

Journey Awana Games

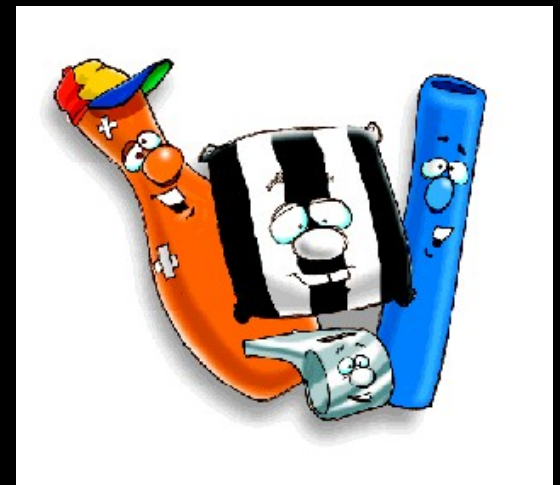
Coaches
Training





Today's Agenda

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



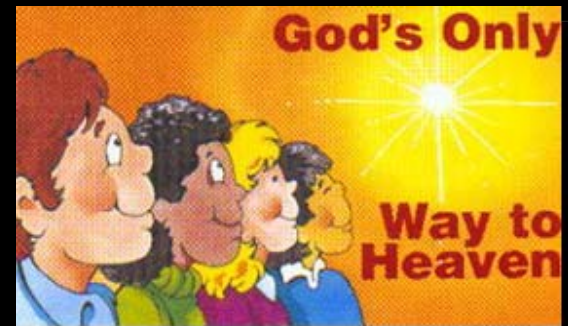
Introduction To AwanaGames

- 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.

Journey AwanaGames Location

- Cordova High School (Contract still in process)
- Parking – Rugby tournament will be in progress – consolidate people in vehicles at the church – Parents should plan on dropping off Journey students at the gym and then find their parking space

Journey Games 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 student does not have the current Parental Consent Form, they will not be allowed to compete. Standby players must have this form also.)
- Presentation of Teams
- Coaches meeting before start, check church permission slips
- Welcome - Prayer - Flag Ceremony
- AwanaGames Events (1-10)
- Awards
- Playoffs
- Finals & Awards

Team Members

- Teams:
 - Minimum 10 players (5 guys & 5 girls)
 - Maximum 14 players (7 guys & 7 girls)
 - Age and Section Requirements
 - Prefer that Trek students do not compete in Journey Games
 - Students are allowed to compete in only one AwanaGames meet
- Players must stay seated behind team line when not playing.
- Team Outfits: Modest standards of dress. If there is a question, it probably shouldn't be worn. No Shorts are allowed.



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! (Except to secure the 3-legged race band.)
- Coaches should communicate with their Line Judge for any questions.



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".
 - Basketballs: team must bring men's regulation ball to meet.
 - Scoring pins at five-foot mark for 1st and 2nd place. Scoring pins may not be touched with a beanbag, baton or balloon.
 - Circle Pins: Passed around, disqualification.
 - Disqualification: (see RB page 6)
 - False start: 2 strikes and you're out!

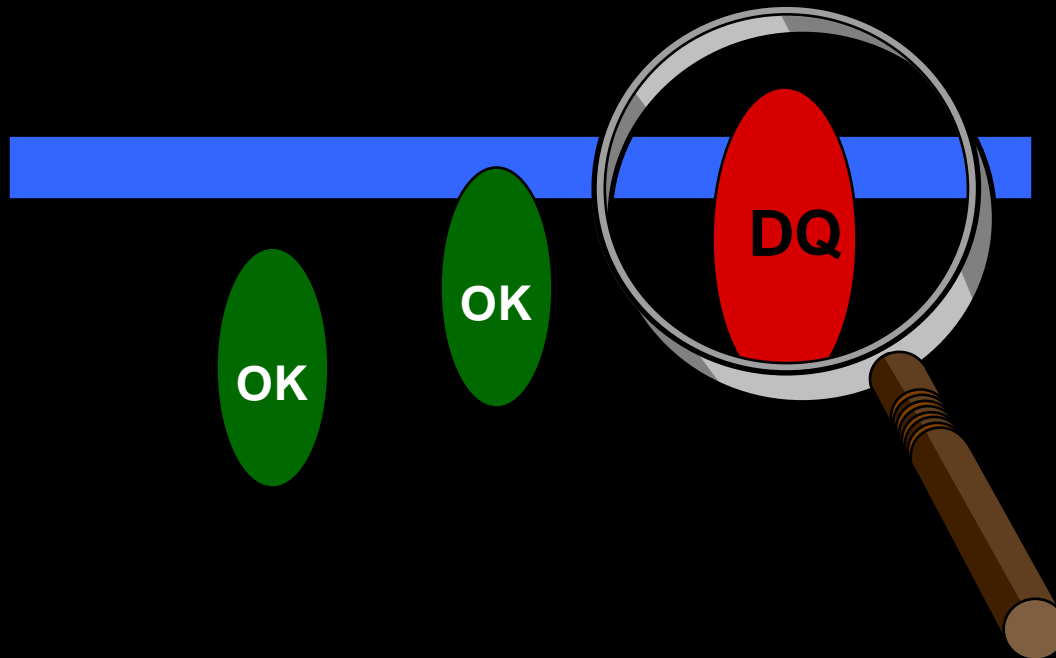
Disqualification

- Unnecessary roughness or poor conduct.
- Knocking over a circle pin.
- Causing interference to other participants.
- Player participating in more than prescribed number of events.
- 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 6 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 7 - Rerun RB page 8).

