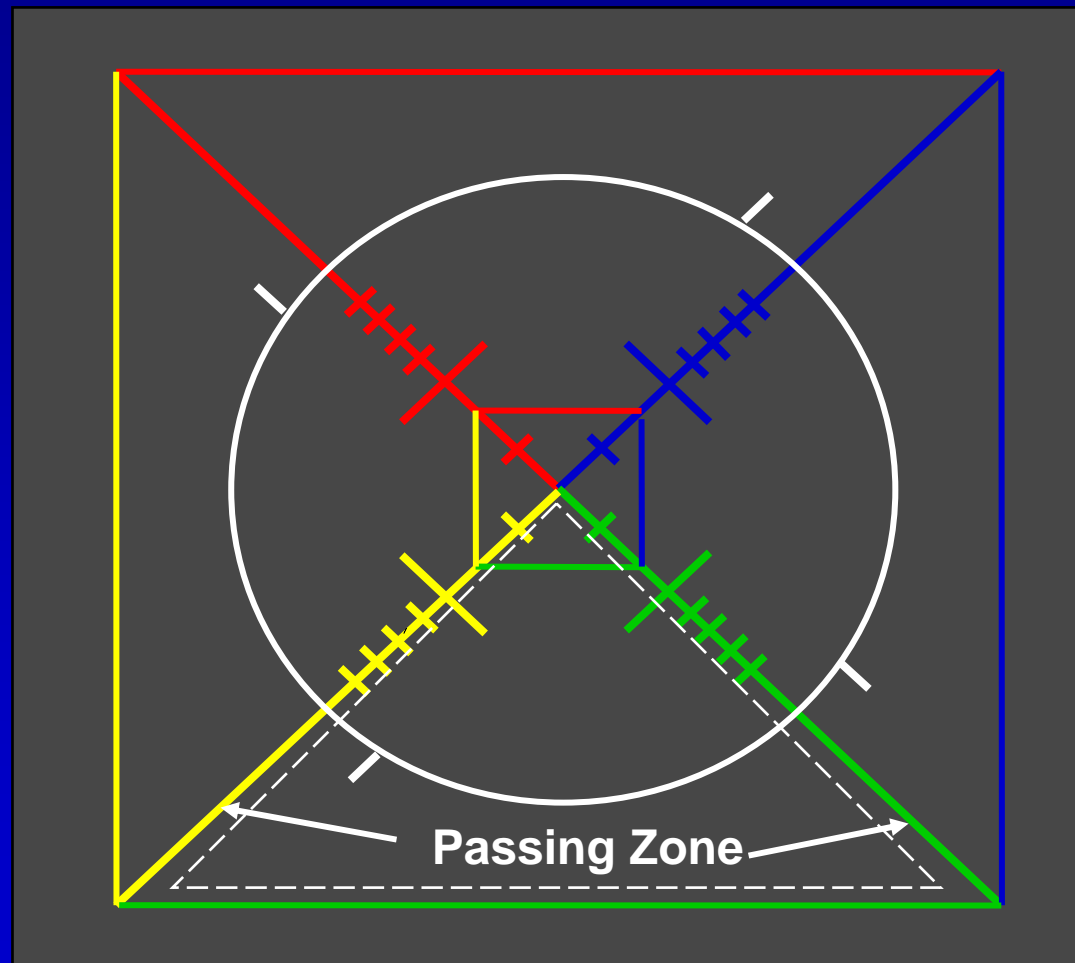
- A**—Circle Pins
- B**—Center Pin; Center Bean Bag
- C**—Diagonal or Starting Line
- D**—Team Lines or Olympic Square

Starting position of player(s) is indicated with the rules for each event. P=Player in the diagrams on the following pages. Make sure your team is marked with the Awana Circle.



# General Rules - Passing Zone

- The baton must be passed within the triangular team zone. No passing of the baton over a starting diagonal. (RB Page 7)



# General Rules / Definitions

## - Continued

- **Possession: Must have bean bag, baton or balloon in hand when scoring in those events.**
- **Scoring - Players should not leave circle until scoring has been determined.**
- **Passing rule applies to Sprint & Marathon relays and Sprint & Marathon individual races**
- **Tag Rule:**
  - **Runner passed or tagged is out.**
  - **Events #4 – Three Legged Race Only**
  - **NO pushing - disqualification!**

(see RB Pages 7, 8)



# General Rules / Definitions

## - Continued

- **Tie Game (Event):** If the Circle Director determines that 2 teams touch the scoring pin at the same time, a tie is declared. Available points are divided equally between the tied teams. (See RB page 8)
- **Tie Score:** Replay of team heat of the bean bag relay.

