

2008



DENE GAMES TECHNICAL PACKAGE

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2008 ARCTIC WINTER GAMES**

DENE GAMES

1. RULES:

This competition will be conducted under the rules as developed and approved by the Arctic Winter Games International Committee (see individual event rules).

2. CATEGORIES:

- | | |
|---------------------|-----------------------|
| (a) Open Male | No age restriction |
| (b) Junior Female | Born in 1988 or later |
| (c) Junior Male | Born in 1988 or later |
| (d) Juvenile Female | Born in 1992 or later |

3. EVENTS:

All Categories

Finger Pull
Hand Games (team)
Snow Snake
Stick Pull
Pole Push (team)
All Around (Best average of the three (3) individual events)

4. TEAM COMPOSITION:

Each Games unit may enter a team comprised of a maximum of sixteen (16) players and two (2) coaches as follows:

Open Male	- 4
Junior Female	- 4
Junior Male	- 4
Juvenile Female	- 4
Coaches	- 2

Athletes can only register in one category.

One coach must be female and one male. If a coach from one gender is not available a chaperon must be substituted.

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5. MEDALS:

Gold	-48
Silver	-48
Bronze	-48

6. Arctic Winter Games Rules

a. Officials

Head Official - A head official shall be appointed to oversee all competitions at each venue. The head official shall enforce the rules of each competition and rule on any disputes. Her/his decision on points of fact connected with the competition shall be final so far as the result of the competition is concerned.

Judges – Three (3) judges or more judges may be appointed to oversee the competitions (dependent on competition format and number of competitors). Judges shall enforce the rules of each competition and advise the head official on any disputes. Judges and the head official are only to offer advice to athletes and coaches in the interpretation of the rules and are not to provide instruction or other forms of advise.

b. Events

Competitors must compete in all events. Only the three individual events will be scored to determine placings. Events shall be scheduled in the following order:

- Hand Games
- Stick Pull
- Snowsnake
- Finger Pull
- Pole Push

In the case of injury or sickness and at the discretion of the head official, an athlete may be excused from competition in an event he/she has registered to compete in. Where a competitor has been excused from an event for reasons of injury or illness the head official may allow a coach to act as a replacement athlete in the team events only (pole push and hand games) but only if they are fit the category eligibility requirements (i.e. the coach must be the respective gender and age).

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c. Scoring

Points will be awarded as follows for each individual event for the purposes of determining the winners of the all around events.

1 st	-10 points	6 th	-5 points
2 nd	-9 points	7 th	-4 points
3 rd	-8 points	8 th	-3 points
4 th	-7 points	9 th	-2 points
5 th	-6 points	10 th	-1 point

If a tie exists once all of the points have been calculated the Host Society shall award Ulus according to the Ceremonies & Awards – Medal Presentations chapter of the Staging Manual.

d. Protests/Disputes

The Host Society shall establish an appeals/dispute protocol consistent with the following:

- a. The Arctic Winter Games International Committee Discipline Policy shall be the governing authority for the establishment of an Arctic Sports - Dene Games Sport Technical Appeals Committee. The AWGIC Discipline Policy shall prevail in all matters not clearly covered by this committee and in any disagreement between the two.
- b. The Technical Appeals Committee shall consist of the Head Official as designated by the Technical Package and two other officials appointed by the Host Society.
- c. Coaches may file an appeal with the Head Official in verbal form within (3) three minutes of the conclusion of an event. Results shall not be announced prior to this (3) minute deadline passing.
- d. The Coach must then provide a written summary of the appeal on the Arctic Winter Games appeal forms to the Head Official within (30) minutes of the completion of the event.
- e. The Technical Appeals Committee shall meet and render a decision on the appeal as soon as possible. Only the Head Official will announce the decision of the appeal to the parties involved. All sport technical decisions of the Technical Appeals Committee are final unless they an appeal can be justified as detailed the Arctic Winter Games Discipline Policy.

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7. Event Hosting Considerations:

- A minimum of six officials is recommended
- During preliminaries, two competition circles will facilitate the completion of events in a timely manner
- Two sets of drummers is recommended
- Medical staff should be present at the finger pull and pole push events

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FINGER PULL RULES

1. **START:** Two players sit facing each other, one player with the right leg bent and the second player with both feet braced against the shin of the first player's bent leg. The first player, leaning slightly backward, braces his right elbow against his bent right thigh and places his hand on the opponent's left knee. The second player braces his left hand on the first player's left shoulder and the two players lock their middle fingers.

