T&T Colorado Awana Games
Rules and Regulations
3rd through 6th grade



Colorado T&T Co-ed
Rule Book



INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized T&T Games' meet for third through sixth grades.

ORGANIZATION OF T&T GAMES MEETS

Coed teams are constituted as follows:

Maximum of 14 players

Minimum of 10 players

For even number teams, no more than half of the team can be 5th and 6th graders.

For odd number teams, extra person may be a 5th or 6th grader.

Teams must have a minimum of five boys and five girls. ***No more than 7 boys or 7 girls on a team.***

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility.

REGISTRATION PROCEDURES

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All clubbers in 3rd and 4th grade who have not reached their 11th birthday by September 1st prior to the meet may participate. All clubbers in 5th and 6th grade who did not reach their 13th birthday by September 1st prior to the meet may participate.
2. All T&T Games team members must have passed 10 sections this club year by day of the meet.
3. If short of players, Sparks may be substituted for 3rd/4th graders. 3rd/4th graders may be substituted for 5th/6th graders in any T&T Games' event and may also play in any 3rd/4th grade event. 5th/6th may not play in 3rd/4th grade events.
4. Teams may register for only one T&T Games meet.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

Each Team is awarded two Sportsmanship Points per event. For un-sportsmanship like conduct, sportsmanship points will not be given.

An important aspect of the Awana ministry 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 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 T&T Games'. We encourage all team coaches to enthusiastically motivate their team. 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 volunteers who do their best to officiate according to T&T Games' rules.

T&T Games affords boys and girls 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 their testimony for Christ is of utmost importance.

ROSTER SHEET

The team roster sheet, showing name, age, gender, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area event staff prior to the meet, according to the schedule set by the event specialist.

TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes coaches, line judges, circle directors, and team members. Team coaches should wear either their Awana uniform or the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor.

Please, no Shorts Are Allowed By Players or Coaches.

INSURANCE
All churches should obtain insurance information for church-sponsored activities so they can supply their own protection. The coach must have in his/her possession on the gym floor a parental consent form signed by a parent of each player stating, "emergency treatment may be given if necessary."

Extra players brought as well as those recruited from the stands, to fill in short teams, ***must*** have a parental consent form before they can participate.

T&T GAMES RECORDS
At each area T&T Games' meet we will keep our own accurate time records to the hundredth of a second for each timed event. Times kept by less than two timers will not be considered official.

T&T GAMES AWARDS
Individual T&T Games awards are given to all team members and coaches.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way toward helping a team win! The T&T Games meet is an enthusiastic introduction to people who have not had any previous contact with Awana.

Here are some suggestions for encouraging spectators to attend:

1. T&T Games should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the T&T Games as team members.
2. T&T Games should be promoted at Sunday school. Many boys and girls who don't attend club, as well as adults who are unfamiliar with Awana, would attend an T&T Games' meet if invited. Use skits or other interesting methods to give announcements.
3. T&T Games should be promoted in church. The Pastor can do much to encourage support of T&T Games club teams in the weekly church bulletin and in his announcements.
4. T&T Games should be promoted to parents. People who have never seen an T&T Games meet may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. T&T Games should be promoted in the neighborhood. An article announcing the team's participation in the area T&T Games may be written for a local newspaper.

AWANAGAMES DAY SCHEDULE

ARRIVAL TIME
As announced at your coaches' meeting and/or in confirmation communication. A general guideline would be for teams to arrive about 60 minutes prior to the starting time of the event.

CIRCLE AND TEAM LINE LOCATIONS
Teams should find their assigned circle team line as soon as possible on arrival. No running or practicing on the circle is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING T&T GAMES OFFICIALS
The line judges and circle director will give last-minute instructions to team coaches and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY
All team members should be instructed before the meet to face the flag during the ceremony and to place their hands on their heart at the given signal.

