

Journey AwanaGames
Official Rules and Regulations



North Carolina

JOURNEY™



JOURNEY Games
Official Rules and Regulations

2010 Awana
1 East Bode Road, Streamwood, IL 60107 U.S.A.

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INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized Journey Games meet for high school students.

AWANA GAMES—A GROWING GIANT

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing four churches, participated. In 1956, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique Awana ministry to young people—and their parents—has grown tremendously, and potential for future growth is practically unlimited.

AUTHORIZATION OF AWANA GAMES EVENTS

All AwanaGames meets must be authorized by an Awana missionary or event specialist. If several registered churches are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their area Awana missionary or event specialist.

ORGANIZATION OF AWANA GAMES MEETS

A team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). Three teams will compete on each circle. The number of circles in a meet depends on the number of teams competing.

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The AwanaGames event specialist has final authority to allocate space available for Journey teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in a Journey Games meet.
2. The Journey Games registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the Journey Games. All game equipment is provided, except bands for the Three-legged Race and basketballs. Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registrations.**

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 Journey Games 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 that are not asked to replace another team will be refunded the full registration fee following the Journey Games 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 PLAYERS

1. All high school students in 9th through 12th grades who have not reached their 19th birthday by September 1, prior to the meet may participate.
2. All high school students must complete current “Faith’s Foundations” by day of meet.
3. If short of players, Trek students who have met Trek requirements may be substituted for high school guys and girls respectively at local Journey Games (only).

4. Teams may register for only one local Journey Games meet.

GOOD SPORTSMANSHIP

An important aspect of the Awana Youth Ministries is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach 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 Journey Games. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Journey Games rules.

Journey Games afford teens an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that our testimony for Christ is of utmost importance.

Two sportsmanship points per game will automatically be awarded to each team for each event. However, sportsmanship points can be removed at the discretion of event officials due to poor sportsmanship of fans, players, or coaches.

GENERAL INFORMATION

ROSTER SHEET

The team roster sheet indicating name, age, grade in school, and date of birth of each player must be prepared by the team coach and submitted to the area Awana missionary or event specialist 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. All players and coaches should wear sweatpants, warm-ups or jeans for competition. **No Shorts are allowed.** Gym shoes must be worn by everyone on the playing floor. All coaches, judges, circle directors, and players are expected to maintain these dress code requirements.

INSURANCE

Awana does not carry insurance covering players. 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 permission slip signed by a parent/guardian 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.

JOURNEY GAMES RECORDS

Officials at each area Journey Games meet may keep their own accurate time records to the hundredth of a second for each of the timed events. Times kept by less than two timers will not be considered official.

JOURNEY GAMES AWARDS

Championship Banner

Medallions - gold - 1st place*

Medallions - silver - 2nd place*

Medallions - bronze - 3rd place*

Individual AwanaGames participation pins are given to all players and coaches.

PROMOTING INTEREST IN Journey Games

A good cheering section goes a long way towards helping a team win! The Journey Games meet is an enthusiastic introduction to people who have not had any previous contact with Awana Youth Ministries. Here are some suggestions for encouraging spectators to attend:

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

JOURNEY Games DAY SCHEDULE

ARRIVAL TIME

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival.

CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING GAMES OFFICIALS

The line judges and circle director will give last-minute instructions to team coaches. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY

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

Prayer

GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as players) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based Awana Youth Ministries function may have their only opportunity to hear the gospel.

Recognition may also be given to teens for outstanding achievement.

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

Journey Games PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the 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 coach is allowed on the game floor to consult him at any time.**

JOURNEY GAMES EVENT SPECIALIST

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

CIRCLE DIRECTOR

Is responsible for:

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

JUDGES

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

OFFICIAL SCOREKEEPERS

Two individuals for each circle record the scores for each event as reported by the circle director. Additional helpers can post these scores where they are visible to spectators.

OFFICIAL STARTER

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

OFFICIAL TIMERS

On each circle, two timers are responsible for using stopwatches to time the 1st place winner in each timed event. A minimum of two timers per circle must be used to establish records.

TEAM COACHES

Since the teams are coed, each team may appoint both a man and a woman coach. 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 Journey Games meet. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their line judge to review a decision with their circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.

