

7th CFC-Youth for Christ National Leaders Conference
July 27-29, 2001
Dallas, Texas

From: Conference Events Planning Committee
To: All Couple Coordinators and YFC Cluster Head / Leaders
Re: Exciting activities and events for all YFC to participate in.

Greetings in the name of the Lord,

Hope this memo finds you well. It seems just like yesterday we were all in Seattle for the 2000 YFC-Conference. What an amazing time and experience for everyone who attended. This year seeks to provide the same feeling, if not even more.

Without a doubt, God has blessed us with wonderful gifts and talents to share with one another. Ways to build up brotherhood and sisterhood among all of us. With this in mind, we hope to bridge all aspects of a youth's life in a more exciting way through the special events planned for this year's conference. CFC-YFC recognizes all talents the Lord has given us. He has called us to excel in all we do, whether it be through sports, music or academics. We offer all these things for His greater honor and glory.

With the conference just a few months away, there are several items we would like to inform you about.

This memo will contain all the important information you will need to know in regards to all the games, events and activities that will take place during the conference.

The Events Planning Committee has been preparing many fun and eventful activities for everyone to participate in. Here is what your YFC should prepare for before going down to Dallas, Texas.

Special Events (Saturday, July 28)

- a. **Sportsfest** (9am – 4pm)
- b. **Bandfest** (2 – 4 pm)
- c. **Academic Triathlon** (12 – 2 pm)

Following, will be the overall descriptions of each event and the activities that will take place during them. We look forward to enhancing the skills, gifts and talents that God has blessed us with, through these special events.

SPORTSFEST 2001
CFC-Youth for Christ
Conference 2001

As part of our exciting CFC-YFC North America Leader's Conference at the University of Texas in Arlington, we will host the 2nd annual Sportsfest on July 28, 2001. This is an event and opportunity to unite the delegations in the atmosphere of sport athletics. Many youth have been blessed with God given talents in the different sports they excel in. The Conference Sportsfest allows the youth to express their talents among other brothers and sisters around the country.

There were only 2 main sports at last year's conference in Seattle: Girls Flag Football and Boys Basketball. With the success of last year's Sportsfest, Dallas plans on hosting a big and exciting event with more sports and activities presented.

There will be a variety of added sports / games for this year. It will definitely be an exciting time for everyone. Plus, it will encourage participation among all the youth. There's an event for everyone to join.

LIST OF GAMES AND TENTATIVE TIMES: SATURDAY-JULY, 28

SPORTS

- | | | |
|----|--|----------|
| 1. | Girls Flag Football (minimum of 7 on a team) | 9am-1pm |
| 2. | Boys Basketball (5 on 5 Tournament) | 12pm-4pm |
| 3. | Co-Ed Volleyball | 9am-1pm |
| 4. | Bowling | 1-4pm |
| 5. | Billiards (9ball/ 8ball) | 2-4pm |

Please register all teams (names and number of participants in each event) to **Charles Aguilin**: c_aguilin@yahoo.com by July 7, 2001. This will allow for a structured and well organized Sportsfest.

WOMENS FLAG FOOTBALL RULES

General Overview of Flag Football Rules:

- Playing Field:

A. The playing field will be 65 yards long and 40 yards wide with lines or cones dividing into three equal zones of 15 yards.

B. The end zones will be 10 yards deep and 40 yards wide. (modifications may be made to accommodate the number of playing fields)

- Games will use 12 minute halves with running time. Clock stops the last 2 minutes of the second half for the following situations:

A. incomplete pass

B. ball carrier goes out of bounds

C. first downs until the official has placed the ball for the next play

D. after touchdowns and PAT's on changes of possession

E. penalties

F. time-outs

G. the 25 second will be watched by the officials

-(HALF-TIME=5 minutes)

- Unlimited substitutions permitted.