PRAYER

MEMORY VERSES
All T&T Games personnel—including circle directors, line judges, scorekeepers, timers, and coaches—should be prepared to recite 2 Timothy 2:15 in the King James Version in unison with all team members at the close of the flag ceremony.

Teams should review this verse for several weeks to give them confidence for reciting in front of spectators.

GOSPEL PRESENTATION
A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. This is a central focus of the meet, since many parents, relatives and friends who might

never attend a church-based Awana function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a “halftime” break during the event.

Recognition may also be given to clubbers for outstanding achievements. Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

T&T GAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the line judge on his/her team line. If the line judge cannot answer the question satisfactorily, he consults the circle director. The circle director’s decision is final. Unless requested by the circle director, no coach is allowed on the game floor to consult him at anytime.

T&T GAMES SPECIALIST

He oversees the entire operation from planning through team registrations to supervision of the T&T Games meet.

CIRCLE DIRECTOR

Is responsible for:

- Coaches’ meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of line judges
- Scorekeepers’ activities
- Timers’ activities
- Final word on all matters not covered in written rules

LINE JUDGES

In each circle, four trained officials, who are familiar with all T&T Games events, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

OFFICIAL SCOREKEEPERS

Two individuals for each circle record the scores for each event as reported by the circle director.

OFFICIAL STARTER

He gives the starting signal for all circles at beginning of most events or heats.

OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

TEAM COACHES

A coach is selected from within each club. Only two coaches per team are allowed on the floor during the meet. Team should have one male and one female coach, but two male or two female coaches will be allowed. Team coaches are not permitted in the playing area at any time during the T&T Games meet. They must give directions from the sidelines only, out of the way of players and line judges.

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are advised and encouraged to attend the T&T Games’ coaches training session.
4. All coaches must remain behind their team line at all times while T&T Games’ events are in progress.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

CIRCLE PINS
(See Game Circle Diagram) 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 pin 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). Players knocking over a circle pin during a game disqualifies his team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

DISQUALIFICATION
A team may be disqualified by the circle director and/or line judges at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin
3. Causing interference to other players.
4. Player participating in more than the allowed number of events (See General Rules "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this manual.
6. Play which is not according to the spirit of the game. (see General Rules "Spirit of the Game")

Teams are not disqualified if a player steps outside of the game square during a running event.

Coaches should instruct 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.

FALSE START
The circle director and line judges will call a "false start" when action 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 for that event or heat. The remaining teams will be restarted.

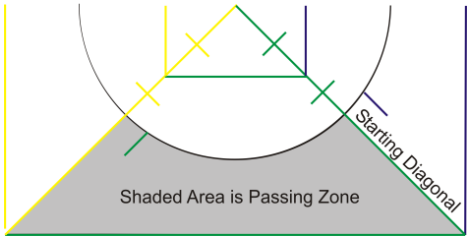
FLOOR MARKINGS
Lines are marked on the floor with tape. The width of the tape provides a margin for error in games which use tape boundaries. If any player's foot protrudes beyond the tape in these games, his/her team will be disqualified for that event or heat.

INTERFERENCE
The circle director and line judges may declare "interference" if, in the opinions 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 of teams' or players' progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his team will be disqualified from that event. Interference may also be called when players' 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 must play in a minimum of two events and no more than seven events. No player can compete in both the Sprint Race and the Marathon Race

PASSING RULE
This rule applies to the four running events. If player is touched by a hand (not by the baton) he/she must move to the right to allow the faster team to pass. Failure to move when touched may result in disqualification.

PASSING ZONE
In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). Passing the baton in any other zone, including passing it over a starting diagonal, disqualifies that team for that event.



PRACTICES
In preparing for the T&T Games, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the T&T Games meet.

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 line 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 *General Rules* “Interference”).

In the rerun of the Marathon Race, new players may participate that have not run in the Sprint race.

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.

SCORING PINS
Game pins set at the five-foot mark which are to be touched or tipped by player’s hand(s) only.

