

2024



Awana Sparks Games

Official Rules and Regulations

Sponsored by Genesis Church

www.genesisyork.com/awanasupersaturday

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SECTION 1 - TEAM REQUIREMENTS

COMPOSITION OF SPARKS TEAMS

A team consists of a minimum of 10 players and a maximum of 20 players. There are no minimum requirements for boys or girls. Every player must participate in at least four games.

INSURANCE

The event does not carry insurance covering team members. All churches **must** 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 copy of the **PARENTAL/GUARDIAN CONSENT AND RELEASE OF LIABILITY** signed by a parent or guardian of each player. All players, including "standby" players and those recruited from the stands **must** have the the consent and release form before they can participate.

QUALIFICATIONS OF SPARKS TEAM MEMBERS

- All Sparks clubbers in 2nd grade or lower prior to the meet may participate.
- All Sparks-a-Rama participants must have passed 10 sections (includes Flight 3:16 and handbook sections) **this** club year by day of the meet.
- If short of players, Cubbies may be used.

REGISTRATION REQUIREMENTS

The registration form and accompanied by the registration fee is required. You are not registered until we receive the completed registration form and the registration fee.

- Teams are accepted on a "first-come, first-paid" basis including team color assignments. **No refunds will be issued to teams withdrawing their registration.**
- All game equipment is provided.

ROSTER SHEET

The Team Roster Sheet, showing name and grade in school of each player, and verifying that 10 sections were completed, must be prepared by the Team Coach and submitted to the event staff at registration on the day of the event. **The Team Coach should have the consent and release forms in the order of names on the Roster Sheet so staff can verify that each Spark has a form.**

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. The number of circles in a meet depends on the number of teams competing.

TEAM COACHES

Only two Coaches per team are allowed on the floor during the meet. Team Coaches are **not** permitted in the playing area while the Games are in progress and must give directions from the sidelines.

- All Coaches must remain behind their team line at all times during the event. (Except to set their team for Sparky's Balloon Relay.)
- Coaches may ask their Line Judge to review a decision with the Circle Director.
- A Coach may be asked to leave the floor when the Circle Director considers it necessary.

TEAM UNIFORMS

Coaches are responsible to ensure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor including Team Coaches, Line Judges, Circle Directors, and Team Members. Coaches should wear either their Awana uniform or the special uniform chosen for their team. ***Shorts Are Not Allowed By Players or Coaches.***

SECTION 2 - SPARKS GAMES OFFICIALS

CHAIN OF COMMAND ON EACH CIRCLE

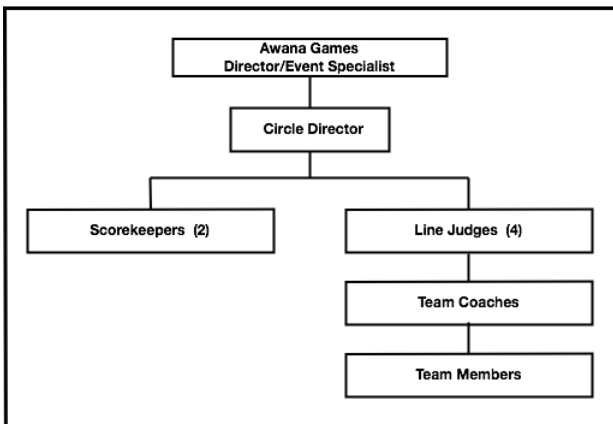
Players should ask questions only of their Coach. If the Coach has a question or comment, he/she should speak only to the Line Judge on his/her team line. If the Line Judge cannot answer the question satisfactorily, he consults the Circle Director.

- **The Circle Director's decision is final.**
- **Unless requested by the Circle Director, no Coach is allowed on the game floor.**

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
- Final word on all matters not covered in written rules



EVENT SPECIALIST: Nikki Baughman (baughmann@genesisyork.com ; 717-792-6060 ext. 329)
Oversees the entire operation from planning through team registrations to supervision of the event.

LINE JUDGES

On each circle enough trained officials for each team will be assigned as Line Judges. The Line Judges will rotate to a different color line after each event.

