

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



**National Capital Region  
2012 Season Edition (v 12.1)**

**Updated 11/5/2011**



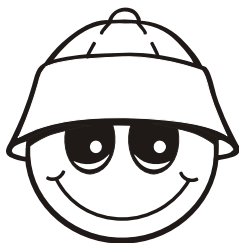


# ***Sparks-a-Rama***

## ***Official Rules and Regulations***

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## SPARKIES' FUN DAY

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

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

### Introduction

This rule book is designed for team coaches, circle directors, and judges who will participate in an authorized Awana Sparks-a-Rama event.

#### AUTHORIZATION OF SPARKS-A-RAMA EVENTS

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

#### COMPOSITION OF SPARKS-A-RAMA TEAMS

*A team consists of a minimum of 12 players and a maximum of 17 players, of which at least three must be boys and three must be girls. Team size may vary at the discretion of the Sparks-a-Rama Outreach Missionary or Event Specialist.* Every player must participate in at least *three* games. The number of circles in an event depends on the number of teams competing.

### Registration Procedures

#### REQUIREMENTS

1. Only churches currently registered with Awana are authorized to compete in Sparks-a-Rama events.
2. Teams may register for only one AwanaGames event location.
3. Registrations are not valid until the registration form (or online equivalent), the registration fee, and line judge guarantee (fee) have been paid. In other words, teams are accepted on a "first-come, first-paid" basis.
4. Registrations must be postmarked or paid online at least two weeks prior to the event date. Late registering teams will be placed on stand-by, subject to space availability and Awana Missionary discretion. Withdrawn registrations will not be eligible for refunds and will also forfeit the ability to register more than one team the following year.

5. Each team is required to provide a qualified line judge (see Line Judge Qualifications) and a volunteer staff person to assist with score keeping or equipment handling (training provided).

### **STAND-BY REGISTRATIONS**

1. Completed registrations will be accepted in the order in which they are received. When all available spots in the event have been filled, additional team registrations will be accepted on a standby basis only. Such teams will be notified accordingly.
2. 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 one week before the event. 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 AwanaGames event.

### **TEAM ASSIGNMENTS**

Teams will be assigned a circle and color line by the event specialist. Color lines will not be given out until the day of event. Please do not call the event specialist and ask what color the team is on. The event specialist reserves the right to change color lines up to the day of the event due to cancellations and space availability. Teams may wear any color t-shirts they chose but adhere to the Team Outfits guidelines.

Once on the assigned color line, no player is allowed to leave the color line (bathroom, stands, etc.) for the duration of the event. If a bathroom break is needed, the player must be escorted to the nurse, who will make the decision. Once granted, they will be escorted to and from the bathroom in accordance with child protection policies. Sportsmanship points will be deducted from the team if these guidelines are not followed or if they are abused (excessive bathroom breaks for example). No one from the audience is ever allowed down on the color line during the event.

### **QUALIFICATIONS OF TEAM MEMBERS**

1. All Sparky clubbers in 2nd grade or lower who did not reach their 9th birthday by September 1 prior to the event may participate.
2. All Sparks-a-Rama participants must have passed 10 sections in the current club year by day of the event.
3. Teams may register for only one Sparks-a-Rama event.
4. Each team member must have an official Awana Parental Consent and Release of Liability form for each team member that the coach will turn in to the Circle Director at the time of Circle Director meeting 15 minutes before the start of event.

## **Sparks-a-Rama Day Schedule**

### **ARRIVAL TIME**

Teams should arrive at least 45 minutes prior to the starting time of the event.

### **CIRCLE AND TEAM LINE LOCATIONS**

Teams should line up on their assigned circle team line no later than 30 minutes before start of event. No running or practicing on the circle is permitted before the event begins. Teams will help reduce congestion if they go to their assigned location and remain there.

### **MEETING SPARKS-A-RAMA OFFICIALS**

Line judges meet with the Circle Director in the center of their circle at least **30 minutes** prior to the event start time. The coaches will join the line judges and Circle Director at least **15 minutes** prior to the event start time. The Circle Director will provide last-minute instructions, answer quick questions, and lead them in prayer.

## FLAG CEREMONY

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

## PRAYER

The event specialist will select someone to pray over the event and participants.