SPIRIT OF THE GAME
When a team deliberately stretches existing rules to play a game differently from that planned by the Colorado event team, the spirit of the game has been violated. The circle director and line judges will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

STARTING DIAGONAL
(See Game Circle Diagram) 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.

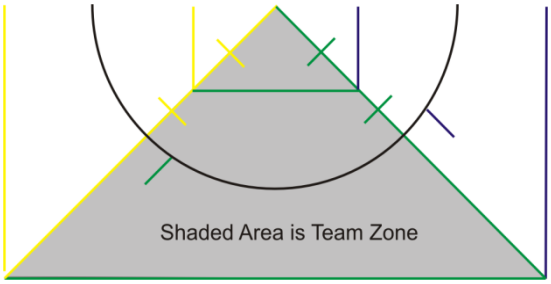
STARTING SIGNAL
When each team is ready, the line judge on that line signals the circle director. When all line judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

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. This rule applies to the Three-legged Race.

TEAM LINES
(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Players not participating in an event must stay seated behind these lines.

TEAM ZONE
The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone.

TIE GAME (EVENT) OR TIE HEAT
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 two points and two teams tied for second, the two tied teams would both be awarded two points.



TIE SCORE
When two or more teams are tied after the end of the last event in a semifinals or finals, the tie will be resolved by a full team heat of Beanbag Relay.

WINNER OF AN EVENT
The circle director declares the winner(s) of each event. He may consult with the line judges to determine the winner. If the player touching the scoring 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. Where it is not possible for the circle director to determine the winner, he may call for a rerun.

DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, L=Game Leader, SB=Striped Bag, RB=Red Bag, BB=Blue Bag, GB=Green Bag, YB=Yellow Bag, LJ=Line Judge, CD=Circle Director, P1= Player 1, P2=Player 2, etc.

EVENT 1 — BEANBAG RELAY

10 to 14 players; three heats

1st heat 1 - Five girls

2nd heat 2 - Five boys

3rd heat 3 - Team Heat consisting of five girls and five boys

Scoring: 1st place - three points

2nd place - one point

All three heats are the same point value

Equipment: four circle pins, one beanbag per team, four scoring pins.

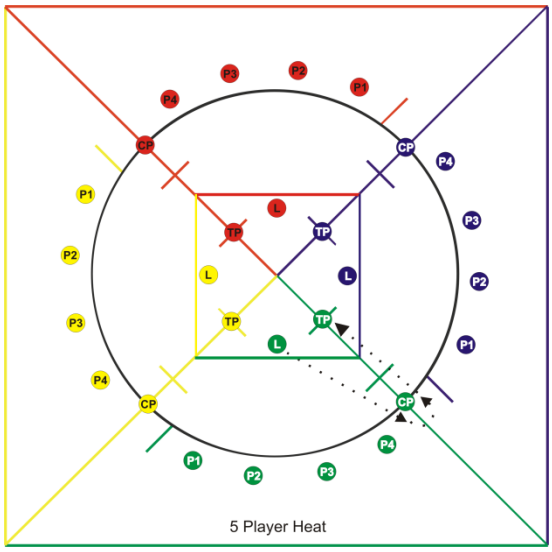
One player standing in the game leader triangle (see Diagram) acts as a game leader for this event. This player may be a boy or a girl - coach's choice when doing team heat. He/she may stand or move about anywhere in this triangle, but must have one foot in this triangle whenever he/she is throwing or catching the beanbag. (He/she may lift the foot which is in this triangle, but will be disqualified if it passes through the imaginary plane extending upward from the lines which form the triangle. *The team will also be disqualified if the player in the center knocks over the scoring pin when throwing, catching or moving around in the game leader triangle.)*)

The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. 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 to the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

