

2026

Awana Olympics and Sparks-A-Rama

Calvary Baptist Church
Little Egg Harbor, NJ

Official Rules and Regulations

**Sparks
-A-Rama™**



Revised 01/12/2026

COMPOSITION OF T&T TEAMS

A team consists of a minimum of 10 players and a maximum of 17 players. For even number teams, no more than half of the team can be 5th and 6th graders. For odd number teams, an extra person may be a 5th or 6th grader. You could have a team of 17 players made up of 3rd and 4th graders only. If a team wants to have more players than the maximum, CONTACT the Coordinator As Soon As Possible.

Teams must have a minimum of five boys and five girls. If a team has less than 5 boys or 5 girls, permission to play must be given by the host church. Notify the Event Coordinator as soon as the team makeup is known to get resolution.

COMPOSITION OF SPARKS TEAMS

A team consists of a minimum of 10 players and a maximum of 17 players, of which at least three must be boys and three must be girls. The number of circles in a meet depends on the number of teams competing. If a team wants to have more players than the maximum, CONTACT the Coordinator As Soon As Possible.

REGISTRATION REQUIREMENTS

The registration form, accompanied by a registration fee, is required. All game equipment is provided.

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 registration.**

TEAM ASSIGNMENTS

The procedure for team assignments to a team line/color or a circle (when there is more than one circle) will be specified prior to the meet (usually at the C/O meeting or by email).

QUALIFICATIONS OF T&T TEAM MEMBERS

1. All clubbers in 3rd through 6th grade prior to the meet may participate.
2. All T&T Games team members must have passed 5 sections this club year by the day of the meet.
3. If short of players, Sparks may be substituted for 3rd/4th graders. 3rd/4th graders may be substituted for 5th/6th graders in any AwanaGames event and may also play in any 3rd/4th grade event. 5th/6th may not play in 3rd/4th grade events.
4. Girls may be substituted for boys in all games EXCEPT: Event 8. Substitution is on a grade for grade basis or a lower grade playing “up”. (e.g. a 3rd or 4th grader playing in a 5th / 6th grade slot) No boys playing in girls events!

QUALIFICATIONS OF SPARKS TEAM MEMBERS

1. All Sparks clubbers in 2nd grade or lower prior to the meet may participate.
2. All Sparks-a-Rama participants must have passed 5 sections this club year by the day of the meet.
3. If short of players, Cubbies may be used.
4. **Sparks ARE permitted to play in both SAR AND AwanaGames on the same day.**

GENERAL INFORMATION

GOOD SPORTSMANSHIP

Each team is awarded 1 sportsmanship point per event. For un-sportsmanship-like conduct, sportsmanship points will not be given.

Sparks Games and T&T Games afford 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 and line assistants should remind themselves and their team that their testimony for Christ is of utmost importance.

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 including coaches, judges, circle directors, and team members. Coaches should wear either their Awana uniform or the special uniform chosen for their team.

Shorts are allowed on the game floor if they are modest. No short-shorts

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 consent form 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 a copy of the parental consent form completed and signed by their parent / guardian before they can participate. **An original signed parental consent form must be turned in to the host church before clubber participation in the events.**

THE DAYS SCHEDULE

ARRIVAL TIME

A strict guideline would be for teams to arrive 30 minutes prior to the starting time of the event for Sparks-A-Rama and 30 minutes prior to the starting time for AwanaGames.

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.

MEETING OFFICIALS (15 MINUTES PRIOR TO EVENTS)

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

FLAG CEREMONY

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

PRAYER

FOR SPARKS:

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 VERSE

John 3:16 (**recited in the King James Version**)

BIBLE VERSES

I Corinthians 15:3

I Corinthians 15:4

FOR T&T:

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 (GIVEN AT MID-GAMES)

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

Players are not permitted to leave their team line during this time. **The snack stand will close for the message.**

RECOGNITION (GIVEN AT END OF COMPETITION)

Recognition will be given to Sparks clubbers who this year have or will be earning their Sparky Award and 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.

OFFERING (GIVEN AT END OF COMPETITION)

An offering may be taken for the local Awana missionary. PLEASE inform all your Spectators of this.

SPARKS AND T&T GAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the 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 at any time.**

MEET DIRECTOR (EVENT COORDINATOR)

Oversees the entire operation from planning through team registrations to supervision of the event.

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

OFFICIAL SCOREKEEPERS

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

OFFICIAL STARTER

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

TEAM COACHES

Only two Coaches per team are allowed on the floor during the meet plus one Line Assistant. Team coaches are **not** permitted in the playing area at any time during the Sparks-A-Rama or AwanaGames meet and must give directions from the sidelines (unless directed by the Circle Director).

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are advised and encouraged to attend the coaches' training session.
4. All coaches and line assistants must always remain behind their team line during the event.

GENERAL RULES/DEFINITIONS

ADHERENTS

Nothing is 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 prior to getting to the game floor. Spit is allowed.

BALLOONS

Balloons are inflated to about eight inches in diameter unless stated differently in game rules.

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 **where the pin normally is placed** 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). A player knocking over a circle pin during a game disqualifies his team for that event or heat. It is recommended that weighted pins be used.

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 participating in more than the allowed number of events (See General Rules "Participation")
 5. Breaking other game rules not listed here but described elsewhere in this manual.
 6. Play which is not according to the spirit of the game. (See General Rules "Spirit of the Game")
- Teams are not disqualified if a player steps outside of the game square during a running event.
 - Coaches should instruct players to go all the way into the center for each event—no matter how hopeless it may seem—because the apparent winners may have been disqualified.

FALSE START

The circle director and 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 (or) with tape. The width of the line/tape provides a margin for error in games which use tape boundaries. If any player's foot protrudes beyond the line/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 opinions of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams' or players' progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his team will be disqualified from that heat. 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

Sparks teams - All team members must play in at least three games (not heats). Sparks are allowed to also play in the T&T games during the same day.

