

2024



**Awana
T&T Games**

Official Rules and Regulations

Sponsored by Genesis Church

www.genesisyork.com/awanasupersaturday

TABLE OF CONTENTS

<u>SECTION</u>	<u>PAGE</u>
1. TEAM REQUIREMENTS	4
2. T&T GAMES OFFICIALS	5
3. GAME DAY SCHEDULE	6
4. GENERAL DEFINITIONS AND RULES	7
5. OFFICIAL GAME CIRCLE AND GAME SQUARE DIAGRAM	10
6. T&T GAME EVENTS - COED TEAMS	11

SECTION 1 - TEAM REQUIREMENTS

COMPOSITION OF T&T TEAMS

A team consists of a minimum of 10 players and a maximum of 18 players.

- For even number boys or girls, no more than half of the boys or girls can be 5th and 6th graders.
- For odd number boys or girls, the extra person can be either a 3rd or 4th grader or a 5th or 6th grader.
- A team could be 16 players made up of 3rd and 4th graders only.
- Teams must have a minimum of three boys and three girls.

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 T&T TEAM MEMBERS

- All clubbers in 3rd thru 6th grade prior to the meet may participate.
- All T&T Games team members must have passed 10 sections (includes Start Zone and handbook sections) **this** club year by day of the meet.
- If short of players, Sparks may be substituted for 3rd/4th graders, 3rd/4th graders may be substituted for 5th/6th graders.

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 color team assignments. **No refunds will be issued to teams withdrawing their registration.**
- All game equipment is provided; however, teams may wish to supply their own Three-Legged Race bands.

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 Team Member 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.

TEAM COACHES

Only two Coaches per team are allowed on the floor during the meet. Team Coaches are **not** permitted in the playing area at any time during the Awana Games Meet and must give directions from the sidelines.

- All Coaches must remain behind their team line at all times during the event.
- 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 - T&T GAMES OFFICIALS

CHAIN OF COMMAND ON EACH CIRCLE

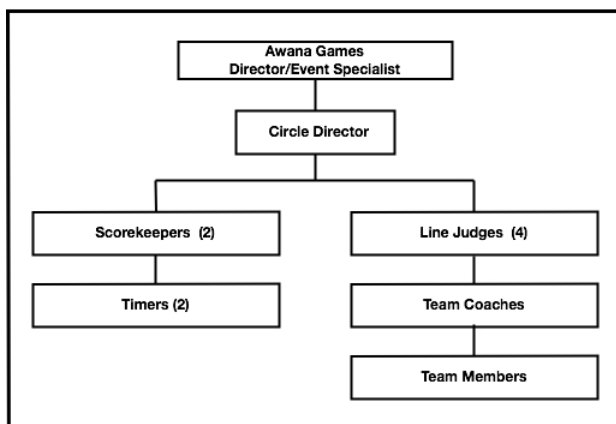
Players should ask questions only of their Coach. If the Coach has a question or comment, he/she should speak only to the judge on his/her team line. If the Line Judge cannot answer the question satisfactorily, the Line Judge consults the Circle Director.

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

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



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 T&T 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.

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

RECORDS

Officials keep accurate time records to the hundredth of a second for each timed event.

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.

T&T MEMORY VERSE

Coaches, Staff and T&T Clubbers should be prepared to recite **2 Timothy 2:15 in the King James Version** in unison at the close of the flag ceremony.

GOSPEL PRESENTATION

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

HALF TIME

- Recognition will be given to T&T Clubbers who this year have or will be earning their Excellence Award, Challenge Award or Timothy 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 - expect as noted in Event 7 "Knock It Down".
 - 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 the player's 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.

(T&T 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

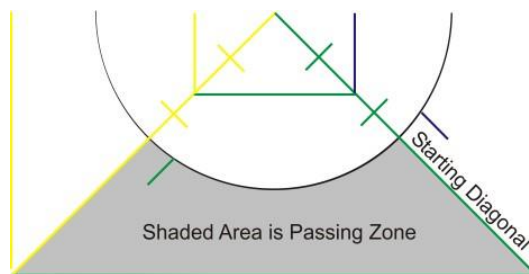
All players must play in a minimum of **three** events.