## Sparkle Time (suggested order)

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

**SPARKS THEME SONG - "SPARKS FOR JESUS"**

**SPARKS YELL**

**Leader** - *Who are we?*

**Sparks** - Sparks!

**Leader** - *Who for?*

**Sparks** - Jesus!

**Leader** - *What to do?*

**Sparks** - Light the world!

**SPARKS VERSES:**

- John 3:16
- I Corinthians 15:3
- I Corinthians 15:4

## GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the event**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. In the National Capital region, it is most commonly done just prior to the start of the games.

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

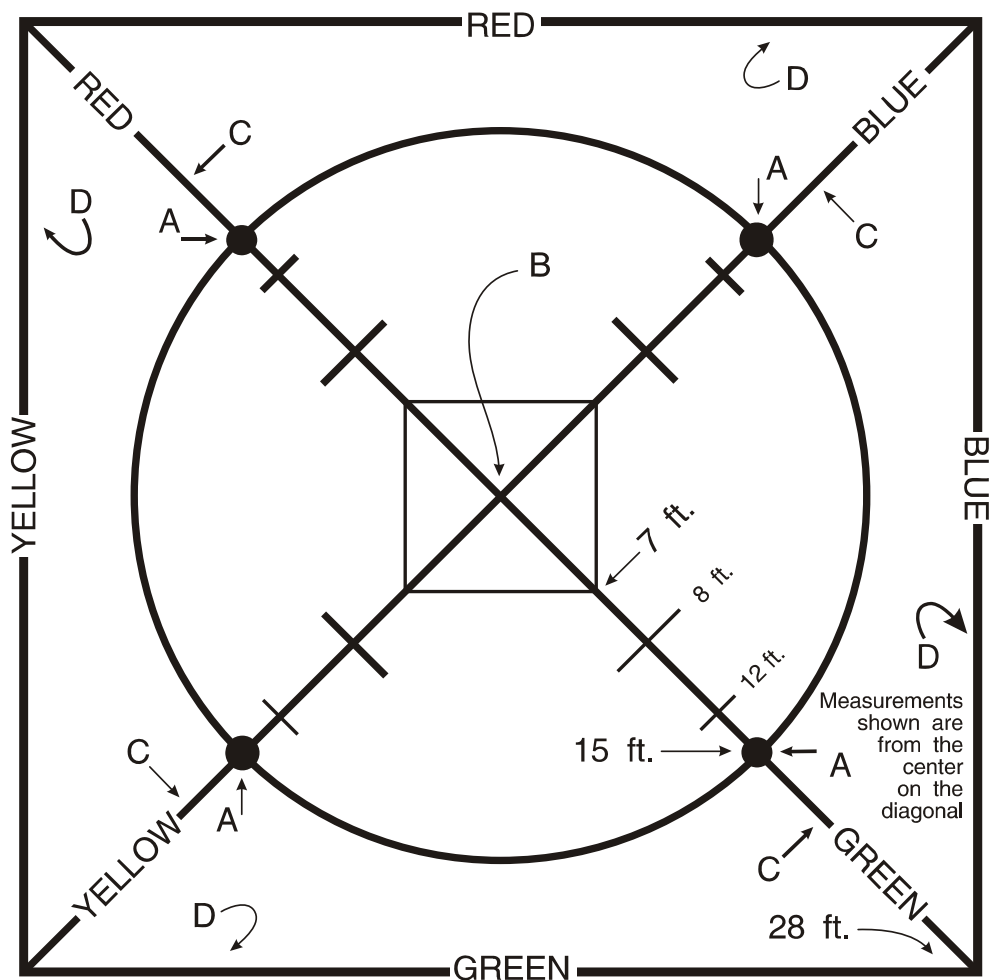


## Official Awana Sparks-a-Rama Game Square

The Sparks-A-Rama Game Square is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square. Starting position of player(s) is indicated in the rules for each game. Make sure your team is familiar with this.