- Two time-outs per half and per team are permitted. The clock does not stop for the first half and the first ten minutes of the second half except for time-outs and extreme emergencies.
 - All players on offense shall be eligible to receive a forward pass.
 - A player shall be "downed" when their flag is seized and pulled free or if one knee touches the ground. If the flag is inadvertently lost, or a player has no flags, he/she will be "downed" by a one-handed touch.
 - No knots will be tied in the flags to capitalize or gain advantage. If purposely done, the player may be ejected from the game.
 - Four downs will be allowed for each team to cross one of the first down zone lines, or to score, depending on the location of the ball on the first down. The first down will be declared when a team moves the ball across any of the zone lines.
 - A player is out of bounds when he/she steps on or outside the boundary line.
 - **THERE ARE NO DIRECT RUNS BY THE QUARTERBACK.**
 - Once the offense is set, the offensive players cannot move until the ball is snapped, except while a player is in motion.
 - On offense, there must be **at least 4 players** on the line of scrimmage.
 - **25 second rule:** offense has 25 seconds to put the ball in play after the ball has been marked by the referee on all plays. (P.A.T.'s and kickoffs)
 - A safety is scored when the ball is downed in the players possession behind their goal line or if the offense fumbles the ball in their own end zone. After a safety, the defensive team is awarded 2 points, and the ball is put in play by a free kick on the 10-yard line.
 - Point After Touchdown (P.A.T's) 1 point conversion attempt made from the 3-yard line. 2 point conversion attempt made from the 5 yard line.
 - FORFEIT TIME - 10 minute Grace Period. NO EXECPTIONS!!!
- Player Eligibilities and Requirements:
- A. Seven players shall constitute a team. A game may be played with a minimum of six players.
 - B. Regulation gym shoes, tennis shoes, molded "soccer type" cleats are recommended. Players are prohibited from wearing any metal or detachable cleats. No protective equipment except for athletic supporters, mouth guards, and soft foam arm or knee pads are permitted.
 - C. Flags will be provided by the host, "Dallas-YFC"
 - D. Each team must have a jersey or shirt with numbers and must be the same color.
 - E. (SPECIAL NOTE FOR WOMEN'S - Women teams do not necessarily need to have an "official sized" ball, just as long as it is reasonable. Meaning no "nerf" balls, kid sized balls. If there are any discrepancies, the officials of the game will make the final decision of whether or not a teams ball is acceptable.)
 - F. Each team is responsible for furnishing a scorekeeper, a timer, and a football for each game.

Actual Game-play Rules:

- The game shall be started by a coin flip for the choices "Defer/Kick/Defend" or "Goal/Defend."

KICK-OFF:

- A. The kick-off will be made from the ten-yard line. The ball must be placed on the ground or on a kick-off tee.
- B. The receiving team must have four women between the kicking team's 20-yard line and the 30-yard line before the kick is made.
- C. A kick-off that goes out of bounds will be put in play by the receiving team at the point it goes out or at mid-field.
- D. The kick-off will be a free ball, but may not be recovered by the kicking team. (No on-side kicks.)

PUNTING:

- A. A free kick shall be declared by the offensive team whenever they select to punt. If the ball should hit the ground off the snap it shall be declared dead and the receiving team takes possession at the spot.
- B. When a free kick is declared the ball must be kicked.

- C. The kicker may not be rushed on a free kick.
- D. Receiving team may advance the ball even though the punt was not caught cleanly.
- E. Ball must be centered on all kicks.
- F. Defense must have four on the line of scrimmage.
- G. A punted ball that touches the receiving team and is muffed may be recovered by the kicking team if the ball is recovered in the air, not touching the ground. The ball cannot be advance any further.
- H. When the ball is clearly in the possession of the receiver and then fumbled, the ball is dead at the spot and the receiving team maintains possession.

PASSING:

- A. One forward pass may be made on any play except for kicks and interceptions.
- B. However, laterals may be made any number of times. (Laterals - tossing to another teammates, as long as the ball does not go forward)
- C. No player may forward pass when they pass the line of scrimmage or lateral to him/herself.
- D. A pass may be touched consecutively by any number of offensive or defensive players before being caught and still in play.
- E. The ball will be put into play at the original line of scrimmage after any pass thrown behind the line of scrimmage falls incomplete.
- F. One foot must touch in bounds for a valid pass reception or interception.

FUMBLES:

All fumbles are dead balls when they hit the ground (including laterals) and is spotted where the ball landed, except for the following:

- A. Punt receptions when the ball is muffed and recovered by the defensive team (No further advancement)
- B. The ball is tipped in the air and caught by the opposing team.