PASSING RULE

This rule applies to all four running events. (See individual events Section 6) 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 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 firmly 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 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

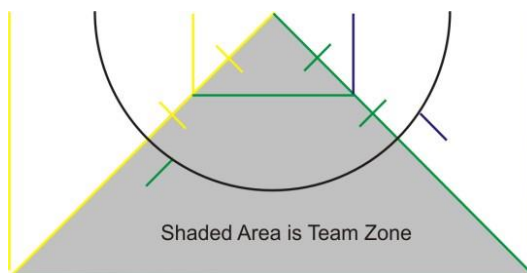
In the Three-legged Race **only**, when one team gains on another and is able to touch or "tag" them, or if the team is passed without being tagged, the team passed or tagged must quickly drop out of the race. Unnecessary pushing will result in team disqualification, although the tagged team is out of the race too. In dropping out of the race, tagged players should leave to the right, away from the circle.

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 T&T 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.

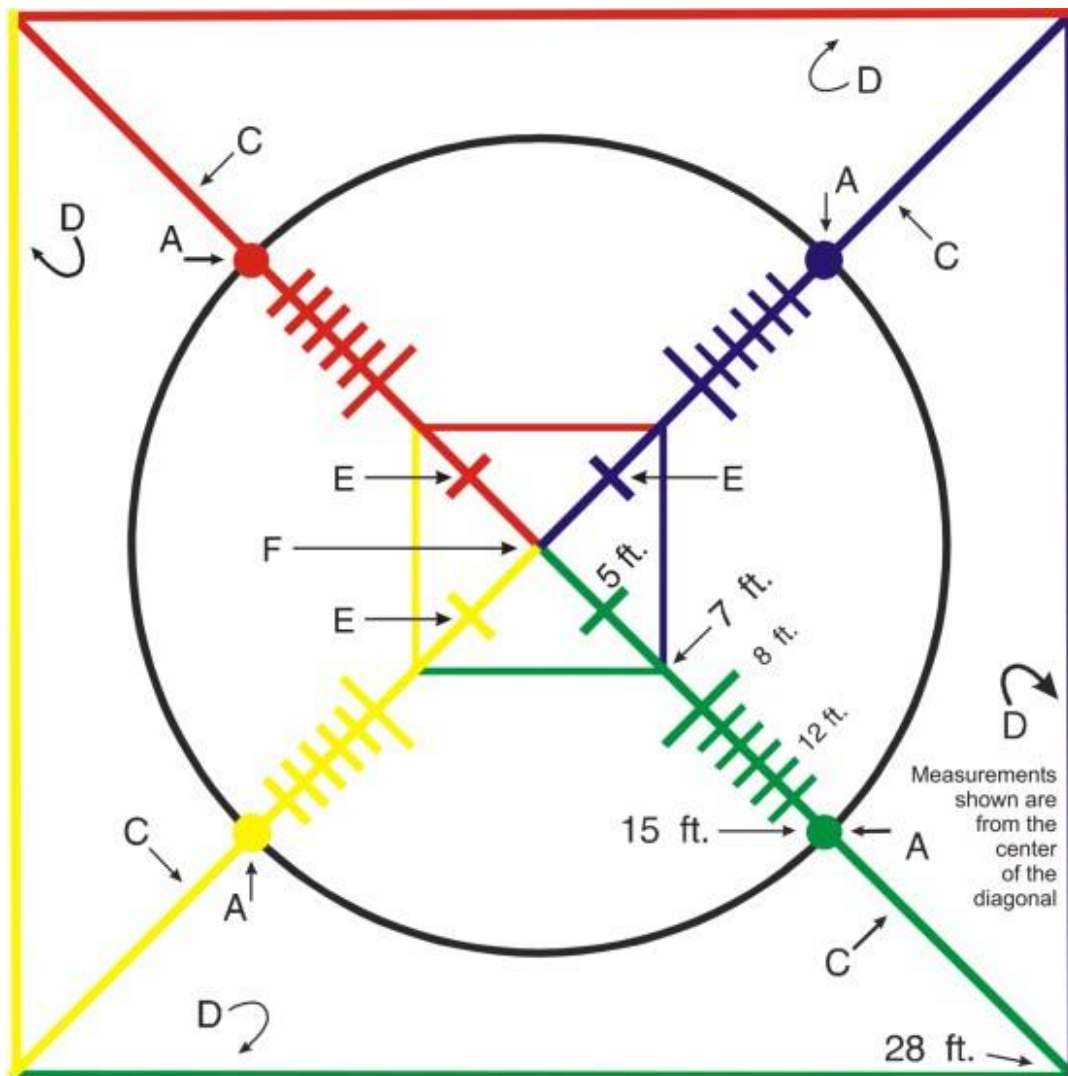
WINNER OF AN EVENT

The Circle Director declares the winner(s) of each event. He may consult with the Line Judges to determine the winner. (If the player 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 Location</p> | <p>D—Team Lines/Awana Games Square</p> |
|--|---|---|

SECTION 6 - T&T GAME EVENTS - COED TEAMS

LEGEND FOR INDIVIDUAL EVENT DIAGRAMS SHOWN BELOW:
CP=Circle Pin, **TP**=Scoring Pin, **SP**=Center Pin, **L**=Game Leader,
SB=Striped Beanbag, **RB**=Red Beanbag, **BB**=Blue Beanbag,
GB=Green Beanbag, **YB**=Yellow Beanbag, **LJ**=Line Judge,
CD=Circle Director, **P1**= Player 1, **P2**=Player 2, etc.

EVENT 1 — BEANBAG RELAY

Heat 1 - Five players

Heat 2 - Five different players

