

Trek Awana Games

Coaches Training





Today's Agenda

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



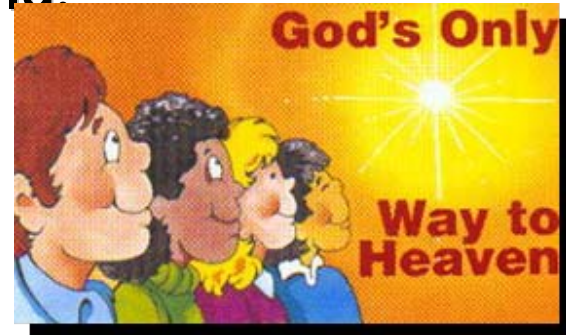
Introduction To AwanaGames

- 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 student 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, check church permission slips
- Welcome - Prayer - Flag Ceremony
- Gospel Presentation
 - Help keep Trek students quiet and seated.
- Presentation of Teams
- AwanaGames Events (1-10)
- Awards



Team Members

■ Teams:

- Minimum 10 players (5 guys & 5 girls)
- Maximum 14 players (7 guys & 7 girls)
- Age and Section Requirements
- Prefer that No 5th Grader or non-Trek 6th Grader compete in Trek
- 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. No shorts, please. If there is a question, it probably shouldn't be worn.



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

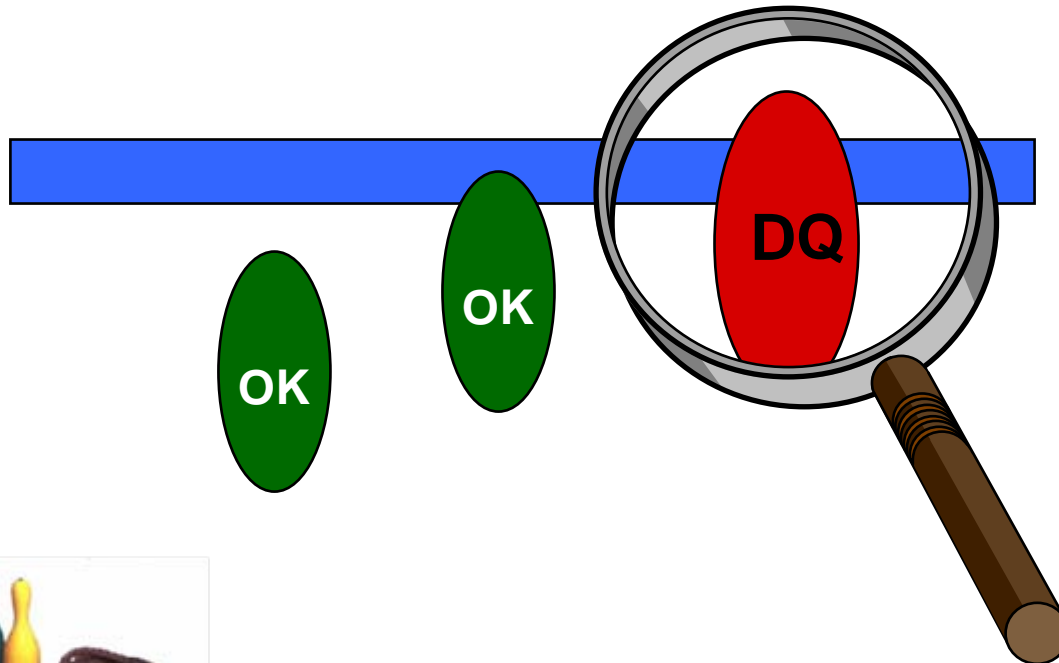
- Unnecessary roughness or poor conduct.
- Knocking over a circle pin.
- Causing interference to other participants.
- Player participating in more than prescribed number of events.
- Breaking other game rules not listed, but described elsewhere in the rule book.
- Play which is not according to the 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")

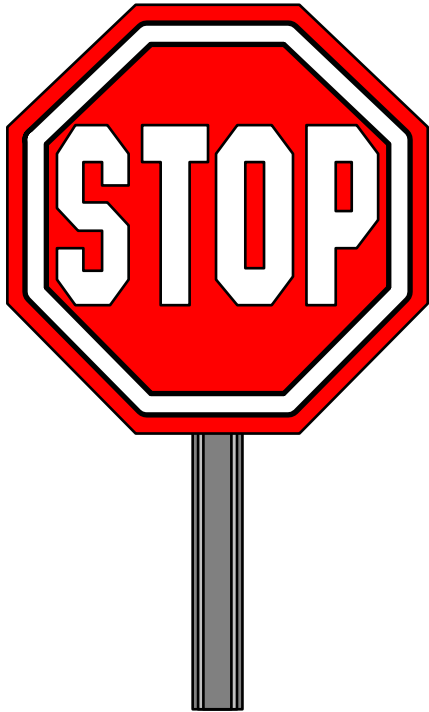


Floor Markings

- 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 **dis**qualification for that event.
(see RB page 6 - Rerun RB page 7).



Participation

- Each player limited to 6 events.
- Each player must play 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 prior to the event.

(see RB page 7)