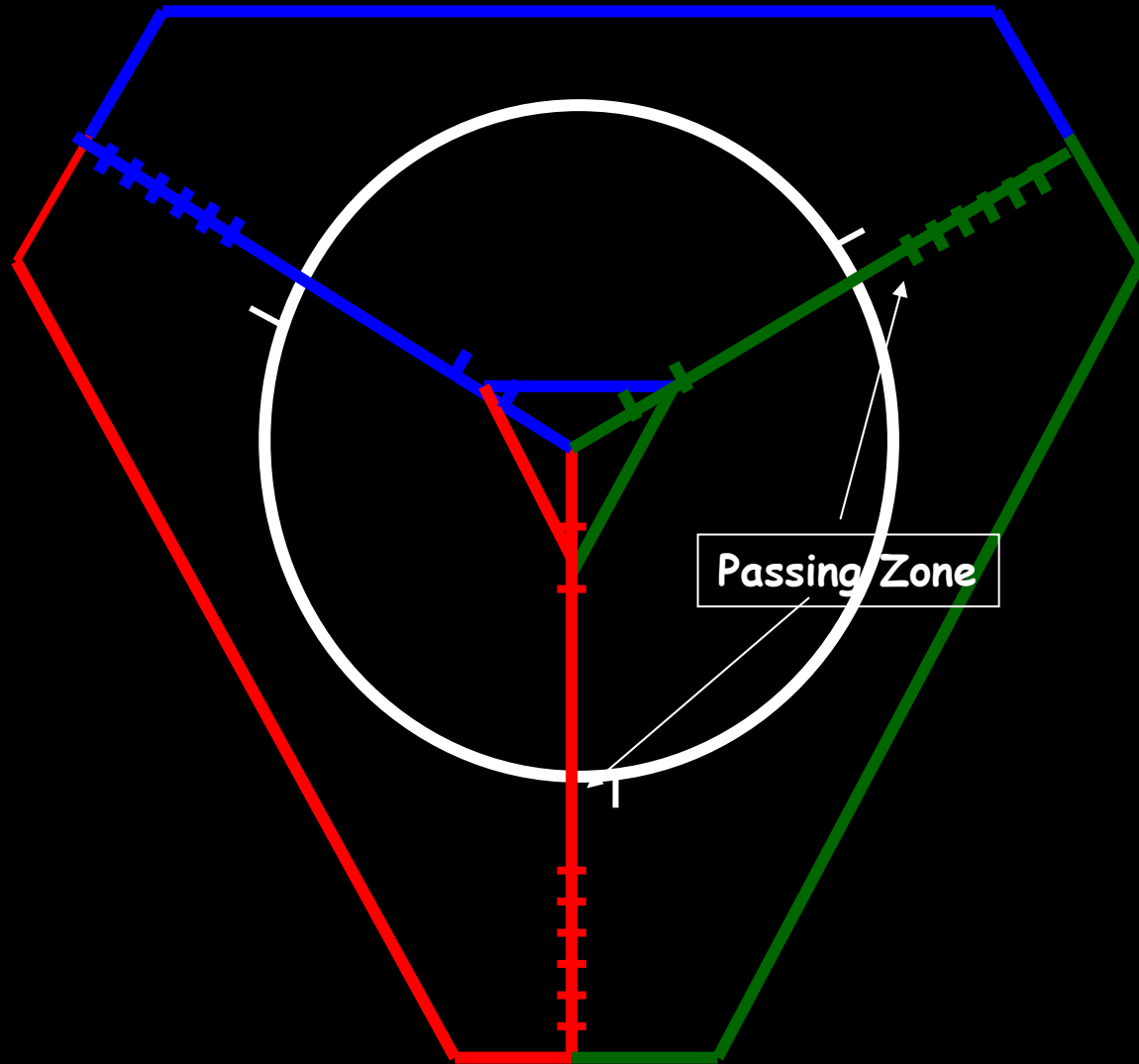
Participation

- Each player limited to 5 events in addition to the first and tenth events.
- Each player must play in at least 2 events.
No player may compete in both long-distance events or both short-distance events. (i.e. NOT 2 of the same type events or NOT both Sprint or Marathon events).
- Coaches will mark numbers on hands with a marker.

(see RB page 7)

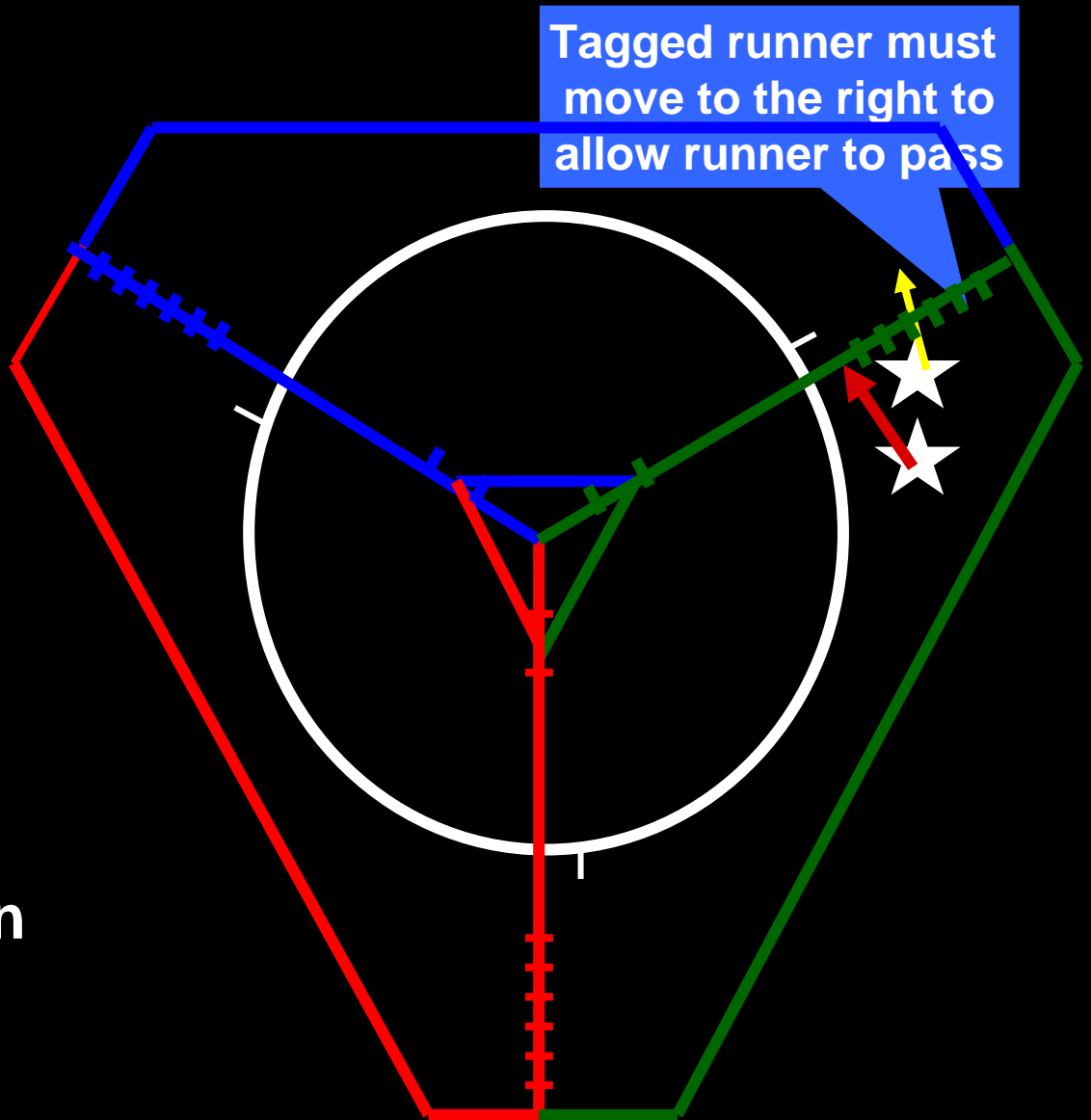
General Rules - Passing Zone

- The baton must be passed within the triangular team zone; passing the baton over a starting diagonal will result in disqualification. (RB Page 7)