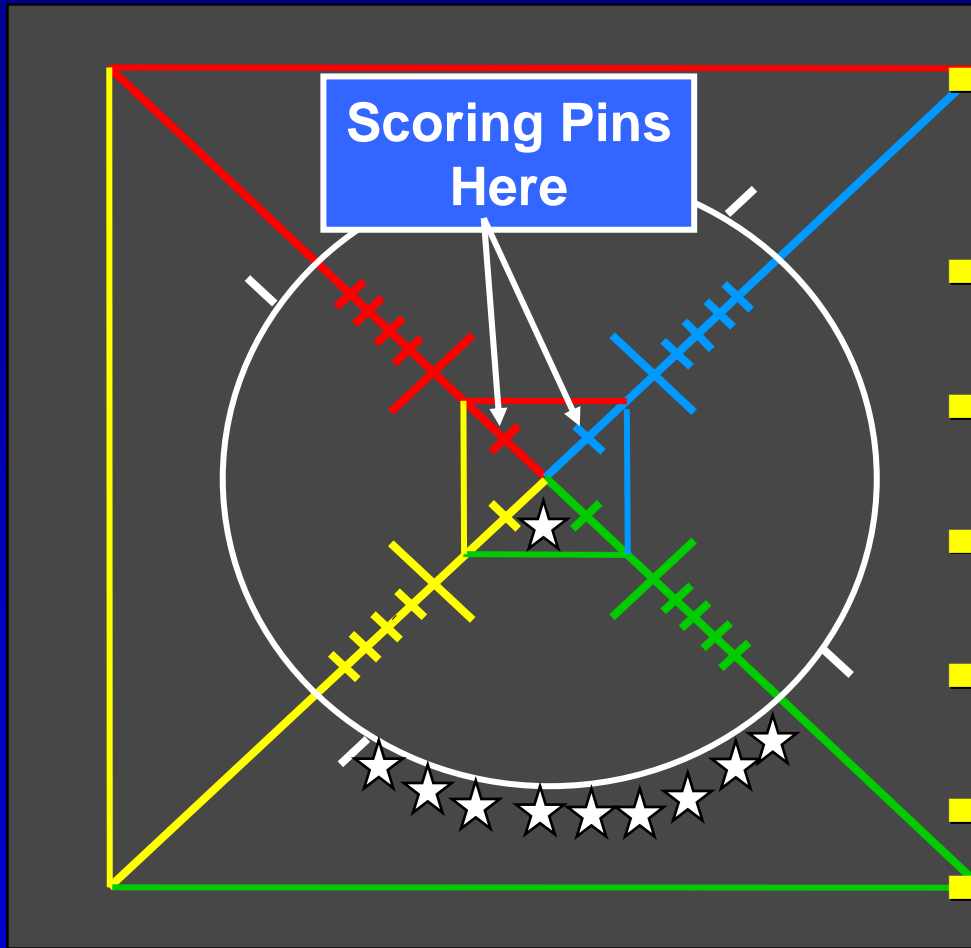


# Bean Bag Relay



# Game Event #1

## ■ Bean Bag Relay (RB page 9)



- Heat 1 Five girls
- Heat 2 Five boys
- Heat 3: Five girls/Five boys
- All team members must compete in at least one heat
- Game leader must have 1 foot in triangle when passing/receiving bag
- Feet must NOT break plane of lines
- Players must stay in order and not leave team zone
- Players (except leader) do not step inside circle
- Bags must be tossed in sequence
- Bag may not leave team zone
- Leader has possession of bag when scoring
- No touching game leader when scoring

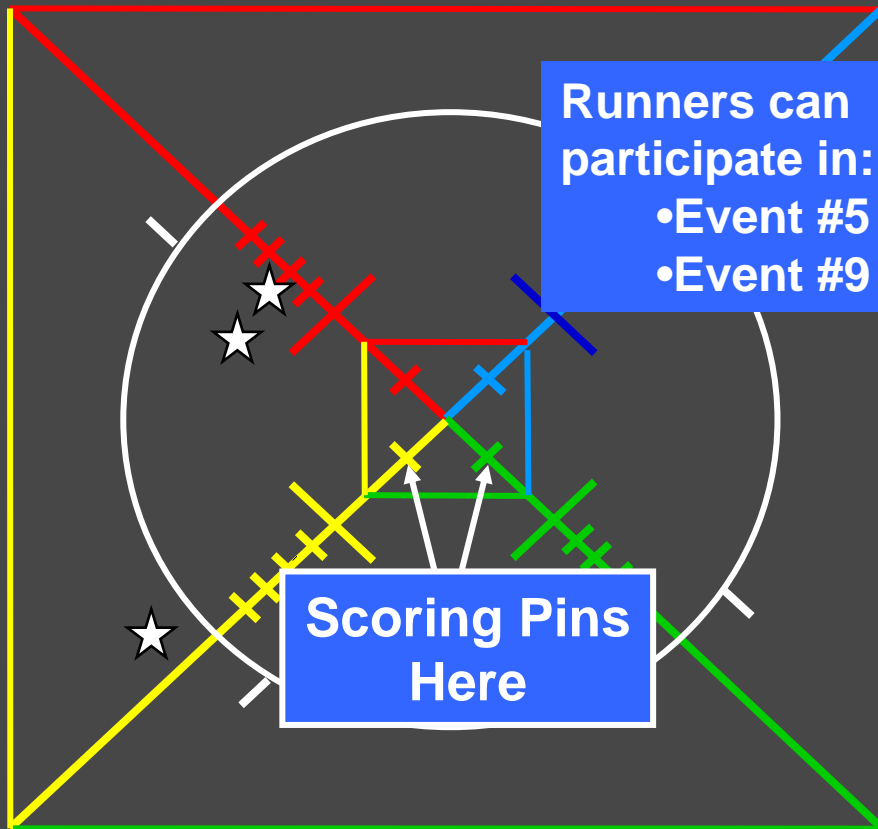


# Sprint Relay



# Game Event #2

## ■ Sprint Relay (RB Pages 10)



- 2 heats:
  - Heat 1 – Three girls
  - Heat 2 – Three boys
- All run 1 lap each
- Runners can participate in #5 or #9 - only one runner may participate in #8 if the team only has five members of a particular gender.
- Baton must be passed in team zone; not over any starting diagonal line
- Dropped baton can be picked up if not out of game square
- Passing Rule applies
- Runner must have possession of baton when scoring

