

Kindergarten through 2nd grade



**Ohio Sparks
2011 - 2012**



**Sparks-a-Rama™
Official Rules and Regulations**

Revised 11/30/11



AwanaGames™

Official Rules and Regulations

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Dear Sparkie Coach and/or Official,

The two purposes of the Sparks-A-Rama are to present the gospel message of Jesus Christ to the Sparks and their family members that attend and to have **FUN**. It is critical that our actions and reactions portray Jesus Christ during practices at your local church or while participating in the Sparks-A-Rama.

This booklet is designed to assist you as a coach or official in the Sparks-A-Rama. It contains information from the registration process to the rules for each event.

When you have a question, please call one of the following AwanaGames Ministry Team members. We will be glad to assist you.

Ken Rohrer	937/308-8960	Ohio Awana Missionary	kenneth@awana.org
Bruce Waller	440-364-9628	Team Member	
Jed Cox	937-431-8607	Team Member	

Thanks again for your willingness to serve with us as we endeavor to tell people of their need of Jesus Christ.

Because Kids (and their parents) Matter to God,

Ken & Debbie Rohrer
Ohio Awana Missionaries



SPARKIES' FUN DAY

Sparks-A-Rama is similar to an AwanaGames meet, but yet it's different. It's a day of fun for young children, a day of exciting participation with new friends, **not a day of high-pressured competition**. Sparks-aged children are not ready for the keen rivalry of an AwanaGames meet. Don't expect or encourage them to compete as fervently as older boys and girls. Sparkies play games for the fun of playing them. Winning can be one gratifying result of their team effort.

Sparks-a-Rama should also be a ministry to parents. It is an opportunity to present clearly the gospel of Jesus Christ. **Remind parents not to stress highly competitive attitudes with their children on this special day.**

INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized Awana Sparks-A-Rama meet.

AUTHORIZATION OF SPARKS-A-RAMA MEETS

All Awana Sparks-a-Rama meets must be authorized by an event specialist or Awana missionary. If several registered churches with Sparks clubs are interested in conducting a Sparks-a-Rama meet in an area where none is scheduled, they should contact the area Awana missionary.

COMPOSITION OF SPARKS-A-RAMA TEAMS

A team consists of a minimum of 10 players and a maximum of 14 players, of which at least five must be boys and five must be girls. Every player must participate in at least one game. The number of circles in a meet depends on the number of teams competing.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in Sparks-A-Rama meets.
2. A Sparks-A-Rama registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the meet. All game equipment is provided. Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a "first-paid, first-served" basis. **No refunds will be issued to teams withdrawing their registrations.**
3. A **COMPLETED** Event Participation Form must be sent to the Awana Missionary. This form is needed only 1 time. It can be obtained from the Awana Missionary or found online at **ohioawana.org** to print and send in.

PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the meet have been filled, additional team registrations will be accepted only on a standby basis. Such teams will be notified accordingly.

All teams accepting a "standby" position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams, which are not asked to replace another team, will be refunded the full registration fee following the meet.

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 Sparky clubbers in 2nd grade or lower who did not reach their 9th birthday by September 1 prior to the meet may participate.
2. Every team member must have passed 10 sections this club year.
3. Teams may register for only one Sparks-A-Rama meet or league.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

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 a Sparks-a-Rama meet. 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 people who do their best to officiate according to Sparks-A-Rama rules. Sparks-A-Rama affords Awana leaders an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. Therefore, we need to watch our actions and testimony, and all coaches should remind themselves and their teams that our testimony for Christ before others is of utmost importance.

ROSTER SHEET

The team roster sheet, indicating name, age, grade in school, and date of birth of each player, must be submitted to the area event staff prior to the meet, according to the schedule set by the missionary or 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, judges, circle directors, and team members.

Team coaches should wear either the 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.

No pants with writing on the backside will be permitted on the floor.

No shorts allowed!

It is recommended that churches provide kneepads or coverings for the Sparky Crawl. Rolled-up tube socks provide a good cushion. Rigid plastic knee protectors will not be permitted as they may damage gym floors.

INSURANCE

Awana does not carry insurance covering team members. 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 permission slip signed by a parent of each player stating, "Emergency treatment may be given if necessary."

Extra players brought by a team on a "standby basis," as well as those recruited from the stands, to fill in short teams **must** have permission slips before they can participate.

SPARKS-A-RAMA AWARDS

Team plaque — to winning team of four teams participating

Participation patch — to all team members and coaches

PROMOTING INTEREST IN SPARKS-A-RAMA MEETS

The Sparks-A-Rama meet provides an enthusiastic introduction to Awana for people who have not had any previous contact with Awana clubs. Here are some ways to encourage spectators to attend:

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

SPARKS-A-RAMA DAY SCHEDULE

ARRIVAL TIME

Officials must arrive at least 90 minutes prior to the starting time of the meet. Come as early as you can to help set up. You should be on the floor in the assigned shirt 60 minutes prior to starting time to meet with the circle director. Teams must arrive at least 60 minutes prior to the starting time of the meet. Coaches should

check in immediately upon arrival. Admission fee does not apply for team members accompanied by their coach. The teams are to be available to be lined up in the staging area 15 minutes before start.

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 may request a specific color on their registration form, but color assignments will be given out on a "first come – first served" basis.

MEETING SPARKS-A-RAMA OFFICIALS

Coaches will meet with the Circle Director and Line Judges 30 minutes before the meet begins. Late arrival may delay the meet from starting on time or result in the meet starting without the late team.

