CO AwanaGames™

Official Rules and Regulations



Updated for 2026 and future years

INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in Colorado 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). 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 current Faiths Foundations
3. Colorado AwanaGames may have Trek students participate in Journey Games

(For extenuating circumstances, please contact Colorado AwanaGames venue leaders)

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 one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning Colorado 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 Colorado AwanaGames rules.

Colorado AwanaGames afford 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.For unsportsmanlike conduct, 2 points may be taken away per event at the Circle Directors discretion. The Circle Director will let the coach know that they lost 2 points and what the unsportsmanlike conduct was.

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

AWANA GAMES RECORDS

Officials will keep accurate time records to the hundredth of a second for each of the timed events. Times kept by fewer than two timers will not be considered official. Colorado records are kept by the Colorado AwanaGames venue leaders.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths.For the safety of games participants each of the 2 team coaches may have one dry cloth each that participants may wipe their shoes with before an event if they choose. Participants may only wipe their shoes with a coaches cloth, or on their own pants. Participants may never wipe with their hands. 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) Teams are not disqualified if a player steps outside of the game square or game triangle during a running event.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. In Colorado all team players should wear sweatpants or warm-ups for competition. No Shorts are allowed 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. Coaches will be asked to attest that all players have long pants and non-marking shoes on their team roster that is turned in at check in. No Jewelry of any kind except for a medical alert bracelet are allowed to be worn by games participants.

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).

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.

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 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

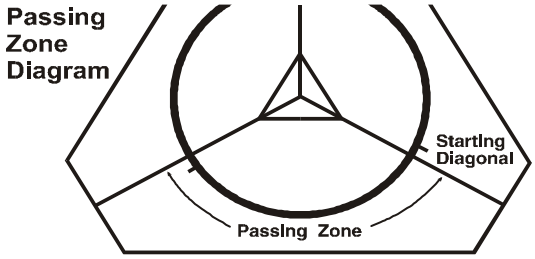
All players are limited to five events in addition to the first and tenth events. All players must play in a minimum of two events and no more than seven events. See each event for additional requirements.

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.



POSSESSION

For all games where players must catch or hold an item (basketball, beanbag, baton, or balloon) touch is considered possession. (See exception for three way tug)

PRACTICE

In preparing for the Summit Games, practices are recommended. Each team is allowed an unlimited number of practices in preparation for the Summit Games meet. No practicing is allowed once a team is checked in and on the game floor.

REGIONAL TEAM

A team made up of players from multiple clubs (more than 2). A majority of the players may not be from a single club. If the venue allows for it, regional teams who have not had a previous chance to practice together, will be allowed practice time on the game floor prior to the event. Teams that wish to practice on the game floor prior to the event, must receive approval from the venue leader.

RERUN

A rerun of an event or heat will 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. When scoring the player may not enter the team zone opposite their circle pin after touching their scoring pin. They must also avoid interfering with other teams. Entering the opposing team zone or interfering with another team is a disqualification.

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 Colorado AwanaGames Team, 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 l etter 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.

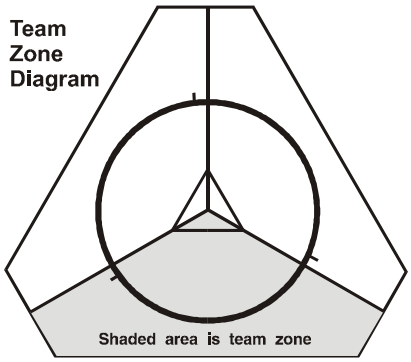
TAG RULE

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. For Colorado this rule only applies to the three-legged race.

TEAM LINES (See Diagram on back page)

The colored lines on the triangle mark the team lines. Team players 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.



TIE GAME EVENTS OR 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 10th event or 5th event in the 5 event rounds, the tie is resolved by the best two out of three heats of the Basketball Relay. 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).

EVENT 1 – BASKETBALL RELAY

10 players; three heats

1st heat - five girls

2nd heat - five guys

3rd heat - five girls and five guys

Scoring: 1st place – three points each heat

2nd place – one point each heat

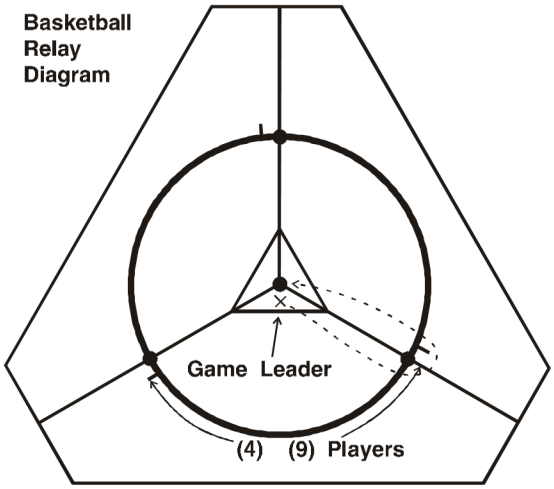
Equipment: Three circle pins, three scoring pins and one men's regulation-size basketball per team. (Basketballs are provided by the team and must be men's regulation-size.)