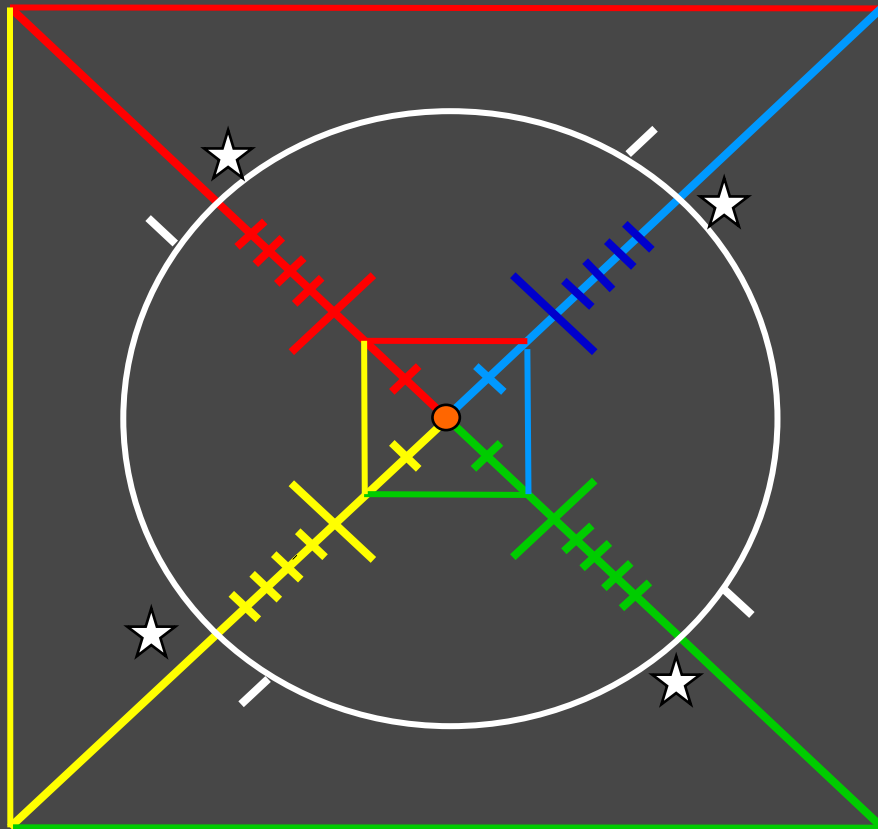


# Knock It Down



# Game Event #3

## ■ Knock It Down (RB Pages 10)



- 2 heats:
  - Heat 1 - one girl
  - Heat 2 - one boy
- Player starts with beanbag at their starting diagonal
- Player at starting signal runs around circle to their team zone (3/4 of circle)
- Player then tosses beanbag at center pin – First player to knock the pin down wins
- If player misses, they retrieve their beanbag and return to the outside of the circle in their team zone
- Players should not stop until they hear the circle director's whistle
- There will be a 60 second time limit

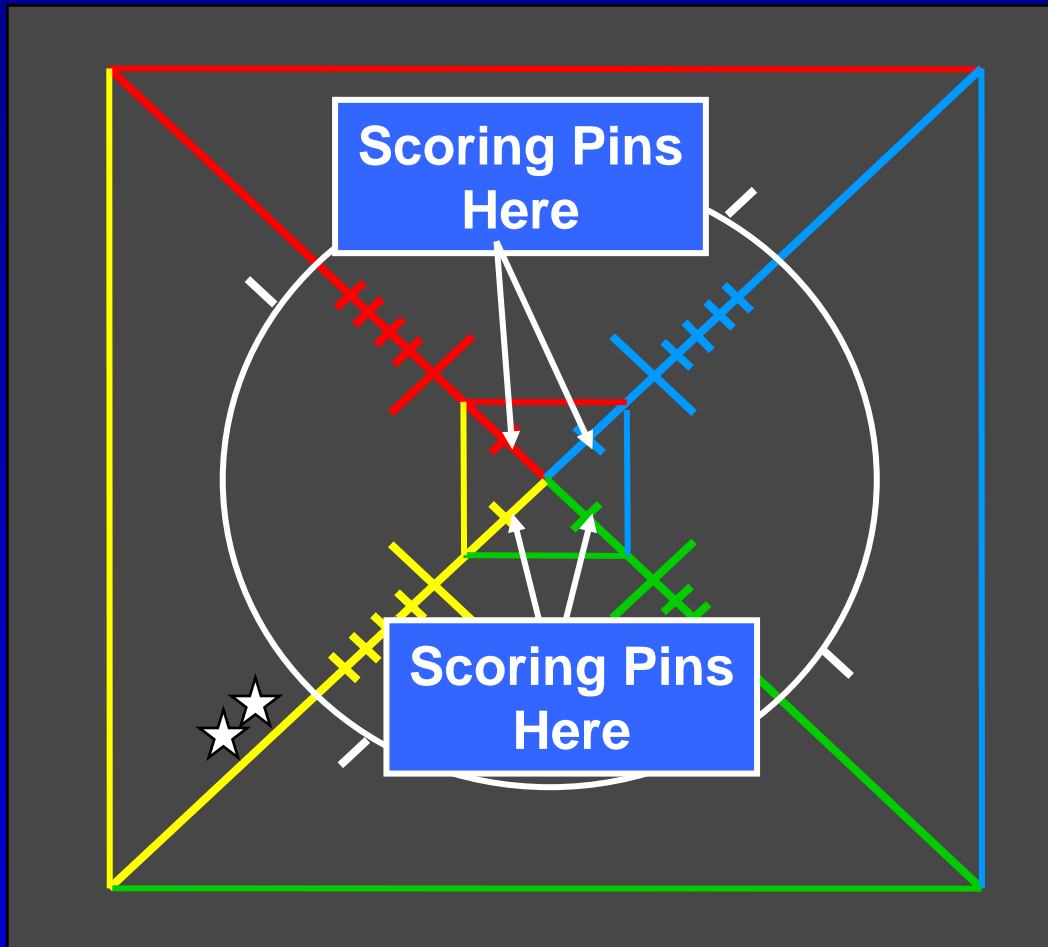


# Three-Legged Race



# Game Event #4

## ■ Three-Legged Race (RB Page 11)



- 1st heat: Two girls  
2nd heat: Two boys
- Coach secures leg band
- Tag rule is in effect
- Players run 2 laps
- If leg band comes off - players are disqualified
- Fallen runners may get up and continue if not passed
- Pin must be touched with only hand(s) to win

