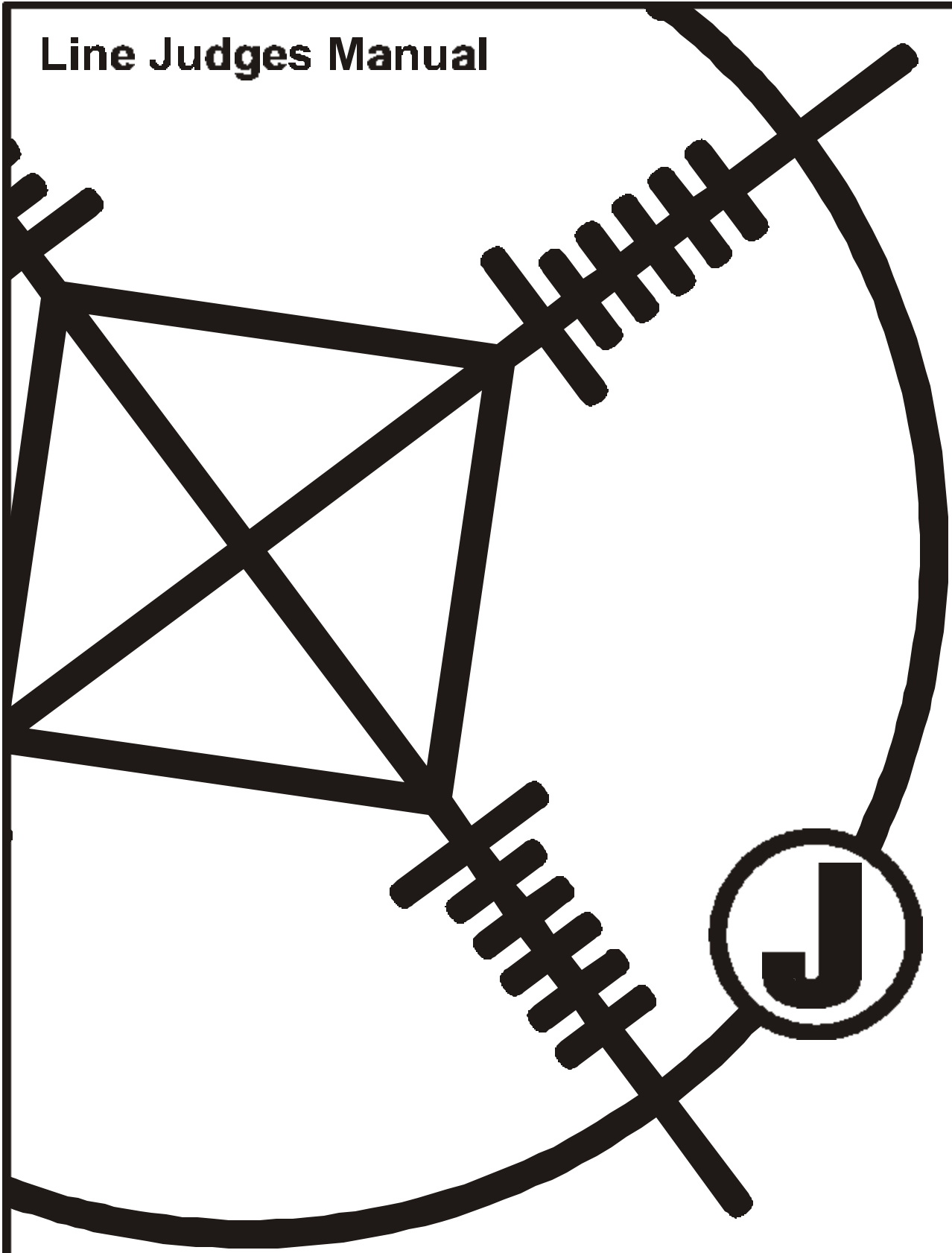


Line Judges Manual



Sparks-a-Rama & AwanaGames™
Official Rules and Regulations



Sparks-a-Rama & AwanaGames Line Judges Manual

© 2002 Awana Clubs International
1 East Bode Road • Streamwood, IL 60107-6658 U.S.A.
Awana Youth Association Canada
175 Highway 20 W. • Fonthill, Ontario L0S 1E0 Canada
Awana Clubs International Australia
1000 Old Windsor Road • The Klee, N.S.W. 2155 Australia

All rights reserved. Printed in U.S.A. The text and images of this web site may not be copied for distribution in any way, directly or indirectly, without express written permission from Awana Clubs International unless otherwise stated or granted.