CHARGING, TACKLING, AND SCREEN BLOCKING:

- A. The ball carrier **may not run through** a defensive player, but must attempt to evade the tackler.
- B. The defensive player must play the flag, not the player. Defensive players may not hold nor hit the ball carrier.
- C. A defensive player who flagrantly pushes the ball carrier out of bounds and does not try for the flag will have committed unnecessary roughness. PENALTY: if such action is repeated, the player will be ejected from the game.
- D. When blocking, all **players MAY NOT USE THEIR HANDS, ARMS, OR SHOULDERS**. They do not necessarily need to put their arms behind their backs, but just as long as they do not make contact against another player.
- E. When rushing, the defensive rushers cannot run directly up the middle, or into the offensive linemen. They must attempt to go around the blockers if they offensive blocker's feet are less than 1 foot apart.

Penalties:

PENALTY-5 YARDS AND DOWN OVER

- A. Offense may not use hands while blocking
- B. Defense cannot rush up the middle and cannot use the "**swim technique**".
- C. The penalty of intentionally grounding the ball is 5 yards from the spot of the pass and loss of down.

PENALTY-15 YARDS FOR UNSPORTSMANLIKE CONDUCT

- A. The last play of the game must be free from foul by the defensive team. Otherwise, the offense gets to repeat the down, and time will be reset to original time of play.
- B. UNSPORTSMANLIKE CONDUCT:
 1. **Abusive language** is considered unsportsmanlike conduct and will carry with it a 15-yard penalty and possible ejection.
 2. Any player that throws a punch, hit or miss, is immediately ejected from the game and possibly the remainder of the tournament. Action will be taken upon the

officials, director, and team managers with the final judgment made by the Sports Coordinator.
3. Generally, the player shall be dismissed for the rest of the tournament in all programs.

C. INTERFERENCE: During a down in which a legal forward pass is thrown, any contact which interferes with an eligible player is pass interference except: when two or more eligible players making simultaneous, bonafide attempts to reach, catch, or bat the ball. Eligible players of either team have equal right to the ball. Forward pass interference regulations are in effect whether or not the pass crosses the scrimmage line.

1. Interference by the offensive players is prohibited from the time the ball is snapped until it is touched by any other player after the pass.

2. Interference by the defense is prohibited from the time the ball is passed until it is touched by another player. Penalty: Interference by the offense: 10-yards from previous spot plus loss of down. Interference by the defense: Offense's ball at the point of infraction and first down. If in B's end zone, first down on B's 1-yard line.

* TIE GAMES: OVERTIME: Will be decided by 1 or 2 point conversion. Each team will have 4 plays in which to score a 1 or 2 point conversion. A winner must be declared; there are no tie ballgames.

BOWLING RULES

The bowling tournament will consist of 3 games. Depending on the interest, the amount of participants can differ from 5 man teams (consisting of 2 girls and 3 boys) or mixed doubles (1 of each gender). If every area has participants bowling, then it would be easier to have mixed doubles. If only 10-12 areas have participants, then it would be easier to have the 5 man teams. Each pair of lanes will have a designated scorekeeper from a neutral area (i.e. Norcal vs. Jersey, scorekeeper – Dallas). At the end of the tournament, the team with the highest series (total amount of pins from all three games) is the winner. Then the second and third place teams will also be awarded. There can also be awards given to the top male and female bowlers of the entire tournament. Any perfect games bowled on this day must receive recognition.

VOLLEYBALL RULES

Players:

Each team should have 6 players on the court: must have 2 females playing at all times.

The court and net should be regulation co-ed:

Court Dimensions: 29'6" x 59'

Net height: 7'11 5/8"

Each team must provide referees for other games: Head Ref (At the net), a partner net ref, line refs. It might be a good idea to have the refs for each match from different areas. For example, as Jax plays Jersey: the Head Ref at the net would be from Norcal, the asst ref from Cleveland, one line ref from Dallas, the other line ref from Socal. That way there's no problems with 'favorites'

Game Play:

One match is 3 games.

Play to 15 and win by 2.

Then the regular playing rules would apply (ie. No back line hitters can cross the front line, no carrying the ball, no double hits, etc).