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.

SPARKLE TIME

All team members on all circles recite/sing in unison:

SPARKS YELL

Leader - *Who are we?*

Sparks - Sparks!

Leader - *Who for?*

Sparks - Jesus!

Leader - *What to do?*

Sparks - Light the world!

SPARKS THEME SONG

"Sparks for Jesus"

SPARKS KEY VERSE

John 3:16

SPARKS MOTTO

"My Friend for Christ"

BIBLE VERSE

I Corinthians 15:3

...Christ died for our sins according to the Scriptures.

BIBLE VERSE

I Corinthians 15:4

And that He was buried, and that He rose again the third day according to the Scriptures.

GOSPEL PRESENTATION

While Sparks-A-Rama is meant to be exciting and fun, the purpose of all Sparks special events is to reach unsaved families and friends for Jesus Christ. A brief gospel message is given which is skillfully designed to appeal to adults, yet to be age-appropriate for Sparkies.

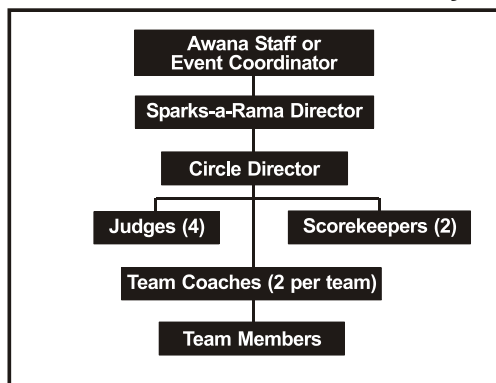
Recognition may also be given to Sparkies for their outstanding achievements.

Coaches should instruct their team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

SPARKS-A-RAMA PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Team members who have questions should ask only their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults with the circle director. The circle director's decision is final. **Unless requested by the circle director, no team coach is allowed on the game floor to consult him at any time.**



SPARKS-A-RAMA EVENT SPECIALIST

He/she oversees the entire operation of an assigned Sparks-a-Rama 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 judges
- Scorekeepers' activities
- Final word on all matters not covered in written rules

JUDGES

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

OFFICIAL SCOREKEEPERS

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

OFFICIAL STARTER

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

TEAM COACHES

Two coaches are required for each team. Team coaches are **not** permitted in the playing area any time during the Sparks-A-Rama meet, except to position players for the next event. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their team judge to review a decision with their circle director.
2. A coach may be asked to leave the floor if the circle director considers it necessary.
3. All coaches **are advised and encouraged** to attend the Sparks-a-Rama coaches' training session.

4. All coaches must remain behind their team line at all times while Sparks-a-Rama events are in progress (except during Sparky Crawl).

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.

BALLOONS

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

CENTER BEANBAG

In game events that finish in the middle of the circle, and which have second place; a beanbag is placed on the intersection of the two diagonal lines with the center pin on top of it. At the conclusion of the event or heat, second-place points are awarded the team of the player who has possession of the center beanbag (see *General Rules* "Possession").

CENTER PIN

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. (It is placed on top of the center beanbag when first- and second-place points are to be awarded.) First-place points are awarded the team whose player has possession of center pin at end of the event or heat (see *General Rules* "Possession").

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 as if the pin were in its proper place. (Runners may cut

inside the circle between circle pins, but they must be outside the circle at each pin.) Anyone knocking over a circle pin during a game disqualifies his/her team for that event or heat.

DISQUALIFICATION

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

1. Knocking over a circle pin
2. Breaking other game rules not listed here, but described elsewhere in this book

Coaches should instruct team members 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 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.

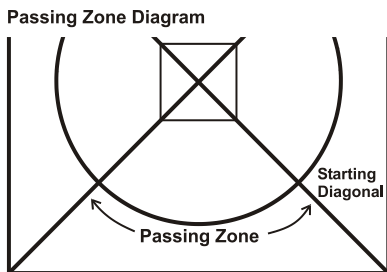
INTERFERENCE

The circle director and judges may declare "interference" if, in the opinion of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering 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 team member or coach causes interference, his/her 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 will declare a rerun.

PASSING ZONE

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



POSSESSION

In events using the center pin and center beanbag to determine the winners, the player must have possession of the center pin or center beanbag to be awarded points. Touching the pin or beanbag is not enough. However, if the player who has possession of the center pin or center beanbag has been disqualified, the next player into the center will be awarded points (see *General Rules* "Winner of an Event").

RERUN

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its members 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").

SCORING

The scoring for each event is stated in the game rules. The circle director in consultation with the line judges 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 unless using scoring pins.

SCORING PINS

For all events which finish in the center of the circle, the scoring pins will be placed on the diagonal line at the 5 foot hash mark. To finish the event, the appropriate clubber must touch the scoring pin with his/her hand only. Line judges and circle director will determine the order of finish. Scoring pins should not be batted since they may cause interference. Scoring pins eliminate the possession and "no diving" rules for the events in which they are used.

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the national event team, the spirit of the game has been violated. The circle director and 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 judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the Official Starter. When all circle directors have signaled, the Official Starter will start the event.

TEAM LINES

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Team members 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)

When two teams, in the opinion of the circle director, gain possession of the center pin or center beanbag 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. Should this result in a half-point, the half-point is set-aside until the end of all events and is used to break a final tie.