3. All coaches are advised and encouraged to attend a North Carolina Journey Games coaches' training session, either a physical one or the on-line version located at www.awananc.com.
4. All coaches must remain behind their team line at all times while Journey Games events are in progress.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

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

BALLOONS

Nine- to 11-inch balloons are inflated to about eight inches in diameter.

BASKETBALLS

Each team should bring one men's regulation-size basketball to use in events where one is needed.

CIRCLE PINS

All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle as if the pin were in its proper place. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin.) Anyone knocking over a circle pin during a game disqualifies his/her team from that event or heat. It is recommended that 6 oz. of sand be added to each pin.

DISQUALIFICATION

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

1. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin
3. Causing interference to other players
4. Player participation in more than the prescribed number of events (see *General Rules* "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this manual
6. Play which is not according to the spirit of the game (see *General Rules* "Spirit of the Game")
7. Teams are **not** disqualified if a player steps outside of the game triangle 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 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 from that event or heat. The remaining teams will be restarted.

FLOOR MARKINGS

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

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 player 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 may declare a rerun.

PARTICIPATION

All players are limited to five events in addition to the first and tenth events. All players must play in a minimum of two and no more than seven events. No player can compete in both long-distance running events or both short-distance running events. For instance.....

- Sprint Race players cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Marathon Medley.
- Marathon Race players cannot participate in the Sprint Race or the Marathon Medley but they may participate in the Sprint Relay.
- Sprint Relay players cannot participate in the Sprint Race or Marathon Medley, but they may participate in the Marathon Race.
- Marathon Medley players cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Sprint Race.

PASSING RULE

This rule applies to all running events except the three-legged race.

If a player is tagged by a hand (not by baton), he/she **must** move to the right to allow the tagging team to pass. Failure to move when tagged may result in disqualification.

PASSING ZONE

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



PRACTICES

In preparing for the Journey Games practices are recommended. Each team is allowed an *unlimited* number of practices in preparing for the AwanaGames meet.

RERUN

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

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

1. Any of its players were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* “Interference”).

In the rerun of the Marathon Race, new players may participate.

SCORING

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle until the circle director has determined their team standings.

SCORING PINS

Game pins set at the five-foot mark which are to be touched or tipped by players' hand(s) only. It is recommended that 6 oz. of sand be added to each pin.

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 from 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

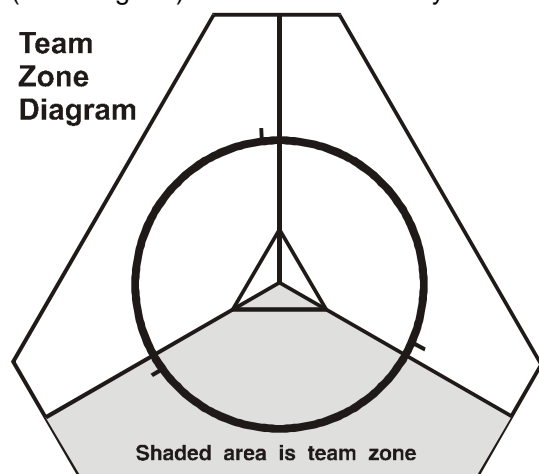
When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

TEAM LINES

The colored lines on the triangle mark the team lines. Players not participating in an event must stay seated behind these lines.

TEAM ZONE

(See Diagram) The area bounded by the team line and two diagonal lines forms the team zone.



TIE EVENTS OR TIE HEATS

When two teams, in the decision of the circle director touch the scoring pins 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 SCORE

When two or more teams are tied after the end of the 10th event, the tie is resolved by the best two out of three heats of Basketball Relay. No 2nd place points.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event. (He/she may consult with the judges to determine the winner.) If the player touching or tipping the color pin has been disqualified, the 2nd place player receives 1st place points. If the 2nd place player is disqualified, the circle director will award 2nd place to the 3rd place player. Where it is not possible for the circle director to determine the winner, he/she may call for a rerun.

