

Awana Sparks-A-Rama



Coaches Training



Today's Agenda

- Introduction
- General Rules/Definitions
- Sparks-A-Rama Events
- Questions - Answers - Sharing



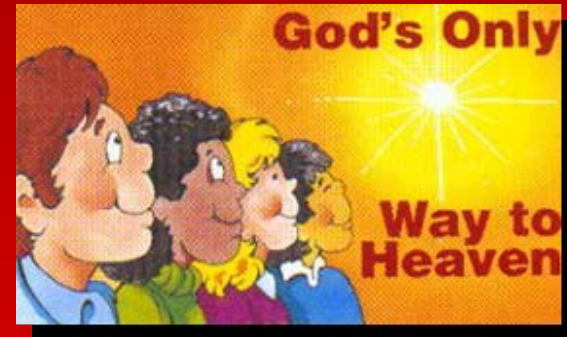
Introduction to Sparks-A-Rama

- Sparks-A-Rama is a day of fun for young children.



- It is not a day of high-pressured competition.

- Sparks-A-Rama should also be a ministry to parents.



- An opportunity to present clearly the gospel of Jesus Christ.



On Sparks-a-Rama Day ...

- 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.)
- Coaches meeting before start, church permission slips and shoes checked
- Welcome - Prayer - Flag Ceremony
- Sparkle Time (Key Verse & Sparky Yell)
- Gospel Message
 - Help keep Sparks quiet and seated.
- Presentation of Teams
- Sparks-A-Rama Events (1-7)
- Awards



Team Members

■ Teams:

- Minimum 10 players
- Maximum 15 players
- At least 3 boys & 3 girls **Changed in 2011**
- 10 sections passed this club year

■ Players must stay seated behind team line when not playing.

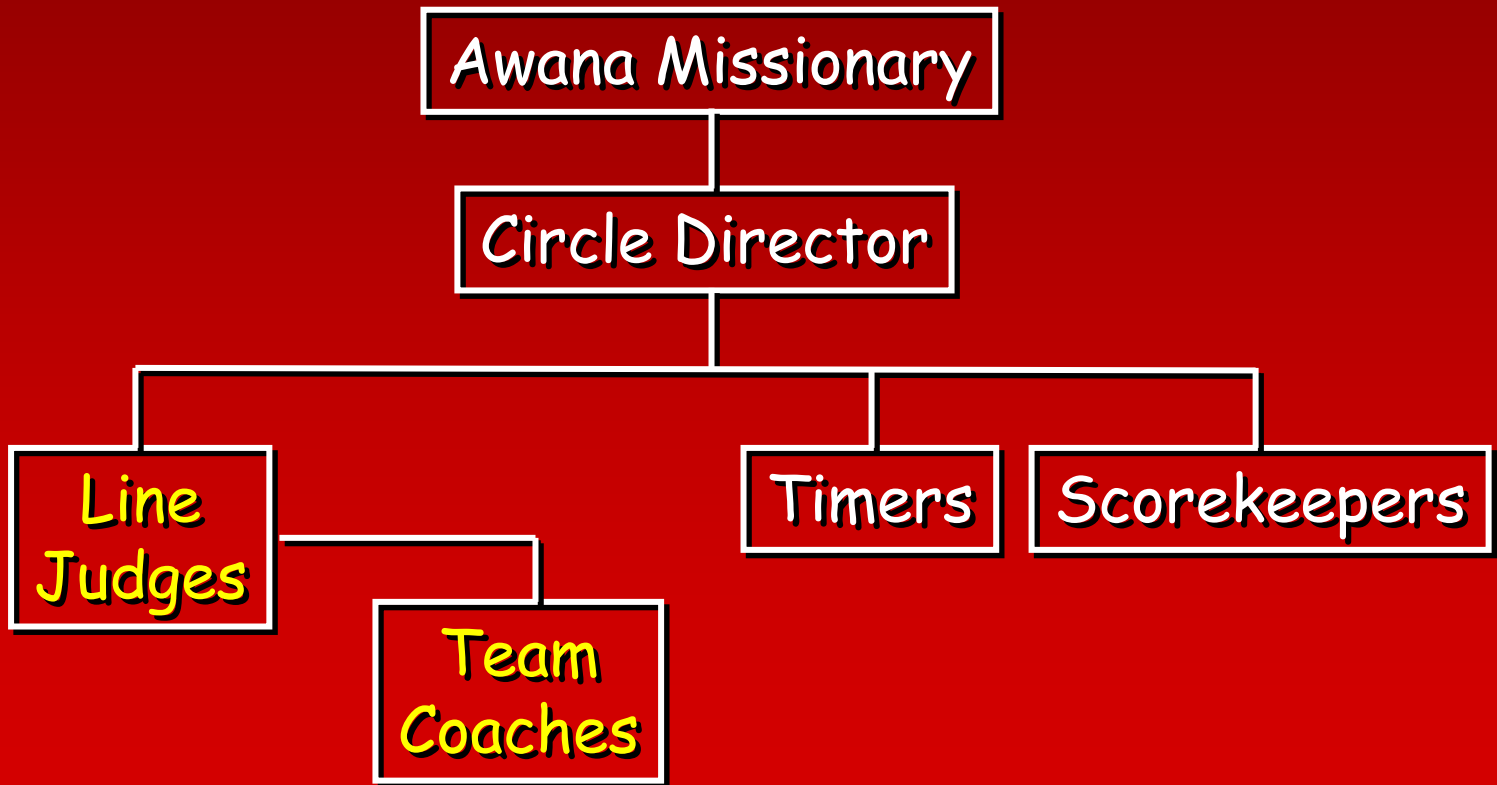
■ Players must wear gym shoes and appropriate clothing. No shorts, please.