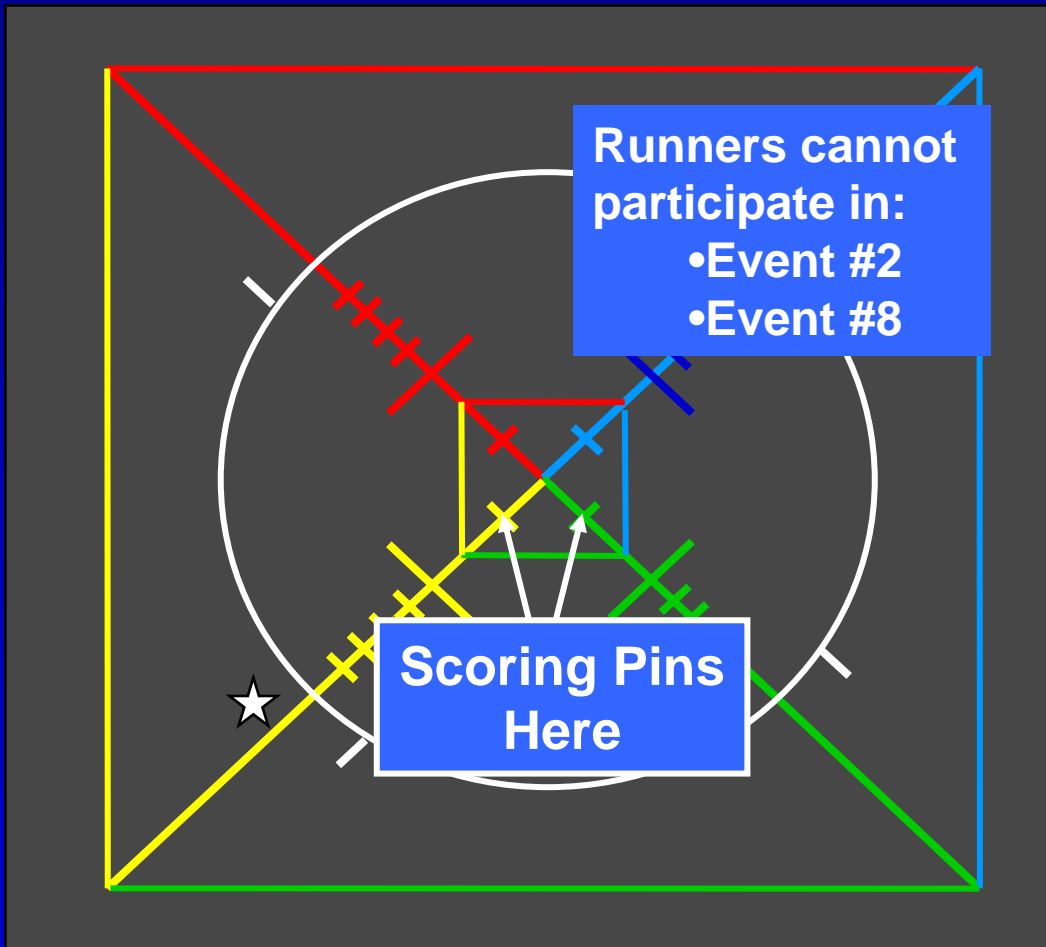


# Sprint Race



# Game Event #5

## ■ Sprint Race (RB Page 11)



- Two heats:
  - Heat 1 – One 3<sup>rd</sup>-4<sup>th</sup> grade girl
  - Heat 2 – One 3<sup>rd</sup>-4<sup>th</sup> grade boy
- Runners may participate in events #2 and #8 but not #9
- Passing rule in effect
- Tagged runners should move to their right to be passed
- Knocked over circle pin is disqualification

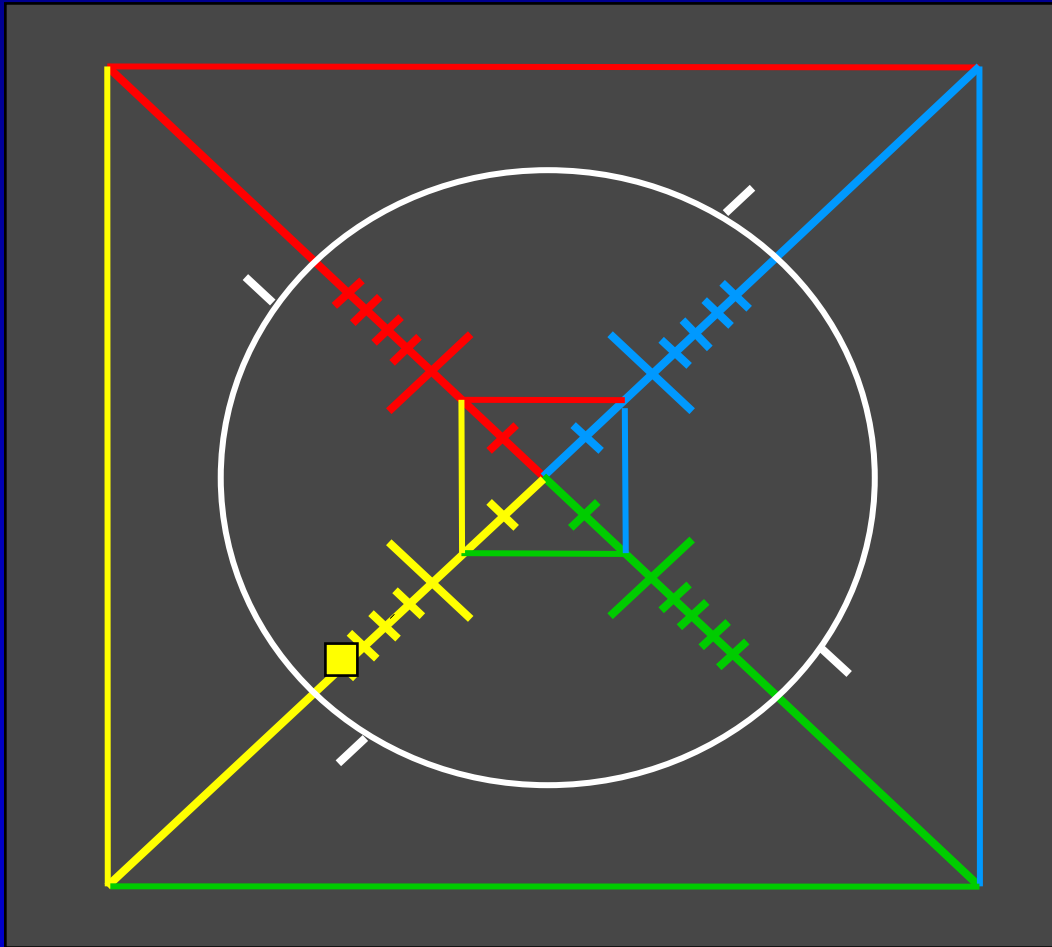


# Four-Way Tug The Rope will start taut!!



# Game Event #6

## ■ Four-Way Tug (RB Pages 12)



- Two heats:
  - Heat 1 – two girls
  - Heat 2 – two boys
- Players start with rope taut and both hands on rope
- No wrapping rope around any part of body
- Bag is started on the 12' mark and moved at 15 second intervals a total of 4 times
- Scoring player (grabbing bag) must have hold of rope
- Players may use gloves

