

2016



TECHNICAL PACKAGE DENE GAMES

DENE GAMES

TECHNICAL PACKAGE 2016 ARCTIC WINTER 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 1996 or later |
| (c) Junior Male | Born in 1996 or later |
| (d) Juvenile Female | Born in 2000 or later |

3. EVENTS AND SCHEDULE:

All Categories

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

Events shall be scheduled in the following order:

- Day One - Snowsnake
- Day Two - Stick Pull
- Day Three – Hand Games
- Day Four - Finger Pull
- Day Five - Pole Push

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 age category.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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

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 – Six (6) 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 advice.

b. Events

Competitors must compete in all events. Only the three individual events will be scored to determine all around placing.

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).

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

7. Event Hosting Considerations:

- A minimum of six officials/judges is recommended per group
- 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
- Warming Tents should be provided for both pole push and snow snake events
- The recommended facility dimension for each activity are included at the end of this document.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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:**
 - a. One player is designated "defensive". This player must be sitting in the defensive position with their left leg outstretched straight on the floor. This player's wrist must be in a defensive position and the back of the hand must be facing downward (palm up). This player's shin needs to be lined up with the marked centre line (sole of foot flat against inner thigh of outstretched leg).
 - b. The second player is designated "offensive". This player's wrist must be straight up and down (palm facing left and back of hand facing right). This player's feet must be remain together braced on the shin of the defensive player's bent leg, and knees be bent upright and remain together during the pull.
 - c. Players with long hair must have it tied back so that it does not obstruct the judge's line of sight.
 - d. On signal, the offensive competitor pulls with a strong, slow and steady, pulling motion, with no jerking, re-gripping or twisting motion allowed. The object is for the second (offensive) player to pull the first player's (defensive) arm out slightly (elbow to move) or to cause the first player to straighten his finger or otherwise signal giving up.
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 elbow moves forward, finger is straightened, loses grip, or he in some way signifies giving up. If the offensive player is unable to move the defensive player's elbow forward, straighten the defensive player's arm, or finger in 8 seconds for Junior / Juvenile and 10 seconds for Open Male, the defensive player is declared the winner.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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. Infractions of jerking and twisting will result in the following:

1st infraction – loss of pull

2nd infraction - loss of match

3rd infraction – disqualification from event

Infractions carry over from one match to the next.

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

TECHNICAL PACKAGE

2016 ARCTIC WINTER GAMES

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 game is provided with twelve (12) small sticks.
2. **MOVEMENT:** Teams take turns to hide and guess. Each player on the hiding team will take his token and with both hands hidden, place the token in one hand or the other. Presenting the hands, without revealing the token for the other team to see, the player attempts to deceive the player from the opposite team (known as the “shooter”) 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 (shooter), by a (hand) 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 (shooter) opposite others during the course of the game if they choose. The charts at the end of this document display the Hand Game signals.
 1. For Arctic Winter Games, teams will consist of four (4) players and a coach. If a player cannot participate for injury reasons, the coach may be substituted if the coach is the same gender and within the same age category. Once a player is out of a competition he/she cannot reenter.
 2. Each team will declare one player at a time to be the captain or pointer (shooter).
 3. The captain or pointer (shooter) 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 in diameter, 12 inches long, and may be peeled or decorated. Local tradition shall be observed in their design.
 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.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

7. There are only four calls (hand signals) used for the four-person team, as indicated on the attached sheets. All signals must be clearly visible to the judges.
8. When a call (Hand Signals) is made, there must be a sound given with the call, this can be a loud clap of the hands, a sharp whistle, or a call such as "Ho!" or "Hutch!"
9. When a call is made, players on the opposing (hiding) team must clearly show both hands.
10. The captain or pointer ('shooter') must hold their position until the official indicates that they are able to return to their straight up starting position.
11. Players must not stay down too long while hiding their object, no more than eight seconds.
12. 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.
13. 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).
14. Players may not cross and uncross their arms.
15. 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.
16. 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 wins one stick for their team, hides his object first, along with all the members of his team.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

17. 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 per unsuccessful guess. A player who is caught by the "shooter" is eliminated for the turn. 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. Players hiding their tokens reveal their hand that the signal refers and keeps revealing that hand until the judge tells them to lower it. By a gesture of good faith, the players reveal their other hand.
 18. Players will be given one warning for infractions of these rules. Second and subsequent infractions will result in the loss of one stick to the other team for each infraction.
 19. 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 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.
 20. One match will consist of winning two rounds of play (12+12 or 24 sticks). Tournament play requires that one team win two of three games.
 21. Appeals on competition related matters may only be filed if they are based on procedural fairness or rule interpretation, see Traditional Sport Jury Policy in the Arctic Winter Games Staging Manual. Appeals may not be filed based on statements of fact, i.e. a judge or officials decision on players move, hand signals and other competition activities.
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. If the competition reaches the thirty minute (30) limit and play is still underway, the competition will continue until that play has concluded.
 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.

TECHNICAL PACKAGE
2016 ARCTIC WINTER GAMES

5. **COMPETITION FORMAT:** Double elimination.
6. **EQUIPMENT:** Twelve (12) small sticks approximately 25 millimeters (twelve inches) long. Each player should also have a small token for hiding. Local tradition shall be observed in the stick design.

The game should be accompanied by a minimum of eight (8) Dene drummers.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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. One practice throw per player is allowed before the competition begins.
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. The spear may leave and reenter the trough during its slide.
5. **COMPETITION FORMAT:** The rotation is established by draw.
6. **EQUIPMENT:** The spear is a straight spruce or pine (not a dowel) 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 Host Society must provide practice spears for use by contingents. Use of other spears is not permitted.

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.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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 losing the pull.

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 parallel to ground and in the same plane during all times with no pushing down or pulling up when pulling.

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. The winner of the first pull calls the coin toss.
4. **SCORING:** The winner of a "pull" is declared when the stick is pulled from the hand of the opponent or if one of the players pulls the stick to the side of their body, behind their hip, and holds in for 8 seconds while their opponent is still gripping on to it, they are declared the winner.
5. **COMPETITION FORMAT:** Double elimination format. Initial pairs determined by draw.

TECHNICAL PACKAGE
2016 ARCTIC WINTER GAMES

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 stick shall be marked with three lines: one at the centre point of the stick, and two others, 13 millimeters (1/2") on both sides of that line. The stick is to be thoroughly greased with Crisco brand lard to make it tougher to grip.

TECHNICAL PACKAGE 2016 ARCTIC WINTER GAMES

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. An entire team is not allowed to move up on the pole to avoid being pushed out. If they do so, the team will lose that push. Individual players pushed to the line may let go and move back to the end of the pole without being disqualified.

If a team has their side of the pole pushed to the ground and the forward movement is stopped because the pole digs into the ground, the push will be awarded to the other team.

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 (8" 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 (6") 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 including an X marked in the centre. 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.