### Key to diagram:

- A. Circle Pins
- B. Center Pin; Center Beanbag
- C. Diagonal or Starting Line
- D. Team Lines or Awana Sparks-a-Rama Games Square



## GAME EVENTS

### GAME 1—SPARKY CRAWL

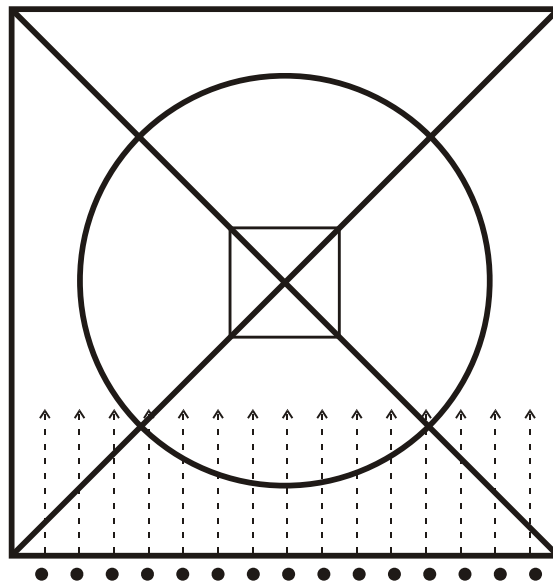
12 to 15 players; two heats

**Scoring:** 1<sup>st</sup> place - four points, 2<sup>nd</sup> place - two points

**Equipment:** center pin and beanbag, four wristbands for pre-determined players.

Players spread out along the entire line on their hands and knees behind team color lines. One coach from each team crosses to the opposite color line. At signal, all teams crawl on hands and knees across to opposite team line. When center of circle is clear of players, circle director places center pin on top of beanbag. As soon as entire team has completely crossed the team line opposite its starting line, the team coach sends a pre-determined player into the center for pin or beanbag.

Sparky Crawl Diagram



Game will be played a second time with players crawling back to their original team line. At this time, the coach has the option to substitute players. It is recommended that churches provide kneepads or coverings for the Sparky Crawl. Rolled-up tube socks provide a good cushion. Rigid plastic knee protectors will not be permitted as they may damage gym floors.

### GAME 2—SPARKY SAFARI

Eight players; two heats

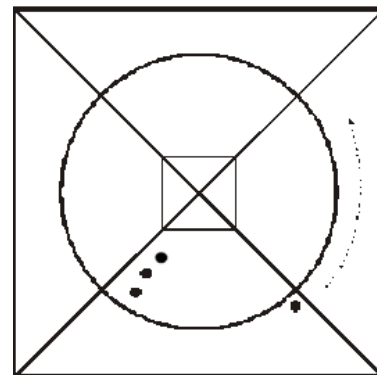
1<sup>st</sup> heat - four girls - one lap each

2<sup>nd</sup> heat - four boys - one lap each

**Scoring:** 1<sup>st</sup> place - four points, 2<sup>nd</sup> place - two points

**Equipment:** Four circle pins, 16 6-10" stuffed animals (see photo of animals being used), 4 small laundry baskets, center pin and beanbag

Sparky Safari Diagram



First player is positioned at starting pin. The other three runners wait inside the circle within their team zone. At the start of the game each laundry basket is upside down. Each player starts the game holding one stuffed animal. At the signal, player #1 runs around circle and hands-off stuffed animal to player #2, who runs around circle with two stuffed animals. Player #2 then runs around the circle and 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 laundry basket turned up-side-down) and then into the center for center pin or beanbag. All parts of the animal must be completely in the 'cage' (under the laundry 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, player may pick up the animal



before continuing. The stuffed animals must be completely handed-off within 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), player exits the game square behind their team line. 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 'caged' position.

### **GAME 3—BALLOON BATTLE**

12 to 15 players; three heats

Minimum of 4 players or maximum of 5 players per heat

Must use different players (girls and/or boys) per heat

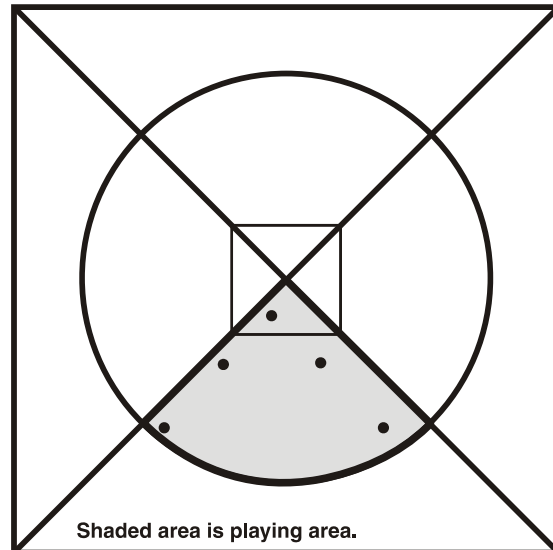
**Scoring:** 1<sup>st</sup> place (lowest #) - six points, 2<sup>nd</sup> place (2<sup>nd</sup> lowest #) - four points, 3<sup>rd</sup> place (3<sup>rd</sup> lowest #) - two points

**Equipment:** two nine-inch 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. 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.