■ Knee pads should be soft (no hard pads are allowed).



Chain of Command ...

- Remember, line judges are responsible to communicate between the circle director and coaches.



Game 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!**
- **Balloons: 9" inflated to 8".**
- **Center Pin & Bean Bag: 1st and 2nd place.**
- **Circle Pins: Passed around, disqualifications.**
- **False start: 2 strikes and you're out!**

(See RB Beginning on pages 7-8)



Disqualification

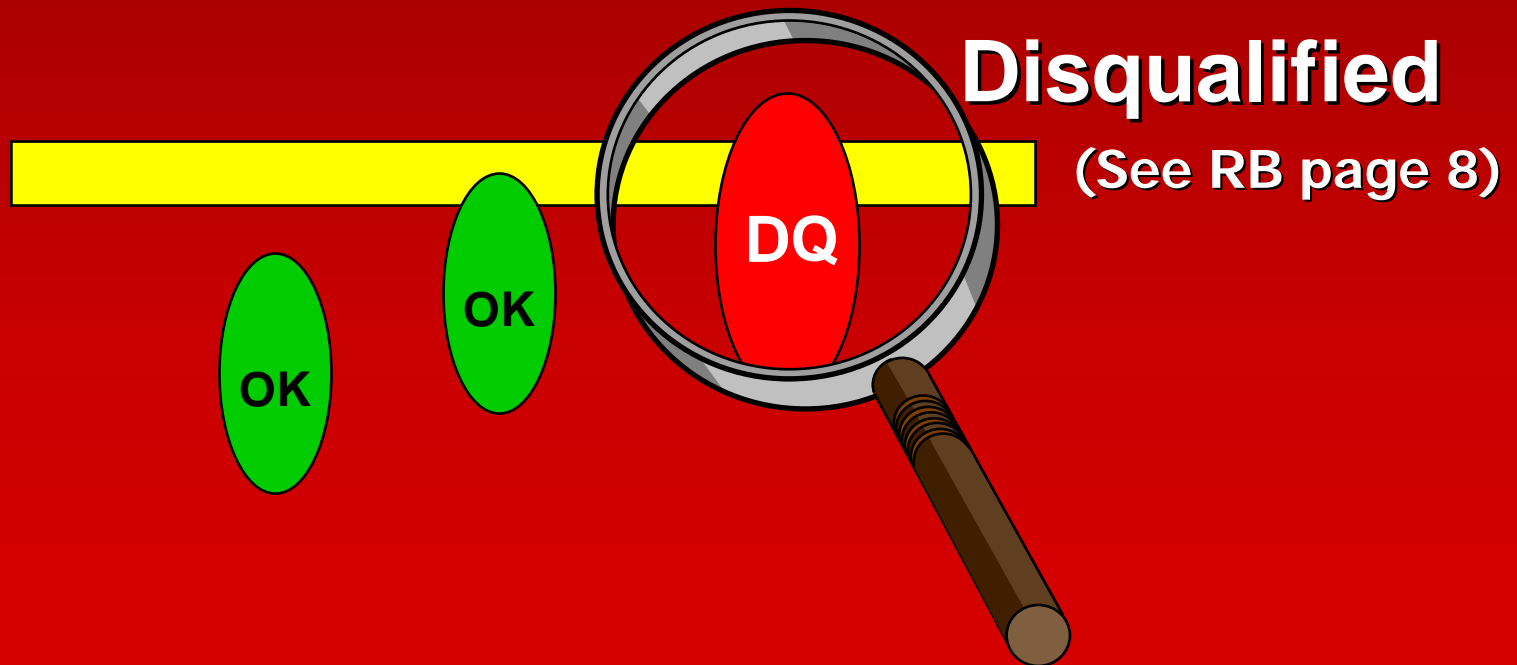
- Unnecessary roughness or poor conduct.
- Knocking over a circle pin.
- Causing interference to other participants.
- Breaking other game rules not listed, but described elsewhere in the rule book.
- Play which is not according to the spirit of the game.
- Line Judges are responsible for communicating to the coach the reason for disqualification.