Trek AwanaGames Circle

Official Awana Olympic Circle

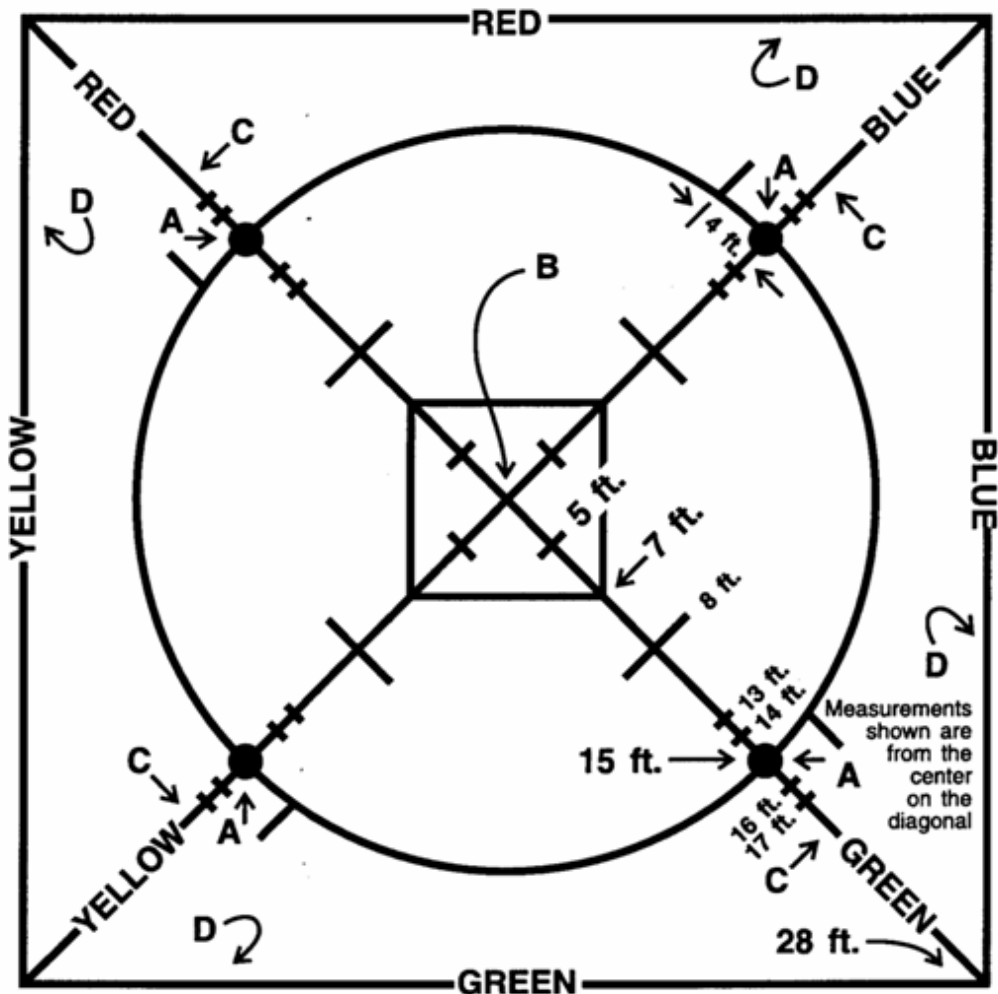
Diagram 2

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:

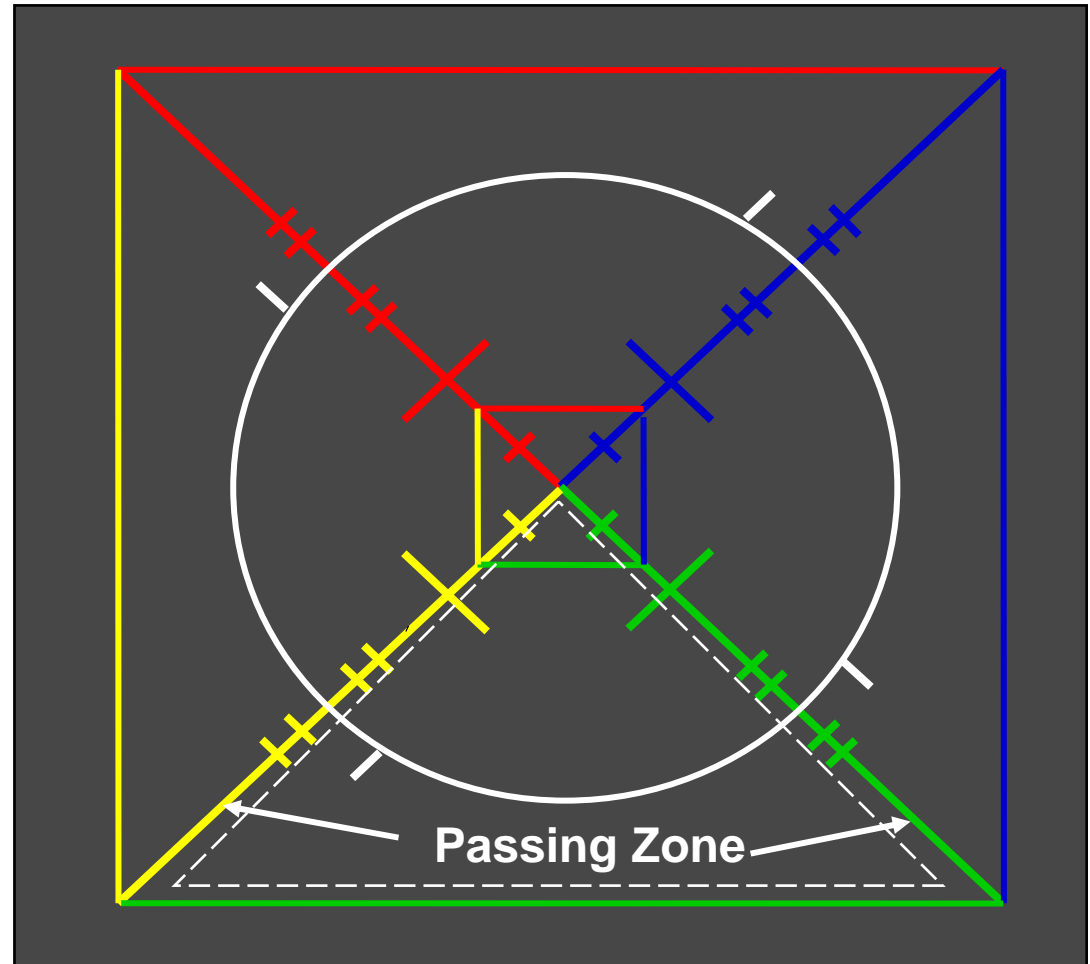
- A—Circle Pins
- B—Center Pin; Center Bean Bag
- C—Diagonal or Starting Line
- D—Team Lines or Olympic Square

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 internal with the Awana Circle.