GAME EVENTS

EVENT 1 – BASKETBALL RELAY

10 players; three heats

1st heat - five girls

2nd heat - five guys

3rd heat - five girls and five guys

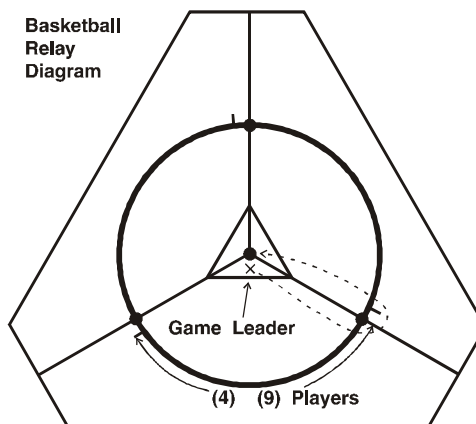
Heats 1&2 1st place three points

2nd place one point

Team heat (3rd heat)

1st place – four points each heat

2nd place – two point each heat



Equipment: Three circle pins, three scoring pins and one men's regulation-size basketball per team

Rules: One player, standing with both feet on the floor and in the game leader triangle (see Basketball Relay Diagram), acts as the game leader. He/she may stand or move about anywhere in this triangle, but he/she must have both feet in the triangle when throwing or catching the basketball.

In the 1st heat, one girl is positioned in the center triangle; four girls are on the circle.

In the 2nd heat, one guy is positioned in the center triangle; four guys are on the circle.

In the 3rd heat, 10 players (five girls and five guys) are involved. One guy is positioned in the center triangle. The remaining team players are positioned on the circle (alternating girl, guy, etc., with a girl last).

In all heats, players on the circle **must stand** with both feet outside the circle and must maintain position, but may turn their bodies to accept the pass. There are to be no "trailers." (See Basketball Relay Diagram). If any part of a player's body touches the floor inside the circle, the entire team is disqualified.

A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the neighboring team's game leader to run into the center. Interference is called if any team interferes with a neighboring team's game leader as the leader runs into the center.

At the starting signal, the game leader throws a basketball chest pass to the player on his/her left (the team nearest to the starting diagonal). Player one catches the ball and throws (chest passes) it back to the game leader who throws it to player two. Play continues until all players on the circle have caught and returned the basketball to the game leader. (The ball must be caught with both hands. No batting or slapping will be allowed).

On receiving the basketball from the last player, the game leader immediately bounce-passes the basketball back to the last player again, who bounce-passes the basketball back to the game leader.

Play continues back down the line with each player throwing a bounce pass.

On completion of a bounce pass to and from player one, the game leader runs out of the circle with possession of the ball. He/she then runs around his/her circle pin and toward the center of the circle to touch or tip over the scoring pin (Team will be disqualified if the scoring pin is knocked over by the game leader while he/she is in his/her triangle or before the game leader rounds their circle pin). The game leader must make sure he/she goes around the pin without touching another player. In order to win this event, the game leader must retain possession of the basketball while scoring.

If any line player drops the basketball, it can be retrieved by any of the line players, providing that the player that retrieves the ball does not step inside the circle or outside his/her team zone. However, the ball must be thrown to the game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from the circle lines. The team is disqualified for knocking over a scoring pin prior to the completion of the event.

The game leader must remain within the center triangle. If a team's basketball goes out of the team zone, the team is disqualified. No player should attempt to retrieve a basketball that lands in a neighboring team zone. The game leader must stay in the triangle except when he/she is going for the pin. His/her hands may not touch the floor outside the center triangle.

EVENT 2 – SPRINT RELAY

Four players (two laps each); one heat

(First and third players are guys; second and fourth players are girls).