(See RB pages 7 of "Official Rules & Regulations")



Floor Markings

- **Floor Markings: Colored or white tape, if toe crosses line (“breaks the vertical plane”) then player 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 8 - Rerun RB page 8)



Official Awana Sparks-A-Rama Circle

Official Awana Sparks-A-Rama Circle

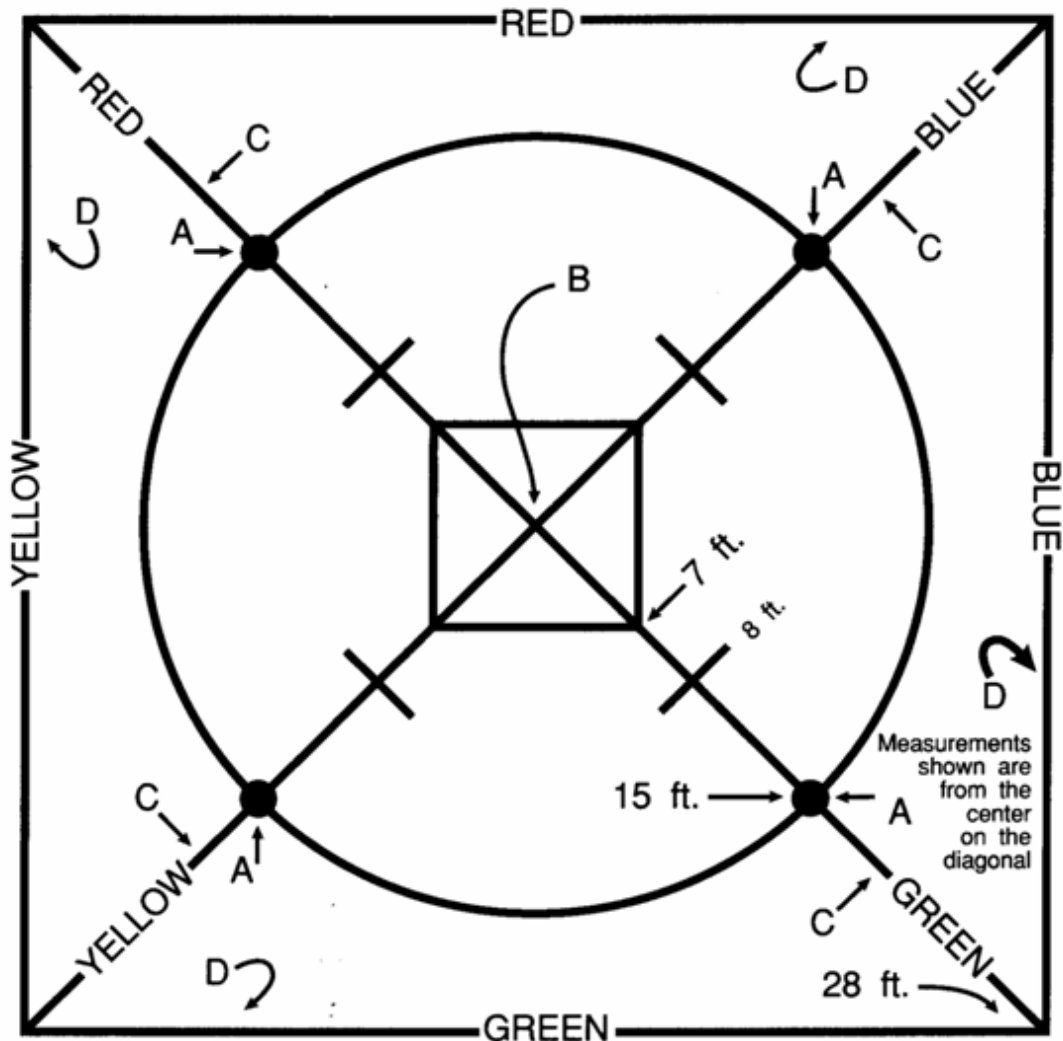
Diagram 1

The Sparks-A-Rama 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

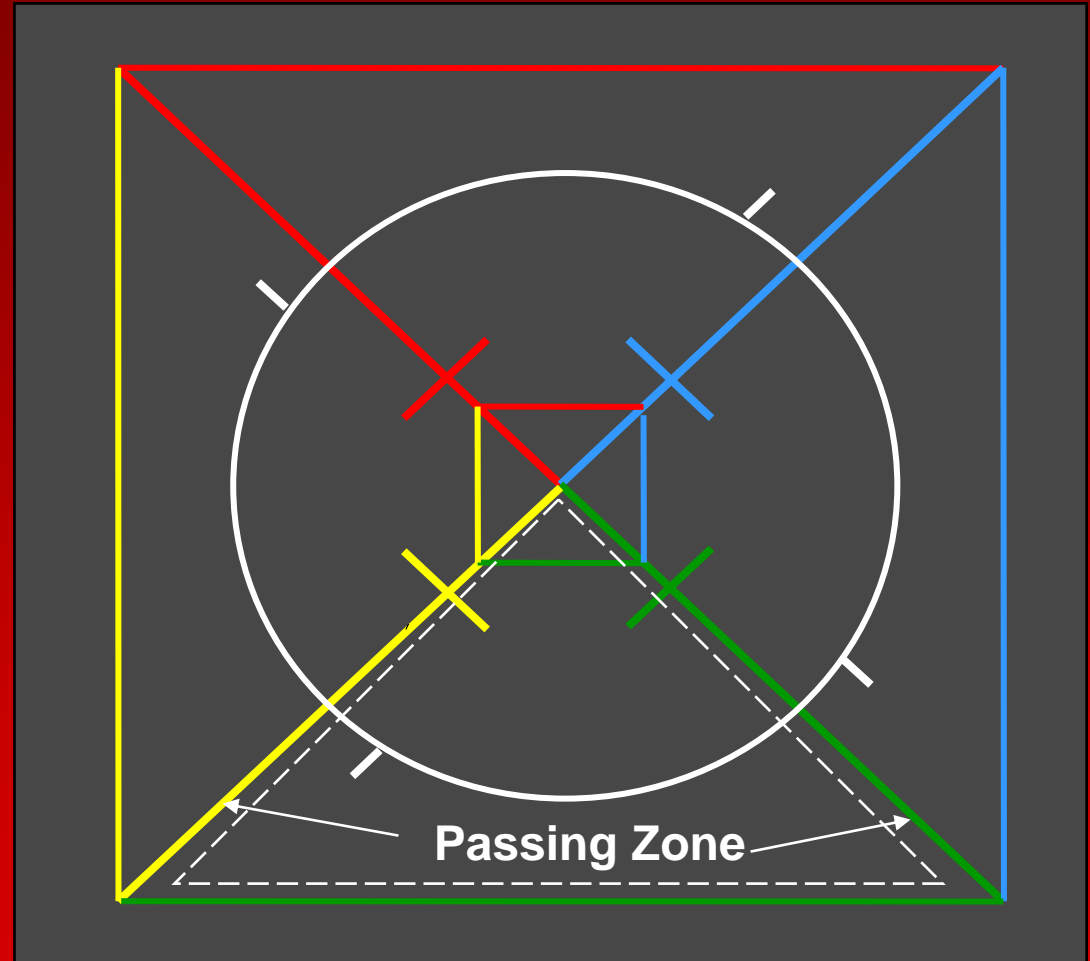
Starting position of player(s) is indicated with the rules for each event. Make sure your team is familiar with the Awana Circle.



General Rules - Passing Zone