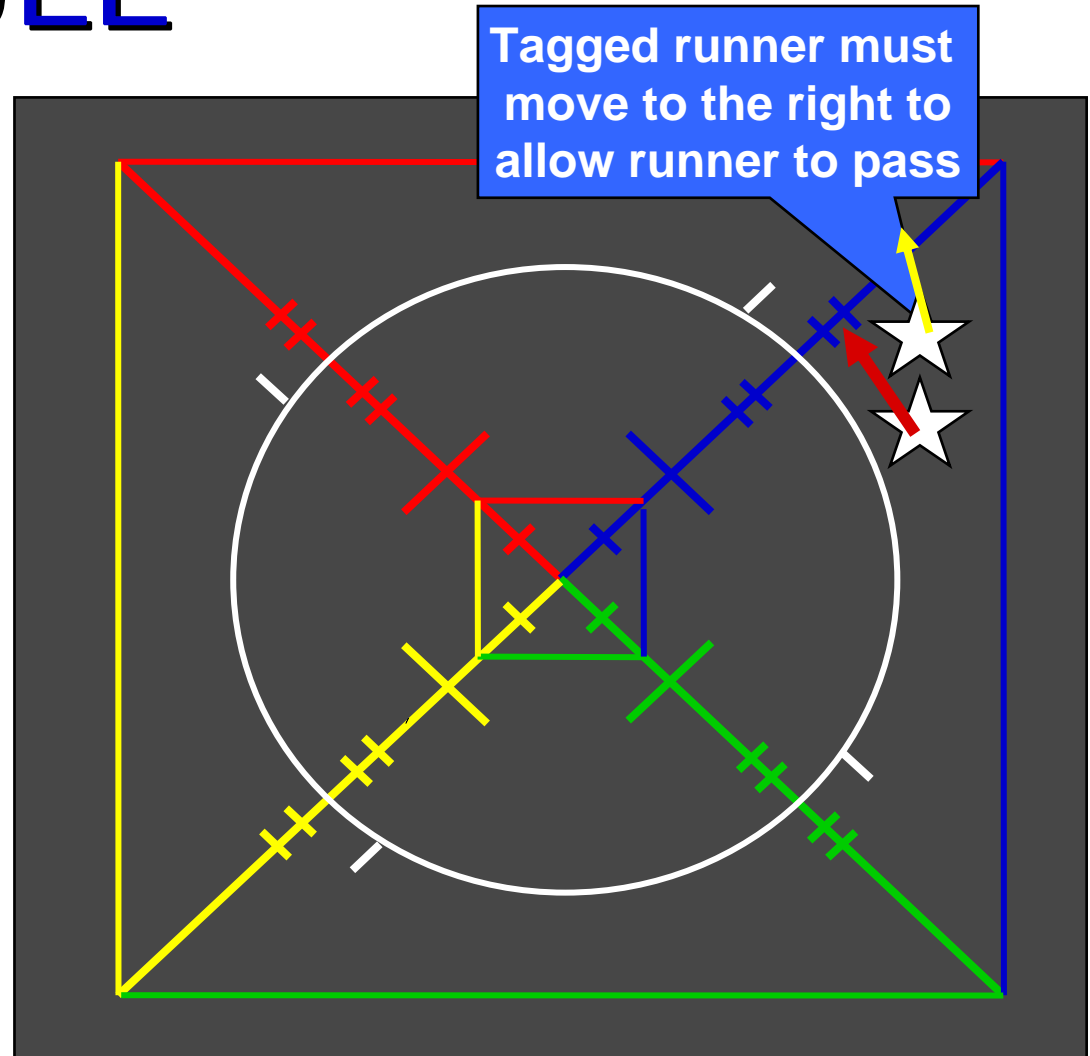
General Rules - Passing Zone

- 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.**



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 8)
- **Tie Score:** Best two of three heats of the Basketball relay.

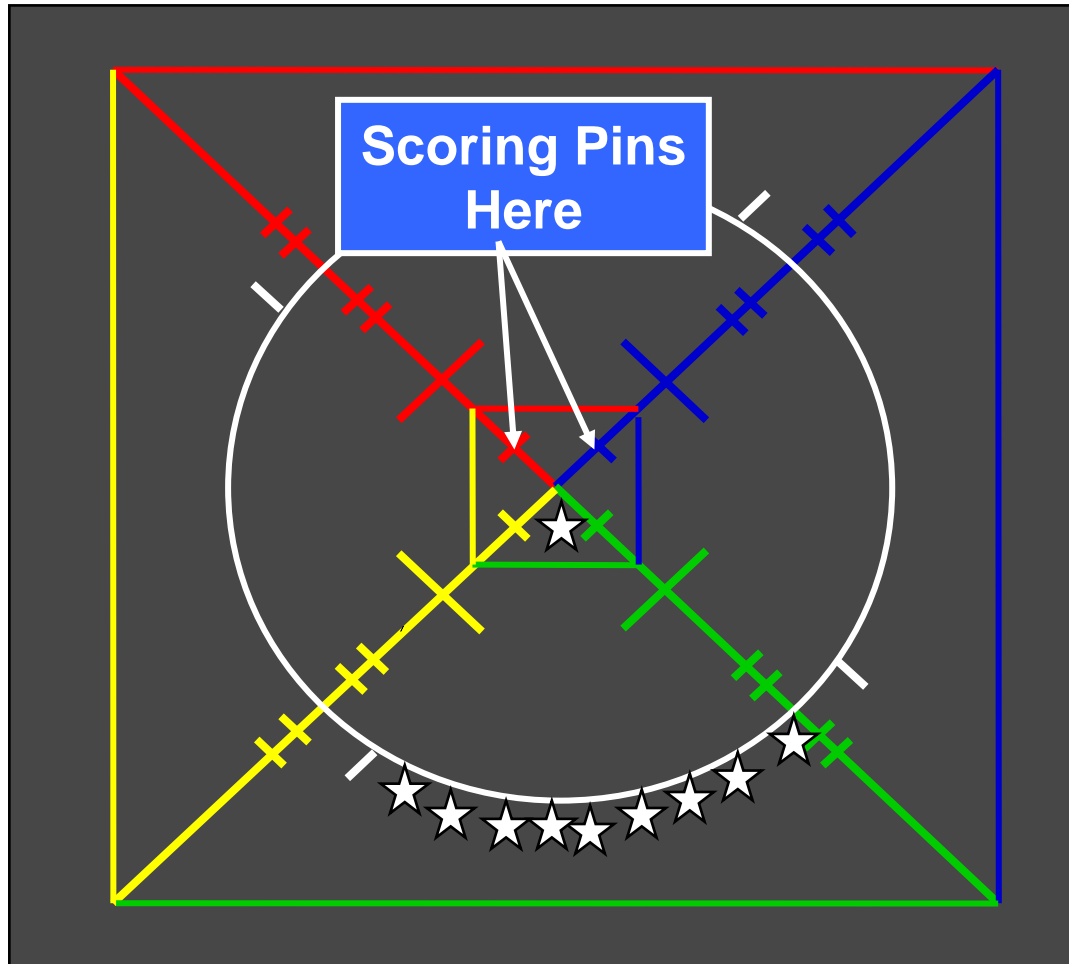


Basketball Relay



Game Event #1

■ Basketball Relay (RB page 9)