Heat 3 - Team Heat 10 players (unused players in Heats 1 and 2 must play)

Scoring: 1st place - three points per heat

2nd place - one point per heat

All three heats are the same point value

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

One player standing in the inner triangle of the Team Zone (see Diagram) acts as a game leader for this event. He/she may stand or move about anywhere in this triangle, but must have one foot inside 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 other players stand with both feet outside of 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, he/she runs around his/her own circle pin and towards the center (see Diagram) to finish. First player to secure their Scoring Pin with his/her hand(s) wins that heat. The game leader must run around the Circle Pin without touching another player. He/she must retain possession of the beanbag to win this event. If players miss or drop the beanbag when tossed, it can be retrieved by any of the players; however, players on the circle cannot step or allow their hands to touch the floor inside the circle. If the beanbag is retrieved by a player on the circle, it must be thrown back to the game leader by the player who missed or dropped it. A player on the circle may lift his/her foot but will be disqualified if it passes through the imaginary plane extending upward from the line.

Beanbags 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 beanbag more than twice with the exception of the game leader. There is no penalty throw if less than required number of players for a heat.

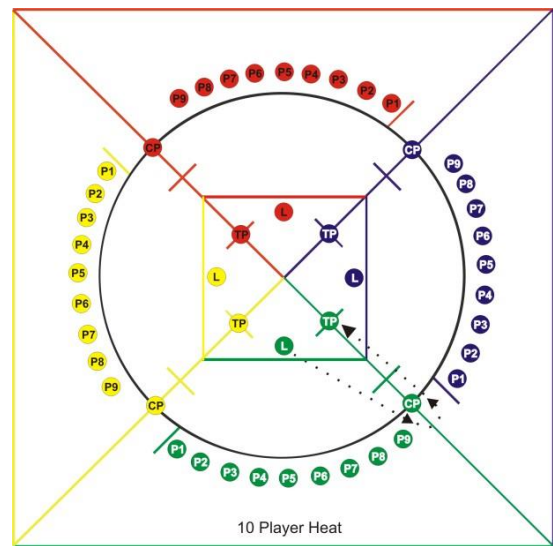
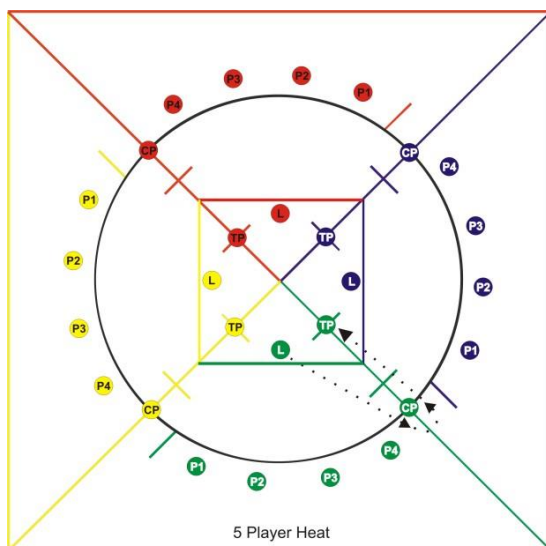
Disqualification:

- Game Leader does not keep at least one foot inside the inner triangle when throwing or catching the bean bag.
- Game Leader knocks over the scoring pin when throwing, catching or moving around inside the inner triangle.
- Any player on the circle steps into the circle or breaks the vertical plane formed by the circle line with their feet at any time during the event. Additionally, if reaching inside the circle to retrieve a beanbag the player's hand touches the floor inside the circle, the team is disqualified.
- Any player on the circle tosses the bean bag more than two times.
- Interference of the neighboring team's Game Leader while he/she runs into the center.
- Bean bag goes outside of the Team Zone. (See General Definitions and Rules "Team Zone" - Section 4)
- Not completing the required number of tosses between Game Leader and players on the circle line. Every player on the circle line must receive at least one toss. (If a player is accidentally skipped, the Game Leader can come back and complete that toss, but the intended player of each pass must make the return pass to the Game Leader.)
- Game Leader touching another player while running around the Circle Pin.
- Game Leader not maintaining possession of the bean bag while securing the scoring pin.
- Any other action as described in General Definitions and Rules "Disqualification".

Minimum number in heat 1 is three.

Minimum number in heat 2 is three.

Minimum number in heat 3 is six players.



EVENT 2 — SPRINT RELAY

Three girl players (one lap each); one heat

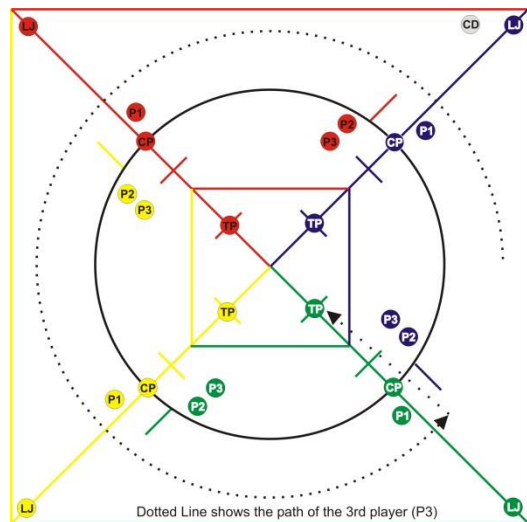
Scoring: 1st place - five points

2nd place - three points

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

The first player with the baton starts outside the circle behind the starting diagonal. (P1 in Diagram). The other two players wait inside the circle within their team zone (P2 and P3 in Diagram). At starting signal, the first player runs around the circle and passes the baton to the second player. The baton must be completely passed within team passing zone (see *General Definitions and Rules* "Passing Zone" - Section 4). The second player runs one lap and passes the baton to the third player. When Players #1 and #2 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), to finish.

First player to touch their scoring pin with his/her hand(s) wins. The winners must retain possession of baton when they secure their scoring pin with their 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.



Disqualification:

- Not completing the baton exchange within the team Passing Zone. (See *General Definitions and Rules* "Passing Zone" - Section 4)
- Final runner does not retain possession of their baton when they touch the scoring pin.
- The baton goes outside the Game Square at any time during the event.
- Passing Rule applies. (See *General Definitions and Rules* "Passing Rule" - Section 4)
- Any other action as described in *General Definitions and Rules* "Disqualification".

EVENT 3 — BEANBAG BONANZA

Heat 1 - five players

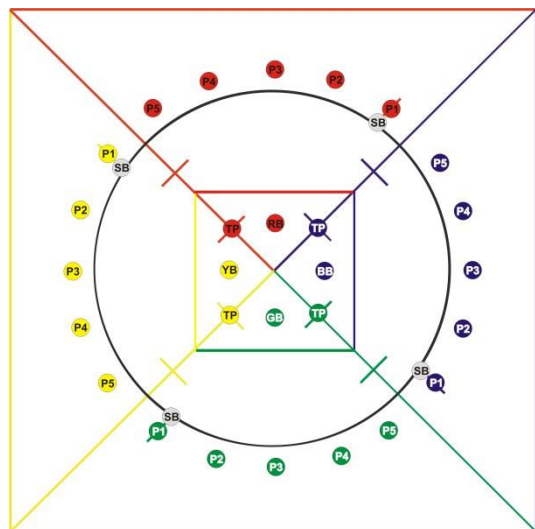
Heat 2 - five different players

Scoring: 1st place - four points

2nd place - two points

Equipment: Four circle pins, four colored beanbags, and four striped beanbags.