- In the (Sparky Safari) the bean bag must be passed within the triangular team zone. No passing beanbag over diagonal.

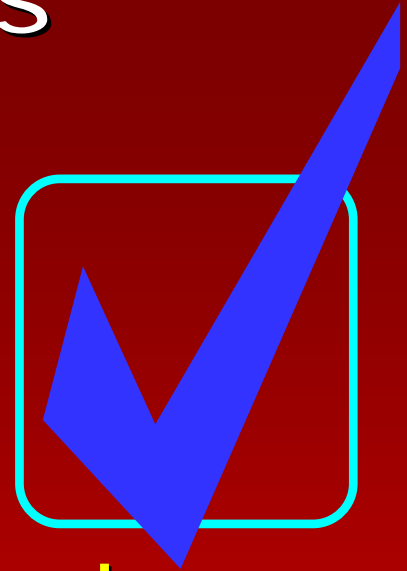
(RB Page 8)



General Rules / Definitions

- Continued

- **Possession: pin or bag in hand!**
- **Spirit of the game: When a team deliberately stretches existing rules to play a game differently. (e.g. hairstyles in Sparky Safari)**
- **Tie Game (Event): If the Circle Director determines that 2 teams gain possession of the pin or bag at the same time, a tie is declared. Available points are divided equally between the tied teams. (See RB page 9)**
- **Tie Score: Replay of Sparky Balloon Pop for first place. Coach chooses who pops balloon.**