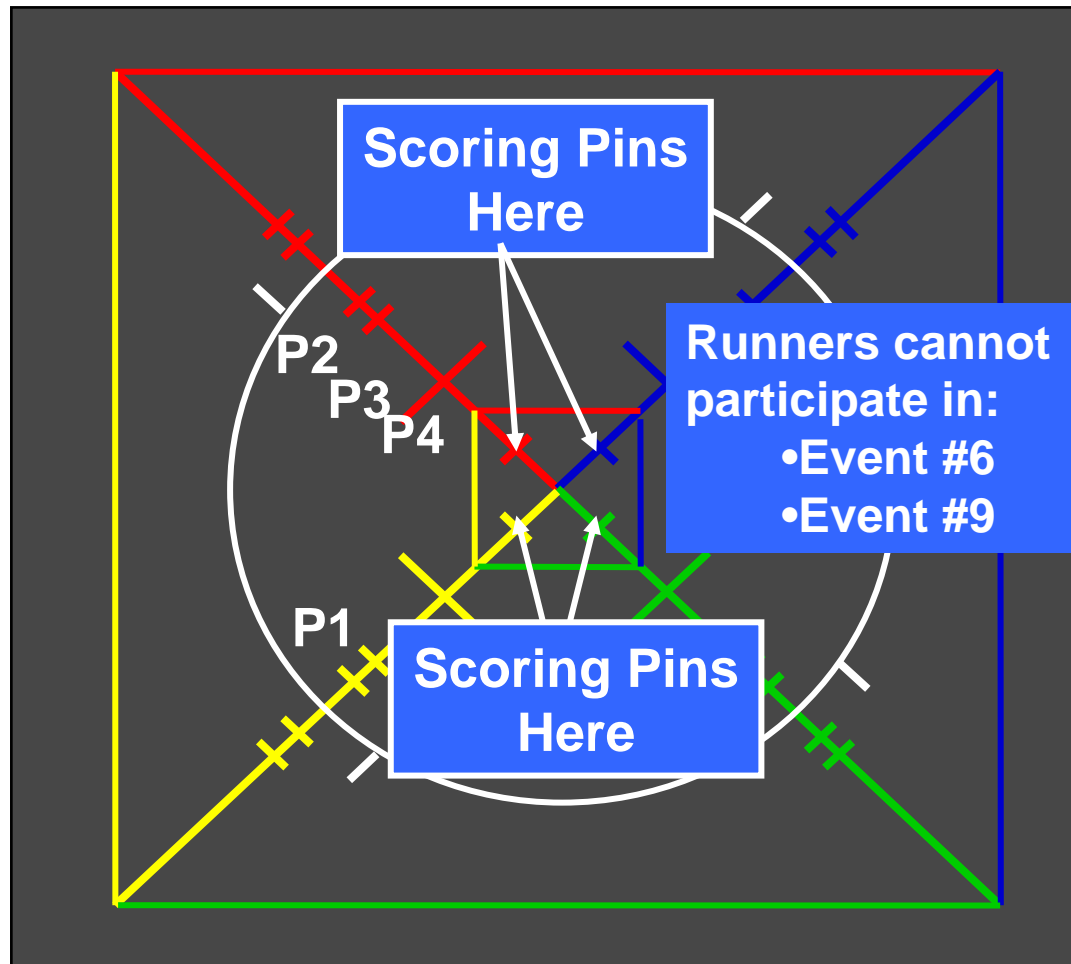
- 1st heat 5 girls; 2nd heat 5 guys; 3rd heat 5 girls/5 guys
- Game leader must throw and catch basketball with both feet in triangle
- Start with chest pass (closest to diagonal), then bounce pass. No slapping or batting – 2 hands
- Feet may not break plane of lines
- No one may touch inside the circle 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 page 10)



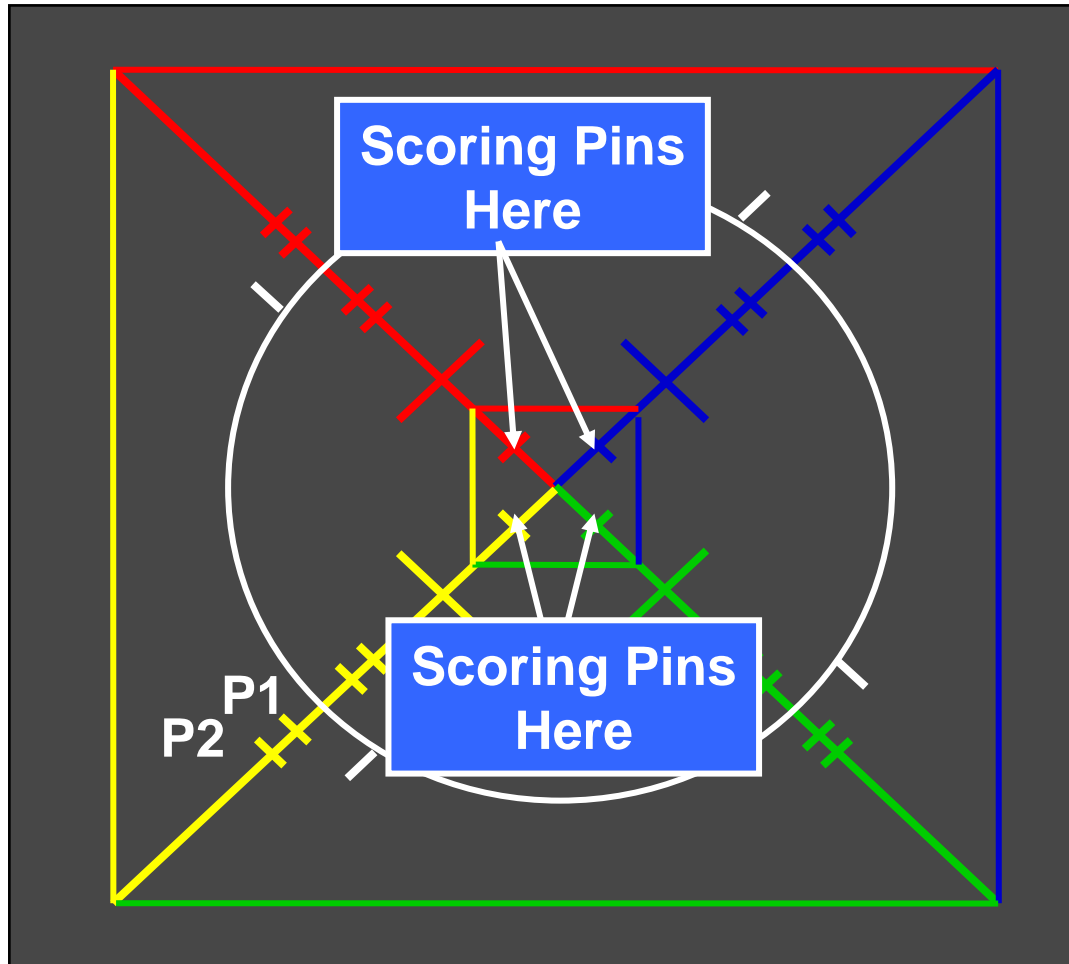
- Numbers P1 & P3 are guys, P2 & P4 are girls
- All run 2 laps each
- Runners cannot participate in #6 or #9
- Baton must be passed in team zone; not over starting diagonal
- Dropped baton can be picked up if not out of game square
- Passing rule in effect
- Runner has possession of baton when scoring [touch or tip pin only with hand(s)]

Three-Legged Race



Game Event #3

■ Three-Legged Race (RB page 10-11)