T&T teams - All players must play in a minimum of **two** games (not heats) and no more than **seven** games.

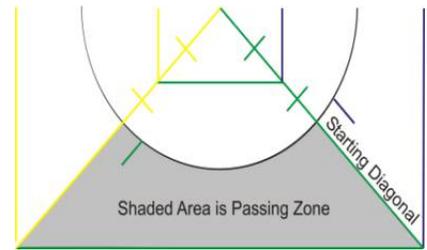
Teams short players must notify the Meet Director upon registering that day or as soon as possible before any games start.

PASSING RULE

This rule applies to all running events. (See individual events) If a 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 may have an unlimited number of practices in preparing for the Games. No running or practicing on the circle is permitted before the meet begins.

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 before 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 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

For Sparks and T&T, Game pins set at the five-foot mark are to be touched or tipped by player's hand(s) only. If a team's scoring pin is knocked down, the team shall touch the spot where the pin was (the 5-foot hash mark).

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by a plain reading of the rules; 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

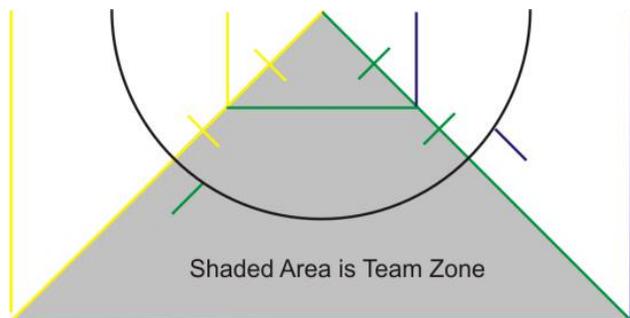
When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event. The starting signal is usually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

TEAM LINES

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

TEAM ZONE

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



TIE GAME (EVENT) OR TIE HEAT – SPARKS-A-RAMA OR AWANA GAMES

When two teams, in the decision of the circle director touch their 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, full second-place points are awarded to both teams that tied for second. (Example: If first place is four points and second place is two points and two teams tied for second, the two tied teams would both be awarded two points.)

TIE SCORE – T&T

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 the **Beanbag Relay** – coaches choose who plays.

TIE SCORE – SPARKS

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, and last player may be a boy or girl.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event or heat. He may consult with the judges to determine the winner. (If the player touching the scoring pin has been disqualified, the second-place player receives first place points. If the second-place player is disqualified, the circle director will award second place to the third-place player. Where it is not possible for the circle director to determine the winner, he may call for a rerun.)

T&T GAME EVENTS - COED TEAMS

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

EVENT 1 — BEANBAG RELAY (THREE HEATS)

- 1st Heat – Five girls
- 2nd Heat – Five boys
- 3rd Heat – Team Heat consisting of five girls and five boys.

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 beanbag per team, four scoring pins.

**Minimum number in heat 1 is three girls.
 Minimum number in heat 2 is three boys.
 Minimum number in heat 3 is six players.**

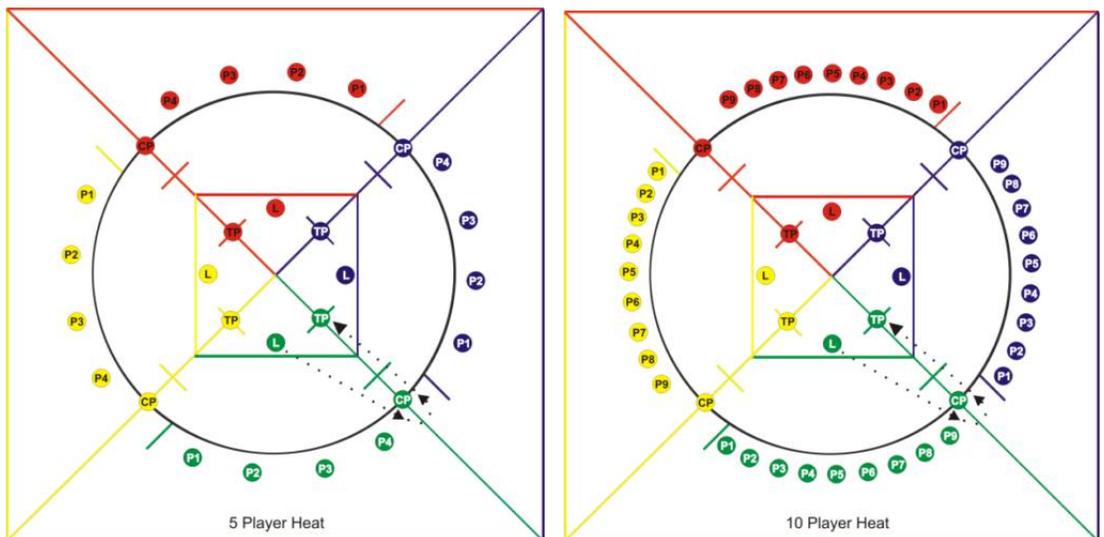
One player standing in the game leader triangle (see Diagram) acts as a game leader for this event. (For the third heat, this player may be a boy or a girl - coach's choice). He/she may stand or move about anywhere in this triangle but must have one foot in this triangle whenever he/she is throwing or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

The other players stand with both feet outside the circle as shown in the 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 the 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. (Heats 1 & 2 have four required throws; Heat 3 has nine required throws). 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. The first player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The game leader must run around the pin without touching another player. He/she must retain possession of the beanbag to win this event. If players miss or drop the beanbag, it can be retrieved by any of the players, providing they do not step inside the circle or outside their team zone. However, the bag must be thrown to the game leader by the player who missed or dropped it. A player may lift his/her foot but will be disqualified if it passes through the imaginary plane extending upward from the line.