1st place – four points

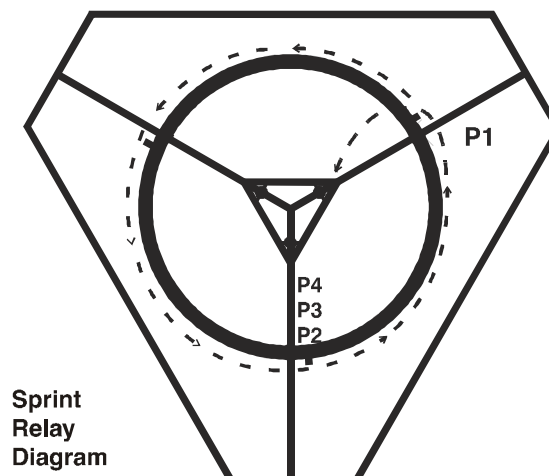
2nd place – two points

Equipment: Three circle pins, one baton per team and three scoring pins on the five-foot marks

Rules:The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other three players wait inside their circle within their team zone (P2, P3 and P4 in Diagram). At starting signal, the first player goes around the circle two laps and then passes the baton to the second player. The baton must be completely passed within the team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second player runs two laps and passes the baton to the third player. After the third player runs two laps, he passes the baton to the fourth player. When players have completed their laps, they must leave to the right, away from the circle. The fourth player runs two laps, runs around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The pin **must only** be touched or tipped by a player’s hand(s). The winner must retain possession of the baton to be awarded points for this event. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play may be resumed. However, if a baton leaves any team zone, that team is disqualified.

See the Sprint Relay Diagram for the players’ lineup.

Sprint Relay players may not participate in the Sprint Race or Marathon Medley, but may run the Marathon Race.



EVENT 3 – THREE-LEGGED RACE

Four players (two laps per pair); two heats

1st heat - two girls

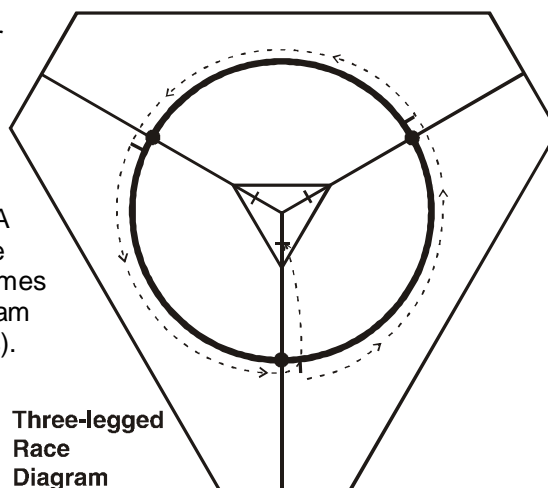
2nd heat - two guys

1st place – four points each heat

2nd place – two points each heat

Equipment: Three circle pins and three scoring pins positioned on the five-foot mark on each team diagonal line. Teams must furnish their own official Awana three-legged race bands, which are available from Awana headquarters. One or two leg bands may be used.

Rules: Behind the team color line the coach must securely band the right ankle of one player to the left ankle of the other player. Each pair stands outside the circle behind their starting diagonal. At the starting signal, the two players run as a pair for two full laps around the circle. Players complete the race by going around their team circle pin and towards the center, touching their scoring pin with hand(s) to finish. The pin **must only** be touched by a player's hand(s). A team is disqualified for the heat if the pair knocks over a circle pin, is passed or tagged by a trailing team, the ankle band comes apart, or any player falls to the floor. The winner is the first team player to touch his/her team color pin with only his/her hand(s).



EVENT 4 – SPRINT RACE

Two players; two heats

1st heat - one girl – four laps

2nd heat - one guy – four laps

1st place – four points each heat

2nd place – two point each heat

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

Rules: The Sprint player stands outside the circle, just behind his/her starting diagonal. At the starting signal, the player runs four entire laps around the circle. He/she then runs around the team circle pin and toward the center, touching their scoring pin with hand(s) to finish. The first player to touch or tip their scoring pin with only his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

The Sprint Race players may participate in the Marathon Medley, but may not participate in the Sprint Relay or Marathon Race.