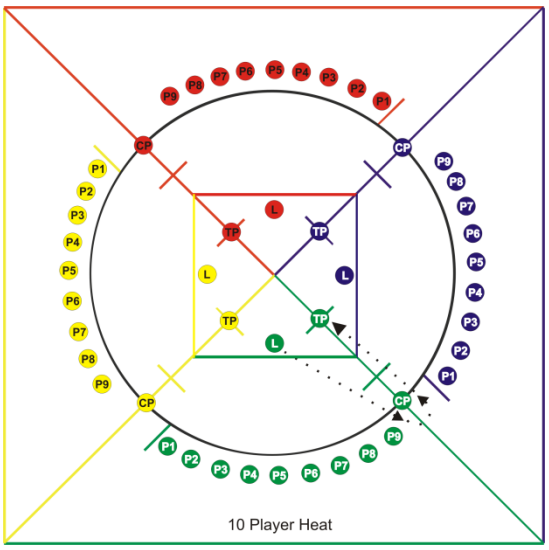
At starting signal, the game leader throws the beanbag to the player to his/her right (farthest from his/her team's starting diagonal). Player #1 catches it and throws it back to the game leader, who throws it to player #2. Play continues until all players on the circle have received the beanbag from the game leader and returned it. When the game leader receives the beanbag from the last player number, he/she runs around his/her own circle pin and towards the center (see diagram), 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. The game leader must run around the pin without touching another player. He/she must retain possession of the beanbag to win this event. If players miss or drop the beanbag, it can be retrieved by any of the players, providing they do not step inside the circle or outside their team zone. However, the bag must be thrown to the game leader by the player who missed or dropped it. A player may lift his/her foot, but will be disqualified if it passes through the imaginary plane extending upward from the line.

Bags landing inside the circle and within the team zone may be retrieved by the game leader, but he/she must then step back into game leader triangle before resuming play. If a team's beanbag goes out of the team zone, the team will be disqualified. No player should attempt to retrieve a beanbag that has gone into a neighboring team zone. Players must stay in order. No "trailers" are allowed.

If game is played with less than required number of players, some players will need to repeat a throw, however, no player may throw the bag more than twice consecutively with the exception of the game leader.



5 Player Heat



10 Player Heat

EVENT 2 — SPRINT RELAY

Three players (one lap each); two heats

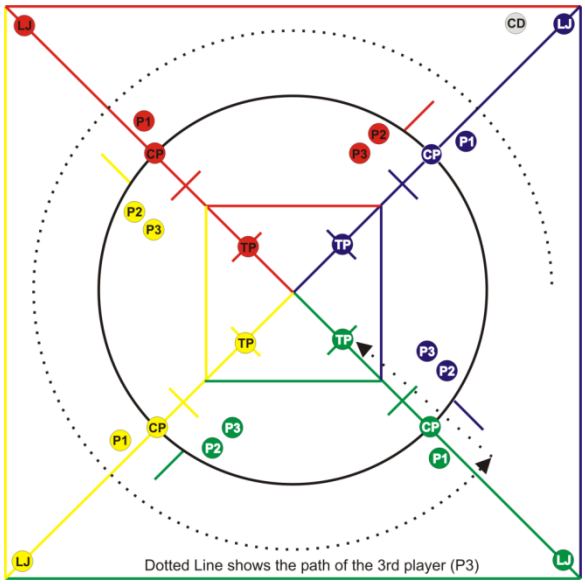
Two 3rd/4th grade & one 5th/6th grade girl

Two 3rd/4th grade & one 5th/6th grade boy

Scoring: 1st place - ***five*** points

2nd place - ***three*** points

Equipment: four circle pins, one baton per team, four scoring pins.



The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two players wait inside their circle within their team zone (P2 and P3 in Diagram). At starting signal, the first player goes around the circle and passes the baton to the second player. The baton must be completely passed within team passing zone (see *General Rules* "Passing Zone"), or the team is disqualified. The second player runs one lap and passes the baton to the third player. When players have completed their laps, they must leave to the right, *away* from the circle. The third player runs one lap, runs around his/her circle pin and towards the center (see diagram), 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. The winners must retain possession of 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 square. Passing rule applies.