2. **MOVEMENT:** On signal, competitors pull slowly and steadily, no jerking, re-gripping or twisting motion allowed. The object is for the second player to pull the first player's arm out slightly or to cause the first player to straighten his finger or otherwise signal giving up.

Wrist must be in a defensive position and the back of the hand must be facing downward. Knees must remain together in the offensive position.

3. **ATTEMPTS:** The competition consists of a best of three "pulls". The first "pull" as described above, the second "pull" with positions reversed. If a third "pull" is necessary, the flip of a coin allows the winner to select his position, offensive or defensive.

4. **SCORING:** The winner of a "pull" is declared if the defensive player's hand is straightened or he in some way signifies giving up. If the offensive player is unable to straighten the defensive player's arm in 8 seconds for junior or juvenile categories of 10 seconds for senior male, the defensive player is declared the winner.

A player may be disqualified from the competition if in the judge's opinion he twists or jerks the opponent's hand in such a way to present a danger or injury.

5. **COMPETITION FORMAT:** Double elimination format. Initial pairs determined by draw.

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HAND GAME RULES

1. **START:** This is a team competition with four (4) players on each team. Teams start in a kneeling position facing each other in pairs. The game is accompanied by drumming. Each team is provided with 30 small sticks.

2. **MOVEMENT:** Teams take turns to hide and guess. Each player on the hiding team will take his token and with hands behind his back place the token in one hand or the other. Presenting the hands for the other team to see, the player attempts to deceive the player opposite him with elaborate gestures of the hands, arms, head and upper body. This movement takes place with all players on one team at the same time. The opposite player, by a signal, guesses the hand containing the token. The second team then repeats the motions of hiding a token for the first team to guess. Teams may switch their players opposite others during the course of the game if they choose.
 1. For Arctic Winter Games, teams will consist of four (4) players and a coach. The coach helps prepare the team for play, but does not play.
 2. Each team will declare one player at a time to be the captain or pointer.
 3. The captain or pointer can be changed during a game.
 4. For a four-person team, all games will start with 12 sticks. These sticks should be finger sized, and may be peeled or decorated.
 5. Players must each have a small object to conceal in their hands. This can be a coin, rock or other small object. This object must be presented at the beginning of the game and used throughout the game.
 6. Players may kneel on mats and may use a blanket or other cover to help conceal their hands when hiding.
 7. There are only four calls (hand signals) used for the four-person team, as indicated on the attached sheet.
 8. When a call (Hand Signals) is made, there must be a sound given with the call, this can be a sharp whistle, or a call such as "Ho!" or "Hutch!"
 9. When a call is made, players on the opposing (hiding) team must show both hands.

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10. Players must not stay down too long while hiding their object, no more than eight seconds.
11. Players may either hold their hands to each side or cross their arms. Players who have their arms crossed are called in the same manner, with the side the object is actually located in counting for the purpose of the call.
12. Players may touch the ground or floor and call "diya!" when using the crossed arm position to indicate opposites. In this case the caller must identify the position of the object as if the arms were not crossed (opposites).
13. Players may not cross and uncross their arms.
14. Players may not ask for interference from the audience in deciding the interpretation of calls or rules, as this would detract from both the spirit and tempo of the game. Players may build audience rapport and interest through skillful play and dramatic displays.
15. All 12 sticks start in the middle between the opposing teams. Play is started by a guessing contest between the opposing captains, who hide and guess the position of the opposing captain's object simultaneously. This continues until one captain is successful and the other is unsuccessful. The captain who wins this initial exchange hides his object first, along with all the members of his team.
16. Each time a captain is unsuccessful in guessing the position of an opposing player's object he must give the opposing team one stick from the middle. A player who successfully deceives the opposing captain continues to play until caught. Play continues until all the sticks (12) are gone from the middle, at which time captains must draw on the collection of markers (sticks), which they have won thus far in play.
17. When one team has won eleven sticks (all but one) and still has at least one player who has not been caught that remaining player assumes an important role. This last call both decides who will win the first round of the game, and which team will start the second round as the team hiding. If this one last player can deceive the opposing captain, then he wins the

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last (12th) stick for his team and will return all the sticks to the opposing team while joining his team members hiding for the second round.

18. One game will consist of winning two rounds of play (12+12 or 24 sticks). Tournament play requires that one team win two of three games.
3. **ATTEMPTS:** The competition continues, with teams alternating hiding or guessing until one team has all the other team's sticks or thirty (30) minutes has elapsed.
4. **SCORING:** A team wins if it has all the sticks or if at the end of thirty (30) minutes it has the most sticks.
5. **COMPETITION FORMAT:** Dependent on the number of teams entered. If possible, a round robin competition should be held where teams score points on a best of three format. The round robin is to be followed by a playoff to determine medal placings.
6. **EQUIPMENT:** Twelve (12) small sticks approximately 25 millimeters (one inch) long. Each player should also have a small token for hiding.

