

XTRAV

-----**2010**

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REGISTRATION FORMS ARE LOCATED @ www.aznyi.com

UNDER THE 'XTRAV' TAB.

THEY ARE NOT ATTACHED TO THIS PACKET.

FOR QUESTIONS/CONCERNS EMAIL xtrav2010@gmail.com

Welcome to Xtrav 2010

To all the Youth Leaders/Pastors/Xtrav Leaders of the AZ/So. Nevada District,

Xtrav 2010 is here and plans are falling into place as we prepare for another incredible three days of dynamic outreach ministry. Once again NAU and the Sky dome will play host to the largest gathering of Jr. & Sr. High students (competing in over 20 different events) you may find anywhere. Come join us as we watch God do amazing things in the lives of students from all across Southern Nevada and Arizona.

Our number one goal this year is to have an event where students can encounter Jesus in a new way. Whether that is through the events themselves, through the services, or from just interacting with one another; our hope is that every student will leave a changed person. With this as our goal, we would like to encourage each one of you, parents and staff alike, to pray and fast for what the Lord will do with your students, even the ones you haven't met yet. Let this be our number one task, even in the midst of so many details, to passionately pray for a movement of God in the lives of students that even we have yet to imagine!

We would also encourage you to begin developing a way to make this an outreach event for your ministry. We truly believe that as students get connected and as relationships are made, students will stay around long enough for Jesus to transform them. Although this is a great event where students will have lots of fun, this is not the end all. Students will need to be connected before so that they will stay after the event! We, the NYI council, truly believe that this event is an outreach event way before you step foot on the campus of NAU. Begin to strategize creative ways to reach your local junior high, high school, or even a recreation center nearby your church. After many years of doing this event, we have found that solid relationships that are built prior to the event will only be solidified at the event causing the students to want to come back to your ministry. Don't wait until the last minute, start now! There are students who need an event like this one. There are students who need YOU and who most of all need JESUS! You know where they are, who they are and we challenge you to GO GET THEM! Don't wait until they come to you, GO GET THEM!

Please take a moment to read through this packet, as there are changes from last year's event. Don't hesitate to use all the tools and resources included to help promote Xtrav, because the more information your students and parents have the better. Also, if you

have any additional questions after reading through this packet, please call or email right away so we can better assist you at xtrav2010@gmail.com. We promise to give you a quick response. For additional forms and promotional materials please visit our NYI district website at www.aznyi.com.

We have raised the price \$10 per student this year from last year. It is necessary for us to do this in order to stay on track with the increased cost to rent NAUs incredible facilities. If you have any questions regarding this please let us know.

If you have any questions regarding tournament/game play rules please contact Demetrius Marsh at dmarsh@orangewoodchurch.org.

Also...take special note of the deadlines. Xtrav is only a few months away, but time flies and starting now is encouraged. Working together we could see 1,200 students encounter Jesus in a new way at Xtrav this year. We desire to see 100% participation from all of our churches across the district. God will be greatly glorified through our efforts!

Faithfully Serving Christ,

NYI COUNCIL
www.aznyi.com

Brian Frey
NYI President
Xtrav2010@gmail.com

Registration Requirements

1. Read all packet information ***BEFORE*** beginning to fill out any forms.
2. Type all information on the forms and email them to **xtrav2010@gmail.com**.
3. Use ***only*** the provided forms for registration. Do not send in or turn in information on notebook paper, post it notes, etc. Registrations sent in on forms other than the one provided **WILL NOT** be accepted.

4. REGISTRATION DEADLINES / FEES:

Early Bird Registration- Registration forms received by email no later than Monday March 1, 2010.

\$70.00 per participant and **\$60.00** per non-participant
\$25.00 per Sponsor

Late Registration - after March 1, 2010

\$80.00 per student and **\$25.00** per sponsor

Team Registration- March 7th 2010 is the deadline for team registration. There will be NO registration for teams at the door or after the deadline.

Day of Event Registration- \$80.00 per student **NO Team registration beyond March 7th** (We encourage groups to invite non-participants right up to the day of Xtrav so the price will remain \$60.00 for non-participants. The price for sponsors will also remain the same at \$25.00 per sponsor.)

Team Participation Fee- All teams will be required to make a **\$50.00** refundable deposit (Volleyball, Basketball, Soccer, Flag Football, Paintball, and Ultimate Frisbee). To assist in the refund process, the deposit must be a separate church check, different than your registration fees, and is due at registration. This check for team participation will be voided and destroyed Sunday afternoon at the completion of the event. Should a team forfeit more than one game during the event; the deposit will become the property of Arizona/Southern Nevada District NYI.

Dome Accommodations- Any participant, non-participant or sponsor may sleep on the floor of the Sky dome (guys) or Rolle Gymnasium (girls) Thursday, Friday, and Saturday nights for an additional \$25 fee per person (all three nights are included in the \$25). If you would like to stay only for Thursday night to help with trip costs for your students then the fee is \$5 per person. You must include this fee in your registration check. Please let the registrar know how many of your group will be staying on the floor of the Sky dome (guys) or Rolle Gymnasium (girls). There is a **MANDATORY 1 to 8 ratio** (adults to students) for anyone staying in the Sky Dome or Rolle Gym.