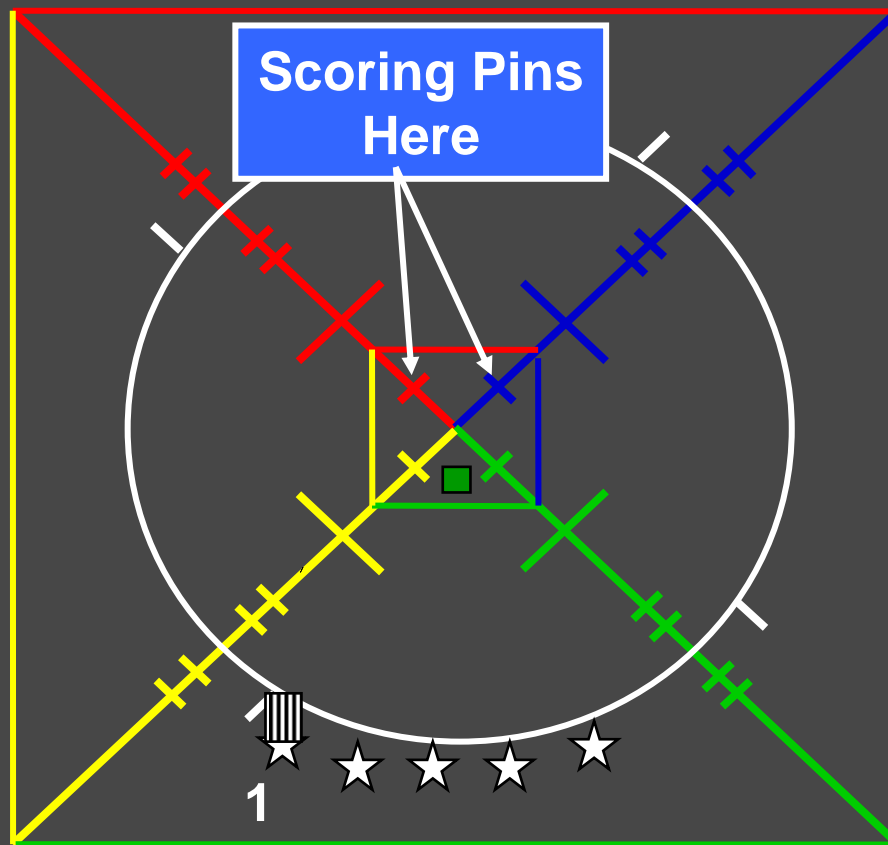


# Bean Bag Bonanza



# Game Event #7

## ■ Bean Bag Bonanza (RB Page 12)



- 1st heat - 5 girls
- 2nd heat - 5 boys
- Colored bag in center, striped with player #1
- Players may not step over circle line until they have possession of bag being passed
- Bags in center must be placed and not tossed. (cannot drop bag)
- DQ if bag not properly placed in triangle
- Bags may not go outside inner triangle or leave team zone
- No Bunching or rotating players