BILLIARDS RULES

(12 TABLES : 6 – 9BALL / 6 – 8BALL)

9BALL – RACE TO 3

BREAK:

- Players will lag for break
- Cue ball positioned behind “kitchen”(2nd diamond)
- Cue ball must strike 1ball first
- A ball must hit a rail after contact
- Scratch on break results in ball in hand
- 9ball in on break wins

PLAY:

- Ball must be played consecutively 1-9
- Shots do NOT need to be “called” into pocket
- Next playable ball can be combo into 9 for win

FOULS:

- Miscue results in ball in hand
- Scratch results in ball in hand
- If cue does not hit next playable ball but hits other ball, result in ball in hand
- In ball in hand ball can be placed anywhere on table
- In ball in hand, player must move ball with hand not stick
- Ball bounced of table result in ball in hand
- If ball goes in pocket with cue ball scratch, take ball from pocket and “spot”
- If any ball does not hit a rail after contact, result in ball in hand

WIN:

- First player to win 3 games wins
- Winner takes break after each game

8BALL – RACE TO 3

BREAK:

- Players will lag for break
- Cue ball positioned behind “kitchen”
- A ball must hit a rail after contact
- Scratch on break results in ball in hand behind “kitchen”
- If player breaks and solids go in then player is solid for the game.
- 8ball in break does NOT win game..8ball must be spotted.

PLAY:

- Players will shoot their designated balls to reach the 8ball.
- Player can combo shots with own balls, but not combo to 8ball.
- Player cannot combo shots from other players balls
- Shots NEED to be “called” into pocket
- 8ball must be “called” into pocket.
- Player can only shoot in 8ball once all of his/her balls are off table.
- Once player “calls” a shot and goes in, and other balls go in AFTER, that’s fine...

FOULS:

- Miscue results in behind “kitchen”
- Scratch results in behind “kitchen”
- If cue hits opponents ball first, result in behind “kitchen”
- Ball bounced of table result in behind “kitchen”
- If ball goes in pocket with cue ball scratch, take ball from pocket and “spot”
- If any ball does not hit a rail after contact, result in behind “kitchen”

WIN:

- 8ball in wins
- First to 3 wins (Winner takes break each game)

BOYS BASKETBALL RULES

PLAYERS:

Each team shall consist of at least 5 players. A team must begin with a minimum of 4 players present. A team may continue with as few as 2 players if no other substitutes are available.

SUBSTITUTES:

A substitute shall enter only when the ball is dead and when he/she is recognized and beckoned on by the official. Additionally, a substitute shall not enter the court without reporting to the scores or without his/her name appearing on the scorecard. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following his/her replacement.

TIMING:

Playing time shall consist of two halves of 20 minutes each. The clock will run continuously except during time-outs and the final 2 minutes of the second half. During the final two minutes, the clock will stop for all fouls, violations, or when the official signals it to stop (whistle). If the game is tied at the end of regulation, three minute overtime periods will commence. If the game remains tied at the end of the first overtime or any overtime thereafter, additional overtime periods will be used to determine the winner.

TIMEOUTS:

Each team is entitled to two time-outs per half. Time-outs may not exceed 30 seconds in length. Each team will be allotted one additional time-out per overtime period. Unused time-outs from the second half or overtime periods may be used in any overtime period.

SCORING:

Free throws shall be worth one point, field goals shall be worth 2 points, and "three point" shots worth 3 points. All technical fouls and flagrant fouls shall be worth two points.

MERCY RULE:

If a team is 20 or more points ahead when 2 minutes are remaining in the 2nd half or any point thereafter the game shall be over.

FOULS:

A player shall not: hold, push, charge, trip, nor impede the progress of an opponent by extended arm, shoulder, hip or knee, or by bending the body into other than a normal position; nor use any rough tactics. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal.

On common fouls, no free throws will be awarded until the 7th team foul unless the contacted player was in the motion of shooting. On the 7th, 8th, and 9th team foul the offended team will receive one free throw and an additional bonus free throw if the first throw is made. On the 10th team foul and each foul thereafter, the offended team will receive two free throws. Each player gets five fouls before fouling out.

TECHNICAL FOULS:

Any individual receiving 2 unsportsmanlike technical fouls shall be ejected from the game. A player, fan or coach may be ejected after 1 unsportsmanlike conduct. A player may be ejected after 1 unsportsmanlike foul if it is deemed flagrant. Any team that receives 2 unsportsmanlike technical fouls in a single game, will automatically default that game. The opponent will be declared the winner. All technical fouls will result in the offended team receiving two free throws and the ball at the division line. All flagrant fouls will result in the offended team receiving one free throw, the ball at the nearest throw-in spot, and an automatic ejection of the offending player.

SPECIFIC REGULATIONS:

Traveling, double dribble, three seconds in the lane, ten second violations, five second inbound violations, backcourt violations, kicks, and goal tending will be in effect.