TIE SCORE

When two or more teams are tied at the end of the last event, the tie may be resolved by playing one heat of the Sparky Balloon Pop – coaches choose who plays.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event. (He will consult with the judges to determine the winner.) Players must hold the center pin or center beanbag until the circle director indicates which teams have won unless utilizing scoring pins. If the player holding the center pin has been disqualified, the player with possession of the center beanbag will receive first-place points. If the circle director can determine the third-place player, that player will be awarded second-place points. If the player with the center beanbag 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.

GAME EVENTS

EVENT 1—SPARKY CRAWL

10 players - two heats

1st place - four points

2nd place - two points

THIS EVENT – NO RERUNS

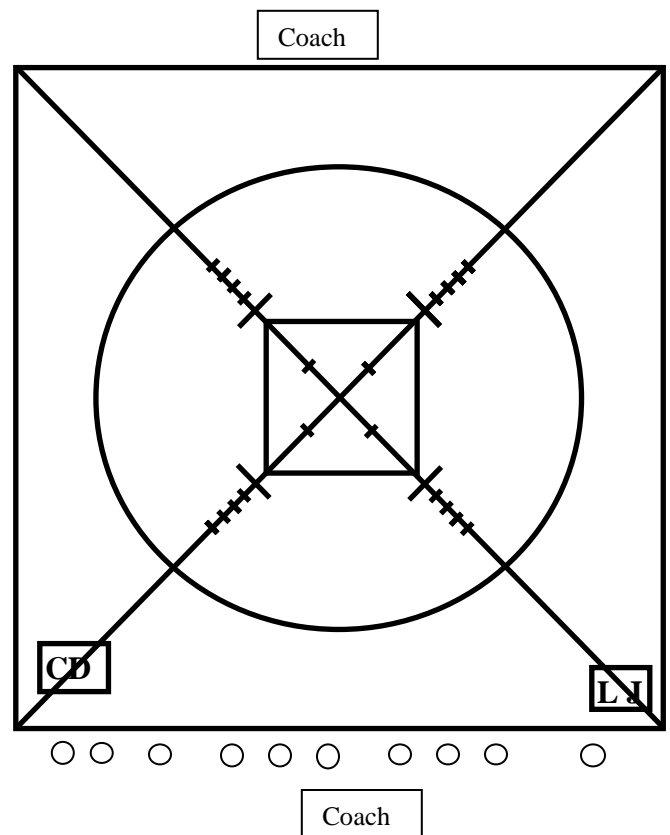
Equipment: center pin and beanbag

Players spread out along the entire line on their hands and knees behind team color lines. One coach from each team crosses to the opposite color line. At signal, all teams crawl on their hands and knees across to opposite team line. When center of circle is clear of players, the circle director places the center pin and beanbag in position side-by-side in center of circle. As soon as entire team has reached the team line opposite its starting line, the team coach sends a player into the center for the pin or beanbag. Reaching the opposite side is defined as breaking the plane which extends upward from the team line with any part of the body.

The game will be played a second time with players crawling back to their original team line. Coaches wishing to substitute Sparks in after the first heat may do so.

For this event, there will be no reruns. Any false start or other noncompliance with the rules will result in disqualification for that heat. If all teams are disqualified, then no points will be awarded.

It is recommended that churches provide kneepads or coverings for the Sparky Crawl. Rolled-up tube socks provide a good cushion. **Rigid plastic knee protectors will not be permitted as they may damage gym floors.**



POTENTIAL DISQUALIFICATIONS:

- 1.) Any false start
- 2.) Coming up out of the crawling position
- 3.) Crawling to the side, out of the game square
- 4.) Coaches or non-participants entering the game square
- 5.) Entering the circle square to retrieve the center pin or beanbag prior to all team members reaching the opposite side.
- 6.) Diving or sliding to possess the center pin or beanbag.

EVENT 1—SPARKY CRAWL

OFFICIALS INSTRUCTIONS

Circle Director Location:

The circle director stands outside the circle with the bean bag and center pin. Move to the center behind the crawlers and place the bean bag and center pin side by side in the center when the center clears. Then move out of the circle again and watch for players going to the center.

Line Judge location:

Intersection of Color Diagonal and Team Line (corner).

Before the Game:

Count the players to be sure there are 10. Make sure all are kneeling behind the team line.

Players should not be bunched.

Be sure there is a coach at each side of the square.

During the Game:

Watch for all players to have crawled to and broken the plane of the team line with hand or head before the coach sends a player in to the center for the beanbag or pin.

Watch for Sparkies who do not stop when they cross the team line.

After the Game:

Keep player with center pin or beanbag with you until the points are determined.

Advise the Circle Director if a disqualification has occurred.

Go to the next color after the second heat and prepare for the Sparky Beanbag – In and Out.

COACHES INSTRUCTIONS

Coaches Position:

Anywhere along Team Line, usually near the center. One Coach on opposite side.

Before the Game:

Be sure there are 10 players.

Be sure all are kneeling with their hand and knees behind the team color line.

Hands are behind the line. Heads may be over the line.

During the Game:

When all players have crawled to and broken the plane of the line of the opposite team line with hand or head the coach sends a player in to the center for the bean bag or pin.

Watch for Sparkies who do not stop when they cross the team line. Do not let them crawl across the next circle.

After the Game:

Have a bag to place knee protectors in after this event. Do not allow them to be lying around so they won't get lost or inadvertently end up in the playing area and cause an injury, interference or a disqualification.