5. Make all checks payable to: **ARIZONA DISTRICT N.Y.I.**

NO CASH- Please bring one church/group check to register students and teams.

6. REGISTRATION DETAILS:

Team Registration - *Absolutely **no teams** may be added beyond the March 7th, 2010 registration deadline (this will be vital to arranging brackets). It is necessary for us to strictly enforce this due to the increasing number of teams participating.*

Group Registration - You may add students to your group registration form right up until you check in. We hope this new rule will encourage you to pursue students to come right up until the last minute!

7. EMAIL REGISTRATION FORMS TO: **xtrav2010@yahoo.com**

Participation Requirements

1. It is the suggestion of the District N.Y.I. Council that each participant of Xtrav attend at least 12 scheduled church services and or events within the two months preceding Xtrav. However, it is up to the local church to adapt and enforce this rule to meet the specific needs of its program. May we remind you that Xtrav will be successful if relationships are built before the event. If you have any questions about this rule please feel free to contact our district NYI president Brian Frey at 928.978.0562.
2. Each participant must be a minimum age of 12 years old at the date of the event and/or participants must be enrolled in grades 7th through 12th at the time of Xtravaganza. The only exception to this rule is for those who graduate early. Early graduates may participate as long as they have not attended college.
3. Each participant who is 15 years of age at the date of the competition may participate in the Sr. High Division only. Students younger than 15 may participate in either division but NOT both.
4. Each participant may participate in more than one activity, recognizing that they must keep with the printed schedule or forfeit the opportunity to compete. No adjustment will be made to the schedules once Registration begins. NO EXCEPTIONS. We require that the **Adult Leader** from each church take into consideration before entering a team into the "major" sports that they will always have the minimum required to begin the game at game time, in case a participant has two sports being played simultaneously. A "major" sport is any sport that requires bracketing teams--- Basketball, Volleyball, Soccer, Paintball, Ultimate Frisbee, and Flag Football. **Do not enter a team into a "major" sport tournament if the minimum required to play cannot commit only to that one "major" sport. Forfeits can cause other teams who have entered to play less matches.**
5. Each church is responsible for close supervision of its participants on a (1) adult to every (8) participants basis.

6. Each participant must have a completed **medical release** form in order to participate in any sports competition. Those medical release forms will be checked at the registration table prior to the start of the event. If a student does not have one, they will not be able to participate and will be sent home. All non-participants are also required to have a medical release form. Your local church medical form will be good. If you need one there is a form located @ www.aznyi.com under the XTRAV tab.
7. Each team will pray together before each game. This is the responsibility of the church representative for the team, the coach, or the team captain. We ask that you make this a priority.
8. **Each participant is required to attend ALL (including Sunday morning) event services in order to be eligible to compete. Failure to be in services will result in immediate disqualification from talent and/or sports competition. THERE WILL BE NO EXCEPTIONS. Sponsors, we really need your help with this! Please make sure that your students are present in all services. Communicate this requirement to them so there will be no misunderstanding when and if it should need to be enforced. Services are scheduled for Friday morning, Friday evening, Saturday evening and Sunday morning.**
9. **Each participant/non-participant must wear their registration bracelet at all times. Anyone without a bracelet will not be allowed to compete and will be asked to report to the registration desk immediately. If a participant loses their wristband a new one will be issued for a nominal fee. We feel as though this is an appropriate measure to keep your students secure. Please help us by enforcing this.**

ADDITIONAL NOTES & CHANGES FROM LAST YEAR:

1. Registration for this year's event will be held on THURSDAY MARCH 18, 2010 from 9PM TO MIDNIGHT. Please feel free to register anytime within those hours. There are two options for this. You can send one person to register on Thursday night and then have your staff and students present the Friday morning for coaches/sponsor meetings and opening service or you can bring your whole group up on Thursday night. In order to help your student cost (if you are staying in a hotel Friday and Saturday) your group can stay in the Dome and Rolle Gymnasium Thursday night for \$5 per student. Please check Dome accommodations above for further information as well as the schedule below for further instruction on when the events will start.
2. At this year's event, we are excited to announce that we will have several Christian artists/groups coming to participate in our services. We will be welcoming **Future of Forestry, Abandon,** and **Lyrcyst** to the stage this year. This year's speaker will **Cesar Castellejos**. Many of us saw him at NYC in St Louis.
3. **Lunch and Dinner Time-** This year we have blocked out an HOUR for lunch and dinner. We found that due to the extreme busyness of the event, lunch and dinner can get overlooked. We want to help eliminate that so we are going to incorporate a mandatory lunch and dinner break! All meals are the responsibility of the local church or the individual participant. N.Y.I. will not be providing

meals. There will be snacks available for purchase during all scheduled sports tournaments in the NAU Dome.