Passing rule applies. *Players should continue running even though someone tags or passes them. (see General Rules "Passing Rule")*

EVENT 3— BEANBAG BONANZA

10 players; two heats

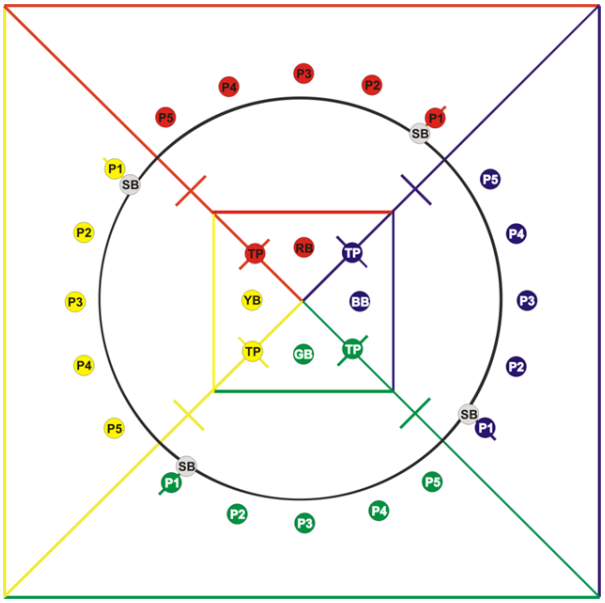
1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points

2nd place - two points

Equipment: Four circle pins, one colored bag, and one striped beanbag per team



The colored beanbag is placed in the center of each team's 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. If a player does step over the line prior to receiving the bag, the team is disqualified for that heat. “The beanbag must not be tossed into the triangle”.

Each time a bag is placed in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If the bag or participant enters another team zone, that team will be disqualified. When a player returns from placing the beanbag in the triangle, he/she must hand the beanbag just picked up to the next player. No rotating is allowed.

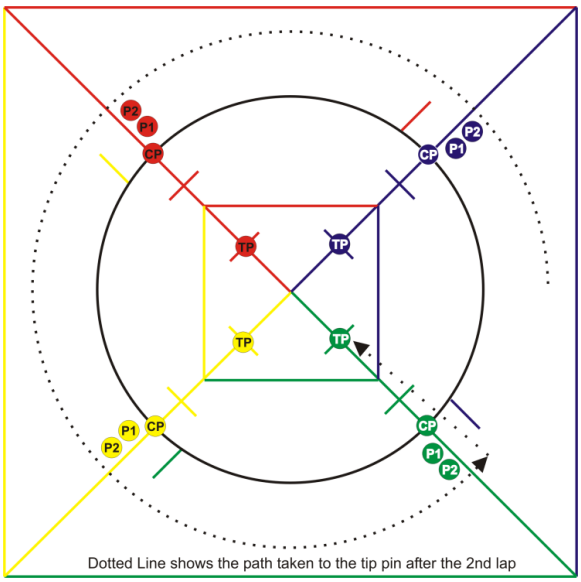
EVENT 4 — THREE-LEGGED RACE

Four runners (2 laps per pair); four heats

- 1st heat - two 3rd/4th grade girls
- 2nd heat - two 3rd/4th grade boys
- 3rd heat – two 5th/6th grade girls
- 4th heat – two 5th/6th grade boys

Scoring: 1st place - four points
2nd place - two points

Equipment: four circle pins, four scoring pins, and teams must furnish their own three-legged bands (available through the *Awana Supply Catalog*).