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

If a game is played with less than required number of players, some players will need to repeat a throw, however, no player may throw the bag more than twice except for the game leader. There is no penalty throw if less than the required number of players for a heat.



EVENT 2 — SPRINT RELAY

Six players (one lap each); two heats

1st Heat – Three 3rd/4th grade girls

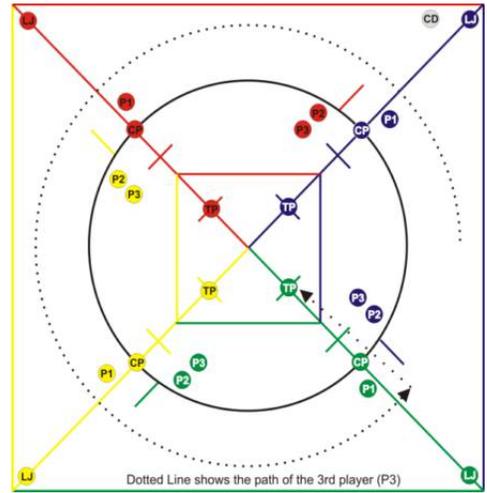
2nd Heat – Three 3rd/4th grade boys

Scoring: 1st Place - Five points

2nd Place - Three points

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

The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two players wait inside their circle within their team zone (P2 and P3 in Diagram). At the starting signal, the first player runs around the circle and 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 one lap and passes the baton to the third player. When players have completed their laps, they must leave to the right, away from the circle. The third player runs one lap, runs around his/her circle pin and towards the center (see diagram), to finish. The first player to touch, tip or knock down their scoring pin with her **hand(s)** wins. The winners must retain possession of baton when they touch, pick up or knock down their scoring pin with hand(s) to be awarded points. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Passing rule applies.



EVENT 3 — BEANBAG BONANZA

10 players; two heats

1st Heat – Five girls

2nd Heat – Five boys

Scoring: 1st Place - Four points

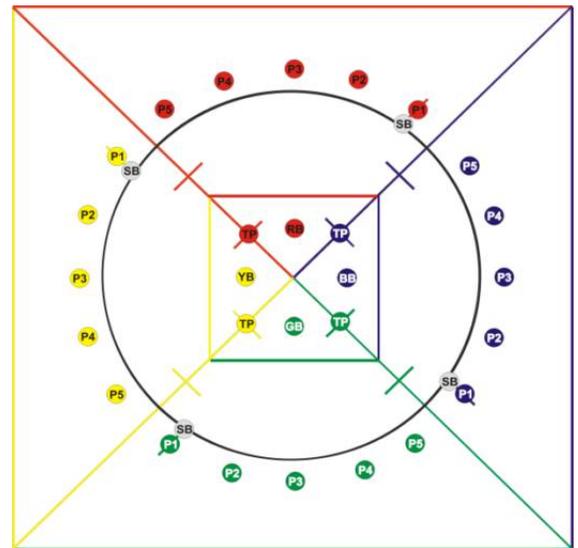
2nd Place - Two points

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

The colored beanbag is placed in the center of each team's center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round. Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs toward the center to finish. First player to touch, tip or knock down their scoring pin with his/her **hand(s)** wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. If the player does step over the line prior to receiving the bag and proceeds in, the team is disqualified for that heat. The beanbag must be **placed by hand all the way to the floor**, not dropped or tossed, within the triangle. **The hand goes all the way to the floor.**

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



EVENT 4 — AGILITY RACE

Four runners (one lap each)

Four heats: Total:

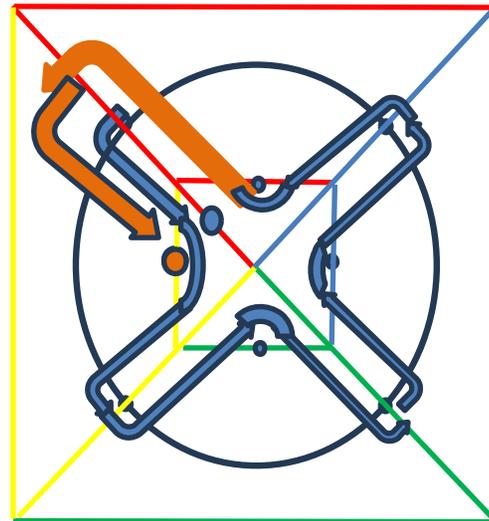
Heat One – 3rd or 4th grade Girl; Heat Two – 5th or 6th grade girl

Heat Three – 3rd or 4th grade boy; Heat Four - 5th or 6th grade boy

Scoring: 1st place - three points each heat.
2nd place - one points each heat.

Equipment: four circle pins, four scoring batons on five-foot marks, and four pins on the midpoint of each side of the interior square.

Each runner in each heat starts at the team starting line. Players proceed around each circle pin as well as pins positioned on midpoint of each side of the interior square. After completing one lap, players run around their own team circle pin and into center triangle. The first runner to touch or tip team color pin with **his/her hand(s)** wins that heat. Players who knock over a circle pin are disqualified. Tag Rule does not apply.



EVENT 5 — FOUR-WAY TUG

Eight players; four heats

1st Heat – Two 3rd/4th grade girls

2nd Heat – Two 3rd/4th grade boys

3rd Heat – Two 5th/6th grade girls

4th Heat – Two 5th/6th grade boys

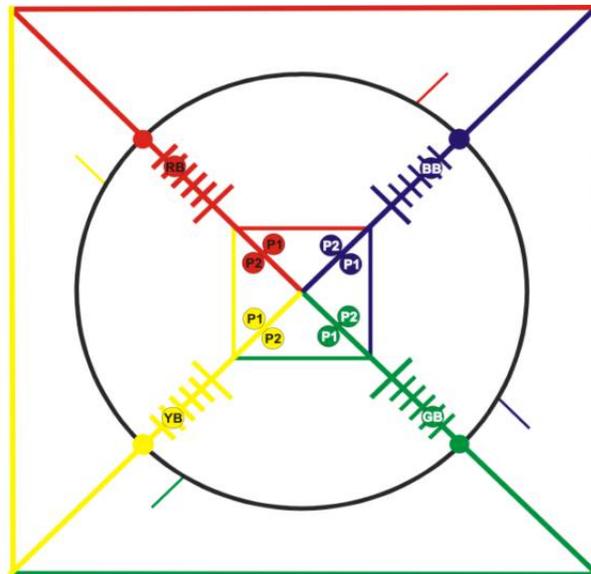
Scoring: 1st Place only - Three points each heat

Equipment: Rope and four beanbags, one of which is placed on the diagonal line for each team.