- These officials are familiar with all Sparks events and the rules governing them.
- They know how to resolve tie events, tie heats, and tie scores.
- Jointly with the Circle Director, they will monitor 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

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

CHURCH SUPPLIED VOLUNTEERS

Churches MUST supply a Line Judge for each team to help on the day of the event.

YOU MUST PROVIDE THE COMPLETED AND SIGNED DAY EVENT VOLUNTEER FORM AND PA BACKGROUND CLEARANCES FOR EACH VOLUNTEER TO THE EVENT SPECIALIST AT LEAST 10 DAYS PRIOR TO THE EVENT. These include the PA State Police Criminal Background Check, Child Abuse Check and either FBI Clearance OR Affidavit for those living in PA for 10 consecutive years. All three (3) documents must be supplied for each individual or he/she cannot volunteer. Failure to provide volunteers could prohibit a team's participation.

SECTION 3 - GAME DAY SCHEDULE

ARRIVAL TIME

A general guideline would be for teams to arrive 15 minutes prior to the registration 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.

PRE-GAMES COACHES' MEETING

The Line Judges and Circle Director will conduct a brief Team Coaches' Meeting in the center of the game circle just before the start of the event. Team Coaches will be given an opportunity to ask last-minute questions of officials before the meet begins. The meeting will be closed in prayer.

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. Each team is required to bring an Awana and American flags for each team that participates.

SPARKLE TIME

- ***RECITE/SING IN UNISON (ALL TEAM MEMBERS ON ALL CIRCLES):***

SPARKS THEME SONG

"Sparks for Jesus"

SPARKS YELL

Leader - *Who are we?*

Sparks - Sparks!

Leader - *Who for?*

Sparks - Jesus!

Leader - *What to do?*

Sparks - Light the world!

SPARKS VERSE

John 3:16

GOSPEL PRESENTATION - A brief gospel message is given. **This is a central focus of the meet.**

HALF TIME

- Recognition will be given to Sparks Clubbers who this year have or will be earning their Sparky Award. Coaches should have the names of these clubbers.
- Players are not permitted to leave their team line.

AWARDS CEREMONY

Individual awards are given to all Team Members and Coaches at the completion of the competition.

SECTION 4 - GENERAL DEFINITIONS AND RULES

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. Shoes should be cleaned before entering the gym floor; touching or wiping shoes after the start of the event is a basis to penalize the team of the violator.

BALLOONS

Nine to eleven inch balloons are inflated to about eight inches in diameter.

CIRCLE PINS

(See Game Circle Diagram - Section 5) 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.

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:

- Unnecessary roughness or other poor conduct.
 - Knocking over a circle pin - except as noted in Event 3 "Sparky Bowl".
 - Causing interference to other players.
 - Breaking other game rules not listed here, but described elsewhere in this manual.
 - Play which is not according to the spirit of the game (see "Spirit of the Game" later in this section).
 - Final player touches the Scoring Pin with anything other than their hand(s).
 - Final player at the end of each event not staying in the center of the circle until the points are awarded.
- 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 the same 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.

GOOD SPORTSMANSHIP

Each team is awarded 2 Sportsmanship Points at the start of the Event. For unsportsmanlike conduct, the Sportsmanship Points will be taken away.

(Sparks Games affords boys and girls an opportunity to display a charitable spirit under the pressure of competition. Many 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.)

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 players participating in a particular event or heat, 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.

MISCELLANEOUS

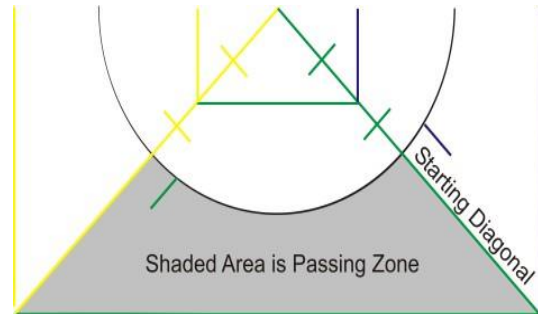
- No drinks are allowed on the game floor at any time
- Minimize clubbers leaving the game floor - for bathroom breaks only

PARTICIPATION

All players must play in a minimum of **four** events.