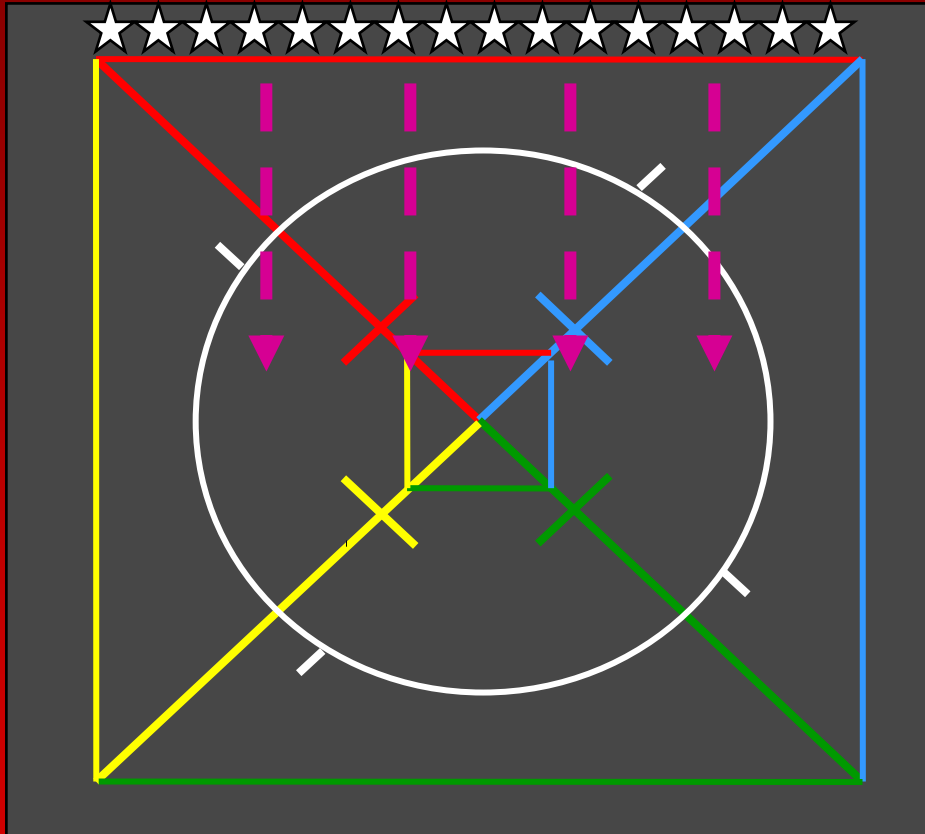


Sparky Crawl



Game Event #1

■ Sparky Crawl (RB page 10)



- 2 heats (Entire team 10-15 players) – all players must play one heat
- Heat #2 is played to return players to original team line
- All players start behind line
- Spread out evenly along entire line
- NO rigid knee pads
- All players must cross line before final runner (wearing a wristband) is sent in to score
- NO “bear crawlers”

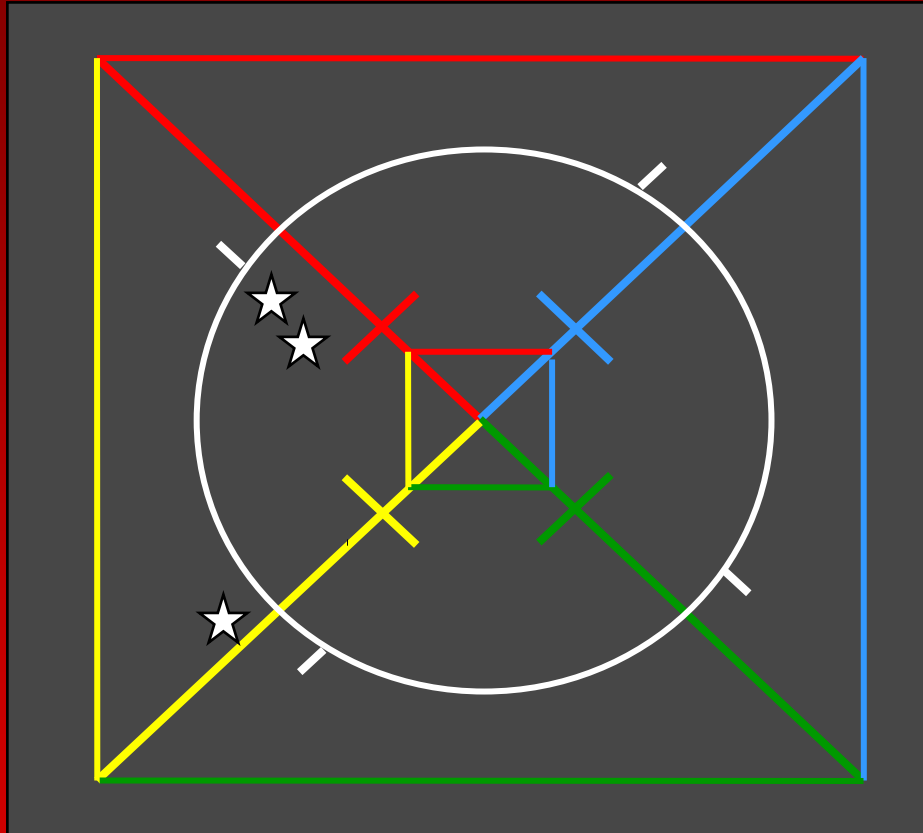


Sparky Safari



Game Event #2

■ Sparky Safari (RB page 11)



- 1st heat - 3 girls
2nd heat - 3 boys
- Each runner runs one lap
- NO hands touch bag while player is moving
- Dropped bag must hit floor before player touches it
- Player must STOP to replace bag on head to continue
- Bags are passed within passing zone - NO running with bag in hand thru zone
- Bag must be on head until he/she crosses circle line to approach the center pin
- NO unfair hairstyles