Jump balls will be determined by possession arrow.

Begin each game with prayer involving both teams.

BANDFEST
CFC-Youth for Christ
Conference 2001

Purpose:

In tailoring to the musically talented YFC, we are once again having a Bandfest for this year's conference. During the 1999 conference in Jacksonville, Florida, the Bandfest was one of the main highlights for the youth. It was a way for the music ministry in each area to become empowered and to further spread the Good News of God. Praise the Lord, it worked! We'd like the same to happen this year as well.

Criteria:

Must have a full band

- a. Guitar
- b. Bass
- c. Drums
- d. Keyboard
- e. Singers

The **RULES** are as follows:

1. Each area will prepare two songs to be performed. The songs can be either secular OR Christian. The lyrics of the songs should be *wholesome* and the beat should be *lively* and encourage *excitement*.
2. There shall be no more than 6 people on stage performing.
3. The judges will judge the bands based on the following criteria:

a.	Quality of Music	= 30%
	(Clarity and Style)	
b.	Stage Presence	= 30%
c.	Smooth Transition between the 2 songs	= 20%
d.	Choice of Songs / Message	= 20%
e.	Total	100 %
1. Your area band will use the musical instruments provided. We will have a drum set, two (2) guitars, one (1) bass, and keyboards. You will be able to bring your own percussion instruments if you decide.
2. Please submit the choice of your two songs to **Michele Dela Cruz** (yfcmission@aol.com), as soon as possible. We will have no duplication of songs, so first come, first served as far as choice of songs goes. Please send an audiocassette tape of your two songs as performed by your band by July 7th.

Please send demo tape by July 7, 2001

Send tapes to:

CFC-YFC Bandfest 2001
Michele Dela Cruz
11902 83rd Ave S.
Seattle, Wa 98178
206-853-793

ACADEMIC TRIATHALON
CFC-Youth for Christ
Conference 2001

Purpose: By taking the academic challenge in their schools, CFC-Youth for Christ are able to glorify the Lord by taking this academic challenge in the conference.

Objective: To have an academic triathlon in which Youth for Christ members are able to show the knowledge that they have learned throughout their schooling as well as through extracurricular activities.

RULES and REGULATIONS:

- 3 members per team: each specifically competing in one of the three categories
 - Speech and Debate / Writing and Essay / Mathematics
- 1 person on a team per category
- Each area may have more than 1 team. Ie: you can have 6 people per area, but that would form 2 separate teams.

SPEECH and DEBATE

- The topic will be given during the competition not before.
- 5-10 minutes will be given for the team to make notes and form their debate.
- 5 minutes will be give to present their debate on that certain topic
- Each person shall give their debate in front of 3 judges

Judging requirements

- 3 judges
- The presenter will be judged on 3 criteria
- Judging will be done on a 100 point scale
 1. Articulation (how well they can present): 35 pts.
 2. Organization of thoughts: 35 pts.
 3. Content of speech: 30 pts.

---It is up to the presenter to pick a side of the topic to defend or advocate. Judging shall not be based on the personal opinion of the judge.

WRITING COMPETITION

- The Writing topic shall be given during the competition
- Each contestant shall be given 45 minutes to write on the topic.

Judging requirements

- 3 judges
- Each writing sample shall be judged on these criteria
- Judging will be done 100 pts.
 1. Content: 25pts
 2. Organization of thoughts: 25pts.
 3. Ability to bring out the topic of writing: 25pts.
 4. Creatively present the writing: 25pts.

MATHEMATICS COMPETITION

---The competition will consist of 1 hour of math solving skills in algebra, problem solving, geometry and calculus

Judging requirements

- 3 judges
- The competition is out of 100 points.
- The contestant to have the correct answers will be the winner
- partial credit shall not be given to incorrect answers

OVERALL JUDGING

- There will 1st, 2nd, and 3rd winners for each category of the Triathlon
- The winner for the Triathlon will be the team that obtains the highest amount of total points from each category.

SCORING

- Each category will be based on a 100 point score
- The overall score will be the point total from each category
 - ◆ Tiebreakers:
 - ◆ Speech and debate/Writing competition
 - A new topic will be given
 - ◆ Mathematics: A new set of problems will be given to be completed

- Each area must submit their team by July 7, 2001 to **Stephanie Nethercott**
Bzbuzzy@aol.com
(510)796-3646