The colored beanbag is placed in the center of each team's inner 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 inner 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 inner 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 beanbags. He/she then hands his/her beanbag 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 beanbags; rather, he/she runs toward the center to finish. First player to secure their scoring pin with his/her hand(s) wins that heat.



No player may step over the circle line until he/she has possession of the beanbag from the previous player. (Touch of the beanbag is possession.) If the player does step over the line prior to possessing the beanbag, the team is disqualified for that heat. **There is no restriction against dropping or tossing the bean bag.**

Each time a beanbag is **placed** in the triangle, no part of the beanbag may be outside the triangle, or the team will be disqualified. If the beanbag 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.

Disqualification:

- Player on circle steps over the circle line before he/she touches the beanbag on handoff.
- The beanbag is exchanged between players by any means other than a direct “handoff” - i.e. the beanbag cannot be tossed.
- The exchanged beanbag is not the one just picked up from the inner triangle.
- Any part of the beanbag is outside the inner triangle boundary lines when placed down during the event.
- The beanbag or participant enters a neighboring team zone.
- Player #5 does not have possession of the beanbag when the player touches the Scoring Pin.
- Any other action as described in General Definitions and Rules “Disqualification”.

EVENT 4 — THREE-LEGGED RACE

Heat 1 - two girls

Heat 2 - two boys

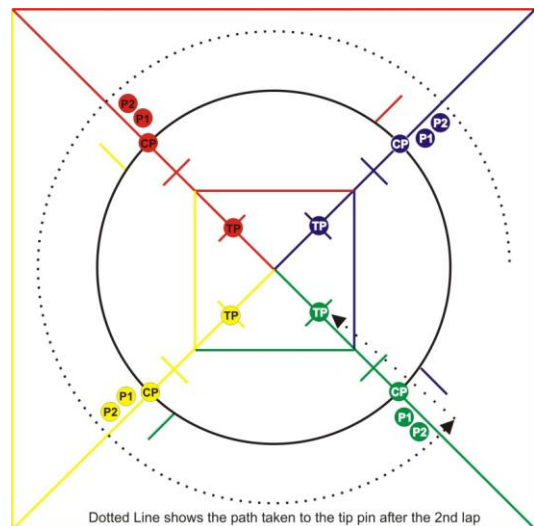
Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: four circle pins, four scoring pins, and four three-legged bands.

Behind the team color line, the Coach must securely band the right ankle of one player to the left ankle of another using their three-legged band. 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 the race by going around their circle pin towards the center to finish. First team to secure 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. Tag rule applies.



Disqualification:

- The leg band comes disconnected during the race.
- The players touch their scoring pin with anything other than their hand(s).
- Tag Rule applies. (See *General Definitions and Rules* “Tag Rule” - Section 4)
- Any other action as described in General Definitions and Rules “Disqualification”.

EVENT 5 — SPRINT RACE

Two heats (three laps each)

Heat 1 - one girl

Heat 2 - one boy

Scoring: 1st place - four points

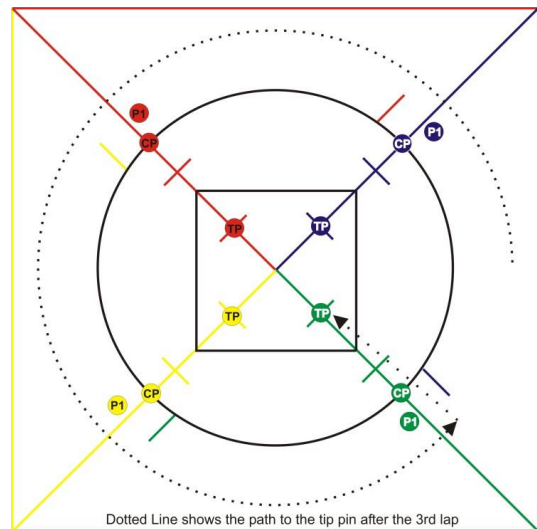
2nd place - two points

Equipment: four circle pins, four scoring pins.