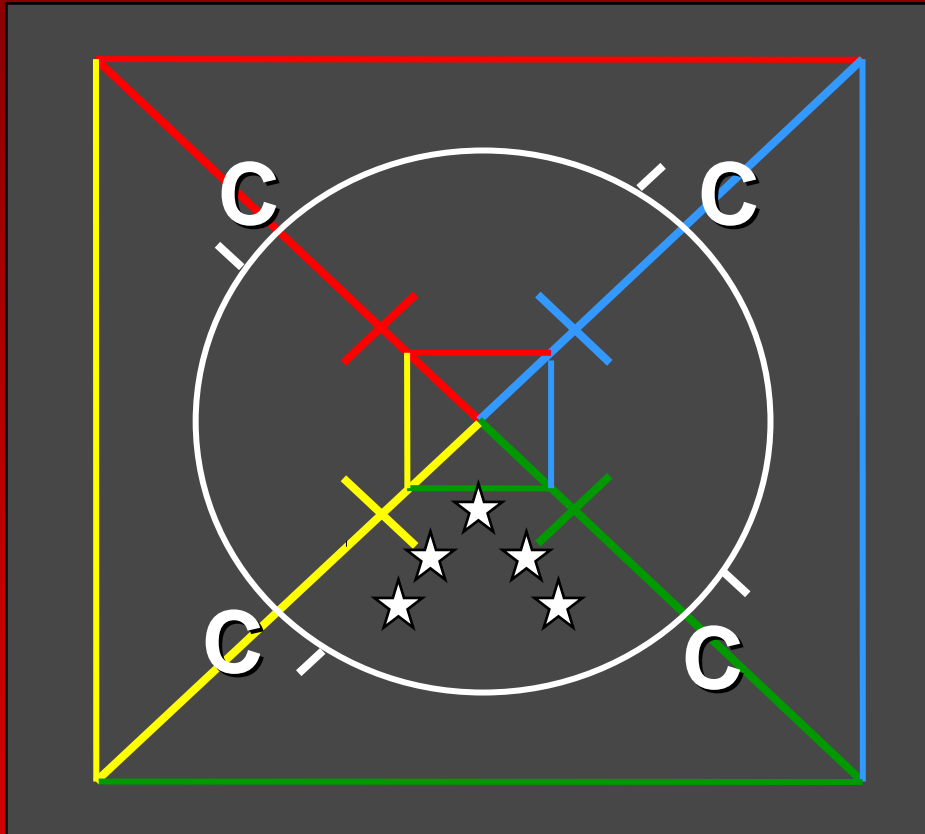


Balloon Battle



Game Event #3

■ Balloon Battle (RB page 12)



- 3 heats of 5 players each
- Coaches will hold ropes
- 60 sec. time for each heat
- Players may not hold balloons
- Ropes are a help, floor markings for zone boundaries
- 2 - 9" balloons are used
- Balloon is restarted from center of team zone after scoring or when out of bounds
- Players should NOT step out of play area (cross floor markings)
- All players must participate in at least one heat.

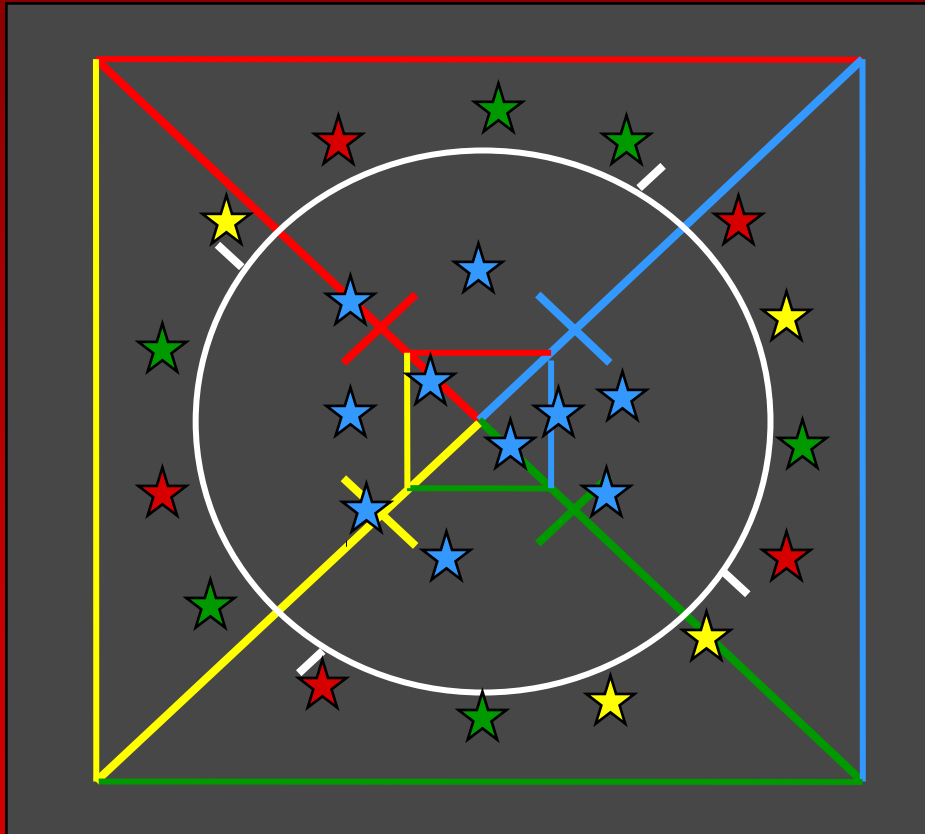


Rabbit Hunt



Game Event #4

■ Rabbit Hunt (RB page 13)