General Rules - Passing RULE

- In all running events, a runner that is tagged by hand must move to the right to allow the tagging player to pass. Failure to do so results in disqualification. **Players will be given one team zone or 1/3 circle to move out.**



General Rules / Definitions

- Continued

- Possession: basketball, baton or balloon in hand.
 - Scoring - Players should not leave circle until scoring has been determined.
 - Tag Rule:
 - Runner passed or tagged is out.
 - Events #3 – Three-legged Race ONLY
- No pushing - disqualification!
(see RB Pages 8)



General Rules / Definitions

- Continued

- Tie Event (Heat): 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: Best two of three heats of the Basketball relay.

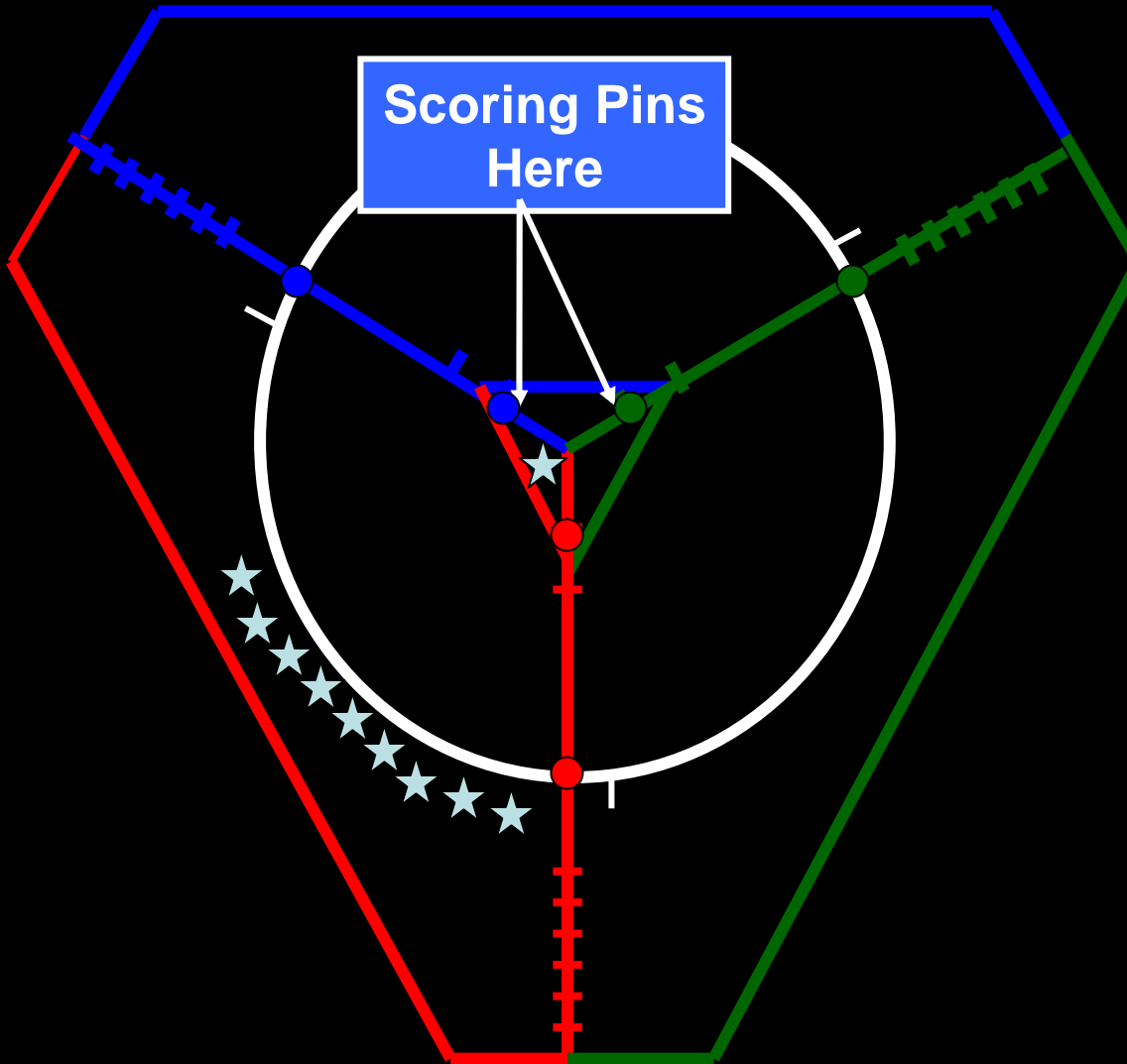


Basketball Relay



Game Event #1

▪ Basketball Relay (RB pg. 10-11)