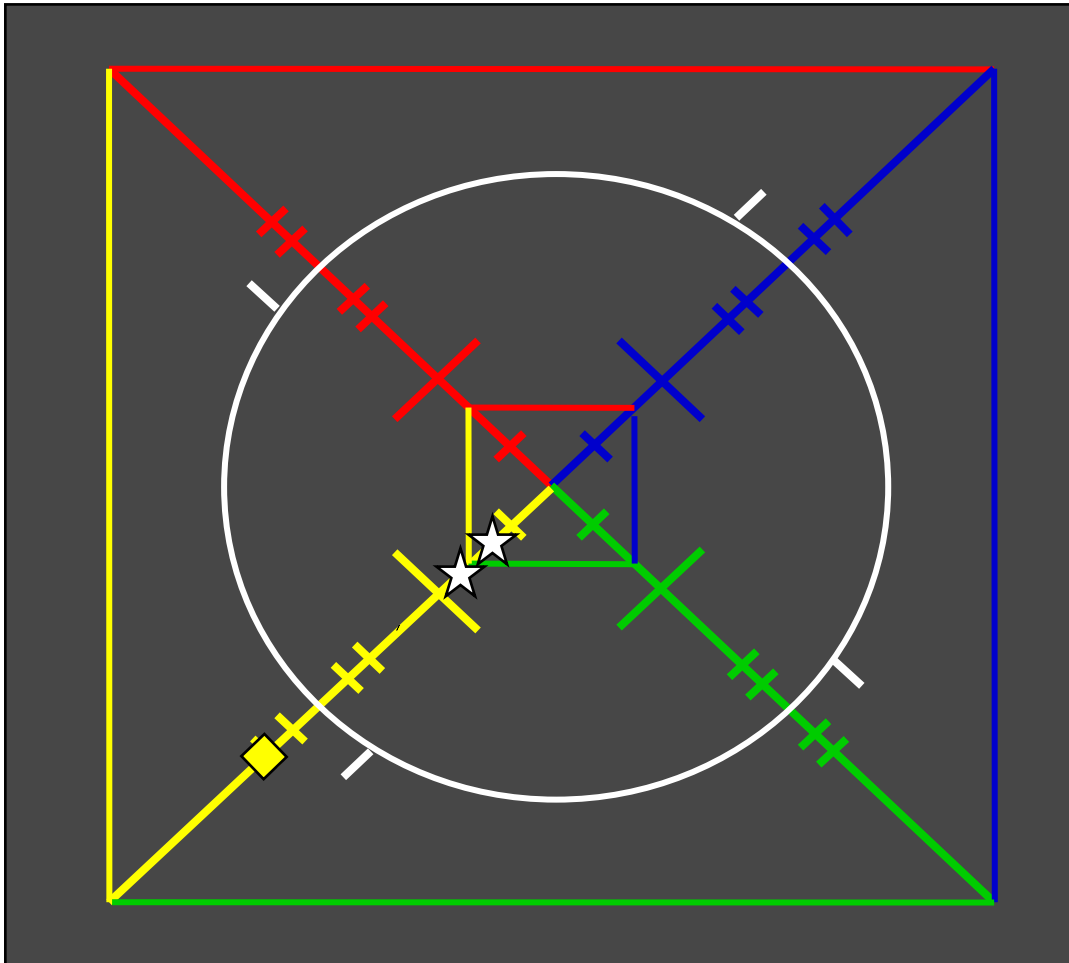
- 1st heat - 2 girls
- 2nd heat - 2 guys
- Coach secures leg band
- Tag rule is in effect
- Players run 2 laps
- If leg band comes off - players are disqualified
- Fallen runners may get up and continue if not passed
- Pin must be touched with only hand(s) to win

Four Way Tug



Game Event #4

■ Four-Way Tug (RB page 11)



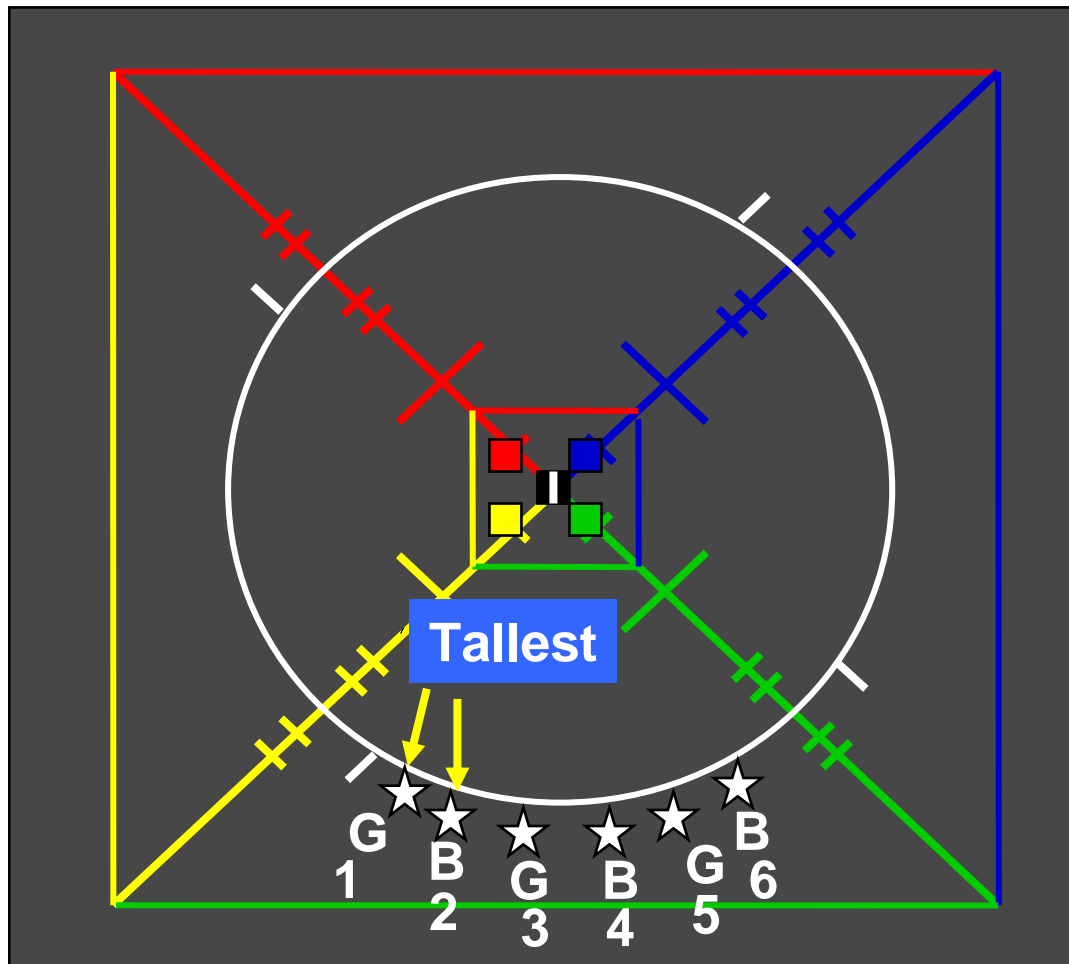
- 1st heat - 2 girls
- 2nd heat - 2 guys
- Players start positioned between 5' & 8' mark
- No wrapping rope around any part of body
- Bag is started on the 17 foot mark, moved at 15 second intervals-4 times
- When scoring both players must have hold of rope
- Players may use gloves