The player stands outside the circle 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 to finish. First player to secure their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified. Passing Rule applies.

Disqualification:

- Any player does not run three laps.
- Passing Rule applies. (See *General Definitions and Rules* "Passing Rule" - Section 4)
- Any other action as described in *General Definitions and Rules* "Disqualification".



EVENT 6 — FOUR-WAY TUG

Heat 1 - two girls

Heat 2 - two boys

Scoring: 1st place only - three points each heat

Equipment: rope and four colored 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.)

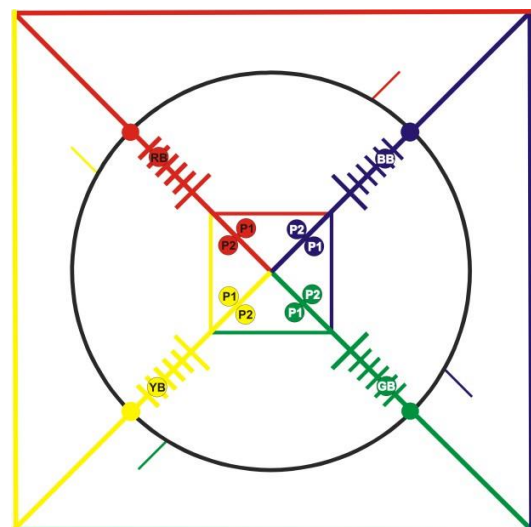
Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team on the 11' mark. When beanbag is moved, it is to be flush with the top of the tape. At starting signal, all players pull the rope toward the beanbag on their team diagonal line. 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 lines will move the beanbags 12 inches closer to the center when signaled (every 15 seconds) by the official starter. If a beanbag 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.

Disqualification:

- Player inside the rope loop.
- Any other action as described in *General Definitions and Rules* "Disqualification".



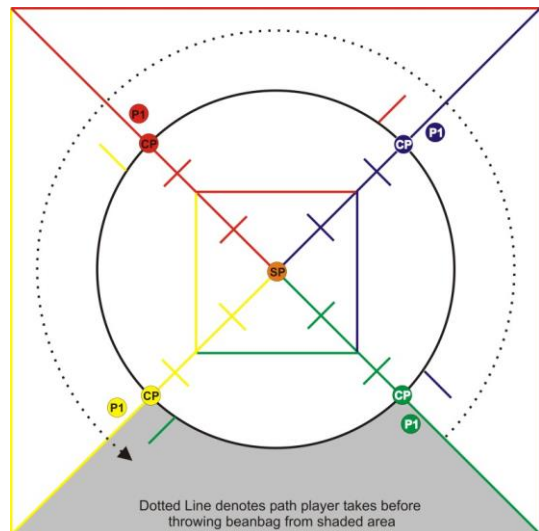
EVENT 7 — KNOCK IT DOWN

Six total players; six heats with 1 player/heat

No player may play twice

Scoring: One point each heat

Equipment: Four circle pins, four beanbags, center pin.
The player stands outside the circle with the beanbag, behind the starting diagonal. At starting signal, the player runs around the circle, to his/her team zone. (See shaded area on Diagram.) Standing behind the circle line, player tosses the beanbag (either over or under hand) at the center pin. First player to knock down 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 the center 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.



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 awarded 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 completed 3/4 lap and arrived into their team zone, 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.

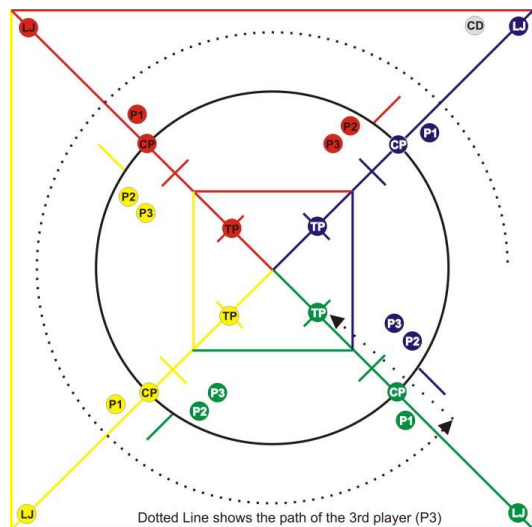
EVENT 8 — MARATHON RELAY

Three boy players (two laps each); one heat

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 to finish. First player to secure their scoring pin with his hand(s) wins. When Players #1 and #2 have completed two laps, they should leave to their right away from the circle. The Players #3 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 game square. Passing rule applies.