PASSING ZONE

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



PRACTICES

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

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:

- Any of its players were the cause of an interference call, **or**
- The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (See "Interference" previously in this section)

SCORING

The scoring for each event is stated in the game rules in Section 6. 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 secured 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 Director/Event Specialist, 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 - Section 5) 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

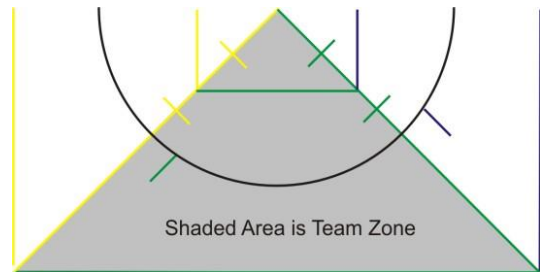
When each team is ready, the Line Judge on that color line signals the Circle Director. When all Line Judges on a circle have indicated their teams are ready, the Circle Director signals the official starter. When all Circle Directors have signaled, the official starter will start the event.

TEAM LINES

(See Game Circle Diagram - Section 5) 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 Game 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 or knock over the center 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, second place points are split.

TIE (FINAL) SCORE

When two or more teams are tied at the end of the last event, the tie will be resolved by playing one heat of the Sparky Bean Bag - In and Out .