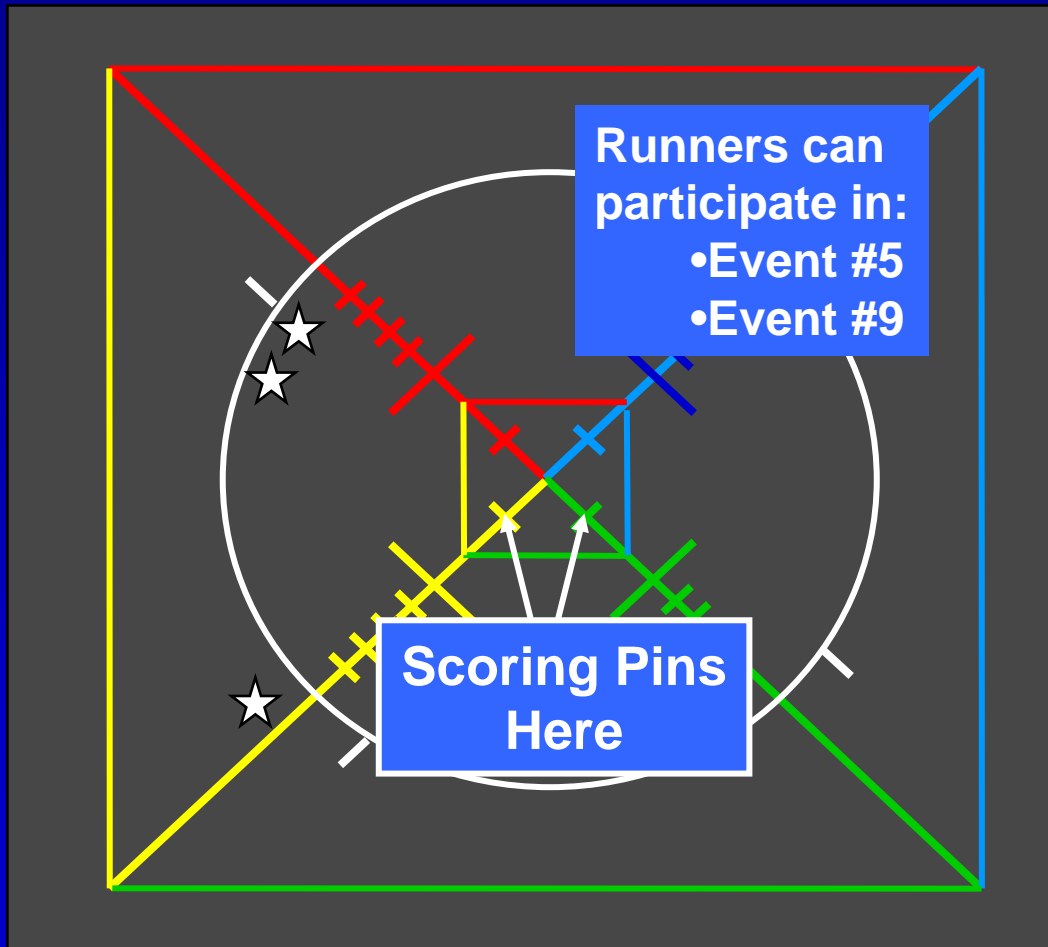


# Marathon Relay



# Game Event #8

## ■ Marathon Relay (RB page 13)



- 2 heats:
  - Heat 1 – Three girls
  - Heat 2 – Three boys
- All run 2 laps each
- Runners can participate in #5 or #9 - only one runner may participate in #2 if the team only has five members of a particular gender.
- Baton must be passed in team zone; not over any starting diagonal line
- Dropped baton can be picked up if not out of game square
- Passing rule applies
- Runner must have possession of baton when scoring

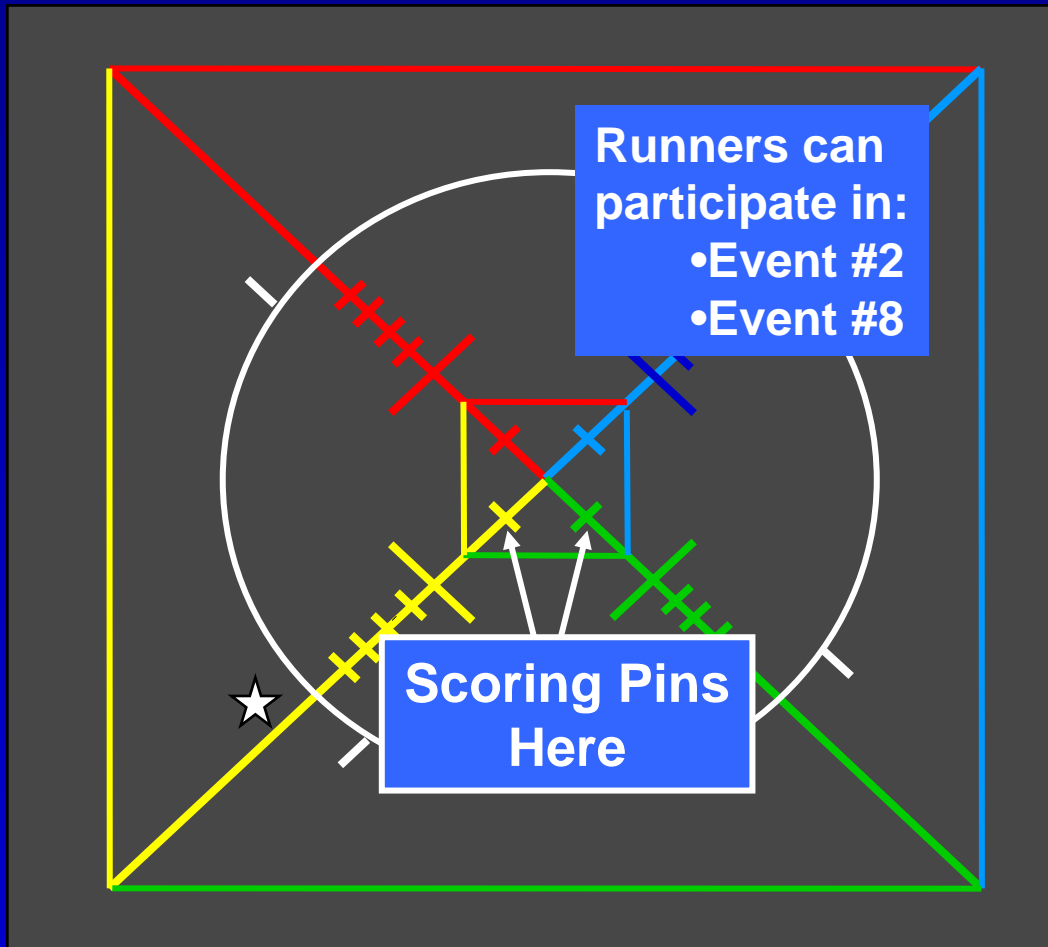


# Marathon Race



# Game Event #9

## ■ Marathon Race (RB page 13)



- 2 Heats – One girl and one boy  
Boys (6 laps)  
Girls (6 laps)
- Runners may participate in events #2 and #8 but not #5
- Passing rule in effect
- Tagged runners should move to their right to be passed
- Running too many laps will disqualify (no more than 1/4 circle over)
- Knocked over circle pin is disqualification