IMPORTANT NOTE: This book may only be altered by Awana Staff. Alterations by Awana Staff are limited to: 1) rearranging the event order, 2) deleting an entire event, and 3) renumbering the events as made necessary by items #1 and #2. Any other alterations must be submitted to the Events Committee for review. Failure to adhere to any part of this notice is subject to disciplinary action.

INTRODUCTION TO LINE JUDGING

WHAT IS A LINE JUDGE?

One of four officials who knows the AwanaGames or Sparks-a-Rama events and rules; assists the circle director in the administration of the games on the circle.

AwanaGames officiating requires efficiency and attention to details. Note these four primary roles that a line judge assumes:

(1) JUDGE — A line judge determines whether or not players violate the rules.

(2) SERVANT — A line judge, by attitude and actions, is a servant to the clubbers and coaches. It is his goal to make the meet(s) as meaningful as possible for them.

(3) WITNESS — A line judge, by emotions, attitude, and actions, strives to be a testimony to the unsaved parents and clubbers of the life-changing power of trusting Christ as Savior.

(4) LEADER — A line judge is a leader; an example to coaches, clubbers, and spectators in response to pressure situations.

THANK YOU for accepting the challenge of officiating at an AwanaGames or a Sparks-a-Rama meet. We pray you will recognize the value of your ministry. Together we may be used greatly of the Lord to bring unsaved people to Him and to encourage children.

The Key — PROPER COMMUNICATION!

Line judges, as well as all AwanaGames and Sparks-a-Rama staff, **MUST** follow the chain of command as diagrammed in the Rule Books. Remember, line judges are responsible to communicate primarily with the circle director and the coaches. Line judges never “coach” the players. Any coach has the right to request that you join him in discussing an issue with the circle director. However, a coach does not have the right to discuss any situation with the circle director without you being present.

Each judge must realize the crucial importance of accurate communication. Here are some important guidelines:

- 1. Relax the coaches** by talking with them and **SMILING!**
- 2. Understand your coaches.** Remember what they’ve gone through to get a team to the meet; think of yourself in their shoes. You’ll understand their tension.
- 3. Never get upset or take offense** when a coach complains or asks a question. Concentrate on what the coach is saying, rather than on your feelings or emotions.
- 4. Always remain non-argumentative and calm.** Our highest responsibility is to maintain a positive testimony for our Lord. A show of temper could ruin that testimony.
- 5. Never be pushy.** If there is confusion, help the circle director slow things down, so the confusion is cleared up.
- 6. Encourage coaches that might be having trouble.** Say something, if you can, to ease their tension.
- 7. Make sure players are clear on what they are doing** (especially in Sparks-a-Rama) before an event starts. However, never coach them.
- 8. Don’t GUESS!** If you don’t know how to make a call, tell the circle director what you know and let him make the decision!
- 9. Be helpful.** Some officials feel they must be stone-faced in order to show objectivity. But, we want to show our clubbers that we care about them, so we **MUST** treat team members with gentleness and interest. However, never become involved in any way with a coach or the team members that might be viewed as partiality.
- 10. As they are ready to start,** tell the players, “Do your best,” or encourage them in an impartial way.
- 11. Keep the coaches informed.** Tell them the reason for any disqualifications or reruns.

12. **Congratulate and thank the coach after the meet is over.** Take time to catch the eye of all clubbers as you hand out awards and thank them for their efforts.
13. **Never look at your responsibility as being against the coaches** or disputing them in any way. We are partners together in this ministry for the Lord! Remain professional, friendly, and helpful, but never become emotionally involved.

Remember. You're an important tool that God uses to create a positive witness for His gospel in the hearts of unsaved clubbers and parents!

BEFORE DAY OF EVENTS ...

1. **Review the manual and rulebook(s) several times.**
2. **Practice officiating** at your clubs' practices. It will help you, and help them, too.
3. **Select the proper dress.** AWANA RECOMMENDS THAT ALL JUDGES WEAR DARK PANTS (NO JEANS) AND TENNIS SHOES. Awana provides your shirt and other equipment at the meet.
4. **Pray for God's blessing** on our ministry together.