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 a 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.



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.The ball must be caught with 2 hands. On completion of 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 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 player closest to the circle pin may move after the last bounce pass to allow the game leader to go around the pin. 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 does 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. Balls landing inside the circle and within the team zone may not be retrieved. 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." Game leader must stay in the triangle, except when going for the pin. While standing in the center triangle, the game leader's hands may not touch the floor outside the center triangle.

EVENT 2 – SPRINT RELAY

Four players (two laps each); one heat

(1st and 3rd players are guys; 2nd and 4th players are girls).

Scoring: 1st place - five points each heat

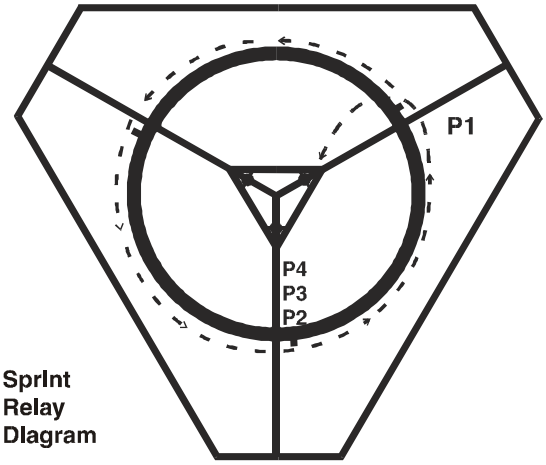
2nd place - three points each heat

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

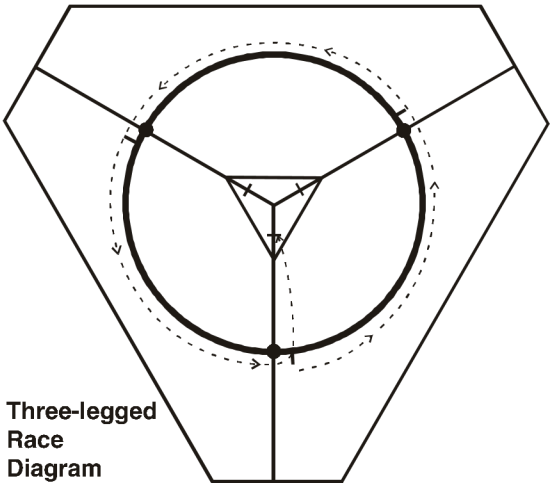
Rules: The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other three players wait inside their circle within their team zone (P2, P3 and P4) in Diagram). At the starting signal, the first player goes around the circle for two laps and then 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 hand(s) to finish. First player to touch, tip or knock down their scoring pin with her hand(s) wins that heat. The players must retain possession of the 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.



SprInt Relay Dlagram



Three-legged Race Diagram

EVENT 3 – THREE-LEGGED RACE

Four players (two laps per pair); two heats

1st heat - two girls

2nd heat - two guys

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: Three circle pins, three scoring pins. Teams must furnish their own velcro Three-legged Race bands. 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, touching their scoring pin with hand(s) to finish. 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. A fall is defined as anything other than your foot or hand touching the floor. 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

1st heat - one girl – four laps

2nd heat - one guy – four laps

Scoring: 1st place - four points each heat

2nd 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 hand(s) to finish. 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

1st heat - five girls

2nd heat - five guys

Scoring: 1st place - four points each heat

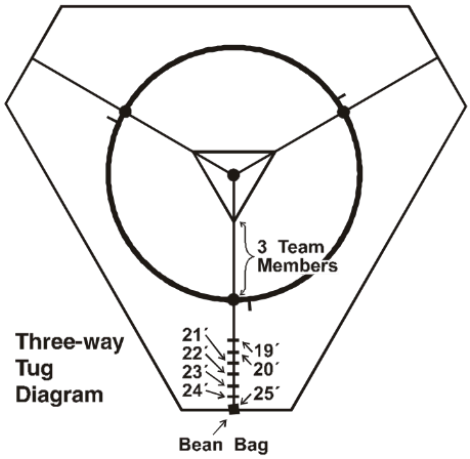
2nd place - two points each heat

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 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 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 hand(s) to finish. 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. In Colorado 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. Players may be moving forward before they receive the beanbag as long as they do not break the plane of the circle with their foot before they have the beanbag. 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. There is no restriction against dropping or tossing the bag. 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