The rope is about 16' long and is spliced to form a loop which makes a circle about five feet in diameter. The rope is marked at four equally spaced points. Two players from each team take hold of the rope with their hands at one of the four marked points. **(Four way-tug players may wear gloves for this event only.)**

Players are not permitted inside the rope. Play starts with rope taut. One beanbag is placed on the diagonal line for each team on the 12' mark. When beanbag is moved, it is to be flush with the top of the tape. At the 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, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage. The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope. When beanbag is moved, it is to be flush with the top of the tape.



EVENT 6 — MARATHON RELAY

Six players (two laps each); two heats

1st Heat – Three 5th/6th grade girls

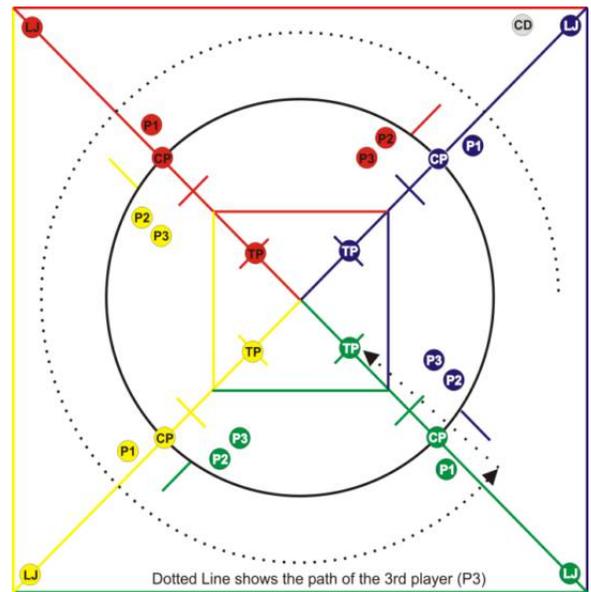
2nd Heat – Three 5th/6th grade boys

Scoring: 1st Place - Five points

2nd Place - Three points

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

This relay is the same as the Sprint Relay except that players will run two laps rather than one before passing the baton to the next player, or before the third player runs around his/her circle pin and towards the center, to finish. First player to touch, tip or knock down their scoring pin with their **hand** wins. Players who have completed two laps should leave to their right, away from the circle. The players must retain possession of baton when finishing to be awarded points for this event. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Passing rule applies.



EVENT 7 — THREE-LEGGED RACE

Eight players (1 lap per pair); four heats

1st Heat – Two 3rd/4th grade girls

2nd Heat – Two 5th/6th grade girls

3rd Heat – Two 3rd/4th grade boys

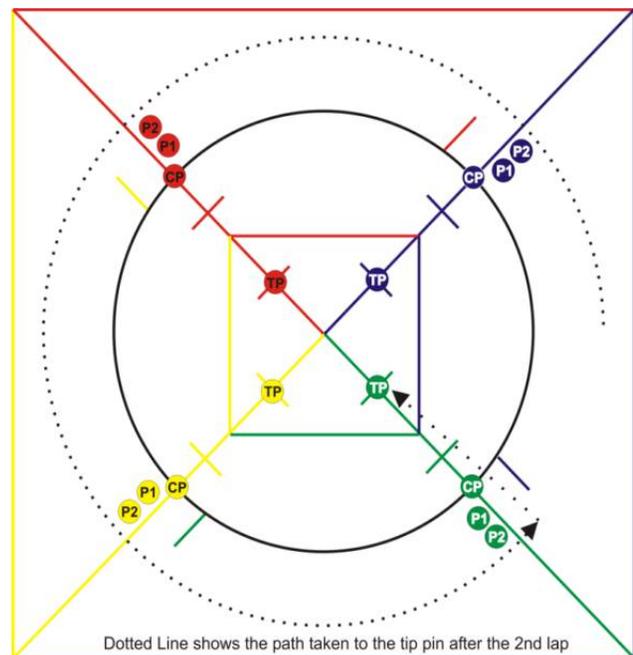
4th Heat – Two 5th/6th grade boys

Scoring: 1st Place - Four points each heat

2nd Place - Two points each heat

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

Behind the team color line, the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for one lap around the circle. Players complete race by going around their circle pin towards the center to finish. First team to touch, tip or knock down their scoring pin with his/her **hand(s)** wins that heat. A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart. Passing rule applies.



EVENT 8 — BALLOON RELAY

Ten players; two heats

1st Heat – Five girls

2nd Heat – Five boys

Scoring: 1st Place - Four points each heat

2nd Place - Two points each heat

Equipment: One balloon per team, four scoring pins.

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

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

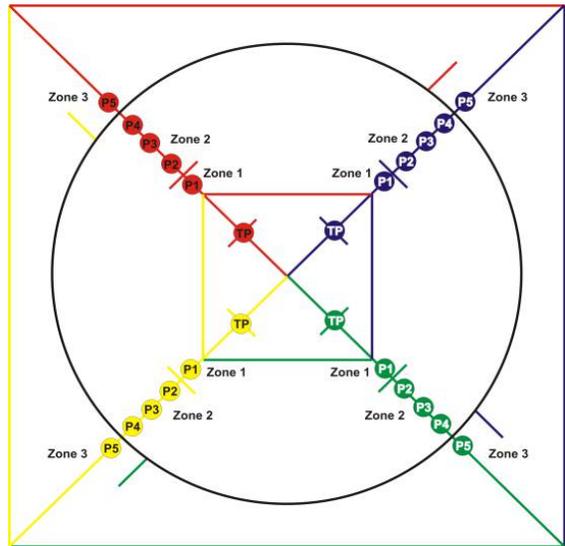
The first player stands in Zone 1, and the fifth player stands in Zone 3.