ON THE DAY OF EVENTS ...

1. **Arrive at least one hour early.**
2. **Report to the staff table** and the staff coordinator will direct you where to go to pick up your line judge shirt.
3. **Change into your judge's shirt. Report back** to the head line judge or circle director to review rules together before you go out on the floor.
4. **Be ready to help get the teams into their positions.** This responsibility may involve getting the clubbers on the floor or being a part of the flag ceremony.
5. **If needed, obtain the roster sheets from your coaches; check the ages** of the children competing.
6. **Make sure all the team members and their coaches are wearing gym shoes.** If any are not, inform the coach.
7. **Coaches' meeting:** Circle Directors and line judges should meet with coaches at time and place specified by missionary or event coordinator.

GENERAL INSTRUCTIONS

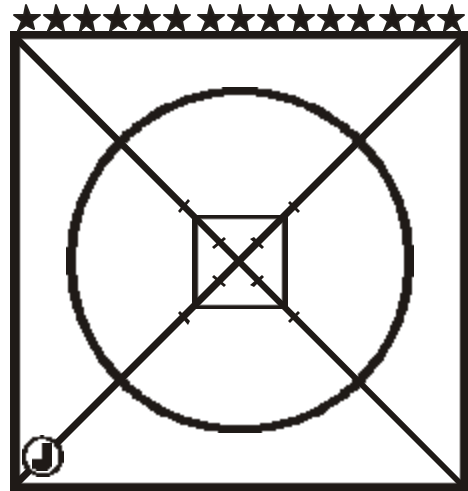
You need to know the following procedures:

1. **Line up on your own line for the flag ceremony.** Move to the next team for the first event, going counterclockwise. You will continue to rotate counterclockwise for each event. In the Balloon Relay, you will rotate with each heat.
2. **Raise your hand when your team is ready to begin an event.** The circle director will then raise his hand to indicate the circle is ready.
3. **Help the circle director determine the order in which the teams finish.** Always remember the place your team finishes. If your team is disqualified, watch the other teams to determine which team is awarded the point.
4. **When there is a false start in a running event, immediately jump in front of the runners with your hands spread out** to stop them from going further. Then prepare the team for a restart. Awana does not recommend any physical touching of clubbers.
5. **Notify the circle director of the reason for any disqualifications.**
6. **Report any cause for deducting sportsmanship points to the circle director** and allow him to make the decision.
7. **Aid the coaches during the speaker presentation by sitting with the clubbers** and helping them to be attentive.

SPARKS-A-RAMA PROCEDURES

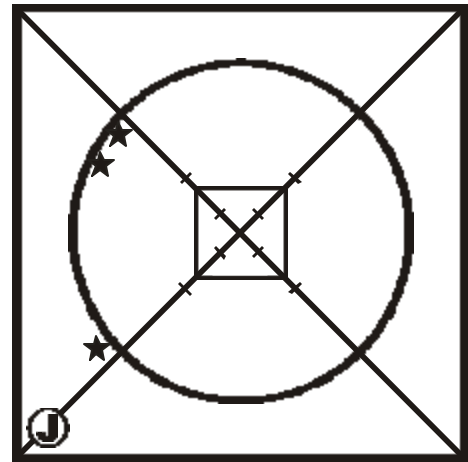
EVENT 1 — SPARKY CRAWL

- A. Judge's position: At the corner of the square by your team's colored diagonal line.
- B. Before the event:
1. Make sure all team members are behind their line.
 2. Help the team spread out equally along the entire line.
 3. Get ready to watch the team line assigned to you.
- C. During the event:
1. Judge the team assigned to you.
 2. Make certain all the team members are across the line before the coach sends in a runner.
 3. Determine the place that the team finished.