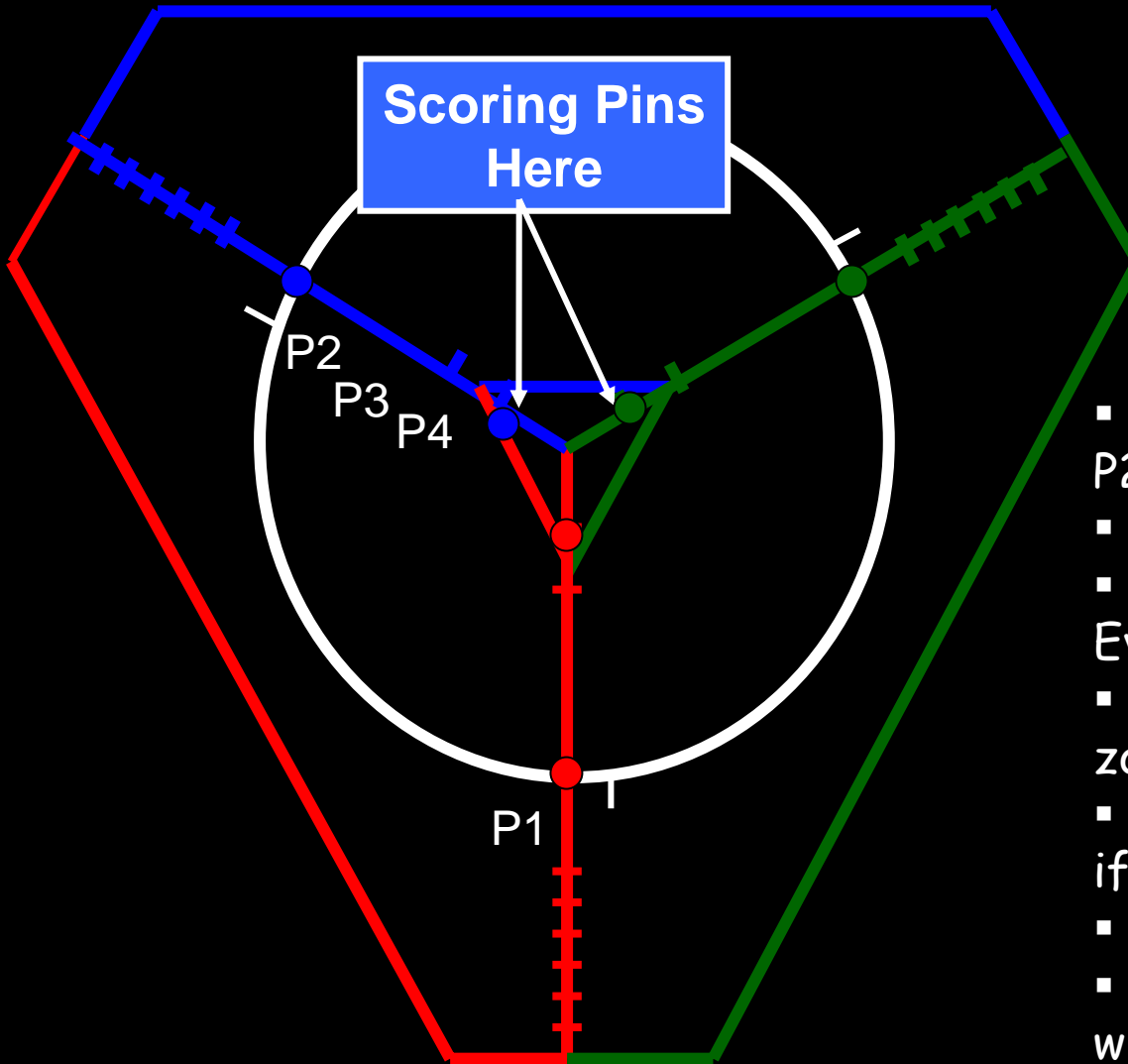
- 1st heat 5 girls
- 2nd heat 5 guys
- 3rd heat 5 girls/5 guys
- Game leader must throw and catch basketball with both feet in triangle
- Start with chest pass (closest to diagonal), then bounce pass.
- No slapping or batting - 2 hands
- Feet may not break plane of lines
- No one may touch inside the circle even to retrieve ball.
- Ball can not leave team zone.
- Ball is tossed in proper sequence
- Leader has possession of ball when scoring

Sprint Relay



Game Event #2

▪ Sprint Relay (RB pg. 11)



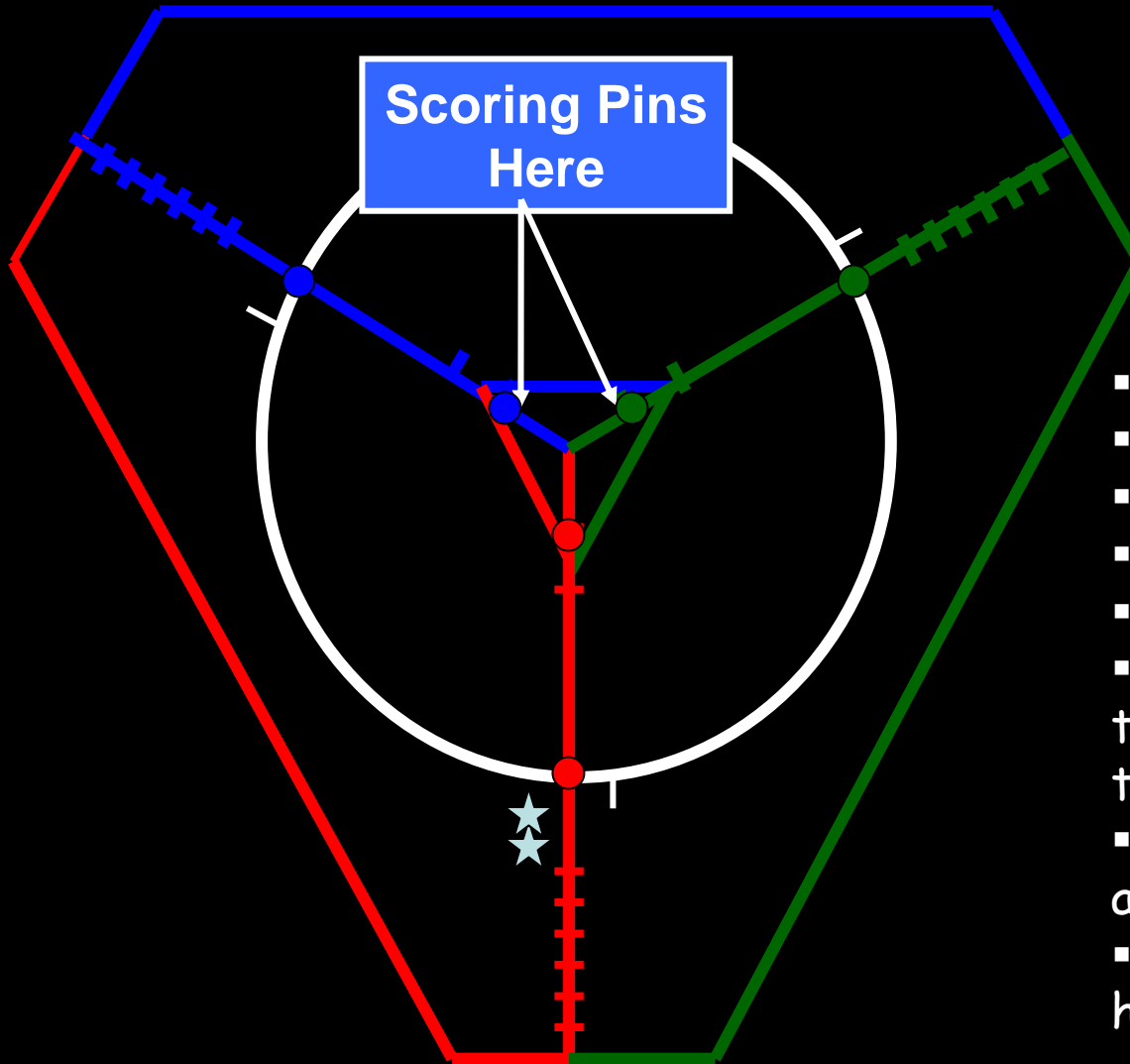
- Numbers P1 & P3 are guys, P2 & P4 are girls
- All run 2 laps each
- Runners may participate in Event #9 but not Events #4 & 8
- Baton must be passed in team zone; not over starting diagonal
- Dropped baton can be picked up if not out of any team zone
- Passing rule in effect
- Runner has possession of baton when scoring [touch or tip pin only with hand(s)]