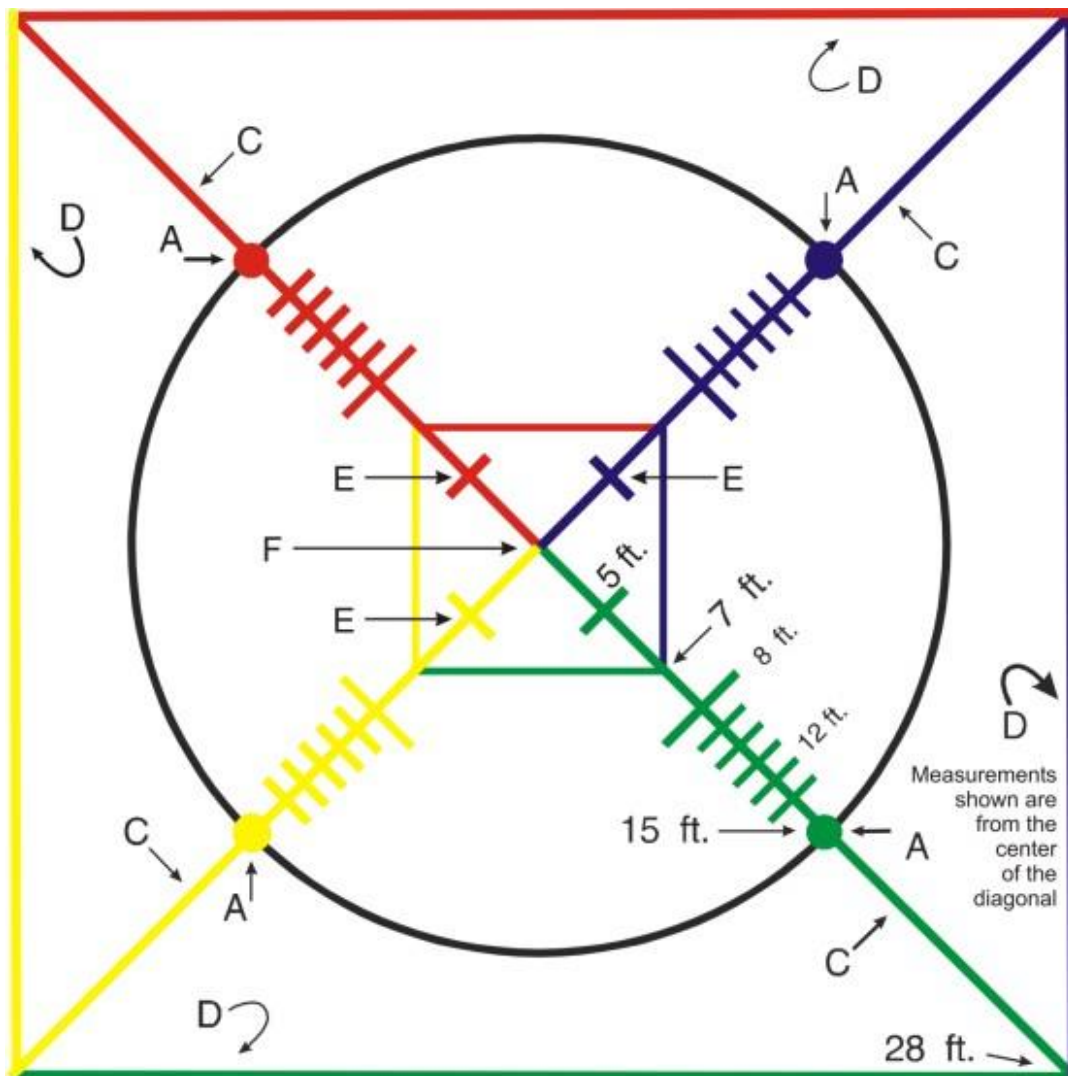
WINNER OF AN EVENT

The Circle Director declares the winner(s) of each event. He may consult with the Line Judges to determine the winner. (If the player securing the scoring pin has been disqualified, the next player receives those points. If the next placed player is disqualified, the Circle Director will award to the third player. Where it is not possible for the Circle Director to determine the winner, he may call for a rerun.

SECTION 5 - OFFICIAL AWANA GAME CIRCLE AND SQUARE

The Awana 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.

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



LEGEND

- | | | |
|----------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------|
| <p>A—Circle Pins Locations
 E—Scoring Pins Locations</p> | <p>C—Starting Diagonal Lines
 F—Center Pin</p> | <p>D—Team Lines/Awana Games Square</p> |
|----------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------|

SECTION 6 - SPARKS GAME EVENTS

LEGEND FOR INDIVIDUAL EVENT DIAGRAMS SHOWN BELOW:
CP=Circle Pin, **TP**=Scoring Pin, **SP**=Center Pin, **LJ**=Line Line
Judge, **CD**=Circle Director, **P1**= Player 1, **P2**=Player 2, etc.

EVENT 1 - SPARKY BEANBAG – IN AND OUT

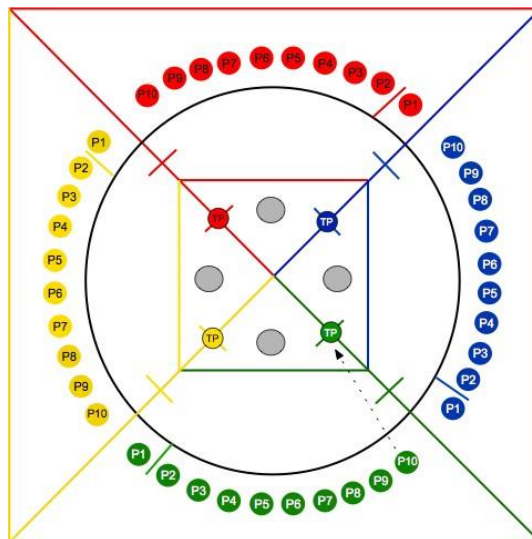
Ten players; Two heats

Every player must play in this event

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

Equipment: Four small containers with four beanbags already in containers, four circle pins, four scoring pins.

Players line up outside their team's circle line. Container is set in team's inner triangle, and the beanbag is already in the container. At start signal, player #1 (farthest from his/her team's starting diagonal) runs to container, retrieves beanbag and brings it back to Player #2. Player #2 runs to container and **places (not throws)** the beanbag into container (**for Sparks we use some grace as to how they put it in**), returns to team line and tags Player #3. (Players may not proceed into the circle before being tagged or given the beanbag.) Action continues until all players have participated. The last player with beanbag in hand runs into the center to secure the Scoring Pin with their hand(s). The winners must retain possession of their beanbag when they secure the Scoring Pin.



Disqualification:

- Players behind circle line proceed into the circle before they have been tagged or received the beanbag from the previous player.
- Final player does not retain possession of the beanbag while securing the Scoring Pin.
- Player or beanbag leaves the Team Zone. (See *General Definitions and Rules* "Team Zone" - Section 4)
- Player throws beanbag into the basket, or does not set basket back up if it falls over.
- Any other action as described in *General Definitions and Rules* "Disqualification".