Coaching Tips

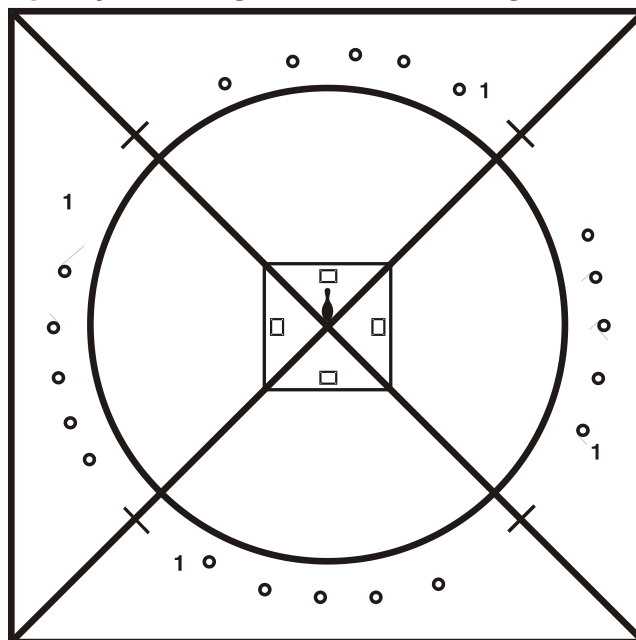
It is necessary to spread the players evenly along the team line. They cannot be bunched together or in groups.

Players should look for the other coach to know when to stop crawling.

The player to go to the center should be chosen ahead of time and should crawl to the coach.

Runners going to the center tend to leave early, therefore physically hold onto them until the last player has reached the team line.

Sparky Beanbag — In and Out Diagram



EVENT 2—SPARKY BEANBAG – IN AND OUT

10 players - two heats

1st Heat – Girls

2nd Heat – Boys

1st place - four points

2nd place - two points

Equipment: Four small containers, four beanbags, four circle pins and four scoring pins

Players line up on their team's circle line. Container is set in team's small triangle, and the beanbag is given to player #1 (farthest from his/her team's starting diagonal). At signal, player #1 runs to container and places beanbag into container, returns to team line and tags player #2. Player #2 retrieves beanbag and brings it back to player #3. Players may not proceed into the circle before being tagged or given the beanbag. Action continues until all team members have participated. The last player with beanbag in hand runs into touch the scoring pin with his/her hand. The winners must retain possession of their beanbag when they touch the scoring pin.

POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Tossing, not handing the bag to the next player
- 3.) Entering the circle prior to receiving the beanbag
- 4.) Knocking over the scoring pin with the beanbag or any part of the body other than the hand
- 5.) Not having the beanbag when knocking over the scoring pin

EVENT 2— Sparky Beanbag – In and Out

OFFICIALS INSTRUCTIONS

Circle Director Position:

Outside circle near a diagonal.
Move into the circle to observe the finish.

Line Judge Location:

Just inside the circle at the four foot mark.

Before the Game:

Place container in the middle of the team center triangle.
Count five players. Number 1 is farthest from the diagonal.
Give colored bag to player one.

During the Game:

Watch that no bags are thrown.
The definition of “place” is that the bag must be set into the container and NOT tossed.
When returning to the circle, the next player bags must be handed the bean bag or tagged.
Players on the circle may not step over the circle line before being handed a beanbag or tagged.
However a player stepping over the circle line without a beanbag may return to the circle before entering the center triangle.

After the Game:

Return beanbags and containers to the colored basket.
Go to the next color and prepare for the Balloon Battle.

COACHES INSTRUCTIONS

Coaches Position:

Any where along the team line.

Before the Game:

Be sure there are 5 players. No order for the players is required. Height or grade makes no difference.

During the Game:

When setting colored bean bag in the container, bean bags must be placed in the container not dropped or thrown.
The definition of “placed” is that the entire bag must be set into the container.

No part of the bag may be outside the container.

When returning to the circle, bags must be handed to the next player.

Players on the circle may not step over the circle line before being handed a bean bag or tagged.

However a player stepping over the circle line without a bean bag may return to outside the circle before going in to the center triangle.

After all 5 players have participated, the last player with beanbag in hand runs into touch the scoring pin with his/her hand.

The winners must retain possession of their beanbag when they touch the scoring pin.

Each player will run into the center one time.

Coaching Tip:

It is important that bags are placed in the container, not dropped or thrown.

EVENT 3—BALLOON BATTLE

10 players - two heats

Five different players (girls and/or boys) per heat.

1st place (lowest number of units) - six points

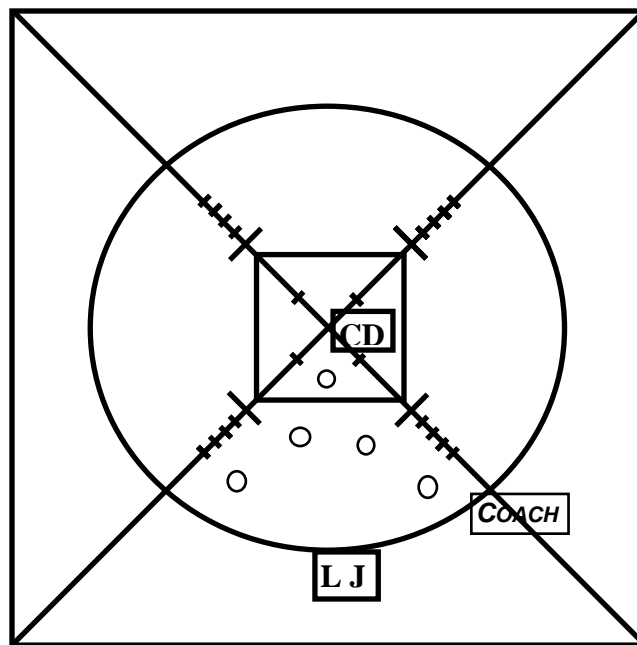
2nd place (2nd lowest number of units) - four points