4. To provide a **safer environment** for our teens we are going to once again keep track of visiting adults. In order to accomplish this added security measure we are again requiring all spectators (parents, siblings, and all other spectators) to check in at the welcome table and purchase a security band for **\$10** per person. This will cover the entire weekend. If parent's only plan to stay for the services, the fee will still apply. Please help us enforce this new rule change by informing your students' parents of the rule and help explain our heart behind it.
5. **Security at the Door:** This year we will be having security at the door. We are working on several options to eliminate churches from having to man the doors. Again, we ask for flexibility and willingness to serve as we strive to make this event as safe as we possible can for all our adults.
6. **Sleeping accommodations** will be the same as last year. Each group is responsible for their students that will be sleeping at NAU. We will require a ratio of 1 adult to 8 teenagers, and if your group includes both male and female students, you must provide a male and a female student sponsor to sleep at NAU as well. If you cannot provide an adult for your group, it will be YOUR responsibility to find an adult. You will be required to tell the registrars the name and phone number of the sponsor staying with the groups in case of an emergency or any disruptions that might occur. Please note that the boys will be sleeping in the Sky dome and the girls will be sleeping in Rolle Gymnasium, **NO EXCEPTIONS**.
7. **REBEL Clothing Company:** This year we will be welcoming REBEL Clothing. They will be selling their product at our event in the main foyer (registration area) for the duration of the event. Later in the packet you will find out more information on where to go to visit their website and view their product.
8. **Event Posters-** You will find a poster for each event on our NYI website at www.aznyi.com under the XTRAV tab.. Please use these posters for promotion.

SCHEDULE

(this schedule is subject to change at any time, including changes to days that a sport will be held)

Thursday March 18, 2010

9pm-12am

Registration - Sky Dome (Main Entrance)

Friday March 19, 2010

Volleyball/Basketball/Ultimate Frisbee/Soccer/Dodgeball/Worship/Tennis

7:00am

Xtrav Event Directors Meeting – Sky Dome (Service area/Main floor)

8:00am

Adult sponsors meeting- Sky Dome (Service area/Main floor)

8:15am

Mandatory coaches meeting (Each team must be represented by an adult coach or assistant) – Sky Dome (Service area/Main floor)

9:00am- 9:15am

Welcome Service & Orientation- Mandatory – Sky Dome (Service area)

9:30am- 12:00pm

Tournaments BEGIN

12:00pm- 1:00pm

LUNCH HOUR (all tournaments on break)

1:00pm- 6:00pm

Tournaments CONTINUE

6:00pm- 7:00pm

DINNER HOUR (all tournaments on break)

7:00pm- 8:30pm

Mandatory Opening Service

8:30pm- 9:30pm

Future of Forestry Concert

10:00pm- 12:00am

Tournaments CONTINUE

12:00am

Tournaments end for the Night.

12:30am

NAU Dome & Rolle Gymnasium LOCKDOWN

Saturday March 20, 2010

Volleyball/Basketball/Flag Football/Paintball/Ping Pong/Worship

Weight Lifting/Battle of the Bands

7:30am

Xtrav Event Directors Meeting- Sky Dome (Service area/Main floor)

8:30am – 12:00pm

Tournaments & Worship Arts Continue

12:00pm- 1:00pm

LUNCH HOUR (all tournaments on break)

1:00pm- 6:00pm

Tournaments CONTINUE

6:00pm- 7:00pm

DINNER HOUR (all tournaments on break)

7:00pm- 8:30pm

Mandatory Service – Sky Dome (Service area/Main floor)

8:30pm- 9:30pm

Abandon Concert

10:00pm- 12:00am

Tournaments CONTINUE

12:00am

Tournaments end for the night.

12:30am

NAU Dome & Rolle Gymnasium LOCKDOWN

Schedule cont.

Sunday March 21, 2009

7:30am

Xtrav Event Directors Meeting- Sky Dome (Service Area/Main Floor)

8:00am

Girls Sr. High Volleyball Championship Game (Rolle Gym)

8:00am

Guys Sr. High Basketball Championship Game (Sky Dome)

8:00am

Sr High Co-Ed Football (Sky Dome)

9:30am

***Mandatory Service* - Sky Dome (Service area/Main floor)**

10:30am

Clean Up

11:00am

Head for Home

BASKETBALL

Competition Rules, Guidelines and Expectations*

**These may change come the event*

Divisions:

Sr High Boys

Sr High Girls

Jr High Boys

Jr High Girls

- 1. 15 minute halves with running clock.**
- 2. Maximum of 12 players on each team. NO EXCEPTIONS.**
- 3. 3 time outs per game. Positive sportsmanship is required by all coaches and players! Negative language or attitudes directed towards the refs, scorekeeper, or players WILL NOT BE TOLERATED before, during and/or after games.**
- 4. Technical Fouls: First technical: Player will sit out 5 minutes, continued into next game. Second technical: Player will sit out the remainder of current game and all of the next game. Third technical: Player is ineligible to play for the remainder of the tournament.**
- 5. Technical Fouls: If a coach receives a technical foul they will be asked to leave the court area and another member of their church will need to take over coaching duties. The coach receiving the technical will need to meet with the Xtrav Director and Basketball Event Director for further discussion. Coaches, please just don't get technical's; let the students play and let the referees do the best they can.**
- 6. Each team must be on time for each game. If a team is not on the court and ready by game time that game will be forfeited, NO EXCEPTIONS. Please be ready 10-15 minutes prior to the start of the game. Warm-ups are not guaranteed so please make sure your students are loose and stretched.**
- 7. Team rosters must be submitted at the coaches meeting Friday at 8:15am – no adjustments will be allowed after rosters are submitted. Any time trying to change rosters after the coaches meeting will have their team removed from tournament.**
- 8. Team line ups must be turned into the scorekeeper's table 5 minutes before the preceding game is over.**
- 9. There will be a sign up table in the NAU Dome for the Jr. and Sr. High Slam Dunk Contest and 3-point shoot out.**
- 10. Mandatory coaches meeting at 8:15am on Friday in the NAU Dome. Each team must be represented by a coach or adult.**
- 11. Please make sure your MVP and All-Star ballots are turned in before your last game is played. If you do not make the playoffs, please turn your ballots in then. If you make the playoffs please have them filled out before you are finished playing.**