EVENT 2 - SPARKY SAFARI

Four players; two heats

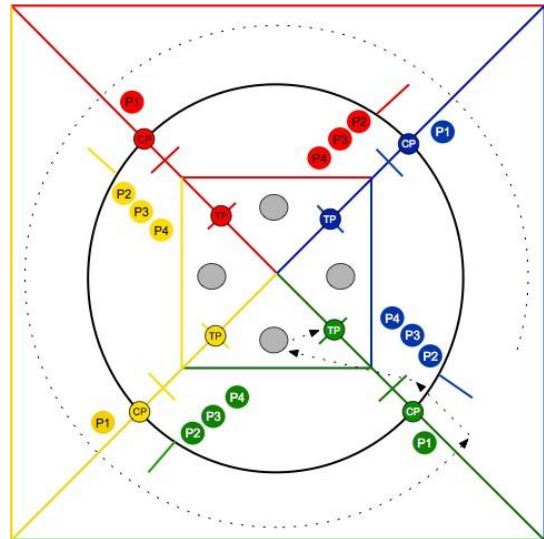
No player may play twice

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

Equipment: Four circle pins, sixteen 6-10 inch stuffed animals, 4 small round plastic baskets upside down, four scoring pins.

First player is positioned at starting diagonal. The other three runners wait inside the circle within their team zone. (See Diagram) Each player has a stuffed animal. At signal, player #1 runs around circle and hands-off stuffed animal to player #2, who runs around circle with two stuffed animals. Player #2 hands-off two stuffed animals to player #3, who runs around the circle with three stuffed animals. Player #3 hands-off three stuffed animals to player #4, who runs around the circle with four stuffed animals and then around team circle pin, and into the team's inner triangle where he/she places the four stuffed animals in the 'cage' (small round basket turned up-side-down) and then over to secure the Scoring Pin with their

hand(s). All parts of the animal must be completely in the 'cage' (under the small round plastic basket) with no parts sticking out of the bottom. The 'cage' must be flat on the floor (it is okay if parts of the animals are sticking out of other parts of the 'cage'). If a player drops an animal while running around the circle, player may pick up the animal and continue. The animals must be completely handed-off within team passing zone (see *General Definitions and Rules "Passing Zone"* - Section 4), or the team is disqualified. Animals must be handed-off (given, not thrown) to the next player. After passing the animal(s), player returns to team line. At the start of the event the small round plastic basket is upside down. When player #4 runs into the center, he/she may turn the basket upright, place the animals in and then flip it back down to the 'cage' position.



Disqualification:

- Animals are handed-off outside of the Passing Zone. (See *General Definitions and Rules "Passing Zone"* - Section 4)
- The "cage" is not completely flat on the floor after the final player has placed all animals and turned the "cage" upside down because a part of an animal is sticking out of the bottom.
- Animals are "thrown" not "handed" during the hand-off exchange between two players.
- Any other action as described in *General Definitions and Rules "Disqualification"*.

EVENT 3 - SPARKY BOWL

Six total players; six heats with 1 player/heat

No player may play twice

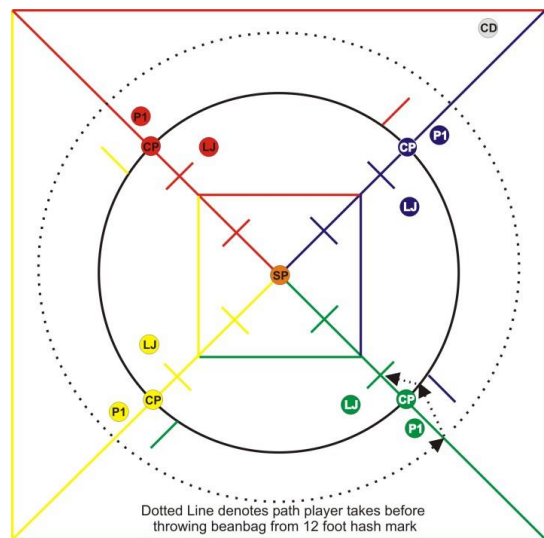
Scoring: One point - each heat

Equipment: Four beanbags, center pin, four circle pins.