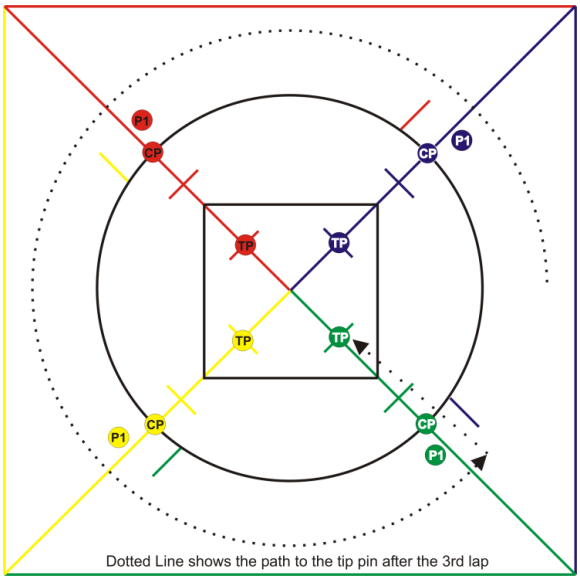


Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going 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 comes apart.

If any player falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. Tag rule applies (see General Rules “Tag Rule”). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.

EVENT 5 — SPRINT RACE



Two players; two heats (three laps each)

1st heat - one 3rd/4th grade girl

2nd heat - one 3rd/4th grade boy

Scoring: 1st place - four points

2nd place - two points

Equipment: four circle pins, four scoring pins.

The player stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, and 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. Sprint Race players may not participate in the Marathon Race.

EVENT 6 — FOUR-WAY TUG

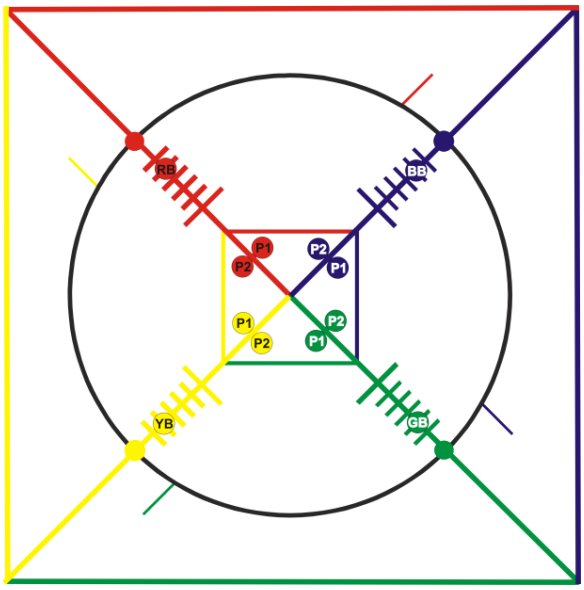
Four players; two heats

1st heat - two 5th/6th grade girls

2nd heat - two 5th/6th grade boys

Scoring: 1st place only - ***three*** points

Equipment: rope and four beanbags, one of which is placed on the diagonal line for each team. The rope is about 16' long and is spliced to form a loop which makes a circle about five feet in diameter. The rope is marked at four equally spaced points.



Two players from each team take hold of the rope with their hands at one of the four marked points. (Four way-tug players may wear gloves for this event only.)

Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team on the 12' mark. When beanbag is moved, it is to be flush with the top of the tape. At starting signal, all players pull the rope toward the beanbag on their team diagonal line. Temporary loss of the rope during the tug will not disqualify a player, but the player who picks up the beanbag must have one hand securely on the rope at the same time in order to win. To make it easier to reach the beanbag, players, while holding the rope, may use their feet to draw the beanbag closer.

While the teams are tugging, line judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds. 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.