The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. 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.

The player in Zone 1 will be disqualified for crossing the floor marking when passing the balloon into zone 2; and the player in Zone 3 will be disqualified for crossing the circle line before they receive 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. 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 towards the center to finish. The first player to touch, tip or knock down their scoring pin with his/her **hand(s)** wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.



EVENT 9 — MARATHON MEDLEY

Four runners per heat; two heats

Heat 1 - Girl, three laps; boy, four laps; girl, five laps; boy, six laps.

Heat 2 – Boy, three laps; girl, four laps; boy, five laps; girl, six laps.

1st place - four points 2nd place - two points; per Heat

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

This relay is run the same as Sprint Relay with the following exceptions: Heat 1 - Runner 1 (girl) runs three laps and passes the baton to runner 2. Runner 2 (boy) runs four laps and passes baton to runner 3. Runner 3 (girl) runs five laps and passes baton to runner 4. Runner 4

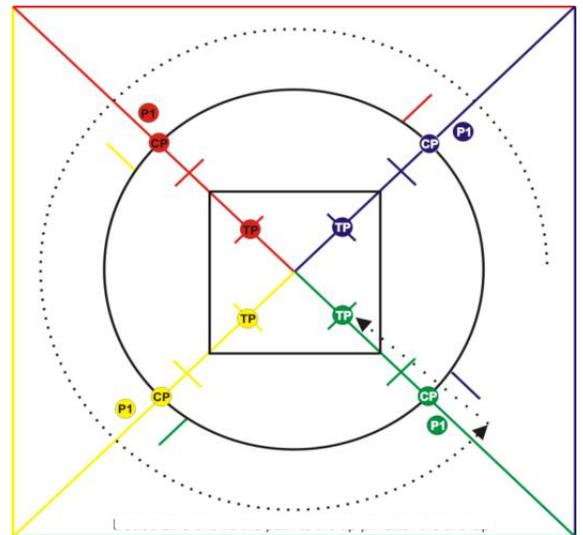
(boy) runs six laps, runs around his circle pin, and into center square for team color pin.

Heat 2 - Runner 1 (boy) runs three laps and passes the baton to runner 2.

Runner 2 (girl) runs four laps and passes baton to runner 3. Runner 3 (boy)

runs five laps and passes baton to runner 4. Runner 4 (girl) runs six laps, runs around her circle pin, and into center square for team color pin.

Runners who have completed their laps must leave to their right, away from the circle. The winner must have possession of the baton when they touch or tip the team color pin with their **hand(s) only to win**. Contestants should continue running even though someone passes them. Passing Rule applies (see General Rules “Passing Rule”). (See diagram)



EVENT 10 — KNOCK IT DOWN

10 players; ten heats

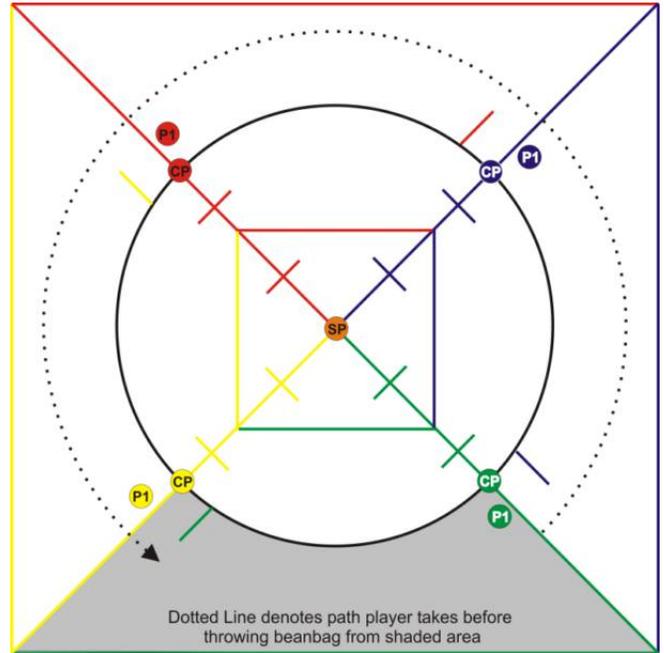
Heats 1-5: girls Heats 6-10: boys

Scoring: One point each heat

Equipment: Four beanbags, center pin, 4 circle pins

Player stands outside the circle with the beanbag, behind the starting diagonal. At starting signal, player runs around the circle, to his/her team zone. 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 the team lines 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. Time limit for each heat of 30 seconds. If no one knocks down the center pin within 30 seconds from when the heat begins, time will be called, and no points will be scored for that heat.

ANYTIME ACTION STARTS BEFORE THE BUZZER (BEANBAG LEAVES THE HAND) THAT ACTION IS ALLOWED TO COMPLETE, IF IT RESULTS IN A SCORE OR FINISHING THE GAME, THEN THAT IS THE RESULT. IT'S A "BUZZER BEATER" PLAY.