Three-Legged Race



Game Event #3

▪ Three-Legged Race (RB pg. 12)



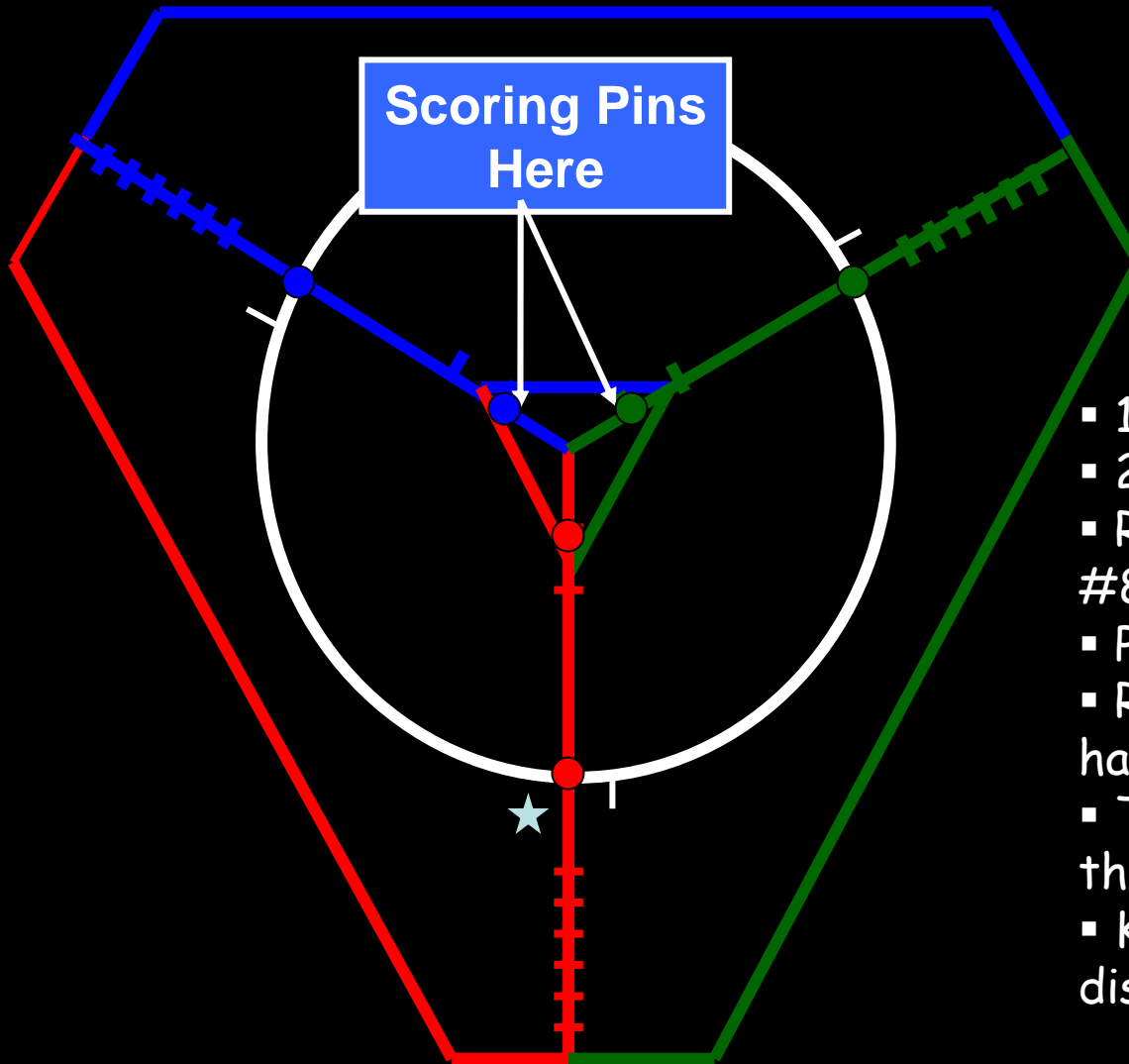
- 1st heat - 2 girls
- 2nd heat - 2 guys
- Coach secures leg band
- Tag rule is in effect
- Players run 2 laps
- If either team member falls to the floor except when scoring that team is disqualified
- If leg band comes off - players are disqualified
- Pin must be touched with only hand(s) to win



Sprint Race

Game Event #4

▪ Sprint Race (RB pg. 13)



- 1st heat - girl (4 laps)
- 2nd heat - guy (4 laps)
- Runners may participate in Event #8 but not Events #2 & 9
- Passing rule in effect
- Runner touch or tip pin only with hand(s) to score
- Tagged runners should move to their right to be passed
- Knocked over circle pin is disqualification



