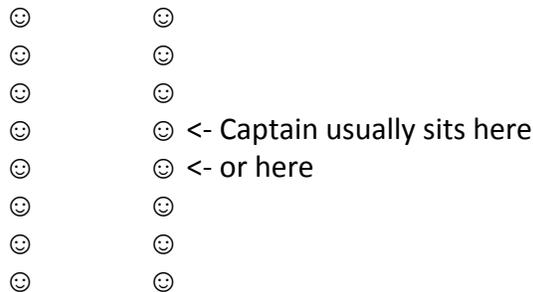


## RULES FOR HAND GAMES

1. There are **two teams** at each station. Each station will use one set of 17 sticks.
2. Each team consists of eight players (with **one as a spare** and optionally one drummer for a total of **ten students per team**) and an adult coach. One player on each team is chosen prior to each game to be the captain (shooter). The captain (shooter) can be changed from game to game if desired. However, the shooter can allow another player on their team to guess (shoot) by giving one of their team members a stick. The player given the stick can only guess (shoot) once. The shooter can give a stick to another player on their team as many times as they want. The player given the stick must identify themselves as the shooter by waving their hand high above their head.
3. Each player has a small object such as a bead or stone to hide in their hand.
4. 8 Players kneel on the floor in a line facing the other team. Each team has a blanket covering their knees. The captain (shooter) should sit near the center of the team. Please see diagram. Spares and drummers must stay behind their team and remain standing.



5. A coin is tossed to start the match. The team winning the coin toss will choose whether to hide first.
6. The team hiding first will put their hands under the covers to hide their bead in one hand or the other. During this time they will also be **CHANTING** and **MOVING** with the drumming music that is being played in the background.
7. The captain of the guessing team will point his thumbs up to signify that all the hidiers should bring their hands out from under the blanket. Once the hidiers lift their hands out from under the blanket they cannot switch the object from hand to hand although they should continue to move and chant.
8. Once all the hidiers have lifted their hands the captain(shooter) of the guessing team will clap their hands warning that they are going to guess(shoot) which side they have concealed their object on by pointing either left, right, knife hand or split shot . Players on the hiding team must open both their hands in front of them to show where they have

hidden their bead or stone(If arms are crossed during hiding they must remain crossed). If a player successfully hid their object, they should hold their object out for all to see, and raise their empty hand for the referees to count.

9. If the hiders successfully deceive the guessing captain they earn a stick for their team. For example, if three hiders are successful, the hiding team earns three sticks from the guessing team. The helpers or referee may help distribute sticks.
10. The successful hiders hide their object again. The players who were caught by the guessing captain continue chanting and moving but do not hide their object. The caught players may not wave their hands in front of the players still participating.
11. Repeat steps 6, 7, 8, 9 and 10 until the captain of the guessing team has successfully caught the last member of the hiding team.
12. Then the teams switch tasks. The hiding team becomes the guessing team and the guessing team becomes the hiding team.
13. Continue the hiding and guessing pattern until one team has all the sticks and wins that game.
14. If the time is not up, the teams will start another game against each other until all best of three matches have been played.
15. When the time is up the match is over. If the teams are in the middle of a game the sticks are counted and the team that has more is the winner of that game. The team winning the majority of games in the time period will be declared the **winner of the match**. Usually two or three games can be completed in the allotted time.
  
16. Any teams or players caught not following the rules will be given a warning, if the player or team continues to break the rules that player or team will be removed from the game. If a player is removed from the game their team will continue without them at a disadvantage of being down a player. If the team is removed from the game they forfeit the match and lose that best of three match. Please keep in mind that cheating in Handgames is frowned upon and brings shame to their team. It is better to lose being honest than to win by cheating, especially since teams are representing their schools/school division and or community.

17. Coaches (adult supervisors) are to stay behind their team and let our referees do their job. Coaches (adult supervisors) can question our Referees about a call that is made for clarification. **This must be done in a respectful way.** The call the referee makes will stand. The referees and elder overseeing the day are impartial and are here to see that fair play occurs. Any abuse of our elder or referee will not be tolerated, if disrespect to our elders or referees occur, the offending person disrespecting our elder or referee will be asked to leave the tournament area and their team will continue without a coach. If this does not resolve the situation their team will be eliminated from the tournament. These rules may seem harsh but we will not tolerate abuse of our elder or referees, this is a competitive event but we are all here to have fun. We are here to set examples for our youth, please be a positive leader.
18. All matches will end with teams shaking hands as a show of sportsmanship and mutual respect.
19. Above all we are here to have fun, enjoy the tournament, and benefit from taking part in our cultural games.