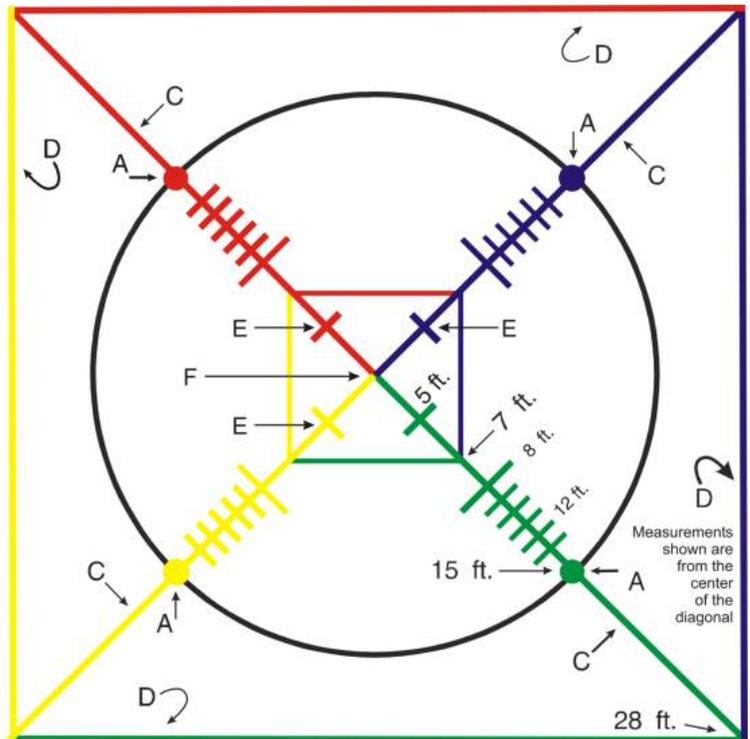
OFFICIAL AWANA GAME CIRCLE AND GAME SQUARE

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

Key to diagram:

- A—Circle Pins
- C—Diagonal or Starting Line
- D—Team Lines or AwanaGames Square
- E—Scoring Pins
- F—Center Pin

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



SPARKS GAME EVENTS

DIAGRAM CODES:

CP=Circle Pin

TP=Team Scoring Pin SP=Center Scoring Pin

SB=Striped Bag

LJ=Line Judge CD=Circle Director

P1= Player 1 P2=Player 2, etc.

EVENT 1 - SPARKY BEANBAG – IN AND OUT

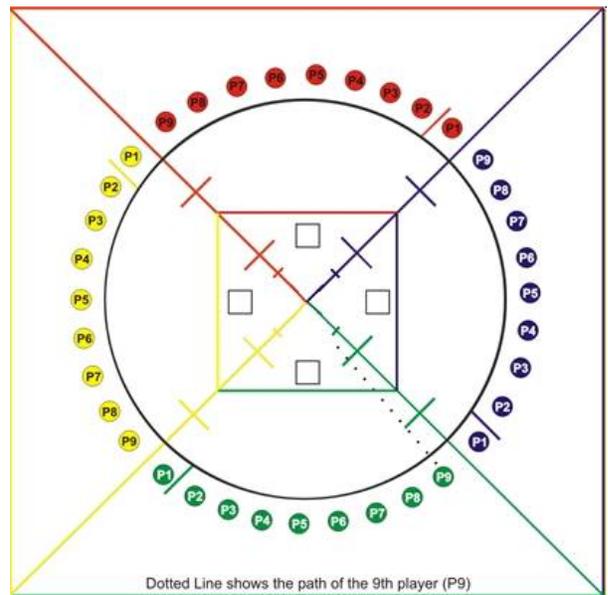
10 players in each of two heats

Scoring: 1st Place - Four points

2nd Place - Two points

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

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



EVENT 2 - SPARKY SAFARI

8 players - 2 heats

1st Heat – 4 girls – (if team does not have 4 girls, use 3 girls & 1 boy – [a girl must be player #4](#))

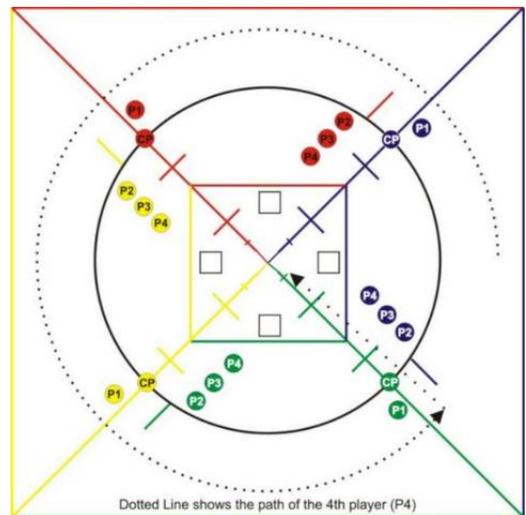
2nd Heat – 4 boys – (if team does not have 4 boys, use 3 boys & 1 girl – [a boy must be player #4](#))

Scoring: 1st Place - Four points

2nd Place - Two points

Equipment: Four circle pins, sixteen 6-10 inch stuffed animals, 4 small (about 12 inch) round plastic baskets upside down, four scoring pins.

First player is positioned at starting pin. The other three runners wait inside the circle within their team zone. Each player has a stuffed animal. At signal, player #1 runs around circle and hands-off stuffed animal to player #2, who runs around circle with two stuffed animals. Player #2 hands-off two stuffed animals to player #3, who runs around the circle with three stuffed animals. Player #3 hands-off three stuffed animals to player #4, who runs around the circle with four stuffed animals and then around player's starting pin, and into the team's inner triangle where he/she places the four stuffed animals in the 'cage' (small round basket turned up-side-down) and then into the center and touches their scoring pin.. All parts of the animal must be completely in the 'cage' (under the small round plastic basket) with no parts sticking out of the bottom. The 'cage' must be flat on the floor (it is okay if parts of the animals are sticking out of other parts of the 'cage'). If a player drops an animal while running around circle, the player may pick up the animal and continue. The animals must be completely handed-off within the team passing zone (see General Rules "Passing Zone"), or the team is disqualified. Animals must be handed-off (given, not thrown) to the next player. After passing the animal(s), the player returns to team line. At the start of the event the small round plastic basket is upside down. When player #4 runs into the center, he/she may turn the basket upright, place the animals in and then flip it back down to the 'cage' position.