CO-ED DODGE BALL

Competition Rules, Guidelines and Expectations*

*These may change come the event

Teams will consist of a minimum 5 players and a maximum of 10 players.

5 players may start out on the field for each team. Each team must have at least one girl registered and participating on the team. At the start of each round, at least one player of the opposite gender must be on the floor.

How to get out:

- Hitting an opposing player with a thrown ball. Clothing is considered part of the body. **If the head is hit you are not out.**
- Catching a ball thrown by your opponent before it touches the ground. Players may not hold the ball for longer than 5 seconds.

A 3 minute time limit has been established for each game. The first winner of three out of five games will advance to the next round.

In order to reduce stalling, a violation will be called if a team/player holds a ball for longer than 5 seconds. Two violations will result in the elimination of one player from the game.

Beginning the Game:

Each game will be played with 5 balls at once. All 5 balls will be placed on the center court line for the start each game. Players must be positioned behind their baseline at the start of each game. Following a signal by the official teams may approach and retrieve the balls on their side of the court. If a player crosses the center line while retrieving a ball, he or she will be called out. Once a ball is retrieved, the player must step behind his/her own $\frac{1}{4}$ court mark before throwing. The ball can then be legally thrown as long as the player does not cross the center ($\frac{1}{2}$ court) line.

Boundaries:

All players are confined to the dodge ball court. Players may intentionally leave the playing area on their own side of the playing floor only to retrieve a ball. If a player goes out of bounds to avoid getting hit, the referee will call them out. If a ball is thrown out of bounds on one side, it must be given to the team that is on that side.

Deflections:

- a) Deflections off a teammate **do** count, and both players that are hit are out.
- b) If a ball hits another ball, which a player has in their possession, it does not make either player out.
- c) If a ball hits another ball, which a player has in their possession and that ball is caught by a teammate, the person who throws the ball is out.
- d) If a ball hits a ball that a player is holding and the ball is knocked out of the player's hands, that player is out.
- e) A ball rebounding off a "catch" attempt may be caught before touching the floor by any in-bounds player on the "hit" player's team. Result: the thrower is out.

Referees: Referees will supervise all games. The referee's decision is final. No Exceptions. One referee will be assigned to each game.

Sportsmanship: No foul language, arguing, or whining. If a player continues to argue or use foul language they will be disqualified from the event.

FLAG FOOTBALL

Competition Rules, Guidelines and Expectations*

*These may change come the event

Two Divisions: Sr High Division (Co-Ed) and Jr High Division (Co-Ed)

- 1) Concerning Players
 - a) Seven players from each team may be on the field at any one time.
 - b) Maximum of 12 players per team
- 2) Concerning Time
 - a) The game consists of two 8 minute halves, separated by a 1 minute halftime.
 - b) There will be a continuous running clock with the exception of the last 1 minute of each half.
 - i) The clock will be stopped in the last minute for:
 - (1) An incomplete pass
 - (2) A player going out of bounds with the ball
 - (3) A timeout (by either team or a referee)
 - (4) First downs until the ball is spotted and referee signals clock movement.
 - c) There will be one 1 minute timeout per half, per team.
 - i) Timeouts do not stop the clock (exception above).
 - d) There will be a 25 second play clock beginning with the spot of the ball.
- 3) Concerning Flags
 - a) If a player's flag falls off while he is in contact with an opponent, the ball is down at that spot.
 - b) If a player's flag falls off while he is not in contact with an opponent, two hand touch rules apply.
- 4) Concerning Contact
 - a) No player is permitted to initiate contact with another player at any time, except when attempting to catch a pass, pull a flag, or two-hand touch.
- 5) Concerning Centers
 - a) A center is required to hike the ball to the quarterback.
- 6) Concerning Blocking (line of scrimmage AND downfield)
 - a) A player's hands must be behind his back while blocking.
- 7) Concerning Quarterbacks
 - a) Quarterbacks are allowed to run, hand off, pitch, pass, and catch the ball.
- 8) Concerning Defensive Rushing
 - a) 0 to 7 rushers may rush at any one time.
 - i) All rushers are required to start at least 1 yard off the ball
- 9) Concerning Eligibility of Receivers
 - a) All players are eligible receivers.
- 10) Concerning Change of Possession
 - a) Following a touchdown, the opponent begins with the ball at their own 5 yard line.
 - b) Following an interception, the ball is down where the player is stopped.
 - c) After 4 unsuccessful downs, the ball is turned over at the spot.
 - i) A team may elect to punt the ball by throwing it (no rush).
- 11) Concerning Fumbles and Punts
 - a) A ball is deemed dead upon contact to the ground.
- 12) Concerning Extra Points
 - a) The ball will be 3 yards from the end zone and 1 point will be awarded for a run and 2 for a pass.