EVENT 5 – BEANBAG BONANZA

Ten players; two heats

1st heat - five girls

2nd heat - five guys

1st place – four points each heat

2nd place – two point each heat

Equipment: Three circle pins, three scoring pins on the five-foot marks, one colored beanbag and one striped beanbag per team

Rules: The colored beanbag is placed in the center of each team's center triangle. The five players line up on their circle line. Player one (the player farthest from the starting diagonal) holds the striped beanbag in his/her hand. At the starting signal, he/she runs into the center of the team triangle, switches the striped beanbag for the colored beanbag, runs back to the circle line and hands the colored bag to player two. Then player two runs into the center of the team triangle and switches the colored beanbag for the striped beanbag, returning to the circle line to hand the striped beanbag to player three, who repeats the action. Play continues until player five switches the bags. He/she then hands his/her bag to player one, and play continues for a second round. Each player will run into the circle two times. The second time player five goes in, he/she does not switch the bags; rather, he/she runs toward the center, touching their scoring pin with hand(s) to finish. The pin **must only** be touched or tipped by a player's hand(s). First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. However, if the player does step over the line, he/she must return to behind the circle line with both feet before entering the center triangle to place the beanbag down. Failure to return behind the circle line disqualifies the team. The beanbag must be placed by hand all the way to the floor, not dropped or tossed within the triangle.

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 a beanbag or player goes out of the 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. Players stand an arm's length apart. No bunching or rotating is allowed

EVENT 6 – THREE-WAY TUG

Six players; two heats

1st heat - three girls

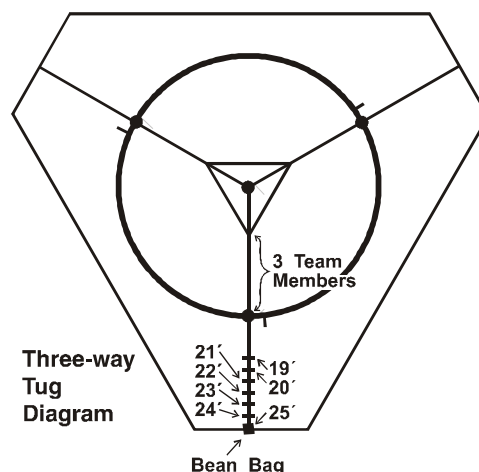
2nd heat – three guys

1st place only – three points each heat

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

Rules: In each heat, three players per team – positioned anywhere within the circle, but outside of the center triangle – grab hold of the rope with their hands. (Three-way tug players may wear gloves for this event only.) No player is allowed to “wrap” the rope around any part of his/her body. At the starting signal, each team pulls the rope along or down its color diagonal until one of its players can pick up his/her team's beanbag. All players must be holding the rope when the beanbag is picked up. The winning team is the first team to grab the beanbag while all its players are still holding onto the rope. All teams should continue holding the rope until the Circle Director declares the winner of the event.

While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds, a total of six times. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15 second signal provided that by doing so the team is not giving up an earned advantage. When beanbag is moved it is to be flush with the top of the tape. (See the Three-way Tug Diagram for positioning).



EVENT 7 – AGILITY RACE

Four players (one lap each); four heats

Two heats - one girl each

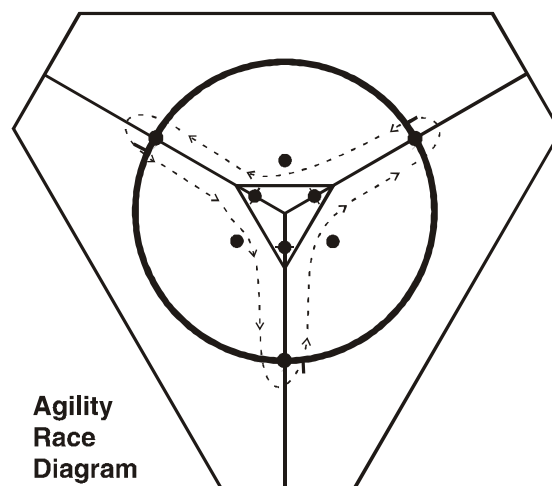
Two heats - one guy each

1st place – three points each heat

2nd place – one point each heat

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

Rules: Each player in each heat starts at his/her team's starting line. Players proceed around each circle pin as well as the pins positioned on the five-foot mark in the center of each team zone. (See the Agility Race Diagram). After completing one lap, players run around their own team circle pin and toward the center, touching their scoring pin with hand(s) to finish. The first player to touch or tip its team scoring pin with his/her hand(s) wins that heat. A player who knocks over any pin is disqualified.