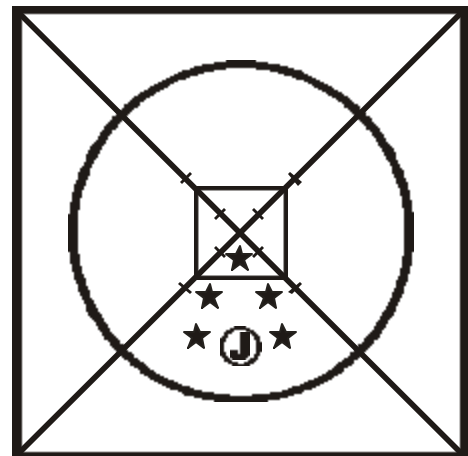
EVENT 2 — SPARKY SAFARI

- A. Judge's position: Stand on the team starting diagonal outside the running area.
- B. Before the event:
- When the runners are in position, give the first runner a beanbag.
- C. During the event:
1. Check that each team member runs one lap.
 2. Watch that clubbers' hands do not touch the beanbag while the player is moving.
 3. If a clubber drops the beanbag, make certain that it hits the floor before the player touches it, and that the player stops before picking up the beanbag and puts it back on his/her head before resuming.
 4. If clubber does not allow bag to hit the floor, stop him/her briefly to take away the advantage.
 5. Make certain the beanbag is passed and placed on clubber's head within the passing zone.
 6. Determine the place that your team finished.



EVENT 3 — BALLOON BATTLE

- A. Judge's position: Stand outside team zone so that you can see the entire area.
- B. Before the event:
1. Help get the rope in place. Have a coach from each team hold the rope.
 2. Count the number of players.
- C. During the event:
1. Help the coaches keep the rope tight, forming a barrier that will keep the clubbers in their area.
 2. Keep track of the number of times the balloon touches the floor in your quadrant.



3. Keep game moving.
4. Retrieve balloons that hit floor and or go out of your team playing area, then restart balloon from center.

EVENT 4 — RABBIT HUNT

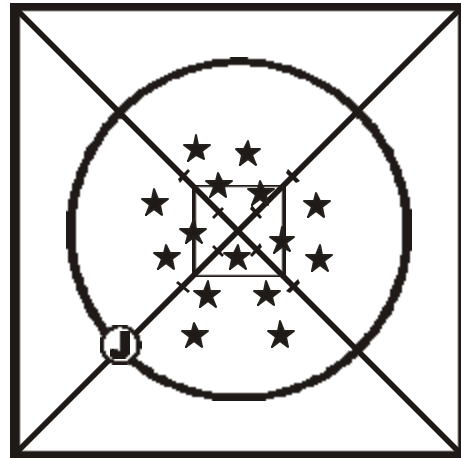
A. Judge's position: On the circle on the diagonal line.

B. Before the event:

1. Make sure the team in the center has no more than 15 players.
2. Help balance the other teams equally around the circle.

C. During the event:

1. Watch to see which players are hit (anywhere on the body) and remove them from the circle.
2. Help get the ball out of the center to keep the game moving.
3. Make sure players are behind the circle line when throwing the ball.
4. Make sure players stay in when hit by a ball thrown by someone who stepped in the circle.
5. At the end of event, quickly help the circle director gather together the "rabbits" (players who were not hit) into the center square to be counted.



EVENT 5 — SPARKY TRAIN

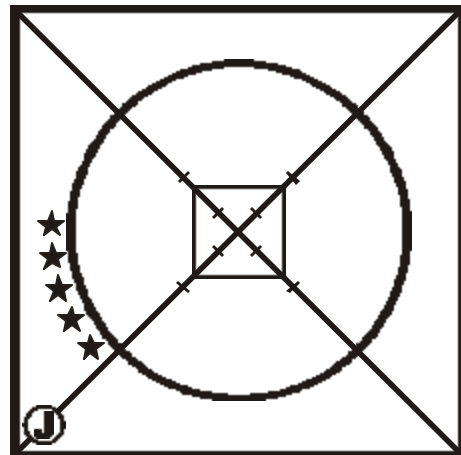
A. Judge's position: Just behind the team starting diagonal outside the circle.

B. Before the event:

1. Check players' handholds.
2. Make certain players are lined up one behind another (spirit of the game). If not, instruct the coach to line them up again.

C. During the event:

1. Watch the team in your **quadrant** to make sure the players stay together.
2. If a team disconnects in your quadrant, stop the first player. Wait for the others to connect before letting them continue play.
3. Make sure last player crosses team starting line and goes into center for center pin or beanbag.