Disqualification:

- Any player that does not run two laps.
- Not completing the baton exchange within the team Passing Zone. (See *General Definitions and Rules* "Passing Zone" - Section 4)
- Final runner does not retain possession of their baton when they touch the scoring pin.
- The baton goes outside the Game Square at any time during the event.
- Passing Rule applies. (See *General Definitions and Rules* "Passing Rule" - Section 4)
- Any other action as described in *General Definitions and Rules* "Disqualification".

EVENT 9 — MARATHON RACE

Two heats (Six laps each)

Heat 1 - one girl

Heat 2 - one boy

Scoring: 1st place - four points

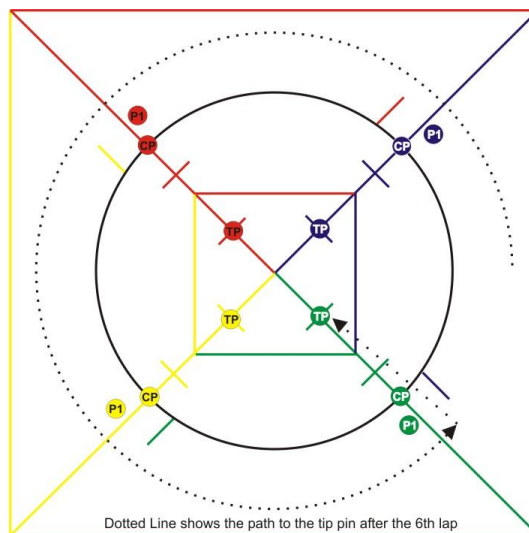
2nd place - two points

Equipment: four circle pins and four scoring pins.

Marathon player stands outside the circle 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 to finish. First player to secure their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified. Passing rule applies.

Disqualification:

- Any player does not run six laps.
- Passing Rule applies. (See *General Definitions and Rules* "Passing Rule" - Section 4)
- Any other action as described in *General Definitions and Rules* "Disqualification".



EVENT 10 — BALLOON RELAY

Heat 1 - five players

Heat 2 - five different players

Scoring: 1st place - four points each heat

2nd place - two points each heat

Equipment: one balloon per team, four scoring pins, wristband to identify the first player.

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 balloon on the back of his/her neck while waiting for the starting signal. At starting signal, the balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. The balloon must go through the legs of the first four players, but it is not necessary for each player to touch the balloon. All players must straddle the team diagonal line while passing or receiving the balloon. *ALL PLAYERS MUST START AN ARM'S LENGTH APART AND REMAIN APPROXIMATE ARM'S LENGTH APART DURING ENTIRE EVENT (NO BUNCHING).*

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon.

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 balloon, he/she runs to his/her new position in Zone 1. Play continues with players rotating with each passing cycle until the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon. Then he/she runs towards the center to finish. First player to secure their scoring pin with his/her hand(s) wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat. If, on any passing cycle, the balloon does not go between the player's legs, and passed from that point back to Player #3 to complete that cycle. Then play resumes as normal to complete the remaining cycles until Player #1 is in Zone #3 and goes into the center for the scoring pin.

Disqualification:

- Players in Zone 1 or Zone 3 out of their zone while holding the balloon. (Player #3 must be completely in Zone 3 when taking possession of the balloon, then runs to the front of the line to assume his/her new position in Zone 1, unless he/she is last player when they run into the center.)
- Final runner does not retain possession of their unbroken balloon when they touch the scoring pin.
- The balloon breaks during the event.
- The balloon does not go between Players' #1 - #4 on any passing cycle.
- A player is not straddling the diagonal line while passing or receiving the balloon.
- Players fail to remain approximately an arm's length apart during the entire event (i.e., players bunch)
- Any other action as described in General Definitions and Rules "Disqualification".