Beanbag Bonanza

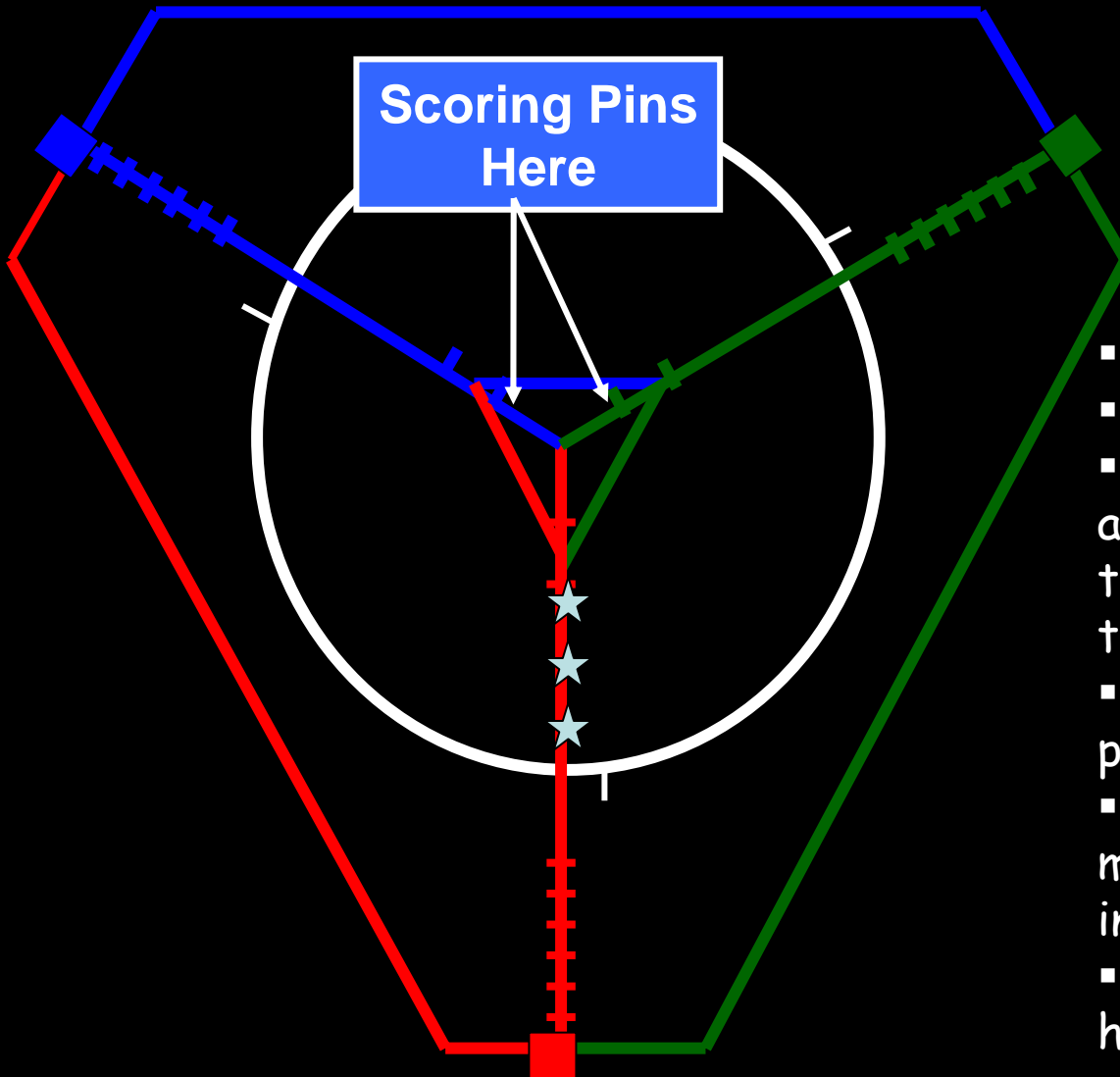


Three-Way Tug



Game Event #6

▪ Three-Way Tug (RB pg. 14)



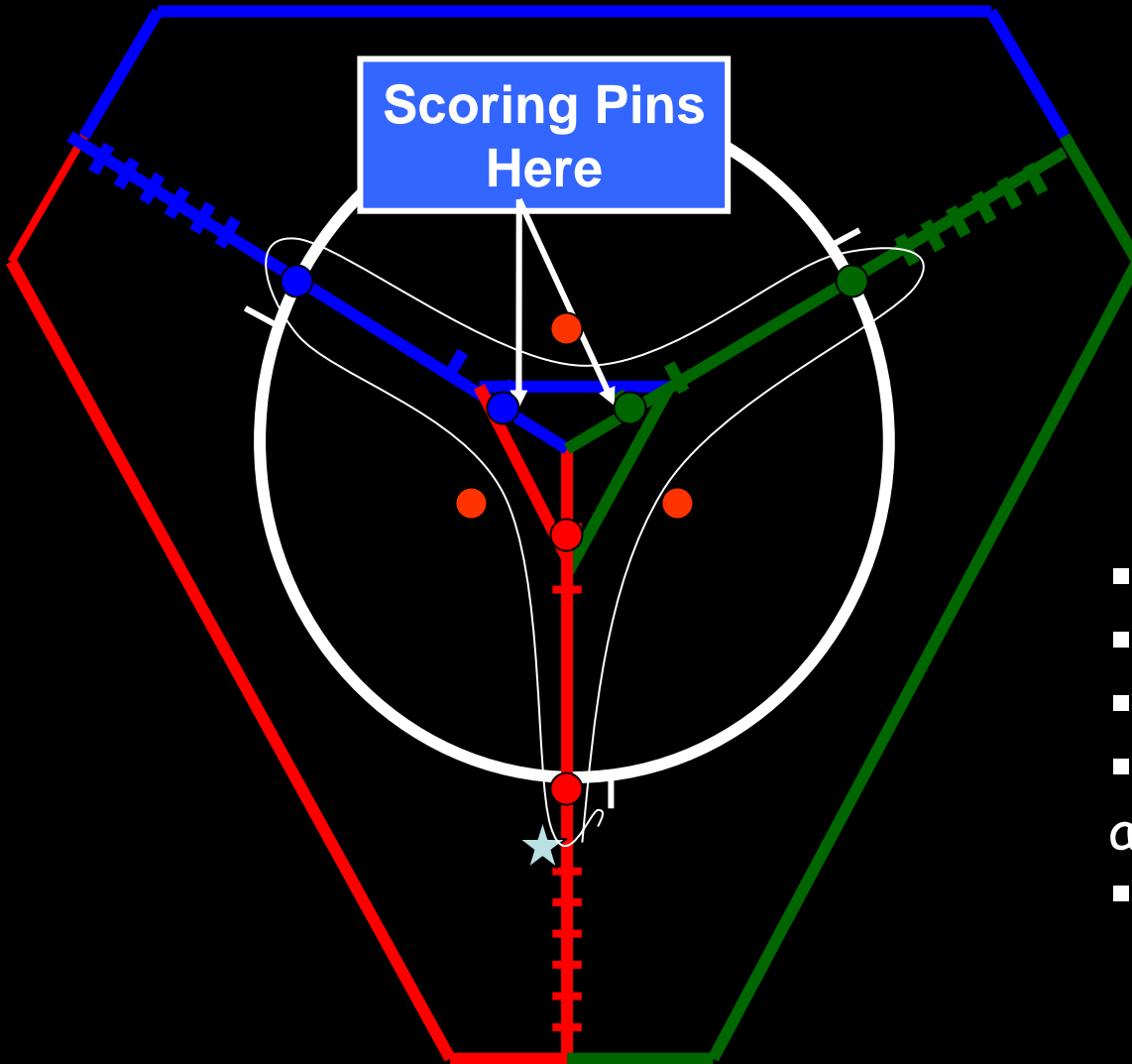
- 1st heat - 3 girls
- 2nd heat - 3 guys
- Players start positioned anywhere outside the center triangle within the circle along team diagonal
- No wrapping rope around any part of body
- Bag is started on the 25 foot mark, moved at 15 second intervals - 6 times
- When scoring all players must have hold of rope
- Players may use gloves