Bean Bag Grab



Game Event #5

■ Bean Bag Grab (RB pages 11-12)



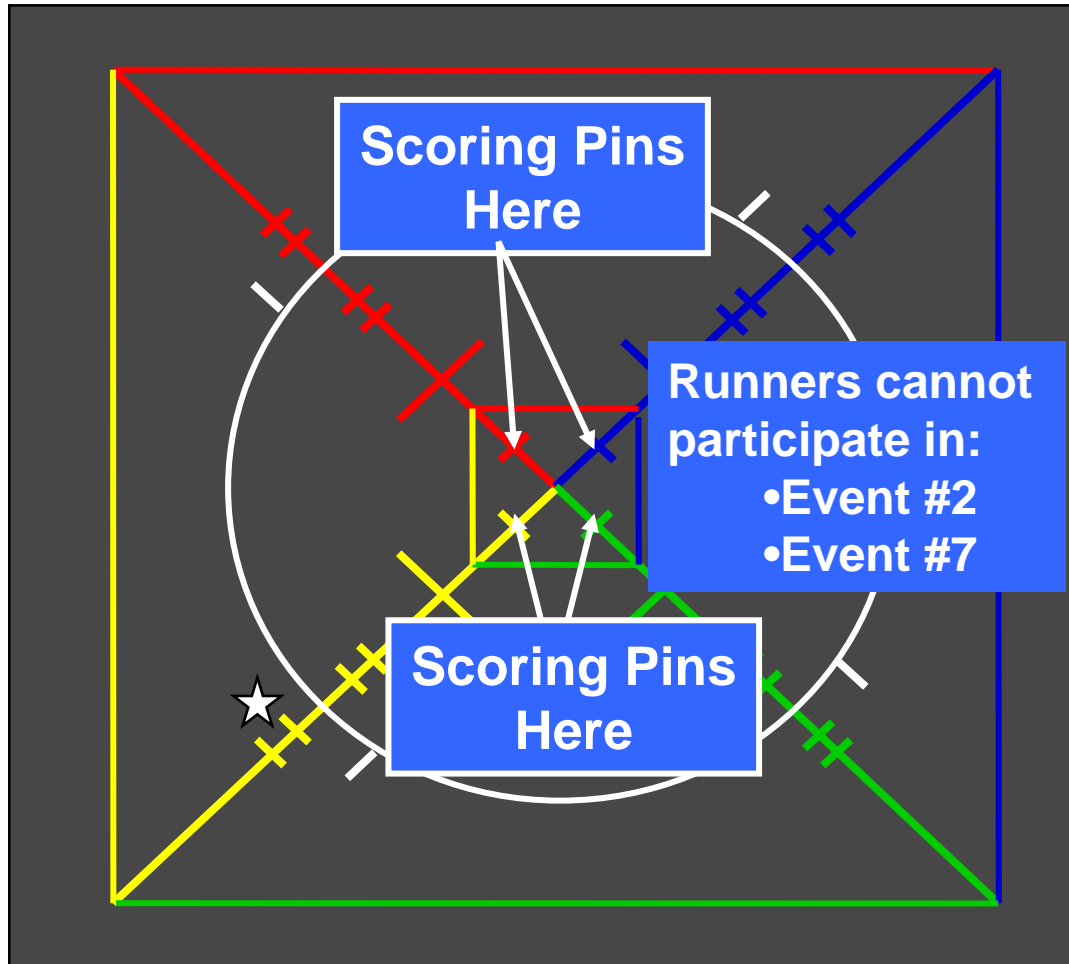
- Players must be spaced evenly (centered)
- All feet are behind the circle line
- Only player called may cross line with both feet
- Players re-center after each number called
- Hands & feet only on initial approach
- "Contested bag" rules
- No stealing bags
- Players must cross circle line with one foot with bag(s) to score
- Colored bag = 1 point, Stripped bag = 2 points (if 1 colored bag also)

Sprint Race



Game Event #6

■ Sprint Race (RB page 12)



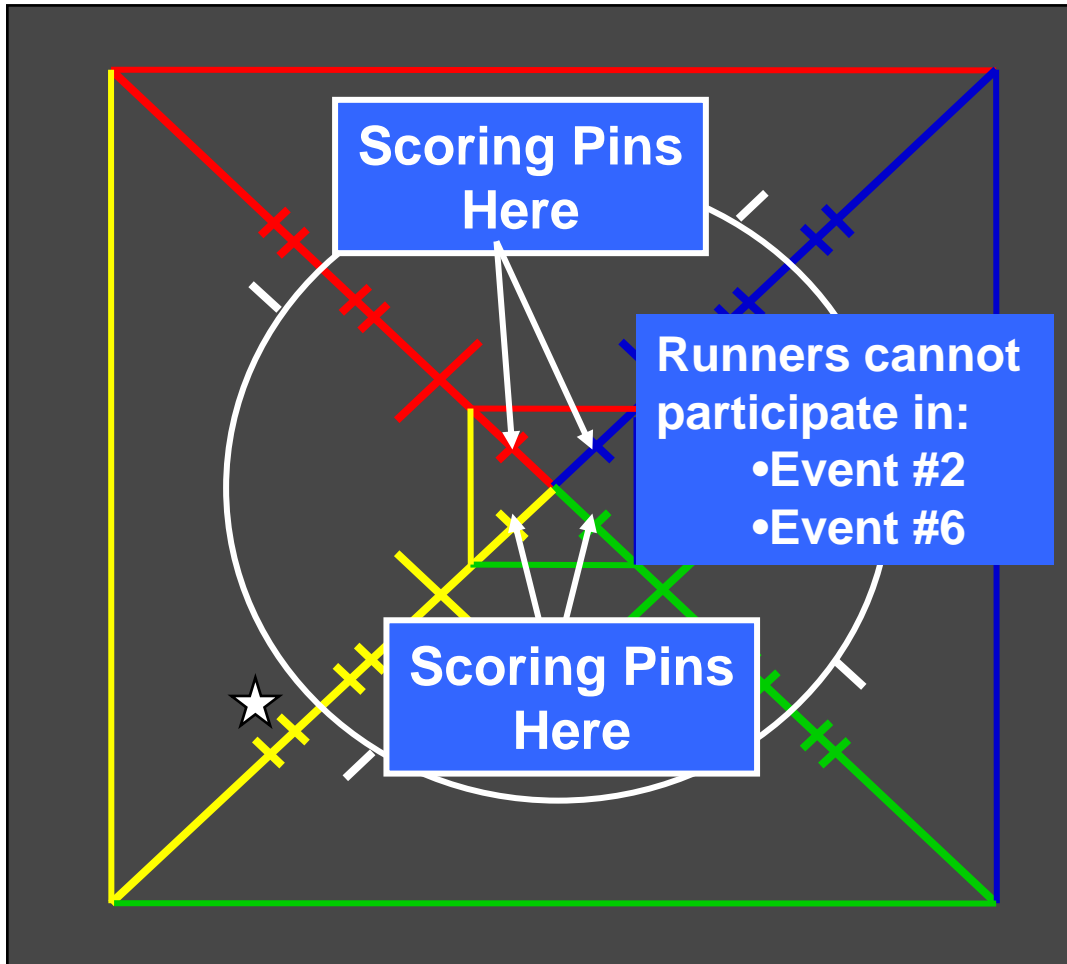
- 1st heat - girl (3 laps)
- 2nd heat - guy (3 laps)
- Runners cannot participate in #2 or #7
- Passing rule in effect
- Runner touch or tip pin only with hand(s) to score
- Runners should move to their right to be passed
- Knocked over circle pin is disqualification