3rd place (3rd lowest number of units) - two points

Equipment: two nine-inch balloons, two sixty-foot lengths of lightweight rope

One coach from each team holds rope stretched across the circle, making visible boundaries to help players stay within their triangles. (Balloons do not have to go over the rope.) Coaches holding the rope must remain silent during the heat

Players stand anywhere within their own playing area. The circle director holds the balloons and stands in the center of the circle. At the signal, the balloons are tossed into the air. Players bat the balloons with their hands to keep them from touching the floor in their area. Players may not hold the balloons or step out of their area. Hits made by a player not standing completely in his/her area do not count for scoring units. (See floor markings definition) Striking the balloon with a downward motion of the hand is permitted. When a balloon touches the floor within a team's playing area, that team receives one unit. The circle director or a line judge will restart that balloon from the center. Each heat will last 60 seconds. The circle director starts each heat in the center of the circle. If a balloon lands outside of playing areas, the circle director or a line judge restarts that balloon from the place the balloon left the playing area until time runs out. Players may participate in only one heat.



Coach

POTENTIAL DISQUALIFICATIONS:

- 1.) Coaching by the coach holding the rope
- 2.) Overly aggressive play to the point of endangering the safety of other players

EVENT 3—BALLOON BATTLE

OFFICIALS INSTRUCTIONS

Circle Director Location:

Start the game with two balloons at the center. Release the balloons upward on the starting signal.

Move out of the circle. Go back in as needed to restart a balloon.

Be careful not to impede a balloon in play.

Check with the Line Judges for how many times

a balloon touched the floor in each sector.

Signal the number to the scorekeepers and the audience.

Order of scoring should be R,B,G,Y.

Line Judge Location:

Outside of circle, ready to retrieve and restart balloons that touch the floor.

Before the Game:

Prepare four color ropes and instruct coaches on how to hold the ropes and to hold it steady. Count to insure that there are five new players for each heat

During the Game:

If the balloon lands outside the circle or into the area not occupied in a three-way circle, restart the balloon at the point the balloon crossed the circle or line. Note that these balloons will be restarted from the place where the balloon touched the floor. Advise players to not hit balloon into the open area.

If the balloon lands inside the circle, point to the quadrant where it landed and keep track of the number of times it lands in your quadrant. Return the balloon into play at the center of the circle. It does not need to go to the circle director.

The balloon is not required to go over the rope.

After the Game:

Assist in putting the four color rope away.

Go to the next color and prepare for the Rabbit Hunt.

COACHES INSTRUCTIONS

Coaches Position:

Anywhere along the Team Line

Second Coaches Location:

At the intersection of Colored Diagonal and Team Circle Line, just outside of the circle.

Coaches hold the rope at the player's waist level, and hold it steady.

Coaches holding the ropes are not to be instructing the players during the event.

Coaches:

Be sure there are new players for each heat.

Players may stand anywhere within their own playing area.

The Line Judge will count the number of times the balloon hits the floor in the team zone.

The balloon is not required to go over the rope.

There is no rule about the balloon going under the rope.

The team with the fewest number of hits will be awarded first place points.

Note that the balloons that go outside the circle or into the area not occupied in a three-way circle will not be taken back to the center, but will be restarted from the place where the balloon touched the floor. The balloon should not be hit back outside the playing area.

Coaching Tips

Players should be aware that there will be two balloons in play.

Players are allowed to move around in the team zone.