EVENT 8 – MARATHON MEDLEY

Four players; one heat

Girl, one lap; guy, two laps;

Girl, three laps; guy, four laps

1st place – six points

2nd place – four points

Equipment: Three circle pins, one baton per team and three scoring pins on the five-foot marks

Rules: The Marathon Medley is run basically the same as the Sprint Relay with each player increasing the required number of laps.

Player one (girl) runs one lap and passes the baton to player two.

Player two (guy) runs two laps and passes the baton to player three.

Player three (girl) runs three laps and passes the baton to player four.

Player four (guy) runs four laps, runs around his circle pin and into center for scoring pin.

Players who have completed their laps **must** leave to their right, away from the circle. Fourth player runs around team circle pin and toward the center touching their scoring pin with hand(s) to win. The pin may be touched only by his hand(s). The winner must have possession of the baton when he touches or tips the scoring pin with his hand(s) to win. Players who knock over a circle pin are disqualified.

Marathon medley players may participate in the sprint race, but may not participate in the Sprint Relay or Marathon Race.

EVENT 9 – MARATHON RACE

Two players; two heats

1st heat - girl, eight laps

2nd heat - guy, eight laps

1st place – four points each heat

2nd place – two point each heat

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

Rules: Marathon player stands outside of the circle just behind his/her starting line. At the starting signal, he/she runs eight laps around the circle, then runs around his/her team circle pin and toward the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down his/her team scoring pin with only his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Marathon Race players may participate in the Sprint Relay, but may not participate in the Sprint Race or Marathon Medley.

EVENT 10 – BALLOON RELAY

Ten players; two heats

1st heat - five girls

2nd heat - five guys

1st place – four points each heat

2nd place – two points each heat

Equipment: One balloon per team and scoring pin at the five-foot mark

Rules: The diagonal line is divided into three zones. The circle line (15 feet from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25-foot mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center. (See the Balloon Relay Diagram). Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray.

The first player is in Zone 1; the fifth player is in Zone 3. While waiting for the starting signal, the first player holds the balloon with both hands touching the back of his/her neck.

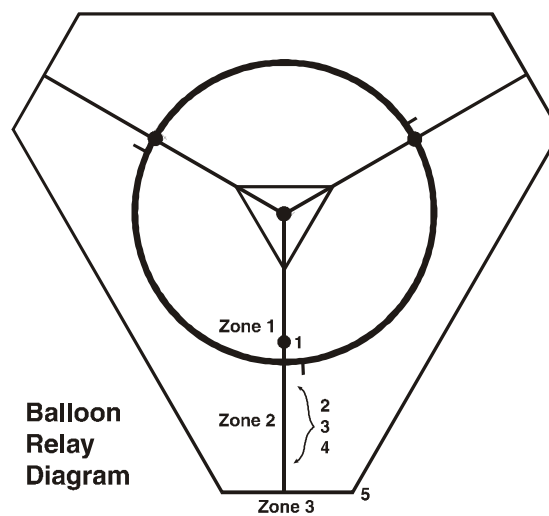
At the starting signal, the balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

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

When passing the balloon through his/her legs, the player in Zone 1 must not step over the zone line between Zones 1 and 2 and must straddle the diagonal line. The player in Zone 3 must not step over the zone line or touch the floor in Zone 2 until they have received the balloon. He/she (the person in Zone 3) must straddle the diagonal line when receiving the balloon from Zone 2. (See the Balloon Relay Diagram).

On completion of a pass from Zone 1, players one to four may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself.

When the player in Zone 3 receives the balloon, he/she runs to the front of the line and takes a new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs toward center, touching their scoring pin with his/her hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. He/she must retain possession of an unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.