Agility Race



Game Event #7

▪Agility Race (RB pg. 15)



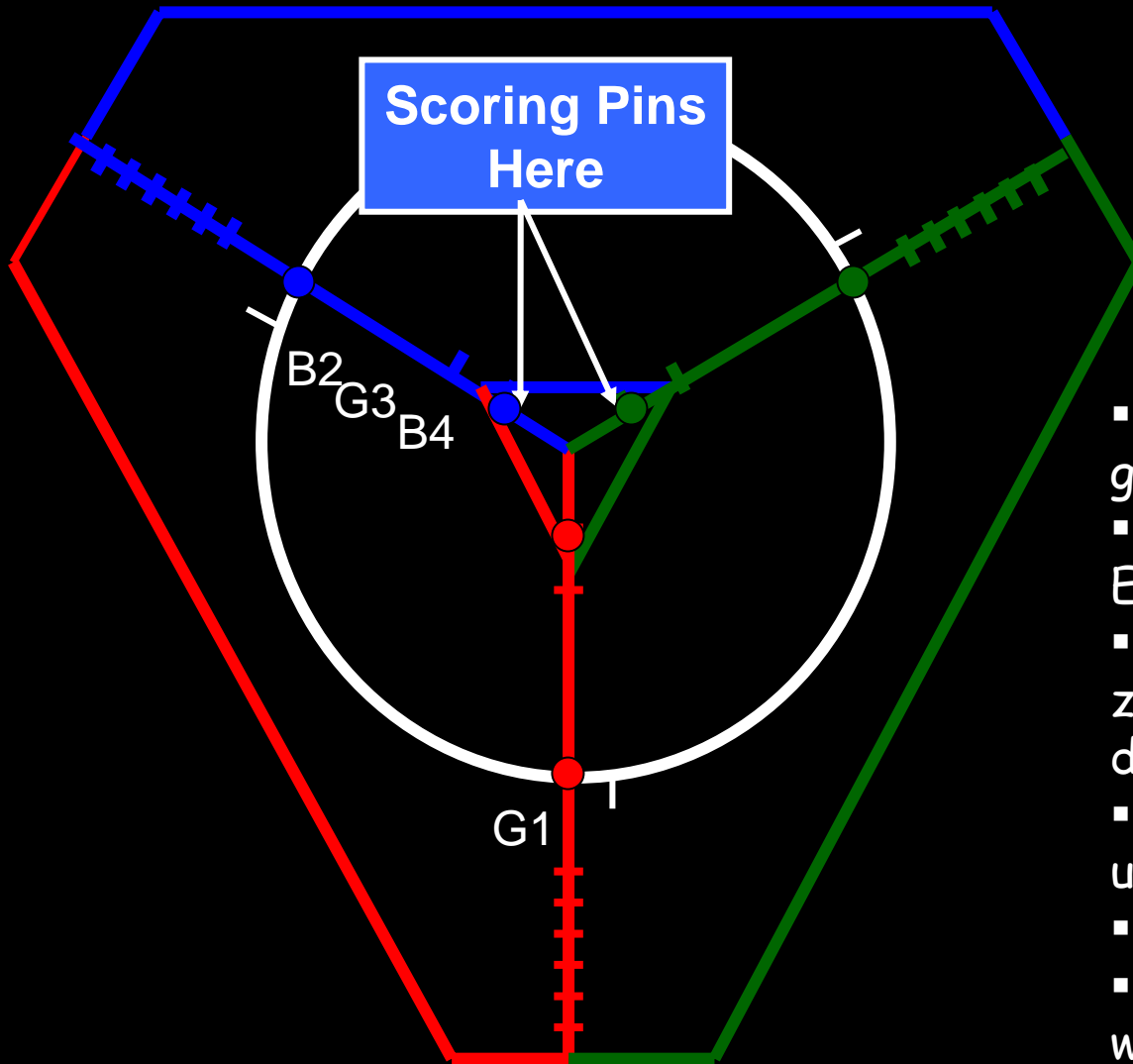
- 2 heats 1 girl each
- 2 heats 1 boy each
- 1 lap each
- Contestant who knocks over any pin is disqualified.
- Tag Rule does not apply

Marathon Medley



Game Event #8

▪Marathon Medley (RB pg. 15)



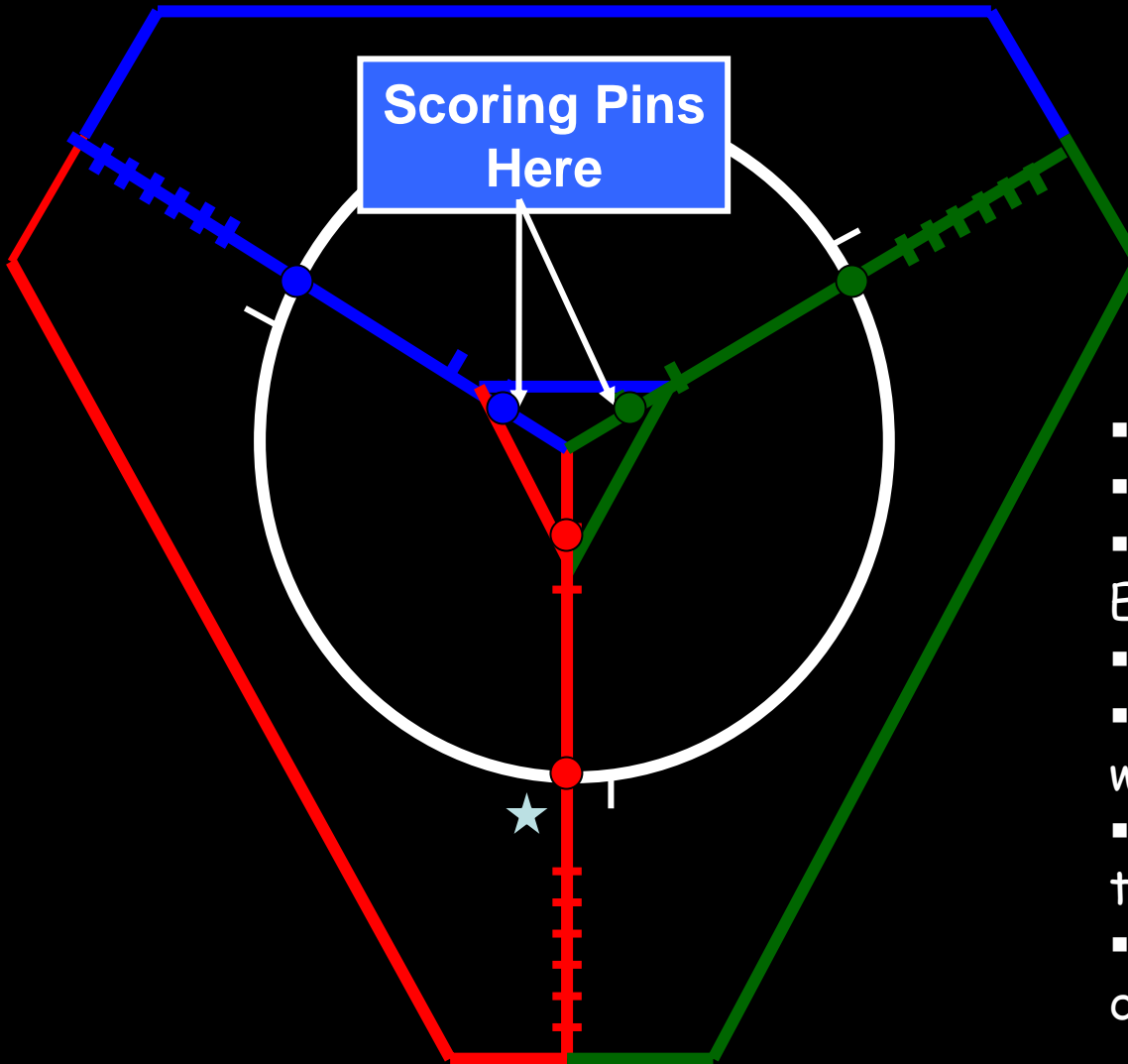
- 1 heat: girl-1 lap, guy-2 laps, girl-3 laps, guy-4 laps
- Runners may participate in Event #4 but not Events #2 & 9
- Baton must be passed in team zone; no passing over starting diagonal
- Dropped baton can be picked up if not out of any team zone
- Passing rule in effect
- Runner has possession of baton when scoring [touch or tip pin only with hand(s)]