**Balloon Battle Diagram**



### **GAME 4—RABBIT HUNT**

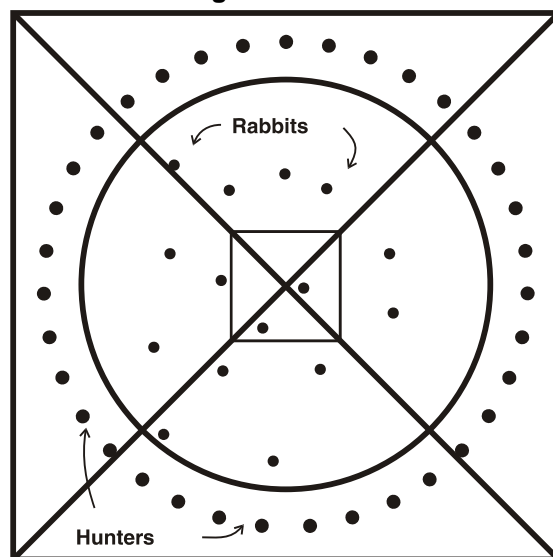
12 to 15 players; four heats

**Scoring:** 1<sup>st</sup> place - six points, 2<sup>nd</sup> place - four points, 3<sup>rd</sup> place - two points

**Equipment:** two sport balls

One team (rabbits) stands anywhere within the circle. The three other teams (hunters) position themselves evenly anywhere around the circle. At 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 eliminated are counted. Play is repeated until all teams have had a turn to be rabbits. Team with the least rabbits eliminated wins.

**Rabbit Hunt Diagram**



### **GAME 5—SPARKY TRAIN**

10 players; two heats

1<sup>st</sup> heat - five players (one lap each)

2<sup>nd</sup> heat - five different players (one lap each)

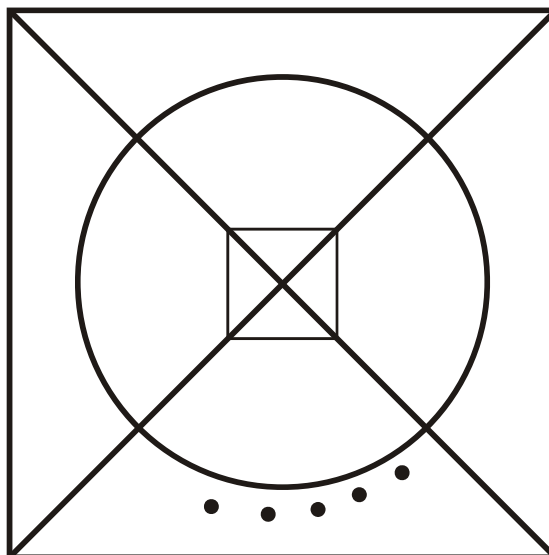
**Scoring:** 1<sup>st</sup> place - four points, 2<sup>nd</sup> place - two points

**Equipment:** Four circle pins, center pin and beanbag & wristband to identify last player.  
\*Optional Equipment: Three-legged bands or swimming noodles.

Players line up behind one another outside their circle line, as pictured on diagram. Using both hands, each player grasps the waist of player in front of him/her to form a train. At signal, train runs around circle. If train becomes disconnected (player loses hold of another player), 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 for center pin or beanbag.

\*If using optional equipment: Bands – A three-legged race band (available through Awana) may be secured tightly around first four Sparkies' waists, so that Sparks may have a means to hold on to one another securely (rather than holding on to waists). Noodle(s) – Noodle(s) is/are held by each player. All players must be holding the noodle(s) on the same side of the noodle while running around circle. If they come unattached, train must stop and all players must grab noodle(s) before continuing around circle.