Penalties

- 1) 5-Yard Penalties
 - a) Illegal forward pass (from spot of the foul, no loss of down)
 - b) False start (no loss of down)
 - c) Tripping (from spot of the foul, no loss of down)
 - d) Offsides (no loss of down)
 - e) Delay of game (no loss of down)

- f) Encroachment
 - g) Flag-guarding/stiff-arming (from spot of the foul, loss of down)
 - h) Offensive pass interference
- 2) 10-Yard Penalties
- a) Unsportsmanlike conduct
 - b) Unnecessary roughness
 - c) Defensive pass interference (from line of scrimmage, automatic 1st down)
 - d) Throwing the ball into the stands

PAINTBALL

Competition Rules, Guidelines and Expectations*

***These may change come the event**

- 1. Play is dependent on weather conditions.**
- 2. All equipment will be provided. DO NOT BRING PERSONAL EQUIPMENT TO THIS EVENT.**
- 3. 5 players per team on the field of play.**
- 4. Maximum of 6 players per team. Minimum of three must be present to play.**
- 5. Players will be limited to 100 balls per game.**
- 6. Standard elimination rules apply.**
- 7. One hit and you're out.**
- 8. The winner is the team who completely eliminates their opposing team.**
- 9. Players will wear their mask at ALL time while on the playing field. Failure to do so will result in an immediate ejection from competition. NO EXCEPTIONS.**
- 10. Any player caught wiping their paint off after being shot will be disqualified and held out of the next game. If it happens more than once, the player will be ejected from competition.**
- 11. Other rules may apply on game day.**
- 12. There will be a \$10 additional ball fee for every player. This \$10 fee will be returned at the end of the event if the weather does not permit play.**

Once again, please remember this event is extremely dependent on the weather!

TABLE TENNIS

Director: Ryan Albright Competition Rules, Guidelines and Expectations

- 1. All Official Table Tennis Rules apply.**
- 2. The games will have 3 matches in round robin play, and 5 matches in playoff whoever wins the first two (or three in playoff) matches will win the game.**
- 3. The winner must reach 21 points. If they are tied at 20, the first player up by 2 wins the match.**
- 4. Correct guessing of the ball in the referee's hand will determine who serves first. The other player will choose the side.**
- 5. The ball must be toss up before giving the serve.**
- 6. Player serves the ball after the referee gives permission.**
- 7. If the ball touches the net, player is allowed to serve again. If the ball hits the net but does not hit table, then the player will not be allowed to serve again.**

Either server or receiver scores a point if:

- The serving player fails to make a good serve, such as the ball lands outside the table; the ball does not hit the paddle while dropping down; the ball does not pass over the net.**
- The receiving player fails to make a good return.**
- The player touches the table with a free hand while ball is in play.**
- The player moves the table while the ball is in play.**
- The player touches the net with any body parts while the ball is in play.**
- The player hits the ball twice successively.**

For official rules please go to: www.usatt.org/rules

SOCCKER

Competition Rules

I. Players, and Equipment

1. Each team must be represented by a coach or an adult.
2. **Rosters** must be submitted at the coaches meeting on Friday morning. No adjustments will be allowed after rosters are submitted. A maximum of twelve players per roster are allowed.
3. Six players on the field, one must be a female, plus the goalie (male or female). A minimum of 4 players on the field, one must be female.
4. Each team must wear uniformly colored shirts.
5. Soft-bottomed (or rubber molded) shoes are preferred.
6. Shin-guards are strongly recommended.
7. Players are prohibited from wearing hats, any form of jewelry, cast, wooden or metal braces or splints of any kind (on any part of the body).

II. Periods, Time Factors and Substitutions

1. **Pool Play:** The games consist of two 8-minute halves with a 2-minute intermission. There will be no additional time added at the end of regulation.
2. **Tournament:** Eight of the 10 teams will advance to the tournament. The games consist of two 10-minute halves with a 3-minute intermission. There will be no additional time added at the end of regulation.
3. Each team will be given one (1) 30-second time out per half.
4. The game clock will stop only for time outs, penalty shots, yellow/red cards and the official's discretion.
5. Substitutions may only be made during halftime, after a goal, or at a team's own throw-in. All substitutions must be made at the designated substitution zone (within 10 yards from mid-field line)