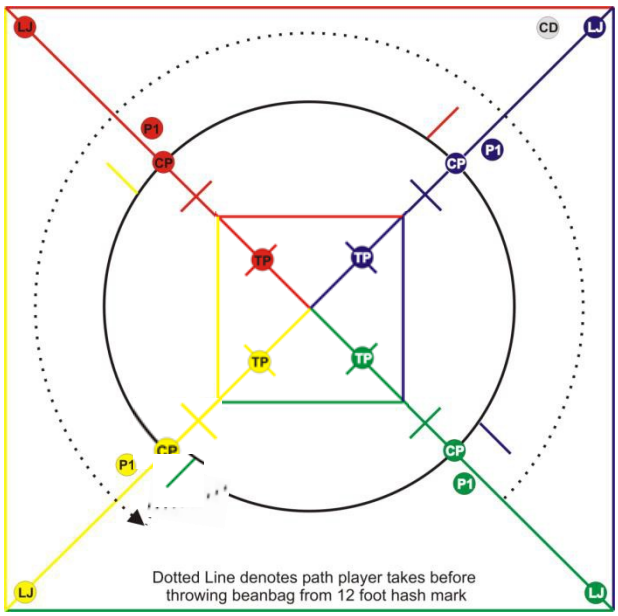
The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope. When beanbag is moved, it is to be flush with the top of the tape.

EVENT 7 – KNOCK IT DOWN

Six players; six heats
Heats 1-3: One girl per heat
Heats 4-6: One boy per heat

Scoring: One point each heat

Equipment: Four beanbags, Four scoring pins



The player stands outside the circle with the beanbag, just behind the starting diagonal. At starting signal, player runs around the circle, then to his/her team zone. Standing behind the circle line, player tosses the beanbag (either over or under hand) at their scoring pin. First player to knock down their scoring pin wins that heat. Players retrieve their own beanbag and go back to their own team zone outside circle and continue play until one player knocks their scoring pin down. Beanbags going outside of team zone may be retrieved. If a player steps across their circle line when making their throw, that throw will not count, but the player is not disqualified. If a player knocks down another team scoring pin the team that had their scoring pin knocked down will be declared the winner. There will be a time limit for each heat of 60 seconds. If no one knocks down a scoring pin within 60 seconds from when the heat begins, time will be called and no points will be scored for that heat.

EVENT 8 — MARATHON RELAY

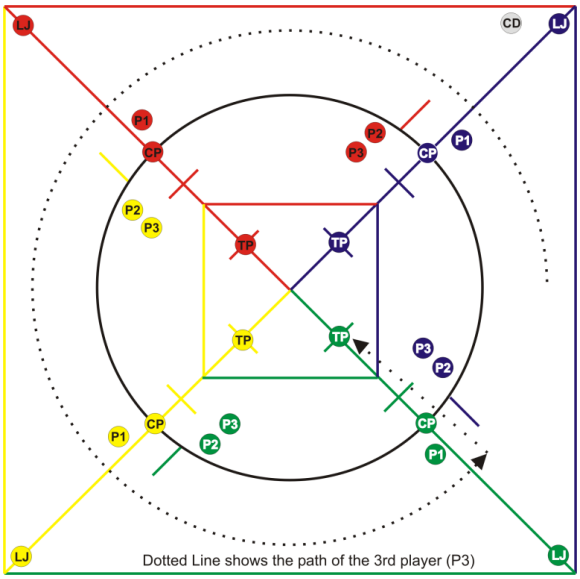
Three players (two laps each); two heats

1st heat – One 3rd/4th grade girl & two 5th/6th grade girls

2nd heat - One 3rd/4th grade boy & two 5th/6th grade boys

Scoring: 1st place – ***five*** points
2nd place - ***three*** points

Equipment: four circle pins, one baton per team, four scoring pins.



This relay is the same as the Sprint Relay except that players will run two laps rather than one before passing the baton to the next player, or before the third player 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. Players who have completed two laps should leave to their right, *away* from the circle. The players must retain possession of baton when finishing to be awarded points for this event. Dropped batons may be picked up and play resumed unless the baton has gone outside the team zone while passing the baton, or outside the square when not passing the baton. Passing rule applies.