EVENT 4—RABBIT HUNT

10 players - four heats

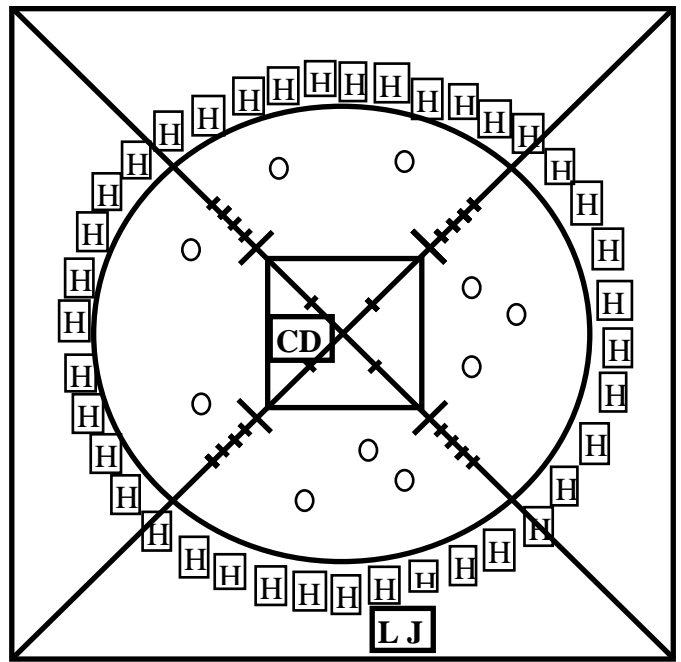
1st place - six points

2nd place - four points

3rd place - two points

Equipment: two sport balls

One team (rabbits) stands anywhere within the circle. The three other teams (hunters) position themselves evenly anywhere around the circle. At the signal, the hunters toss the balls, trying to hit the rabbits. Any ball legally thrown hitting a rabbit will cause the rabbit to be out even if the ball hits the floor or another rabbit first. When hit, the rabbits must leave circle, returning to their team line. Rabbits are out if they step outside circle before being hit. Hunters may not step inside circle while tossing ball. Hunters may enter the circle to retrieve a ball, but must completely exit the circle to throw it at a rabbit. Action stops after **30 seconds** and rabbits still in the circle are counted. Play is repeated until all teams have had a turn to be rabbits. The team with the most rabbits left in the circle wins.



POTENTIAL DISQUALIFICATIONS:

NONE

EVENT 4 – RABBIT HUNT

OFFICIALS INSTRUCTIONS

Circle Director Location:

Start at the center of the circle. Throw two balls toward the circle at the starting signal. Move out of the circle but assist the line judges in retrieving balls inside of the circle. Assist players that are hit to leave the circle. Count remaining rabbits at the end and signal the number to the scorekeeper.
The order should be R, B, G, Y

Line Judge location:

Behind the players in your sector of the circle.

Before the Game:

Assist in getting “hunters” spread evenly around the circle.

During the Game:

If a rabbit is hit by a ball, make sure that rabbit leaves the circle.
If the ball stays inside the circle, go in and get it. Give it to a “hunter” near you.
Hunters may retrieve a ball inside the circle but must then go back outside the circle.
Balls thrown from inside the circle do not count.
Help round up rabbits to be counted in the circle center when the 30 seconds are expired.

After the Game:

Assist in getting Sparkies back to the correct team line.
Go to the next color and prepare for the Sparky Train.

Coaches Positions:

Anywhere along the Team Line:

During the Game:

A player that is hit with a ball on any part of the body must leave the circle. The ball may hit the floor first, roll on the floor, bounce off another player, etc. Any player touched by a ball while inside the circle must leave the circle immediately.

If the ball stays inside the circle, a player may go in and get it, but must return to outside the circle before throwing the ball.

Balls thrown from inside the circle do not count. The line judge will keep any rabbits hit this way inside the circle.

Instruct rabbits to go to the center of the circle to be counted when action stops.

When your team members are the “hunters” they do not need to be in their color sector. They must spread out evenly around the circle.

Coaching Tips

Running around in the circle may not be the best tactic. Watching the balls may be more important.

Instruct hunters to not hold onto the ball on the circle, but to throw the ball quickly.

COACHES INSTRUCTIONS

EVENT 5—SPARKY TRAIN

10 players (one lap each) - two heats

1st heat - five girls

2nd heat - five boys

1st place - four points

2nd place - two points

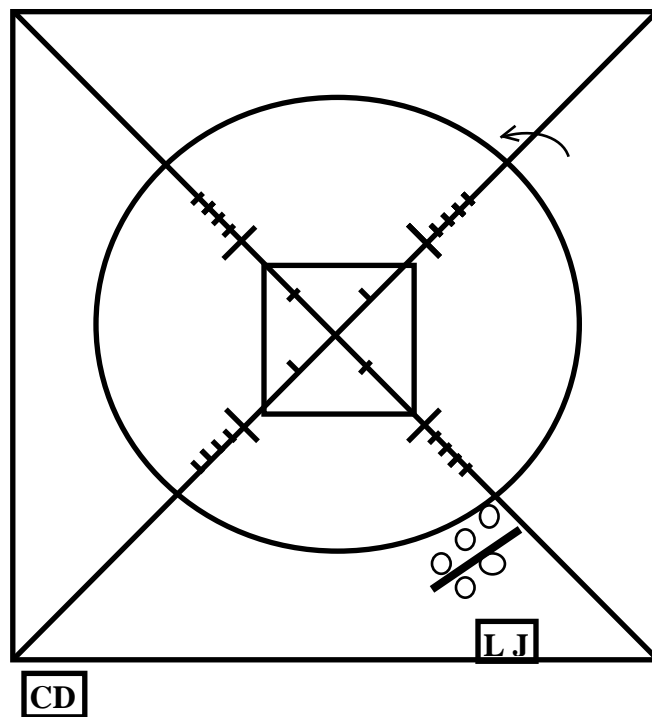
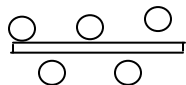
Equipment: Four circle pins, four scoring pins, four pool noodles

Players line up behind one another outside their circle line and behind their starting diagonal, as pictured on diagram. At the signal, the train runs around the circle. If the train becomes disconnected (a player loses hold of the “pool noodle”), the train must stop, rejoin itself, and then continue. When all five players cross the starting line, the last player “caboose” separates from the train and runs into touch the scoring pin with his/her hand.

Players will be connected by holding a “pool noodle.” All members must be holding the noodle while running around the circle.

Players **may** alternate sides of the noodle.

The last player may hold the end of the noodle.



POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Running with a disconnected train
- 3.) Knocking over a circle pin
- 4.) Having the “caboose” release the pool noodle before crossing the team diagonal
- 5.) Touching the scoring pin with something other than your hand

EVENT 5—SPARKY TRAIN

OFFICIALS INSTRUCTIONS

Circle Director Location :

Outside circle near a diagonal where the finish can be observed.