III. The Game

1. The team listed first on the schedule is the home team.
2. The team winning the coin toss will have the choice of ends of the field or the kickoff. The kickoff must be an indirect kick (2 touches). All other penalties or infractions will result in a direct kick.
3. If the play is stopped by the official for an injury, unusual delay or circumstance, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped.
4. All goal kicks must be taken from the goal line. A goalie can not punt the ball and can not score on a ball throw.
5. A player may not score from an untouched throw in.
6. THE OFFSIDE RULE IS NOT IN EFFECT.
7. NO SLIDE TACKLES OR HIGH KICKS! Any player using a slide tackle or high kick (in the judgment of the official) will receive a yellow card.
8. A player who gets a red card will be suspended for the next game.
9. If the game is tied at the end of regulation play during the tournament, the game will be decided by penalty shots. The only players allowed to take penalty shots are those who were on the field at the end of regulation play. The line up for the penalty shots will be determined prior to the penalty shots and it shall include all seven players that were playing at the end of regulation play. In the event the score is tied at the end of the first rotation, the same line up will be followed for the second rotation. Penalty shots will be unobstructed free kicks taken from 10 yards away from the goal. Each team will have an opportunity to score. The first team to score an "unanswered" goal will be the game winner.

VOLLEYBALL

Competition Rules, Guidelines and Expectations*

***These may change come the event**

Divisions for volleyball:

Girls High School

Girls Jr. high – jr. high girls only

Mixed co-ed – all boys and girls mixed teams play in same division

- 1. 6 players per team on the court at all times. Maximum of 12 players per team.**
- 2. A.I.A. rules and regulations will govern play.**
- 3. Matches will be defined as follows: Best of 3 games to 25 points Rally score. Teams must win by 2 points or highest score at 15 minutes.**
- 4. All teams will provide 2 line judges and at least one sponsor for score keeping.**
- 5. Game time is forfeit time, NO EXCEPTIONS.**
- 6. Each players name can appear on one roster only, even as alternates.**
- 7. Mandatory coaches meeting at 8:15am on Friday in the NAU Dome. Each team must be represented by a coach or adult.**
- 8. Rosters must be submitted at the coaches meeting - no adjustments will be allowed after rosters are submitted.**
- 9. Team line-up must be submitted 5 minutes prior to game start.**
- 10. Matches will be timed; length (such as 50 or 55 minutes) will be decided by how many teams participate in the tournament.**

This year there will be one Sr High girls division. There will be several warm-up games played and after those games are finished, the director and the referees will divide the teams up into the A and B divisions for the tournament and playoffs. This will allow for quality competition in both divisions for tournament and playoffs.

Tennis

Competition Rules, Guidelines and Expectations*

*These may change come the event

THIS EVENT WILL BE DETERMINED ON WEATHER

Sr High Students Only:

Guys Singles

Guys Doubles

Girls Singles

Girls Doubles

Co-Ed Doubles

1. High school Tennis rules will be enforced

2. A Match will be determined by the best 2 out of 3 sets. A set consists of the first person to win 6 games or win in the tie-break game at which that person would win with 7 games.

SCORE IN A GAME

A standard game is scored as follows with the server's score being called first:

No point - "Love"

First point - "15"

Second point - "30"

Third point - "40"

Fourth point - "Game"

except that if each player/team has won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/team needs to win two consecutive points immediately after "Deuce" to win the "Game".

Tie-break game

During a tie-break game, points are scored "Zero", "1", "2", "3", etc. The first player/team to win seven points wins the "Game" and "Set", provided there is a margin of two points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved. The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set). The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

3. Choice of service will be determined by the spin of a racket. Winner decides to serve first or can choose which side of the court they want. After the first set, the player who did not serve first will.

4. Each player will be responsible for calling lines. There will not be a line judge. If a player is caught consistently calling bad lines, they will be eliminated from the competition.

For more precise rules please go to: <http://www.itftennis.com/abouttheitf/rulesregs/rules.asp>

CO-ED Ultimate Frisbee

Competition Rules, Guidelines and Expectations*

*These may change come the event

**This can be a mix of Guys and Girls in Jr and Sr High
Maximum of 12 players on each team**

1. **The Field** -- A rectangular shape with end zones at each end.
2. **Initiate Play** -- Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
3. **Scoring** -- Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.
4. **Movement of the Disc** -- The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc but are allowed two steps after the catch. The person with the disc ("thrower") has ten seconds to throw the disc. *The defender guarding the thrower ("marker") counts out the stall count.*
5. **Change of possession** -- When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
6. **Substitutions** -- Players not in the game may replace players in the game after a score and during an injury timeout.
7. **Non-contact** -- No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
8. **Fouls** -- When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained.
9. **Self-Refereeing** -- Players are responsible for their own foul and line calls. Players resolve their own disputes.
10. **Spirit of the Game** -- Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.
11. **Match Play**- Each team will play against another team in four 5 minute quarters with 1 minute halftime. The team with the most points at the end of the fourth quarter wins.
12. **Team**- Each team will consist of a minimum of 6 players on a team and may only have 6 on the field at one time.

WEIGHT LIFTING

Competition Rules, Guidelines and Expectations*

*These may change come the event

Competition Divisions

Boys:

**Jr. High Light, Medium, and Heavy
High School Light, Medium and Heavy**

Girls:

**Jr. High
High School**

There will be lifts per weight class: **Body Weight Press** and **Maximum One Press**.
(Yes, this is co-ed)

Body Weight Press

(To press one's own body weight the most repetitions)

1. Lifters will be grouped by grade and *weight class*.
2. Lifters must be in High School..
3. Score will be determined by weight times repetition to equal total weight lifted.