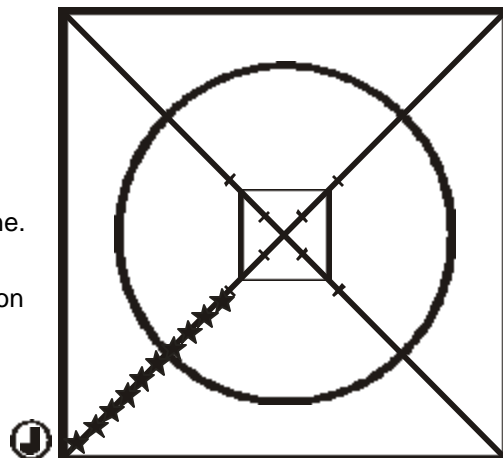


EVENT 6 — SPARKY BALLOON POP

A. Judge's position: Begins next to player #1, then moves with the balloon.

B. Before the event:

1. Count the number of players (15).
2. Make sure the team is straddling the diagonal line.
3. Make sure #15 is on the eight-foot mark.
4. When the players are in position, hand the balloon to player #1.
5. Have 2nd balloon ready.



C. During the event:

1. Make sure the balloon goes through each player's legs.
2. Make sure player #15 goes into his/her inner triangle to sit on the balloon to pop it. Balloon must be popped in this triangle.
3. Make sure fingernails are not used to pop the balloon.
4. Supply a 2nd balloon if first one breaks before player #15 makes first attempt to pop balloon.

EVENT 7 — SPARKY BEANBAG - IN AND OUT

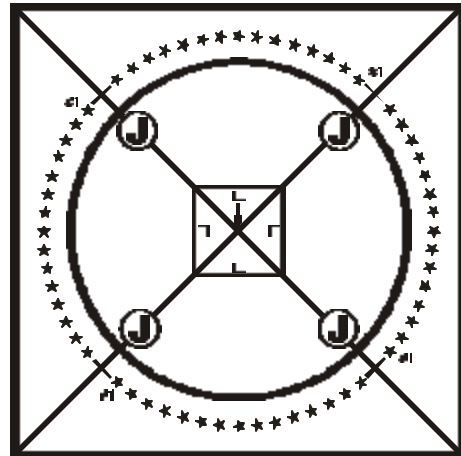
A. Judge's position: Begins inside the circle, between the circle pin and player #1, following the game progression across the team zone.

B. Before the event:

1. Count to see that there are no more than 15 players on the line.
2. Make sure that each player is in the proper position.
3. When the team is ready, give player #1 the bean bag.

C. During the event:

1. Watch that the players do not step over the line until they are tagged or receive the bean bag.
2. Make sure that each player does their turn.
3. Note the place that your team finishes.



EVENT 8 — SPARKY BOWL

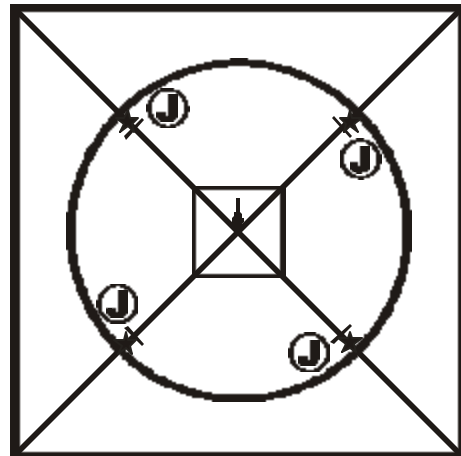
A. Judge's position: Stand on the team starting diagonal out of the running area. When player has completed one lap and is ready to toss, go near the 12' hash mark.

B. Before the event:

When the runners are in position, give them the bean bag or sports ball.

C. During the event:

1. Check that the runner runs one lap.
2. Make sure that they are behind the 12' hashmark when throwing.
3. Watch to see which team knocks over center pin.



AWARD CEREMONY

1. Go to the award table. Take the patches back to your team and distribute them.
2. Congratulate each clubber with a handshake and a smile.
3. Place any extra patches back on the award table.

REMEMBER: SPARKS-A-RAMA SHOULD NOT HAVE THE INTENSITY OF AWANAGAMES. BE AWARE OF WHAT YOU CAN DO TO MAKE EVERY CHILD HAVE FUN AND GO HOME FEELING LIKE A WINNER!



J



Awana Clubs International
1 E Bode Rd, Streamwood, IL 60107-6658
www.awana.org • 630-213-2000