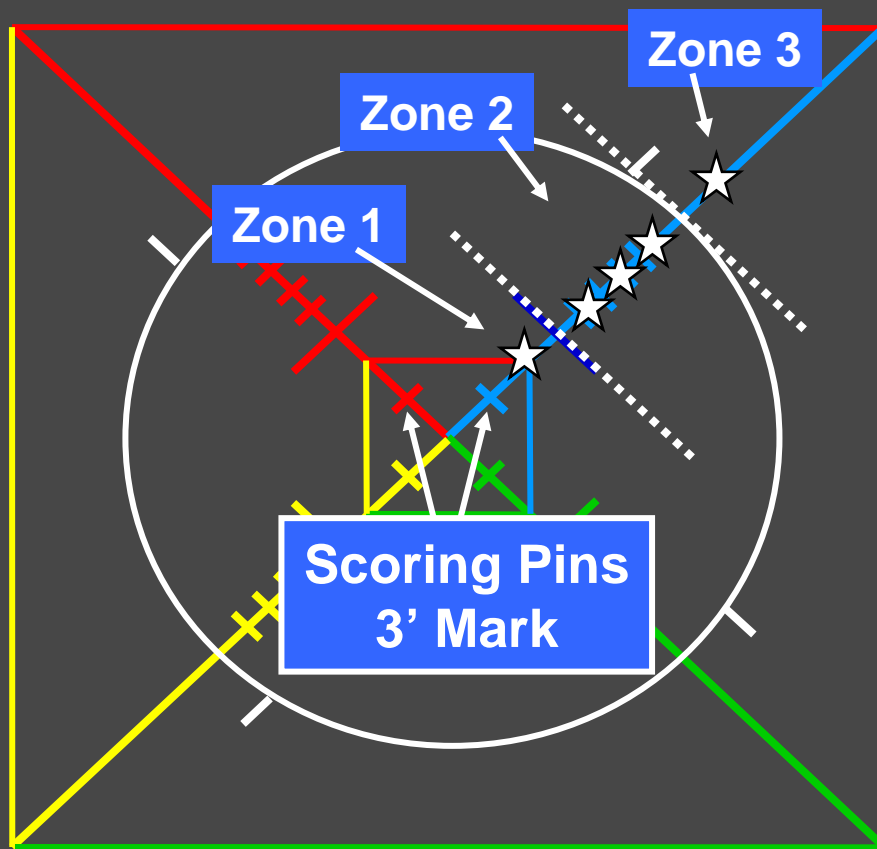


# Balloon Relay



# Game Event #10

## ■ Balloon Relay (RB pages 14)



- 2 heats; Heat 1 – Five girls  
Heat 2 – Five boys
- Players must straddle line and face forward at start, and be in proper zones
- Player in zone 1 must start with balloon on back of neck, using both hands
- Balloon must go between legs of each player
- Player in zone 1 must stay in front of 4' line while passing balloon
- Player in zone 3 must stay behind circle line when receiving balloon
- Broken balloon DQ
- Must have un-broken balloon to score



# Questions & Ideas?

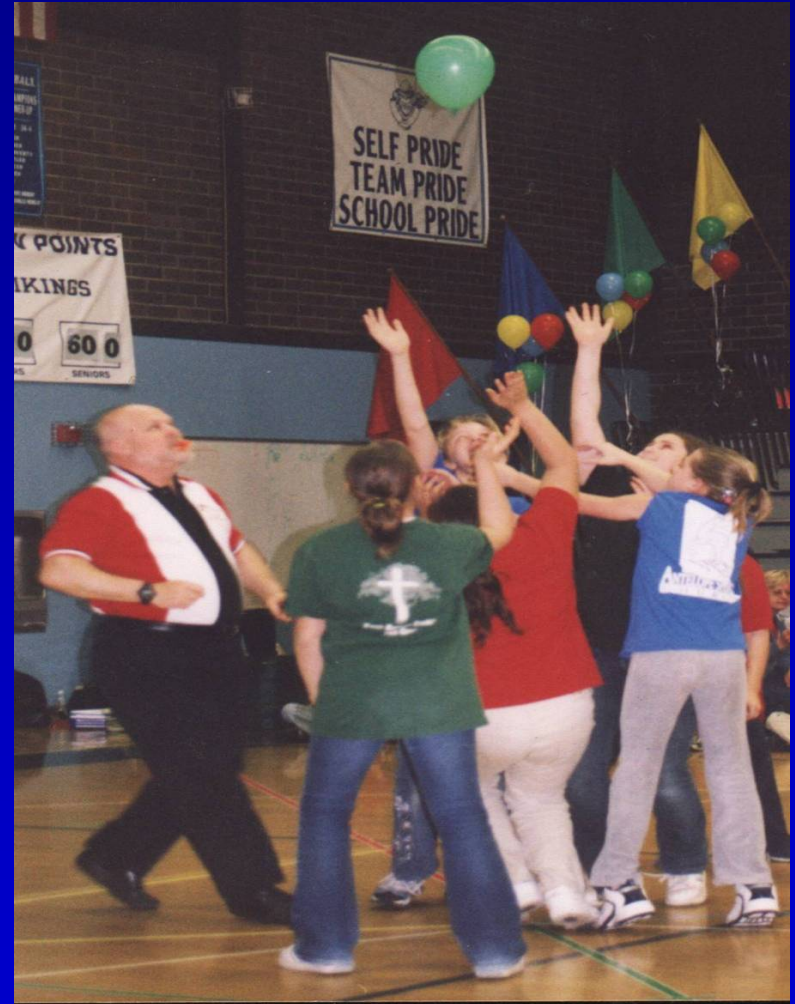
Share your questions, ideas and experiences with others !!!

Ideas?

Experiences?