Line Judge location:

Inside of circle at diagonal.

Before the Game :

Count players. Five per train.
Players are to maintain contact with the pool noodle either with their hand or with their arm around the noodle (the noodle is in the crook of their elbow)

During the Game:

The Line Judge will go with the players around the circle, staying a step in front of the “locomotive” (inside the circle).
The Line Judge will stop the train to allow reconnecting as necessary.
The Line Judge will stop prior to the team color diagonal so that the “caboose” may go for the pin or bag.

After the Game

Keep the “caboose” with you until the points are determined.
Advise the circle director if there is a disqualification.
Return the color pin to the colored basket.
Go to the next color and prepare for the Sparky Balloon Pop.

COACHES INSTRUCTIONS

Coaches Position:

Anywhere along the Team Line.

Before the Game:

Be sure there are 5 players per train..
Players are to hold onto a “Pool Noodle”
Players are to maintain contact with the pool noodle either with their hand or with their arm around the noodle (the noodle is in the crook of their elbow)
The last player may hold the end of the noodle.

During the Game:

The train must stop if it becomes disconnected or not properly connected.
All team members must pass over the team diagonal so that the caboose may go around the circle pin before going in for the center pin or bag. The locomotive does not go in.
The train must be connected until the caboose passes the team diagonal.

Coaching Tips:

Keeping the train properly attached may be more important than speed. Speed that causes the caboose to swing wide often causes the train to come apart.

EVENT 6—SPARKY BALLOON POP

10 players - two heats

1st heat – last player is a girl

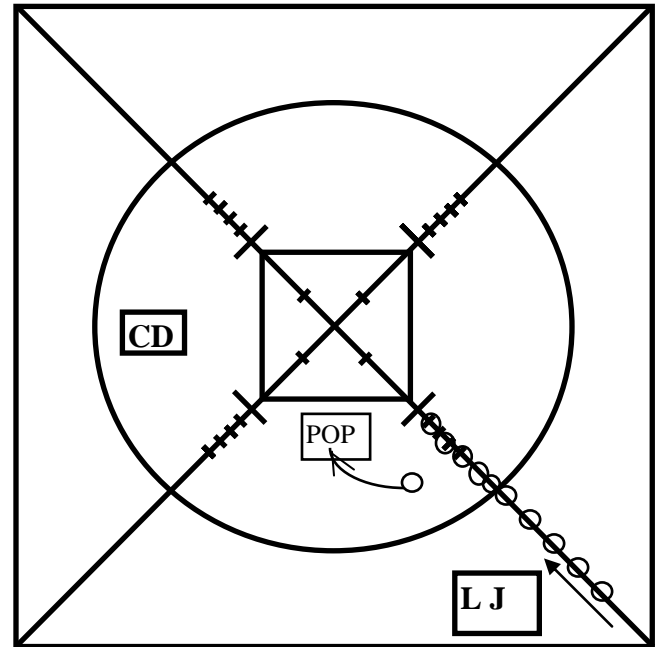
2nd heat – last player is a boy

1st place - four points

2nd place - two points

Equipment: Eight nine-inch balloons per heat

All team players straddle their team diagonal line with their backs toward the center of the circle, as close together as they wish. The last player in line stands on the eight-foot hash mark. Player #1 holds the balloon with both hands on the back of his/her head. At the signal, the balloon is passed through the legs of all the players to the last player. It is not necessary that each player touch the balloon. When the last player in line has possession of balloon, he/she runs into his/her team's inner triangle, places the balloon on the floor, and sits on balloon until it breaks. The first player to break the balloon within his/her triangle wins. If the player attempts to sit on the balloon and it scoots out from under him/her, the player may retrieve the balloon, bring it back to his/her triangle, and attempt to pop the balloon as long as they do not interfere with another team. If the balloon breaks before it gets to the last player the line judge may insert another balloon at the point where the first balloon popped.



POTENTIAL DISQUALIFICATIONS:

- 1.) Two false starts
- 2.) Popping both balloons prior to reaching the last player
- 3.) Popping the balloon outside the triangle
- 4.) Pinching the balloon or using fingernails to help the balloon pop

EVENT 6—SPARKY BALLOON POP

OFFICIALS INSTRUCTIONS

Circle Director Location:

Inside circle where all players trying to pop balloon can be observed.

Line Judge location :

Team side of colored diagonal.

Before the Game:

Count players. There should be 10.
Last player must stand on the 8 ft line.
Give balloon to player one.
Get a second balloon ready in case the balloon breaks before reaching the last player.

During the Game:

The line judge should start adjacent to player one.
Follow balloon as it goes toward the center, insuring it goes through all of players legs.
If the first balloon breaks while being passed through the legs, insert the extra balloon at that point and let play continue.
Make sure player 15 has the balloon inside of the inner triangle when he/she attempts to pop the balloon.

After the Game:

Keep player 10 with you until points are determined.
Assist in getting the players back to their team line.
Check colored basket to be sure all equipment has been returned.
Congratulate Coaches and team players
Assist the circle director with the Award Presentations.

Sparks-A-Rama is over, be sure to get your service pin.