Marathon Race



Game Event #7

■ Marathon Race (RB page 13)



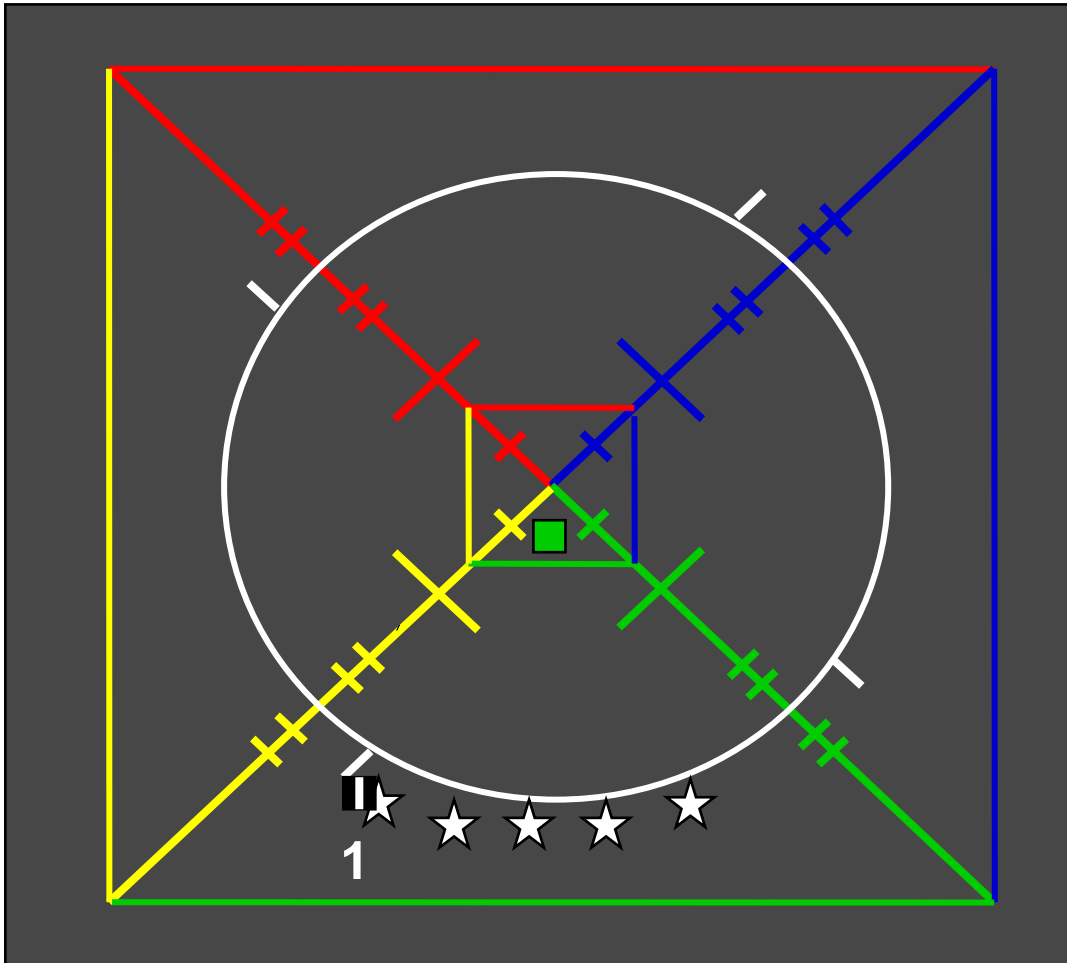
- 1st heat - girl (7 laps)
- 2nd heat - guy (7 laps)
- Runners in event(s) #6 or #9 cannot participate
- Passing rule in effect
- Runner touch or tip pin only with hand(s) to score
- Runners should move to their right to be passed
- Knocked over circle pin is disqualification

Bean Bag Bonanza



Game Event #8

■ Bean Bag Bonanza (RB page 13)