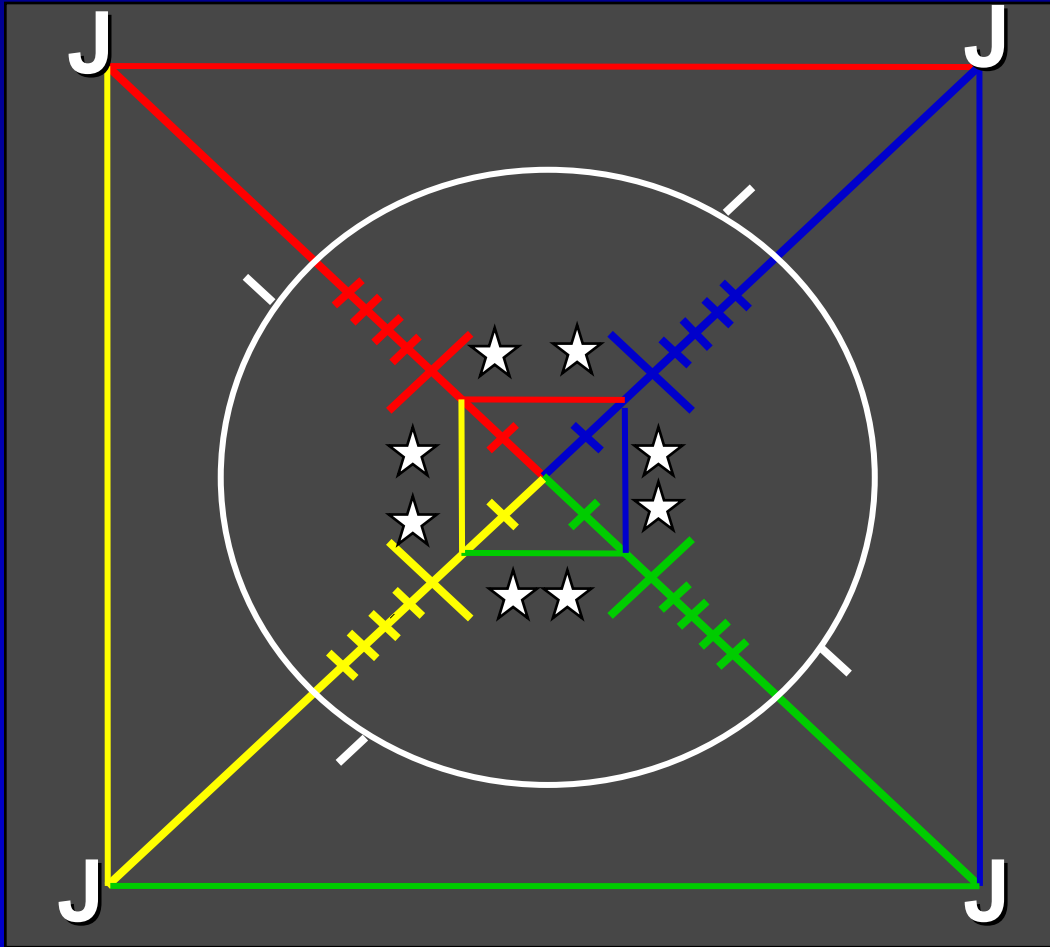
Questions?

# Balloon Volley



# Game Event #

## ■ Balloon Volley (RB page 11)



- Two Heats
  - Heat 1 – Two girls
  - Heat 2 – Two boys
- The two players may stand anywhere in game square.
- Players must hit balloon with hands only (no kicking the balloon)
- If the balloon is kicked, circle director will restart from point where kicked.
- Watch for unnecessary roughness
- Points are awarded to the team whose team line is crossed by the balloon.



# Bean Bag Grab

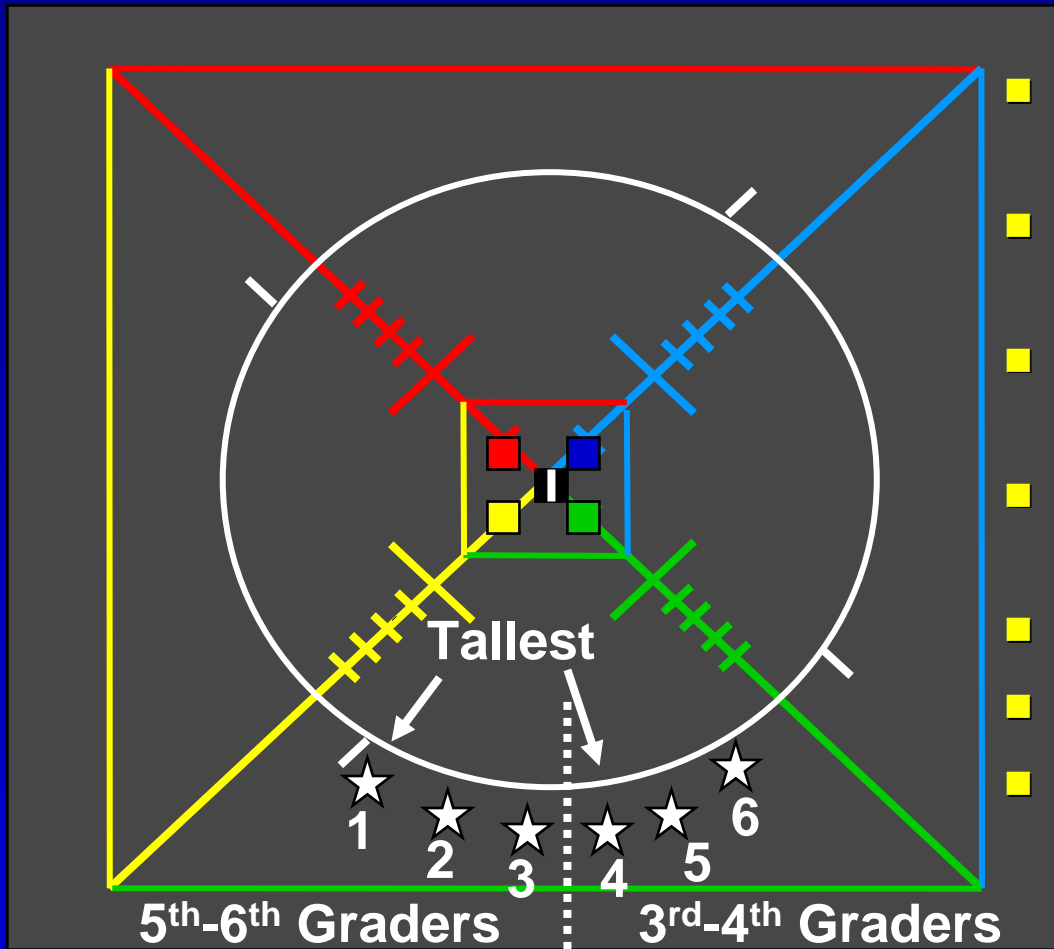


# Bean Bag Grab



# Game Event #

## ■ Bean Bag Grab (RB Pages 11,12)



- 1 heat: Three 5<sup>th</sup>-6<sup>th</sup> graders; Three 3<sup>rd</sup>-4<sup>th</sup> graders – Division 3 – 2 heats

- Players must be spaced evenly (centered)

- All feet are behind the circle line

- Only player called may cross line with both feet

- Players Re-center after each number called

- Hands & feet only on initial approach

- "Contested Bag" Rules

- No stealing bags

- Players must cross circle line with one foot, with bag(s) to score

- Colored bag = 1 point, Stripped bag = 2 points (if 1 colored bag also)