Tag rule does not apply. Players should continue running even though someone tags or passes them.

Passing rule applies.

EVENT 9 — MARATHON RACE

Two players; two heats

1st heat - one 5th/6th grade girl

2nd heat - one 5th/6th grade boy

Scoring: 1st place - four points

2nd place - two points

Equipment: four circle pins and four scoring pins.

Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle. The player 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.

Marathon Race players may not participate in the Sprint Race.

EVENT 10 — BALL RELAY

Ten players; two heats

1st heat - five girls

2nd heat - five boys

Scoring: 1st place - four points

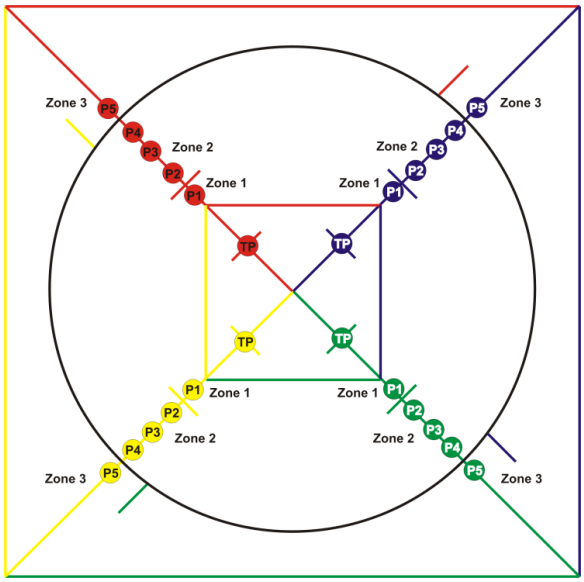
2nd place - two points

Equipment: one sport ball per team, four scoring pins.

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram).

The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the ball with both hands with the ball touching the back of his/her neck while waiting for the starting signal. At starting signal, ball is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the ball, however the player in possession of the ball must **hand** the ball to the next player.



Only the player in Zones 1 will be disqualified for crossing floor markings when they are in possession of the ball. On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle.

When the player in Zone 3 receives the ball only then may he/she cross the circle line, he/she runs to his/her 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 ball, 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 the ball to receive points for this heat.

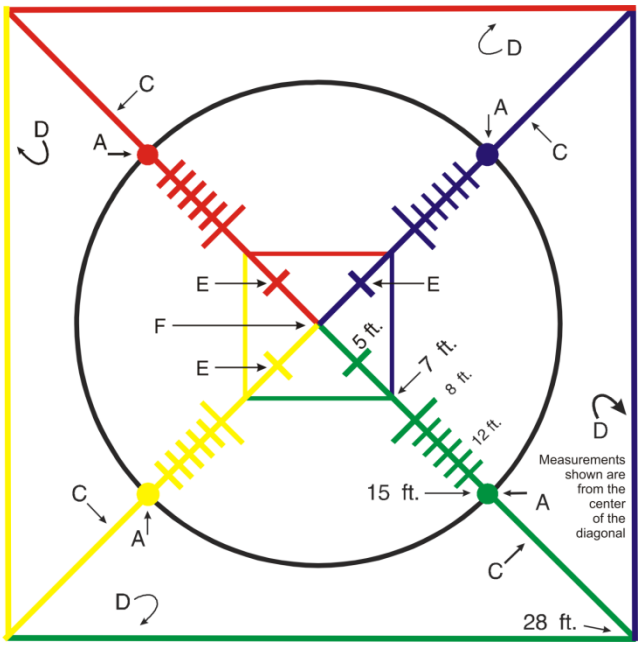
OFFICIAL AWANA GAME CIRCLE AND GAME SQUARE

The T&T Games 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
C–Diagonal or Starting Line
D–Team Lines or T&T Games Square
E–Scoring Pins
F–Center Pin

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



T&T Games
Rules and Regulations
3rd through 6th grade

COED TEAMS