Sparky Train Diagram



### **GAME 6—SPARKY BALLOON POP**

12 players per heat; two heats

1<sup>st</sup> heat - last player is a girl

2<sup>nd</sup> heat - last player is a boy

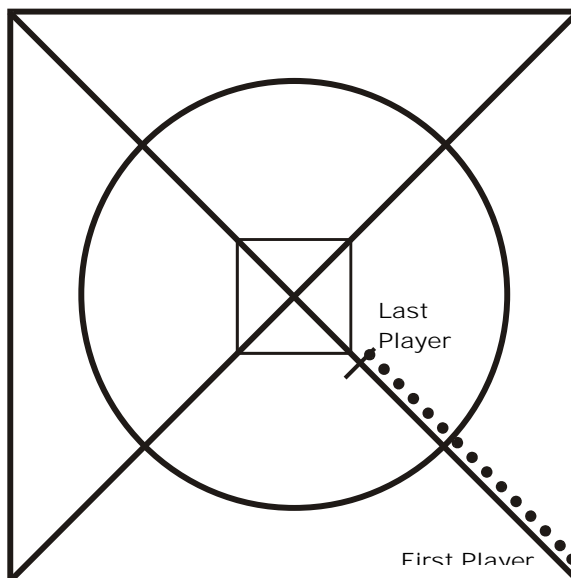
**Scoring:** 1<sup>st</sup> place - four points, 2<sup>nd</sup> place - two points

**Equipment:** Four nine-inch balloons per heat

If you have more than 12 players, you may swap some players between heats so that others on your team may participate in this game.

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 runs into his/her team's inner triangle, places balloon on the floor, and sits on balloon until it breaks. First player to break balloon within his/her triangle wins. If balloon breaks before it gets to last player, a line judge may insert another balloon.

Sparky Balloon Pop Diagram



## General Information

### AWARDS

- **Team plaque** – Awarded to winning team (when four teams participating)
- **Participation patch** – Awarded to all team members and both coaches

### Food and Drink

Food and drink of any kind (even bottled water) are not allowed anywhere on the game circle, whether inside the circle or outside the circle on your team line. This is a safety feature and as courtesy to the host church.

### GOOD SPORTSMANSHIP

An important aspect of the Awana ministry is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning a Sparks-a-Rama event. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Sparks-a-Rama rules.

Sparks-a-Rama affords Awana leaders an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that their testimony for Christ before others is of utmost importance.

### INSURANCE

**Awana 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 permission slip signed by a parent of each player stating, "emergency treatment may be given if necessary."

The coach must also have a Awana Parental Consent and Release of Liability form completed and signed for each team member. This will be turned in to the circle director at the time of Circle Director meeting 15 minutes before the start of event.

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 and Awana Parental Consent and Release of Liability form before they can participate. Forms and additional information can be found online at <http://awanamd.org>

### 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 checked by the circle director prior to the event, according to the schedule set by the event specialist.

### TEAM OUTFITS

Coaches are responsible for ensuring that uniforms are coordinated, respectable, and in keeping with Christian standards of dress. Shorts of any kind are not permitted to be worn by any volunteer, including staff, coaches, judges, circle directors, and team members. To protect the host facilities, gym shoes must be also be worn by everyone on the game circle, including coaches, judges, circle directors, and team members. Teams and coaches should wear either their Awana uniform or the special uniform chosen for their team. Sport vests (pinnies) will be provided in cases where multiple teams arrive with the same color shirts.

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

## **Sparks-a-Rama Personnel**

### **CHAIN OF COMMAND ON EACH CIRCLE**

Team members should direct questions about games to 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 the circle director. The circle director's decision is final. Unless requested by the circle director, no team coach is allowed on the game floor to consult him at any time.

### **SPARKS-A-RAMA EVENT SPECIALIST**

He/she oversees the entire operation from planning through team registrations to supervision of the Sparks-a-Rama event.