PLAYOFFS-SEMIFINALS

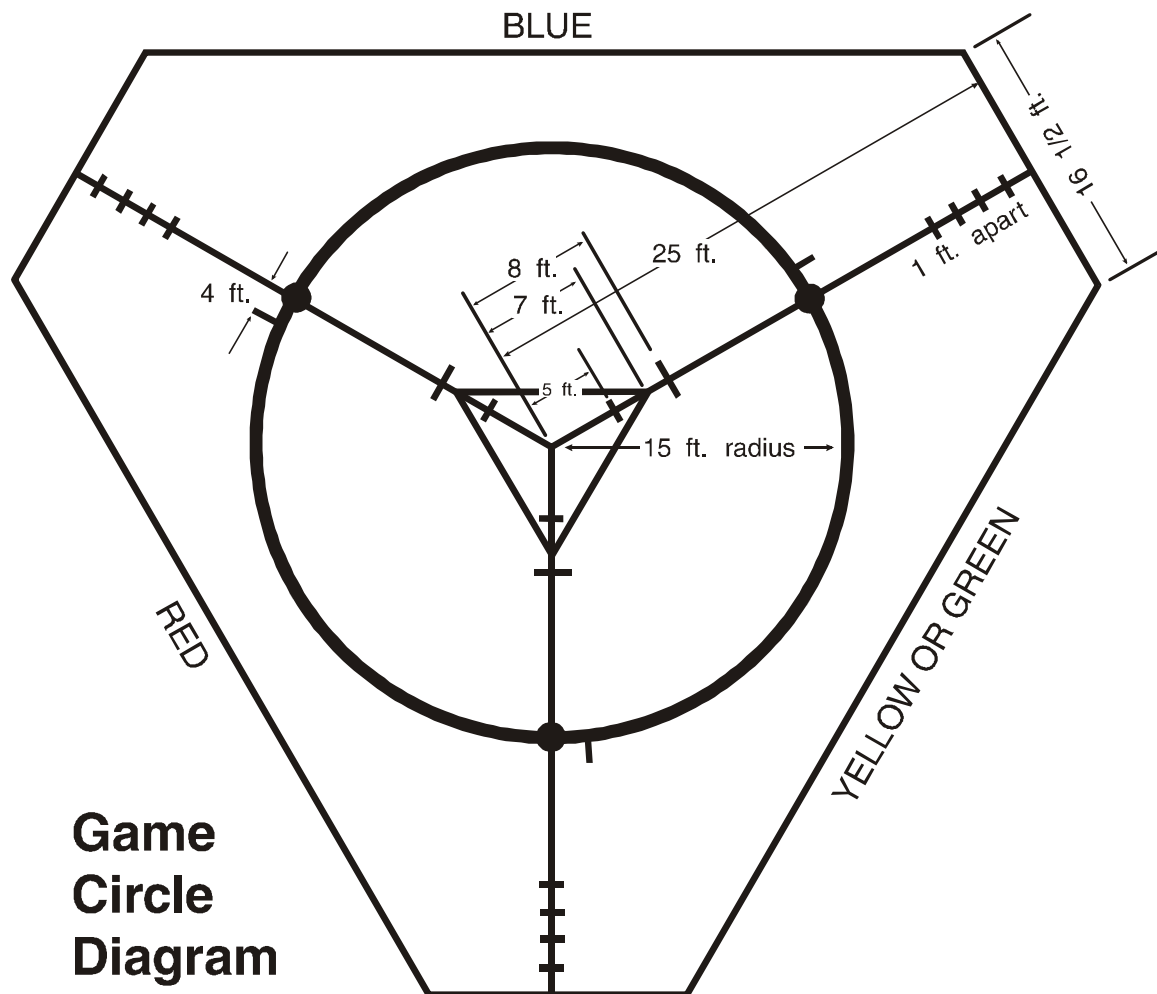
Immediately following the 10 Journey Games events in the multiple circles, winners from each circle compete in the semi finals. The five Play-off events are as follows:

- Basketball Relay (all 3 heats)
- Sprint Relay
- Bean Bag Bonanza (two heats), girls and guys
- Three-way Tug (two heats), girls and guys
- Balloon Relay (two heats), girls and guys

Any player may participate in four of the five Semifinals events, but must participate in a minimum of 2 events. Players in the championship playoff may be different from those who competed in those same events during the 10 Journey Games events.

Finals

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



**Game
Circle
Diagram**

Journey AwanaGames Official Rules and Regulations



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

Your Awana missionary travels throughout his/her territory starting new clubs/programs and counseling established ones. But he's/she's often hindered by lack of support.

Today, more than ever, your Awana missionary needs people to share in his/her ministry. Can he/she count on your faithful support ?

...the laborer is worthy of his hire.

Luke 10:7

JOURNEY™

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