EVENT 3 - SPARKY BOWL

Six players; six heats

Heats 1 – 3: One girl per heat

Heats 4 – 6: One boy per heat

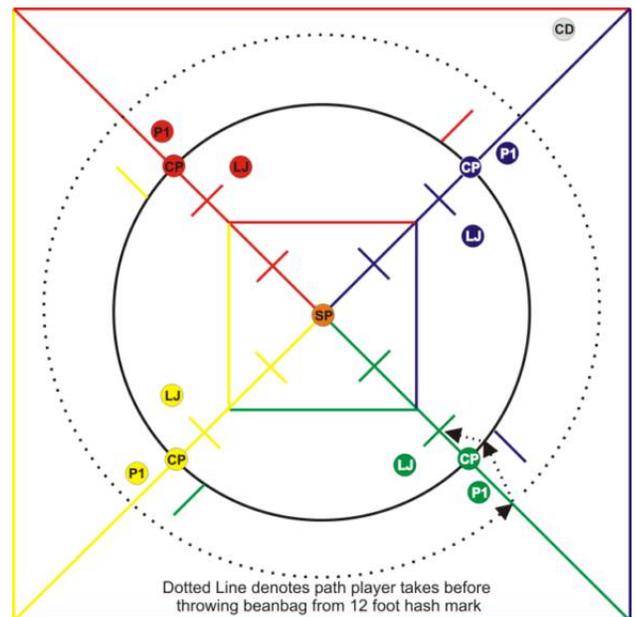
Scoring: One point - each heat

Equipment: Four beanbags/sports balls, center pin, four circle pins.

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

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

ANYTIME ACTION STARTS BEFORE THE BUZZER (BEANBAG LEAVES THE HAND) THAT ACTION IS ALLOWED TO COMPLETE, IF IT RESULTS IN A SCORE OR FINISHING THE GAME, THEN THAT IS THE RESULT. IT'S A "BUZZER BEATER" PLAY.

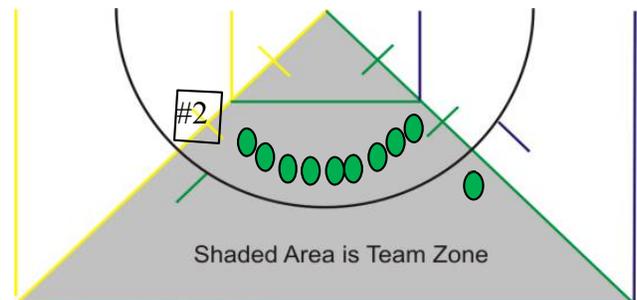


EVENT 4 - DUCK DUCK GOOSE 10 PLAYERS; 1 HEAT

Scoring: 1st Place - Four points

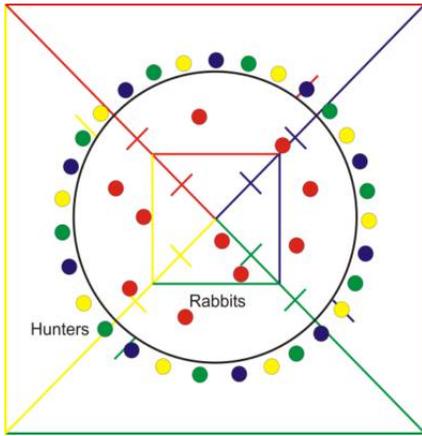
2nd Place - Two points

Equipment: one stuffed animal per team, four scoring pins.



Players #2 - #10 sit INSIDE their circle line facing outward. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for player #10 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 the starting signal, Player #1 (beginning at their color diagonal) runs 1 lap, then gives the animal to player #2 (sitting furthest from their starting diagonal) who runs 1 lap and gives the animal to player #3. This continues for the first 9 players. Players are arranged #2 - #10 -- starting furthest from diagonal). When player #10, receives the animal from player #9, they run around the circle one time, then around the circle pin and into the center and touches their scoring pin. There is no disqualification for dropping the animal. Players #2 - #10 may stand to receive the stuffed animal. Players are to return to their starting position, sitting inside their circle, when they finish their turn (except for #10).



FUN TIME – RABBIT HUNT (IF TIME ALLOWS)

10 players; four heats

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 signal, hunters toss balls, trying to hit rabbits. When hit, rabbits leave circle, returning to their team line. Rabbits are disqualified if they step outside circle before being hit. Hunters may not step inside circle while tossing ball. Action stops after **30 seconds**; rabbits still in circle are counted. Play is repeated until all teams have had a turn to be rabbits. Circle Directors, after consultation with their coaches will decide if coaches will play in a

separate adult vs clubber “Hunt”

EVENT 5 - BALLOON BATTLE

15 players; three heats

Five players (girls and/or boys) per heat

No player should play twice until all players play once

Scoring:

1st Place (lowest number of units) - Six point

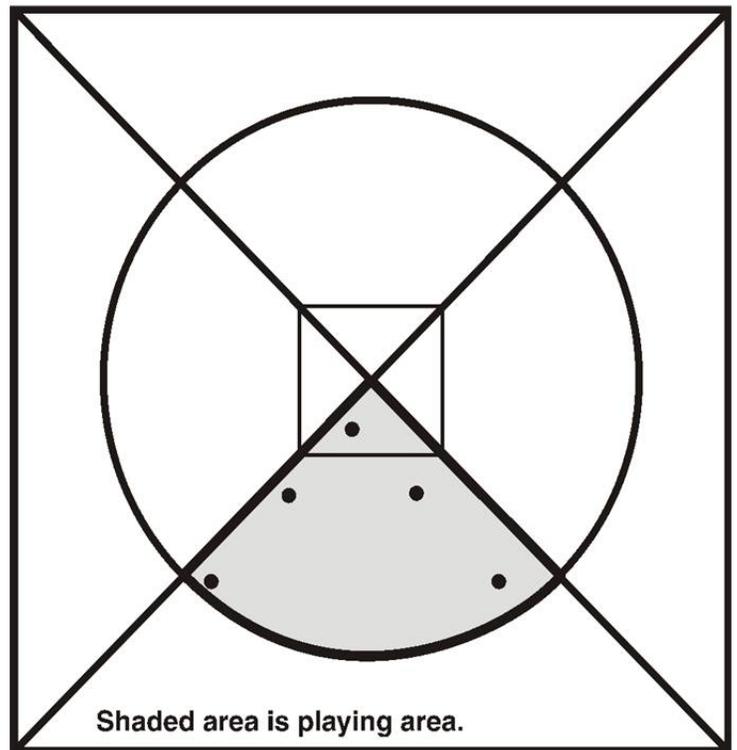
2nd Place (2nd lowest number of units) - Four points

3rd Place (3rd lowest number of units) - Two points

Equipment: Two inflated balloons, two sixty-foot lengths of lightweight rope.

One coach from each team holds rope stretched from corner to corner, making visible boundaries to help players stay within their triangles. (Balloons do not have to go over the rope.) Players stand anywhere within their own playing area. Circle director holds balloons and stands in center of circle. At signal, balloons are tossed into air. Players bat balloons with their hands to keep them from touching the floor in their area. Players may not hold balloons or step out of their area. When a balloon touches floor within a team’s playing area, that team receives one unit. The line judge then resumes play by tossing the balloon from the center of the circle. There is a **60-second** time limit for each heat. Circle director starts new heat in center of circle. If a balloon lands outside of playing areas, circle director or line judge restarts play from center of circle until time runs out. Players may participate in only one heat. Spiking the balloon is allowed.

Balloon Battle Diagram



EVENT 6 – SPARKY TRAIN

10 players; two heats

1st Heat - Five players (one lap each)

2nd Heat - Five different players (one lap each)

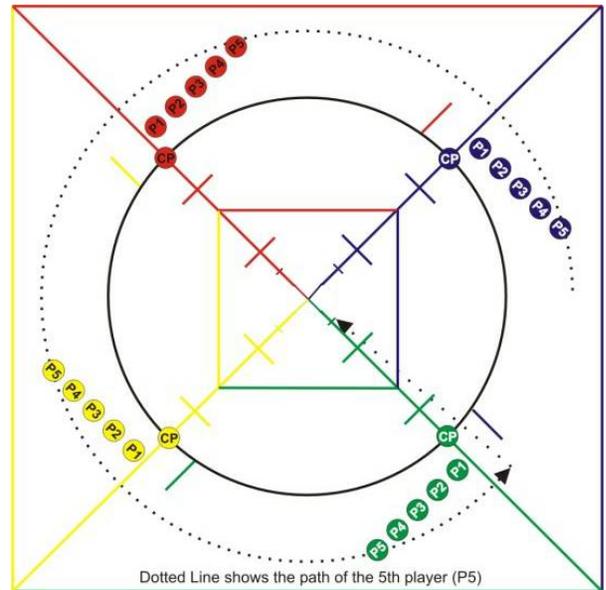
Scoring: 1st Place - Four points

2nd Place - Two points

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

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

At signal, train runs around circle. If a train becomes disconnected, the train must stop, rejoin its players, and then continue. When all five players cross the starting line, the last player separates from the train and runs into the center and touches their scoring pin.



EVENT 7 – SPARKY BALLOON POP

10 players; two heats

1st Heat – Last player is a girl

2nd Heat – Last player is a boy

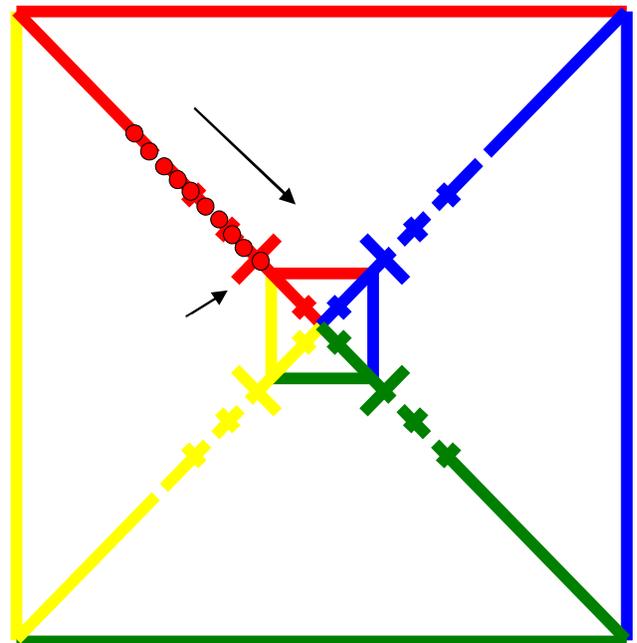
- You must use all players on your team in this event.

Scoring: 1st Place - Four points

2nd Place - Two points

Equipment: Four nine-to-eleven-inch balloons per heat inflated to about nine inches.

All team players straddle their team diagonal line with their backs toward center of circle, as close together as they wish. Last player stands on the eight-foot hash mark. First player holds balloon on back of his/her head. At signal, the balloon is passed through the legs of the players to the last player. It is not necessary that each player touch the balloon. When last player in line has possession of balloon, he/she places balloon on the floor, and sits on balloon until it breaks. First player to break balloon wins. If the balloon breaks before it gets to last player, a line judge may insert another balloon.



Sparks A Rama

T&T Olympics

(hosted by)

Calvary Baptist Church

Little Egg Harbor, NJ

Rules and Regulations

2026

**We WANT TO see ALL
you boys and girls
next year IN 2027!**

IT WAS FUN!