The player stands at the starting diagonal outside the circle with their colored beanbag. At starting signal, player runs one lap around the circle, then goes around player's own circle pin to the 12-foot hash mark. (If they back up and knock down their own color circle pin, they are not disqualified. All circle pins are dead once they go around the team color circle pin and in to the 12-foot hash without knocking any circle pins down). Standing behind the 12-foot hash mark, player tosses (either over or under hand) the beanbag at the center pin. First player to knock down center pin wins. Players retrieve their own beanbag and go back to their own 12-foot hash mark and continue play until one player knocks down the center pin. Beanbags going outside of team zone may be retrieved. If a player steps across the 12-foot hash mark when making their throw, that throw will not count, but the player is not disqualified.

There will be a time limit for each heat of 60 seconds. If no one knocks down the center pin within 60 seconds from when the heat begins, time will be called and no points will be scored for that heat.

"BUZZER BEATER" - *If action starts before the buzzer (beanbag leaves the hand), that action is allowed to complete; and if it results in a score, the team is awarded the point.*



Disqualification:

- Any action as described in General Definitions and Rules "Disqualification".

NOTE: For this event the player is only disqualified for knocking over a circle pin while he/she is running the lap. After they have moved to the 12-foot hash mark, the circle pin is dead for them and cannot cause a disqualification. Also, knocking over a circle pin while throwing the beanbag will not result in a disqualification either.

EVENT 4 – Sparky’s Pyramid

Seven players; two heats

No player may play twice (unless team has less than 14 players)

Scoring: 1st place - four points

2nd place - two points

Equipment: Six cups (10 1/2" X 8 3/4") per team, four scoring pins.

Player #1 lines up inside the team's inner triangle. Players #2 - #7 line up outside their team's circle line, behind the cups that are equally spaced on the circle line. At the starting signal, player #1 runs out and tags Player #2 (farthest from his/her team's starting diagonal).

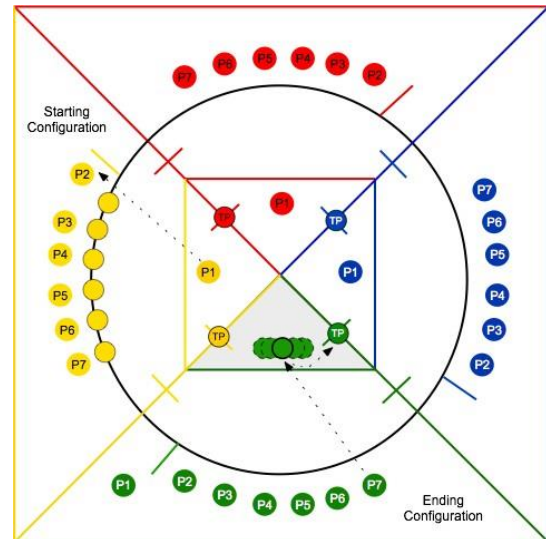
(See Starting Configuration "start of play" example shown on Yellow Team Section of diagram.) Player #2 picks up his/her cup and runs into the inner triangle, places the cup (upside down) just inside the colored line of the inner triangle, then runs back and tags Player #3.

Player #3 picks up his/her cup and runs to the inner triangle and places his/her cup beside the cup left by Player #2, then returns to team circle line and tags Player #4. Player #4 places his/her cup beside the other two, forming the 3-cup base of the pyramid. Play continues in the same manner, with Players #5 and #6 placing their cups to form the 2-cup middle row. Player #7 places the final cup on top center to form the final 1-cup row. When completed, the stacked (upside down) cups must form a triangular (pyramid) shape.

Players on the circle line may not proceed into the inner triangle to stack their cup before being tagged by the previous player. After the final player (P7) places the top cup, he/she runs over and secures the scoring pin. (See Ending Configuration "end of play" example shown on the Green Team Section of diagram.) If any player accidentally knocks-over the pyramid, he/she must re-stack before proceeding to tag the next player, or if P7, he/she runs over and secures the scoring pin.

Disqualification:

- Players on the circle line proceed into the inner triangle to stack their cup before they have been tagged by the previous player.
- The final pyramid must be intact, a triangular shape and completely within the lines forming the inner triangle.
- Any other action as described in General Definitions and Rules "Disqualification".