Maximum One Time Press

(To bench press the maximum amount of weight the lifter can press one time)

1. Lifters will be grouped by grade and weight class.
2. Lifters must be in High School..
3. Score will be determined by highest weight lifted in each grade and weight class.

WORSHIP ARTS

Competition Rules, Guidelines and Expectations*

*These may change come the event

Categories:

Art: Includes any pre-created pieces in the following areas:

Painting, drawing, photography, creative writing

Material must be appropriate both in language and theme content.

1. All art pieces must be checked in at the Registration Table (NAU Dome) by 3:00 p.m. on Friday.
2. Students submitting art, but unable to attend, must register and pay in advance a \$15 fee.
3. Each student entering art must have the art framed or in some sort of holder. No single sheets of art paper will be accepted.
4. Each student entering an art piece must also fill out an ART TAG. The Art tags will be provided at registration as well as at the art gallery area.

Drama: Includes presented pieces at the event for the following:

Skits, dance, readings, 5 minute sermon, speech, any other form of drama/performance

Material must be appropriate both in language and theme content.

Media: Includes any video that has been produced prior to the competition (short film, etc.), and pre-created web design & graphic design.

Material must be appropriate both in language and theme content.

Music:

Battle of the Bands: Includes any band with prepared original songs and/or covered music; all styles of music accepted. Worship music is also accepted. Bands will need to be prepared to sing two separate songs for the judges. Judges will be determined at a later date.

Material must be appropriate both in language and theme content.

Vocal & Instrumental: Includes any non-band performance of both vocal (solo & group) and instrumental musical performance; all styles of music accepted. Judges will be decided at a latter time.

Material must be appropriate both in language and theme content.

All students participating in a Worship Arts category must sign in between 8am and 10am on Friday morning for a time slot to perform. If you are entering a band into the battle, you will be contacted prior to the event for your performance needs.

Housing Accommodations

You and your group have the following options this year regarding housing:

- 1. Those of you who can return home for the night and return in time for ALL activities and services are welcome to do so. Attendance to ALL SERVICES is a requirement for all students and sponsors. Please be prompt if you choose to go home for the night.**
- 2. You can make local arrangements at any of the area hotels (SEE ATTACHED SHEET FOR A LIST OF SOME LOCAL HOTELS). All arrangements, cost, shuttling and communication of these items to your group will be handled directly by you.**
- 3. In the past, we have asked our local churches to host us on their floors. This sleeping option MUST be made on your own. Some churches may be uncomfortable with the idea. If you do make arrangements with a local church, please remember that you sponsor-students ratio must be 10 students to 1 sponsor. Also keep in mind and communicate to your students the great importance that they are not only representing their home church, but Christ. If you spend the night, please make sure that the rooms you have occupied are clean and empty every morning by 8:00 a.m. Do not leave anything on the church campus for the day. It would also be wise to inspect all restrooms and sleeping rooms for any mess. You should leave the facility in better shape than you found it. Please make all, if any, arrangements A.S.A.P. (The District N.Y.I. will NOT be held responsible for the condition you leave our sister churches in. You must remember that your local church will be billed for any damage or cleaning fees.) It would be appropriate to offer to pay a small amount to cover the cleaning fees of normal use.**
- 4. The NAU Dome (for boys) and Rolle Gymnasium (for girls) will be available for sleeping on Thursday, Friday and Saturday night for a fee of \$25 per student. Please remember that your sponsor-student ratio must be 8 students to 1 sponsor. Also keep in mind and communicate to your students the great importance that they are not only representing their home church, but Christ. If you spend the night please make sure that the areas you have occupied are clean and empty every morning by 7:00 a.m. Do not leave anything on the campus for the day. It would also be wise to inspect all restrooms and sleeping areas for any mess. You should leave the facility in better shape than you found it.**
- 5. BLOCK ROOM RATES: This year there are two hotel options for block room rates. They are on a first come first serve basis since there are a limited number of rooms under contract. Please use the group name listed below in order to acquire the cheaper block room rates.**

- a. Ramada Inn West- Flagstaff**
2755 South Woodlands Village Blvd
Flagstaff, AZ 86001
928-773-1111

Group Name: Xtrav 2010

Rooms Available: 30 (Rooms are a first come first served basis)

Cost per room: \$60 (includes hot breakfast and 2 queen beds)

- b. Embassy Suites**
Jake Rodriguez- Head of Group Reservations, etc
706 South Milton Road
Flagstaff, AZ 86001
(928) 774-4333

Group Name: Xtrav2010

Room Rate: \$99 for 4 people or \$109 if you put 6 people in a room (includes full made to order breakfast)