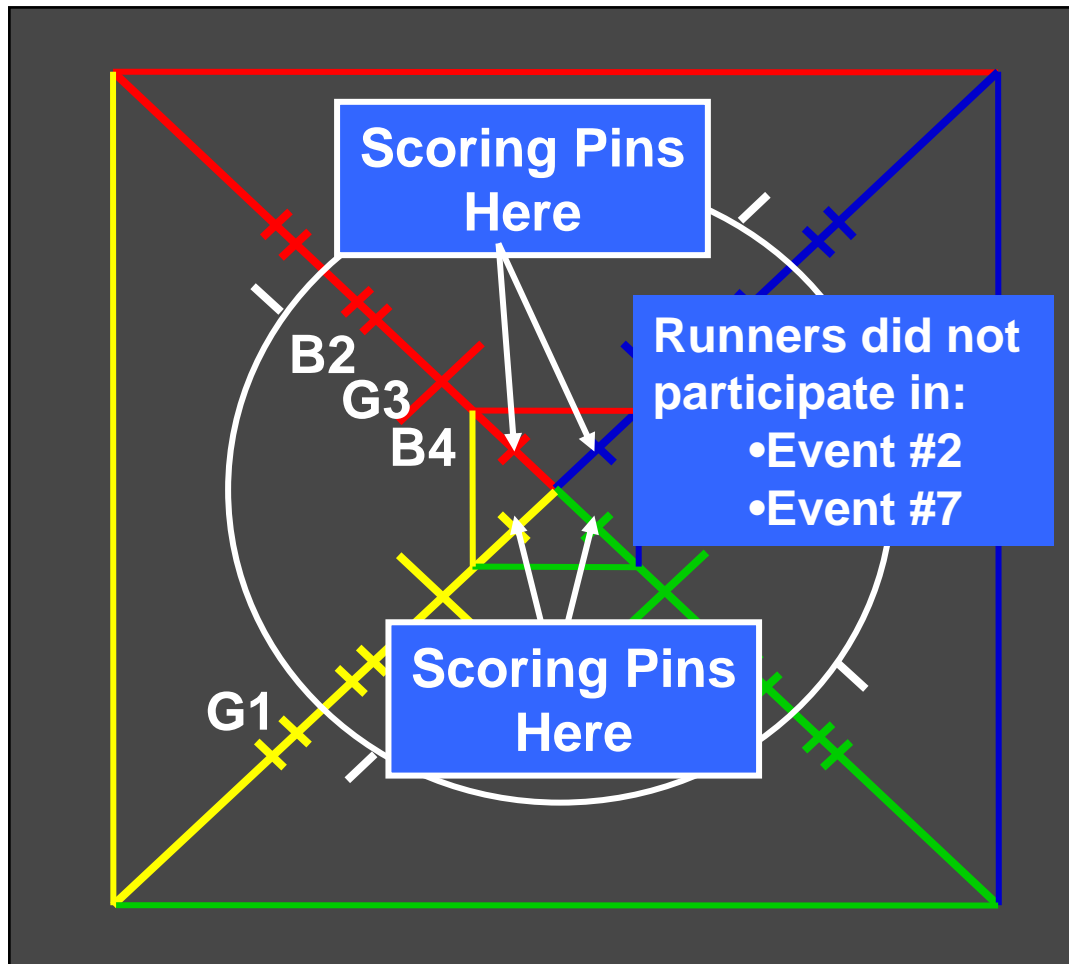
- 1st heat - 5 girls
- 2nd heat - 5 guys
- Colored bag in center, striped with player #1
- Players may not step over circle line until they have possession of bag being passed
- Bags in center must be placed and not tossed. (cannot drop bag)
- DQ if bag not properly placed in triangle
- Bags may not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

Marathon Medley



Game Event #9

■ Marathon Medley (RB page 14)



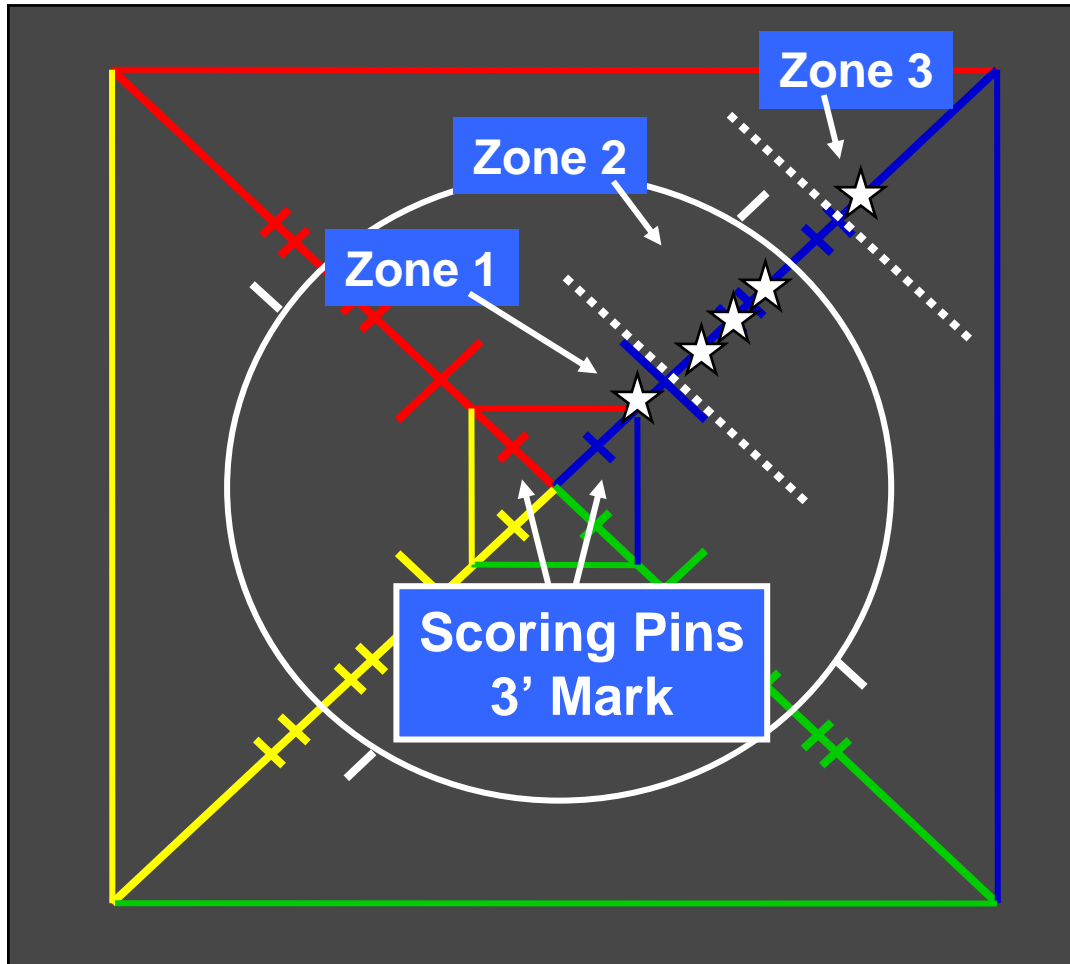
- 1heat: girl-1 lap, guy-2 laps, girl-3 laps, guy-4 laps
- Runners in event(s) #2 or #7 cannot participate
- Baton must be passed in team zone; no passing over starting diagonal
- Dropped baton can be picked up if not out of game square
- Passing rule in effect
- Runner has possession of baton when scoring [touch or tip pin only with hand(s)]

Balloon Relay



Game Event #10

■ Balloon Relay (RB page 15)



- 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; No player may pass balloon to him/herself.
- Player in zone 1 must stay in front of 4' line while passing balloon
- Player in zone 3 must stay behind 17' line when receiving balloon
- Broken balloon DQ
- Must have un-broken balloon to score

Questions & Ideas ?

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



Questions?

Ideas?

Experiences?