- 4 heats - team in center (rabbits) has (10-15) players
- Other teams (hunters) spread evenly around circle
- 30 sec. for each heat
- Hunters feet behind circle when throwing the ball
- Rabbits that step out of circle are disqualified
- Rabbits remaining in center are counted
- Coaches: remind players to leave circle immediately after being hit with ball and directed to leave by an official

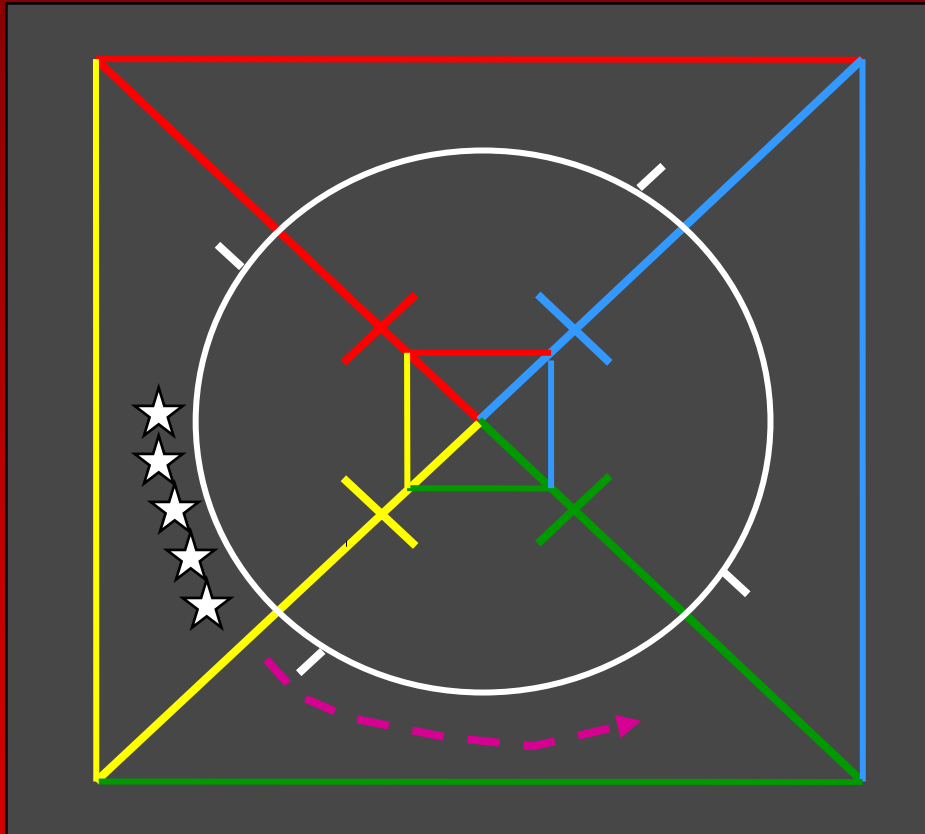


Sparky Train



Game Event #5

■ Sparky Train (RB page 14)



- 1st heat - 5 players
2nd heat - 5 different players **Changed in 2011
- Hands on waists of each player - NO belt-loops or twisting clothes
- Players must be lined up directly behind each other (no side by side running)
- If train breaks up, stop until all "cars" rejoin to continue
- All 5 players must cross starting line before "Caboose" can run into the center to score