COACHES INSTRUCTIONS

Coaches Position:

Anywhere along the Team Line:

Before the Game:

Be sure there are 10 players.
Be sure the last player stands on the 8 ft line.
Be sure player one has the balloon and holds it on the back of his/her head.
All team members must straddle the diagonal to start.
The last player must have the balloon inside of the inner triangle when he/she pops the balloon.
There are two heats. The coach selects the girl and boy to be the last player and break the balloon.
The players are not required to spread out all the way to the corner.
The winning player's balloon must be within the team triangle when breaking the balloon.
Fingernails are not to be used to break the balloon.
If the balloon does not break or gets away from the player it can be retrieved back into the triangle and additional attempts made until the balloon is broken.

Coaching Tips

Be sure that the player chosen to break the balloon has enough weight to do so.
The player may hold on to the neck of the balloon or the sides of the balloon when sitting on the balloon.
Placing the balloon on the floor and then trying to sit on it often causes the balloon to move out from under the player.
It is not necessary for every player to touch the balloon as it passes through each players legs.

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Official Awana Circle

The Awana Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

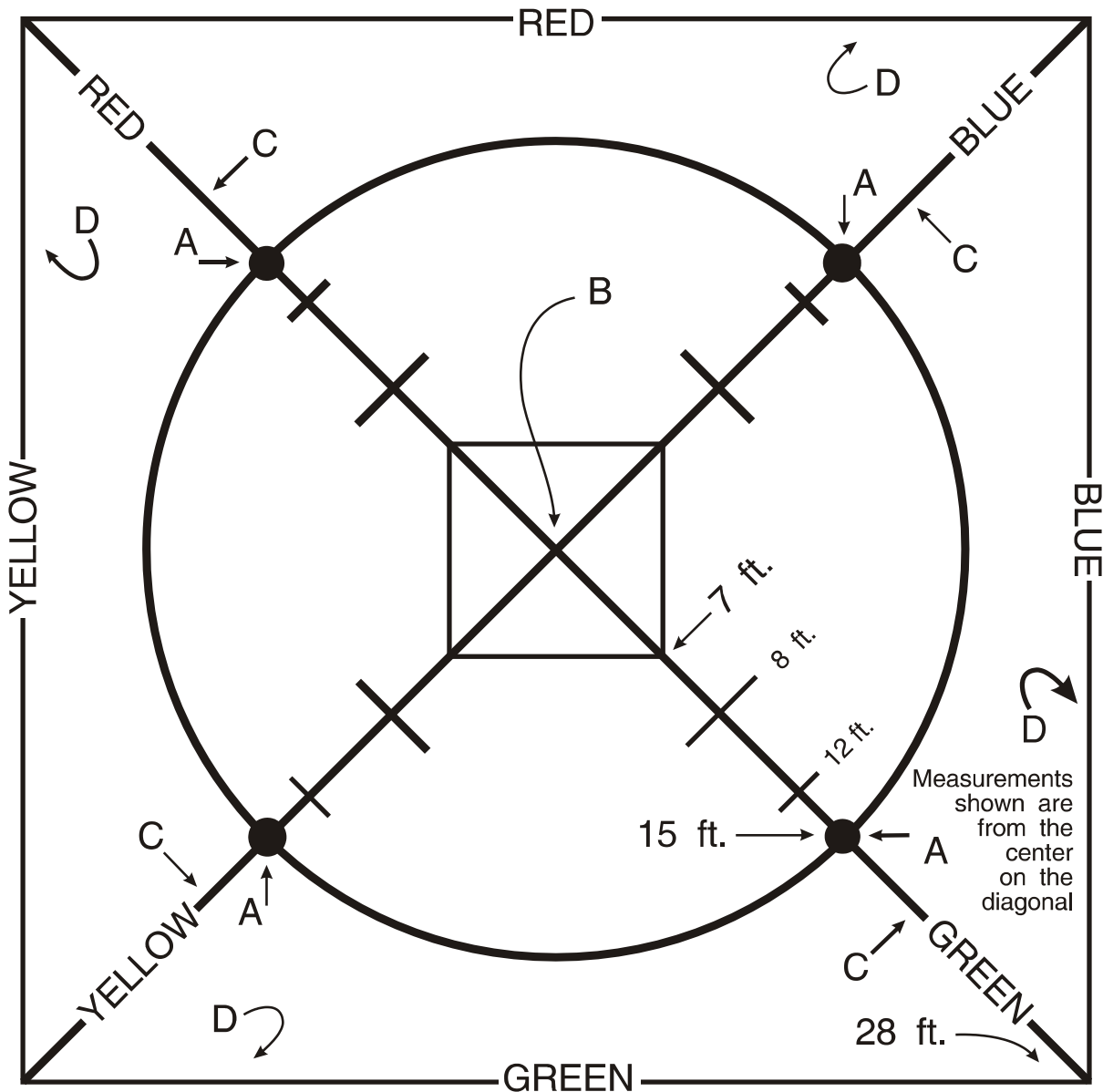
Key to diagram:

A—Circle Pins

B—Center Pin; Center Beanbag

D—Team Lines or Olympic Square

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



AwanaGames™ meets are exciting, but they couldn't even be scheduled without your Awana missionary. He's doing a big job, and he needs help. You invest time and effort in your local club...are you investing in your missionary, too?

Your Awana missionary travels throughout his territory starting new clubs/programs and counseling established ones. But he's often hindered by lack of support. Today, more than ever, your Awana missionary needs people to share in his ministry. Can he count on your faithful support?

...the laborer is worthy of his hire.
Luke 10:7



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Ohio Sparks
2011 - 2012

Kindergarten through 2nd grade