Marathon Race



Game Event #9

▪Marathon Race (RB pg. 16)



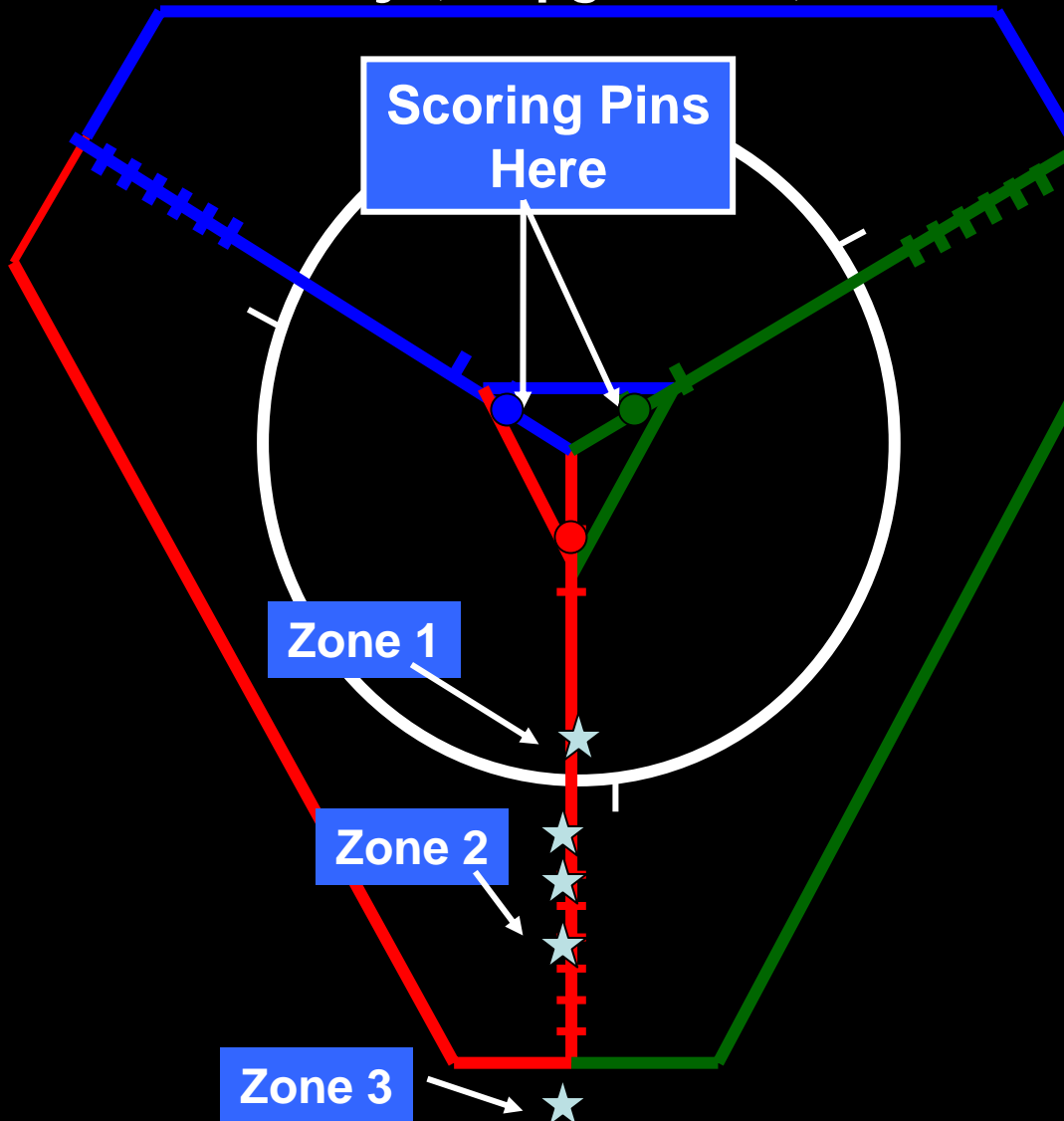
- 1st heat - girl (8 laps)
- 2nd heat - guy (8 laps)
- Runners may participate in Event #2 but not Events #4 & 8
- Passing rule in effect
- Runner touch or tip pin only with hand(s) to score
- Tagged runners should move to their right to be passed
- Knocked over circle pin is disqualification

Balloon Relay



Game Event #10

▪Balloon Relay (RB pg. 16-17)



- Players must straddle line and face forward throughout the event (see rulebook for exceptions)
- Player in zone 1 must start with balloon on back of neck, using both hands
- Balloon must go between legs of each player; No player may pass balloon to him/herself.
- Player in zone 1 must stay in front of circle line while passing balloon and straddle the diagonal line
- Player in zone 3 must stay behind 25' line when receiving balloon and straddle the diagonal line
- Broken balloon DQ
- Must have un-broken balloon to score