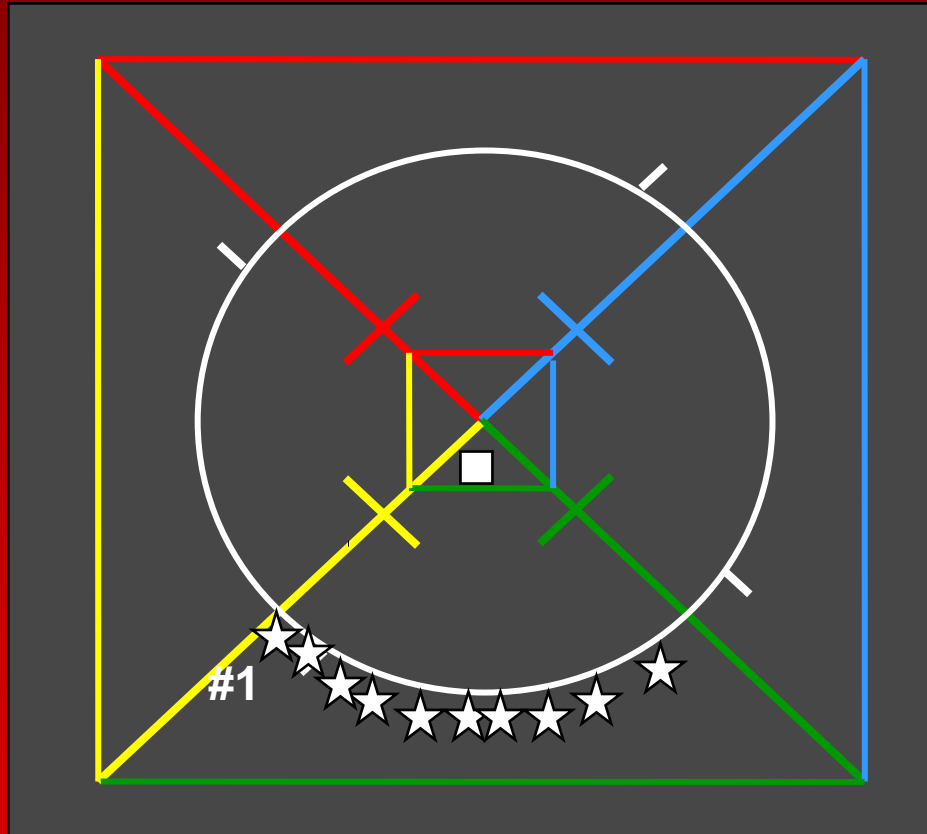
Sparky Beanbag – In & Out



Game Event #6

■ Sparky Beanbag – In and Out

(RB page 15)



- 2 heats of 10 players each
- Player #1 runs to container and retrieves beanbag from container and returns to circle line and hands bag to player #2
- Player #2 returns beanbag to container and returns the circle line to tag player #3
- Play continues until player #10 receives beanbag and then continues to the center for the pin or beanbag – Player #10 must have possession of beanbag when scoring. **Changed in 2011**
- Players may not proceed into the circle until tagged or given the beanbag
- All players must compete in at least one heat.

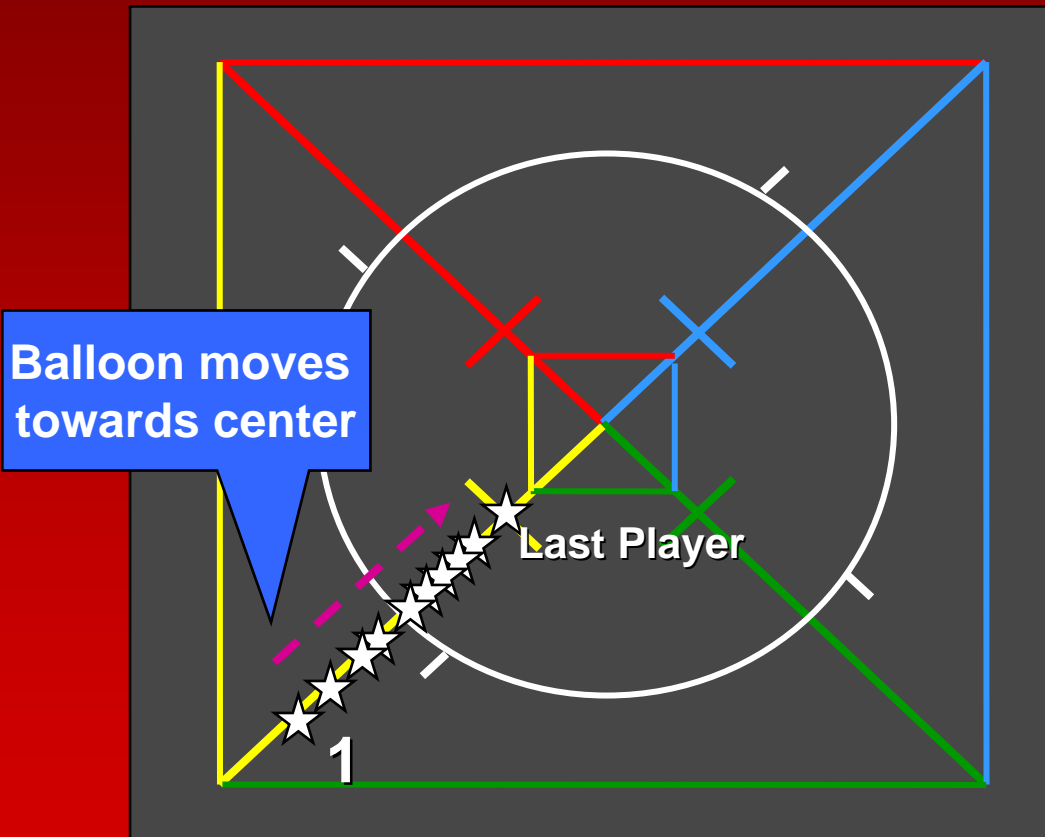


Sparky Balloon Pop



Game Event #7

■ Sparky Balloon Pop (RB page 16)



- 2 heats – 10-15 players
- Last player stands on eight-foot mark (1st heat - girl; 2nd heat - boy)
- Other players are straddling their diagonal team line
- Player (1) starts with balloon (on back of head)
- Balloon must pass thru each players' legs
- Last player must sit on balloon to pop in inner triangle
- NO fingernails used to pop balloons
- All players must compete in at least one heat.



Questions & Ideas ?

Ideas?

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



Experiences?

Questions?