EVENT 5 – Sparky Train

Five players; two heats

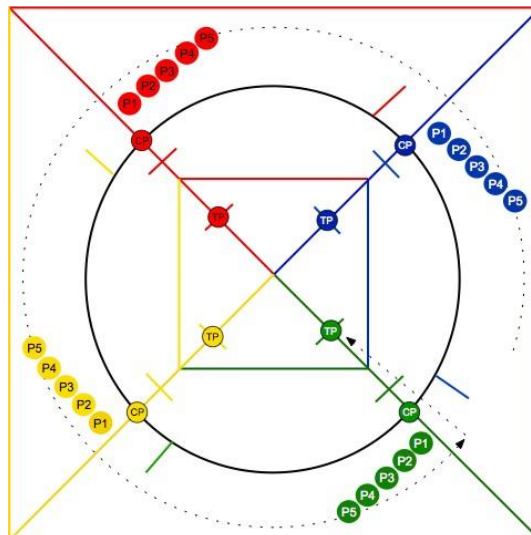
No player may play twice

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

Equipment: Four circle pins, four scoring pins, wristband to identify last player, swimming noodles.

Players line up behind one another outside the circle at the starting diagonal as pictured on diagram. Each player holds the noodle with at least one hand.

At signal, train runs one lap around circle. If train becomes disconnected, train must stop, rejoin its players, and then continue. When all five players cross the starting line, the last player separates from the train and runs into the center to secure the Scoring Pin with his/her hand(s).



Disqualification:

- Train separates and does not stop to reconnect. (Some leniency will be given, but clubbers should stop to reconnect as soon as they realize the train has separated.)
- All five players do not cross the starting line before the last player separates and runs into the center to secure the scoring pin.
- Any other action as described in General Definitions and Rules “Disqualification”.

EVENT 6 – SPARKY’S BALLOON RELAY

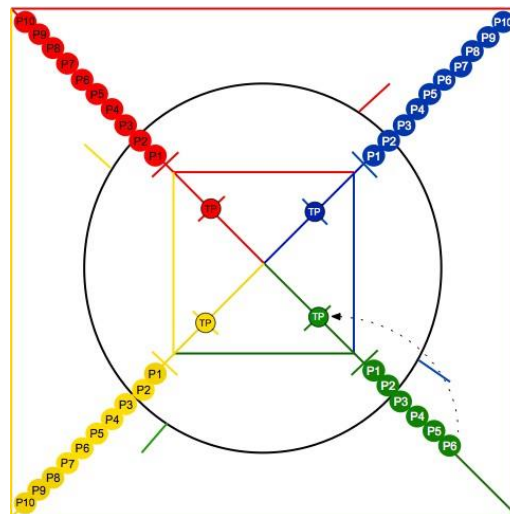
Ten players; two heats

Every player must play in this event

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

Equipment: Four nine-to-eleven-inch balloons per heat inflated to about eight inches, four scoring pins.

All team players straddle their team diagonal line with their backs toward game square as close together as they wish. Player #1 stands behind the eight-foot hash mark. First player holds the balloon on back of his/her neck. At signal, the balloon is passed through the legs of the players to the last player (Player #10). It is not necessary that each player touch the balloon. When last player in line has possession of the balloon, he/she runs and gives it to Player #1, and Player #10 goes back to his/her team line and sits down. Player #1 starts the balloon to be passed through the legs of the players again. Once again, when the last player in line has possession of the balloon, he/she runs and gives it to Player #1 and sits down on his/her team line. Play continues the same until the balloon has been passed through the players legs a total of five (5) times at which point, Player #6 runs into the center to secure the Scoring Pin with his/her hand(s). If balloon breaks before the sixth player goes into the center, a Line Judge may insert another balloon. (One time only.)



Disqualification:

- Balloon must pass through the legs of all players except the last player receiving the balloon each time. If the balloon goes out of the line between two players, the balloon must be reinserted into the line at the location it left and play continues until the balloon reaches the last player.
- Failure of Player #6 to have possession of the balloon when he/she secures the scoring pin.
- Any other action as described in General Definitions and Rules “Disqualification”.