1st heat - three girls

2nd heat – three guys

Scoring: 1st place only - three points each heat

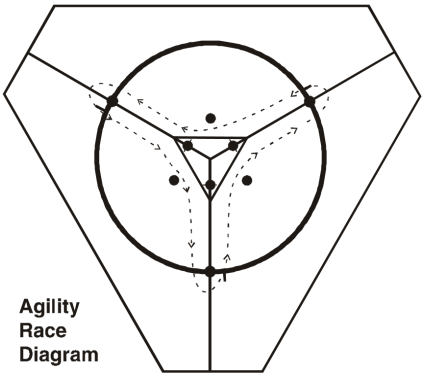
Equipment: 15' three-way rope (spliced in the middle for an even pull) and three beanbags, one of which is placed on the 25' mark on each team diagonal line.

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. No chalk is allowed)

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 beanbag must be in the player's hand until the whistle is blown to count as possession.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 Players must be continually pulling against other teams no “rowing” is allowed.

Rowing is defined as any motion, that in the opinion of the Circle Director, purposely allows sack in the rope, thereby throwing the other teams off balance.The Circle Director will give a team one warning not to row. If the team continues to row or starts rowing again the Circle Director will disqualify that team and they will lose 2 points.
The other 2 remaining teams will both receive 3 points.

EVENT 7 – AGILITY RACE



Four players (one lap each); four heats

1st & 2nd heats - one girl each

3rd & 4th heats - one guy each

Scoring: 1st place - three points each heat

2nd place - one point each heat

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

Rules: Each player in each heat starts at the team starting line. Players proceed around each circle pin as well as the pins positioned one-foot outside the center triangle 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 hand(s) to finish. The first runner to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. 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: 1st place - five points

2nd 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 center for scoring pin.

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

1st heat - girl, eight laps

2nd heat - guy, eight laps

Scoring: 1st place - four points each heat

2nd 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. 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

1st heat - five girls

2nd heat - five guys

Scoring: 1st place - four points each heat

2nd 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). NO BUNCHING. Team members must be an arm's length apart at the start of this event and must strive to maintain separation throughout this event. 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

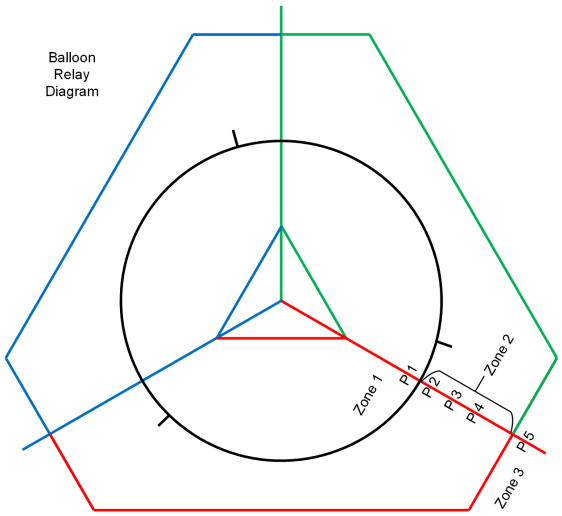
Each player must touch the balloon and take Sole Possession.

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, 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 hand(s) to finish. 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.



PLAYOFFS-SEMIFINALS

The five playoff events are as follows in the order they will be played:
BASKETBALL RELAY (all 3 heats)
SPRINT RELAY
BEANBAG BONANZA (two heats), girls and guys
BALLOON RELAY (two heats), girls and guys
THREE-WAY TUG (two heats), girls and guys
Any player may participate in four of the five Play-off events, but must participate in a minimum of 2 events. Participants in the Play-off events may be different from those who competed in those same events during the 10 Colorado AwanaGames™ events.

FINALS

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

TWO WAY FIGHTS

In the event that a two way fight is needed due to the number of teams participating the events will be run as follows: All events besides Three-Way Tug and Three-Legged Race will run the same. All running events except for the Three-Legged Race have a passing rule. For Three- Legged Race teams will start on opposite sides of the circle, one team on their color diagonal, and one team on a white diagonal with their color pin at the circle. Two other circle pins will be placed on the circle as if there were 4 colors. The Three-Way Tug will become a Two-Way Tug. The unused side of the rope will be held out of the way by a line judge

Official Awana Youth Ministries Three-Way Games Circle

The AwanaGames Circle is 30 feet 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.