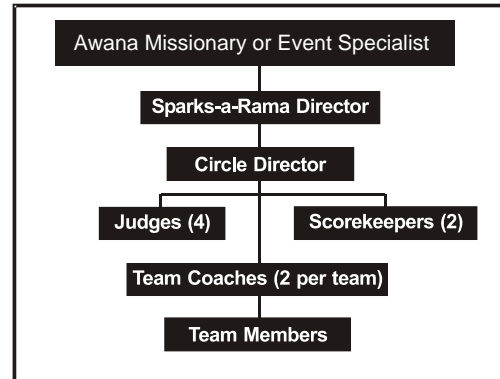
### **CIRCLE DIRECTOR**

Is responsible for:

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

### **JUDGES**

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



### **OFFICIAL SCOREKEEPERS**

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

### **OFFICIAL STARTER**

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

### **TEAM COACHES**

Two coaches are required for each team. Team coaches are not permitted in the playing area any time during the Sparks-A-Rama event, except to position players for the next game. 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 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 Sparks-a-Rama coaches' training session.
4. All coaches must remain behind their team line at all times while Sparks-a-Rama games are in progress (except during Sparky Crawl).

## **General Rules/Definitions**

*Arranged alphabetically for quick reference*

### **ADHERENTS**

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

### **BALLOONS**

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

### **CENTER BEANBAG**

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

### **CENTER PIN**

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. (It is placed on top of the center beanbag when first- and second-place points are to be awarded.) First-place points are awarded the team whose player has possession of center pin at end of the event or heat (see *General Rules* "Possession"). It is recommended that 6 oz. of sand be added to each pin.

### **CIRCLE PINS**

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running games. 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). Players knocking over a circle pin during a game will disqualify his/her team for that game or heat.

### **DISQUALIFICATION**

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

1. Unnecessary roughness or other poor conduct.
2. Knocking over a circle pin
3. Causing interference to other players.
4. Breaking other game rules not listed here, but described elsewhere in this rule book.
5. 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 game.

Coaches should instruct players to go all the way into the center for each game — 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 a game before the starting signal. The game in that circle is brought to a halt as rapidly as possible, and then restarted by the circle director. Two false starts in one game or heat by a single team disqualifies that team for that game or heat. The remaining teams will be restarted.

## FLOOR MARKINGS

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

## INTERFERENCE

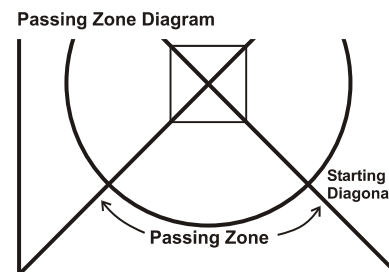
The circle director and judges may declare "interference" if, in the opinion of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams' or players' progress by someone other than players participating in a particular game 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 game. 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 must play in a minimum of three events and no more than of six events.

## PASSING ZONE

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



## POSSESSION

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

## PRACTICES

In preparing for the Sparks-a-Rama, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Sparks-a-Rama event.

## RERUN

A rerun of a game 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").

## SCORING

The scoring for each game is stated in the game rules. The circle director in consultation with the line judges determines who the winners are and reports to the scorekeepers. Players should not leave the circle or set down the center pin or beanbag until the circle director has determined their team standings unless using scoring pins.

## **SPIRIT OF THE GAME**

When a team deliberately stretches existing rules to play a game differently from that planned by the regional Awana missionary and/or the international AwanaGames review committee, the spirit of the game has been violated. The circle director and judges will declare the team disqualified for that game or heat, even though the team may have followed the letter of the rules as written.

## **STARTING DIAGONAL**

Games, 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**

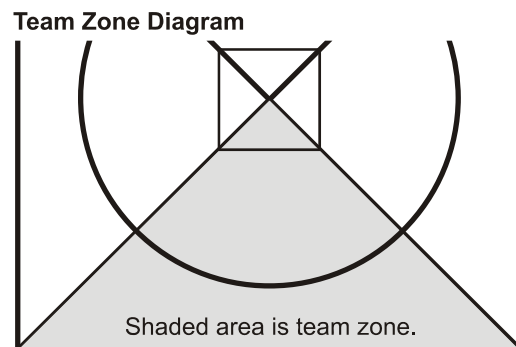
When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the game.

## **TEAM LINES**

Red, blue, green, and yellow lines forming a square outside the circle mark the team boundaries. Players not participating in a particular game must stay seated behind these lines to avoid interference.

## **TEAM ZONE**

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



## **TIE GAME (EVENT)**

When two teams, in the decision of the circle director, gain possession of the center pin or center beanbag at the same instant, a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first and second place points are added together and split, eliminating second place. If it is a tie for second place, second place points are split.