Nearby Restaurants

Burger King
1651 S. Milton Road
Flagstaff, AZ 86004
928.779.1579

Arbys
1800 S. Milton Rd.
Flagstaff, AZ 86001
928.774.8518

Little Caesars Pizza
1500 E. Cedar Ave.
Flagstaff, AZ 86001
928.779.2463

McDonalds
1401 S. Milton Rd.
Flagstaff, AZ 86001
928.774.9030

Carls Jr.
1400 S. Milton Rd.
Flagstaff, AZ 86001
928.779.2464

Chick Fil A
4650 N. Highway 89
Flagstaff, AZ 86004
928.526.2666

Del Taco
2201 S. Milton Rd.
Flagstaff, AZ 86001
928.226.9186

Dominos Pizza
1541 S. Milton Rd.
Flagstaff, AZ 86001
928.779.3686

Fazolis
2675 E. Beulah Blvd.
Flagstaff, AZ 86001
928.214.8220

1535 S. Milton Rd.
Flagstaff, AZ 86001
928.744.5051

Kentucky Fried Chicken
1800 S. Milton
Flagstaff, AZ 86001
928.779.2390

Taco Bell
1255 S. Milton Rd.
Flagstaff, AZ 86001
928.774.8832

Wendy's
1601 S. Milton Rd.
Flagstaff, AZ 86001
928.774.2622

Papa Johns Pizza
105 S. Milton Rd.
Flagstaff, AZ 86001
928.779.7272

Quiznos Classic Subs
3518 E. Route 66
Flagstaff, AZ 86004
928.527.0087

Sbarro's
4650 N. Hwy 89
Flagstaff, AZ 86004
928. 526.1387

Sonic Drive In
2626 N. 4th St.
Flagstaff, AZ 86004
928.526.2363

Subway
1535 S. Milton Rd.
Flagstaff, AZ 86001
928.744.5051

Nearby Hotels

AmeriSuites Hotel

**2455 S. Beulah Blvd.
Flagstaff, AZ 86001
928.774.8042 or 800.833.1516
www.amerisuites.com**

Days Inn Route 66

**1000 W. Route 66
Flagstaff, AZ 86001
928.774.5221 or 800.422.4470
www.daysinnflagstaff.com**

Historic Hotel Monte Vista

**100 N. San Francisco St.
Flagstaff, AZ 86001
800.545.3068**

Days Inn East

**3601 E. Lockett Rd.
Flagstaff, AZ 86004
928.527.1477 or 800.435.6342
www.daysinnflagstaffeast.com**

Hampton Inn East

**3501 E. Lockett Rd.
Flagstaff, AZ 86004
928.526.1885 or 888.222.2052
www.hamptoninnflagstaff.com**

Little America Hotel

**2515 E. Butler Ave.
Flagstaff, AZ 86003
800.865.1399
www.flagstaff.littleamerica.com**

Radisson Woodlands. Hotel

**1175 W. Route 66
Flagstaff, AZ 86001
www.flagstaffwoodlandshotel.com**

Super 8

**3725 N. Kaspar Ave.
Flagstaff, AZ 86004
800.324.9131
www.super8.com**

Best Western Kings House

**1560 E. Route 66
Flagstaff, AZ 86001
www.bestwestern.com**

Residence Inn by Marriott

**3440 N. Country Club Dr.
Flagstaff, AZ 86004
www.marriott.com**

Arizonan Motel

**910 S. Milton
Flagstaff, AZ 86001
928.774.7171**

Best Western Pony Soldier Inn & Suites

**3030 E. Route 66
Flagstaff, AZ 86004
800.356.4143
www.bestwestern.com**

Comfort Inn Flagstaff

**2355 S. Beulah Blvd.
Flagstaff, AZ 86001
928.774.2225 or 800.490.6562**

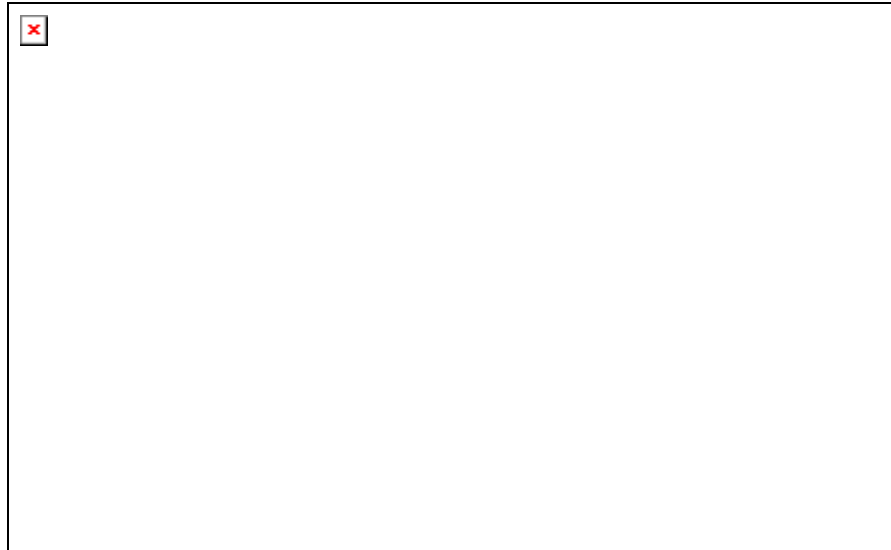
Econo Lodge University

**914 S. Milton Rd.
Flagstaff, AZ 86001
928.774.7326 or 800.424.6423
www.choicehotels.com/hotel/az400**

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