The game should be accompanied by a minimum of four (4) Dene drummers.

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SNOWSNAKE RULES

1. **START:** A player may be standing or may choose to run to the throwing line.
2. **MOVEMENT:** The team player, utilizing an underhand delivery (below the hip) throws the spear along the surface of the snowfield. The object is to make the spear slide over the snow as far as possible. Players will be allowed a maximum of a 20' run up prior to each attempt (throw).
3. **ATTEMPTS:** Each player has three (3) attempts.
4. **SCORING:** The distance the spear travels from the throwing line to the tip of the spear, with the longest distance being the winner or at the point that the spear exits the trough.
5. **COMPETITION FORMAT:** The rotation is established by draw.
6. **EQUIPMENT:** The spear is a straight spruce stick 1.4 meters (4'6") in length and 20 millimeters (3/4") in diameter and sharpened at one end. The surface of the spear must be varnished.

The snowfield is generally level and packed; it may be on a lake and should be at least 150 meters (500 feet) in length. A trough 3 meters (10') wide with 300 millimeters (1') snow bank on either side must be developed.

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STICK PULL RULES

1. **START:** Two players stand facing each other. The exact placement and positioning of the players will be determined at the coaches meeting prior to the start of competition begins. The head Official will approve the final regulations in this area before the competition begins.
2. **MOVEMENT:** On the signal to start, each player pulls with a hard steady pull trying to pull the stick out of the other's hand. No body contact between the two players is allowed and players are not to try and twist or turn the stick from their competitor. The proper technique is a hard steady pull with the hand braced against the hip.

Feet: A taped position for starting will be placed on the floor. Movement past their line will result in the player being disqualified.

Grip: One grip is set at the beginning of the pull. Players cannot initiate any movement of the hands forward after the grip is set. Competitors must use their bare hands for the competition.

Pull: Players begin by pulling on the stick. Players must keep the stick horizontal during the pull at all times.

3. **ATTEMPTS:** The competition consists of a best of three (3) "pulls". The first "pull" is the right hands, the second "pull" with the left hands and the third "pull", if necessary, is determined by the flip of a coin.
4. **SCORING:** The winner of a "pull" is declared when the stick is pulled from the hand of the opponent.
5. **COMPETITION FORMAT:** Double elimination format. Initial pairs determined by draw.
6. **EQUIPMENT:** The stick is birch or spruce and shaved to a size that can be gripped comfortably. The stick is approximately 300 millimeters (12") long and 25 millimeters (1") in diameter at the centre and tapered to approximately 13 millimeters (1/2") diameter at each end. The centre point of the stick is marked with a notch or line. The stick is to be greased with Crisco brand lard to make it tougher to grip.

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POLE PUSH RULES

1. **START:** Each team of four (4) players grasps opposite ends of the pole, with the centre mark of the pole positioned over the centre point of the marked circle.
2. **MOVEMENT:** On the signal, each team pushes forward on the pole attempting to push the other team out of the marked ring. The pole is to be held no higher than the shoulder and no lower than the hip.
3. **ATTEMPTS:** The competition consists of a best of three (3) "pushes".
4. **TEAMS:** Teams must push forward at all times and are not allowed to swing the pole or let go. If they do so, the team will be disqualified.

To win, a team must push the all members of the other team fully outside the ring. A team is not allowed to move up on the pole to avoid being pushed out. If they do so, the team will be disqualified.

5. **COMPETITION FORMAT:** Individual matches will be best two of three pushes. Overall competition will be double elimination. Initial pairs determined by draw.
6. **EQUIPMENT:** Open and Junior Male categories shall use a dry spruce or pine pole of 6 meters (20') and approximately 140 millimeters minimum (6" minimum) in diameter, marked at its centre.

The Junior and Juvenile Female category shall use a dry spruce or pine pole of 5.5 meters (18') and approximately 100 to 125 millimeters (4" to 5") in diameter, marked at its centre. In both cases, the pole must be the same diameter over its entire length. A variance of up to 25 millimeters (1") is allowed.

The ring should be 9 meters (30') in diameter and clearly marked. Spectators shall be controlled to minimum 6 meters (20') beyond the circle.

Shoes with spikes will not be allowed.

Competitors may use gloves or mittens.