## **TIE SCORE**

When two or more teams are tied for first place at the end of the last game, the tie may be resolved by a round of Sparky Balloon Pop – coaches choose who plays.

## **WINNER OF A GAME**

The circle director declares the winner(s) of each game. He may consult with the judges to determine the winner. Players must hold the center pin or center beanbag until the circle director indicates which teams have won unless utilizing scoring pins. If the player holding the center pin has been disqualified, the player with possession of the center beanbag will receive first place points. If the circle director can determine the third place player, that player will be awarded second place points. If the player with the center beanbag is disqualified, the circle director will award second place to the third place player. Where it is not possible for the circle director to determine the winner, he may call for a rerun.

## **LINE JUDGE QUALIFICATIONS**

Sparks-a-Rama & AwanaGames are major events in our region, highlighting Christian sportsmanship and clearly presenting the Gospel to all who attend. Critical to the success of each of these events are the volunteers provided by each church to assist with score keeping, score keeping and line judging. A Line Judge (age 18 or older) makes sure that each game runs smoothly and fairly, requiring a clear understanding of each game and their related rules. To make sure that each line judge is as prepared as possible, the Capital Region has instituted a Line Judge Certification process which includes Line Judge Training sessions across the region and an online Certification Test.

To be considered a minimally-qualified Line Judge, all three conditions must be met:

- A. Line Judge Certification test is completed and passed at least one week prior to the event date.
- B. Line Judge Guarantee (\$20) has been paid ahead of time either in the form of a check or as part of the online payment.
- C. Line Judge is at their assigned circle, in proper official's shirt, at least 30 minutes prior to their event starting.

Line Judges who meet all of the above qualifications will receive their \$20 guarantee check back at the event (unless they want to donate it to the ministry) and will earn five additional game points for their team. These points will be posted prior to the start of the event, and are in addition to two sportsmanship points earned for each game.

### **Line Judge - Registering**

A line judge name must be submitted on the registration for the Sparks-a-Rama **TEAM being registered**.

The submitted Line Judge(s) names will be checked against the current list of Certified Line Judges (available online at [awanamd.org](http://awanamd.org)). All line judges who do not have a current certification will need to pass the online certification test at least one week prior to the event. It is the church's responsibility to make sure they have at least one qualified or certified line judge for each team.

Every attempt must be made to obtain a line judge for each church team. **Team registrations will be held in a tentative status until a qualified or certified line judge is provided.**

Teams who do not have a line judge or who fail to pass the test by the deadline will forfeit the \$20.00 line judge guarantee, will **lose 5 sportsmanship points** for their team, **and risk the team not being able to play.**

### **Line Judge - Preparing**

The event specialists plan to hold an in-person line judge and coach training each year within the region. Watch the [AwanaMD.org](http://AwanaMD.org) Web site for details and locations.

All line judges are encouraged to study the latest editions of the *Sparks-a-Rama Rule Book* prior to the event so that the rules are fresh in memory. Rule books will only be consulted during the event by the Circle Director in the event of a dispute.

Additional study materials for line judges and coaches are available online through the Sparks-a-Rama resources page.

### **Line Judge - Testing**

All Line Judges must pass the appropriate Sparks-a-Rama Line Judge Certification test in order to be a line judge for their team - if line judging in both AwanaGames and Sparks-a-Rama, both tests need to be passed.

Tests need to be passed before Midnight at least 7 days prior to the event date. Late tests may result in being dis-allowed from judging.

The test is administered online and is a **CLOSED BOOK** test.

A test score of at least 70% earns a "Qualified" status, which means that the line judge is qualified to judge for their team in the season the test was passed.

A score of 90% or higher earns a "Certified" status, which means that the line judge not only can judge for their team in that event season but do not need to take the test for two additional seasons.

The "Certified" status for each person in the region is officially listed on the Sparks-a-Rama Resources Web page. Those who were certified under different terms have been grandfathered to retain their earned terms.

A line judge who does not earn at least 70% is encouraged to re-take the test until they pass. However, "Certified" status may only be earned on the first attempt.

## **Promoting Interest in Sparks-a-Rama Events**

The Sparks-a-Rama event provides an enthusiastic introduction to Awana for people who have not had any previous contact with Awana. Here are some suggestions for encouraging spectators to attend:

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



# Sparks -A-Rama™

Sparks-a-Rama events 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