



# MAIN EVENT | TALENT RULES

Main Event is a vehicle through which talents and leadership skills of youth are developed, encouraged, and used for Jesus Christ. We believe God gives each person gifts and graces that are to be developed and used to enhance the Body of Christ and build His Kingdom. Judges for each talent category will focus on affirming those gifts while also giving constructive criticism. They will award either *Superior, Excellent, Good, Fair, or Poor* scores.

## CHRISTIAN COMMUNICATION

### 1. The Christian Communication categories are:

- Vocal Music: male vocal solo, female vocal solo, vocal small group (2-4), vocal large ensemble (5-9), vocal choir (10+), and praise band.
- Instrumental Music: instrumental solo, keyboard solo, instrumental ensemble (2+), and songwriter.
- Creative Ministries: drama, oral interpretation, sign language, preaching, and dance.
- Speech & Writing: speech, prose, and poetry.

Biblical or religious themes are not required for all pieces. However, all subject material needs to be appropriate.

2. No individual can enter more than 2 events per category.
3. All vocal, dance, and sign language entries must be clean/non-explicit pieces/music. Instrumental and keyboard entries may also include classical selections.
4. Taped or live accompaniments without vocal background are permissible for vocal competition. Taped accompaniment may be used for instrumental, and keyboard pieces.
5. 2 copies of any music or source material used must be given to the judges for evaluation purposes.
6. Time limits for each performance category is 10 minutes.

## Specific Categories and Rules

***Songwriting:*** Involves the presentation of an original song performed by the writer or someone else they have selected. Performance should be no more than one vocal and one instrument.

***Drama:*** Involves the presentation of a religious skit, short drama, or cutting from a play, which involves 2 or more characters portrayed by 2 or more persons. All material must be memorized. Any staging must be set-up within 2 minutes.

***Oral Interpretation:*** Involves a reading or dramatic monologue of single or multiple selections of poetry, prose, or scripture by a single individual. Participant must introduce the piece(s). Piece(s) can either be read or memorized.

***Sign Language:*** Involves interpreting a musical selection or scripture reading through manual communication using either ASL or SEE. The individual must choose only one of these usages of communication throughout the entire song or scripture. Music may be live or recorded.

***Preaching:*** Involves presenting an original message from a Biblical passage of the participant's choice. The sermon should interpret the chosen Scripture in context as well as apply it in a modern context. Notes may be used during the presentation.

***Dance:*** Involves a choreographed presentation to music that is religious, classical, or ethnic folk (such as Irish) in nature. All dancing and attire must be appropriate. All music should be pre-recorded.

***Prose or Poetry:*** May be fictional or non-fiction. Participants need to present 2 copies of their work, double-spaced, numbered, and stapled. Each entry should have a cover page with participant's name and specific category.

***Speech:*** Involves presentation of an original speech to inform, persuade, amuse, or inspire. Notes may be used but should not be manuscript. Visual aids may be used as well.

## ART

1. Art categories are: early youth drawing, senior youth drawing, early youth painting, senior youth painting, early youth photography, senior youth photography, early youth sculpture and pottery, and senior youth sculpture and pottery, early youth digital media, senior youth digital media, early youth duct tape, and senior youth duct tape.
2. No more than two total art pieces may be entered by one individual.
3. Each art piece must be displayed on a mat, mount, or frame with a small card

with the name of the artist, grade church name, and category entered affixed to the back.

5. Each duct tape piece must be made completely out of duct tape, with no 'structure' given to the art piece.
6. Biblical or religious themes are not required for all art pieces. However, all subject material needs to be appropriate.
7. All entries will be judged according to the creative use of the media involved, the degree of craftsmanship, originality, and presentation of the work.

## **SCIENCE**

1. Science categories are: Biology and Life Science, Physical Science including Chemistry and Psychics, and Engineering including Mechanical, Electrical, or Computer.
2. Each exhibit should be presented on a science-fair style display.
3. Each display must also have a small card with the name of the student, grade, church name, and category entered.
4. No more than two Science projects may be entered by one individual.



## SPORTS RULES

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**Main Event has made some changes to the general rules of the sports tournaments this year. Please take a second and closely review the general rules below before reading the rules for the individual sports.**

### GENERAL

- 1. All sports are fully co-ed. There are now no rules stating that a certain number of girls or guys need to be on the playing field at any given time. So, if a group of 6 guys want to form a volleyball team or 3 girls want to have their own basketball team, they are allowed to do so.**
- 2. Points awarded are not based on gender. Basketball, volleyball, and dodgeball points are not determined in any way by the gender of the player who scores.**
- 3. Participants may play as many sports as they'd like. However, a participant may only play on one team per sport. An important note: No schedule accommodations will be made for participants playing in more than one sport. If a team does not have the required amount of players at the scheduled start time, they will be forced to forfeit.**
- 4. No rosters will be turned in to the directors of the sports tournaments. We'd simply ask that your coaches keep the integrity of their teams consistent throughout the tournament.**
- 5. All coaches, youth leaders, and players are expected to act with a Christlike attitude, both on and off the court. Yelling at refs or coaches, players fighting, or other unsportsmanlike behavior will not be tolerated.**

### VOLLEYBALL

- 1. Volleyball will include a Sr. High and Mid. High Youth tournament. Each tournament will be double elimination.**
- 2. IHSAA official high school volleyball rules for tournaments with six players**

will be used. Games consist of 25 points via rally scoring and teams must win two of three games to advance.

3. All scheduling will be done at random and will be communicated at the coaches meeting or during registration check-in.

## 3-ON-3 BASKETBALL

1. All general basketball rules apply, including fouls, 3-in-the-key, etc.
2. Basketball will include a Sr. High and Mid. High Youth tournament
3. When the game is stopped for any reason, play will resume when the ball is 'checked-in'. This happens at the top of the key by passing the ball back-and-forth between opponents one time. From there, the ball must be passed to a teammate before being dribbled or shot.
4. If a team gains possession of the ball by rebound, steal, or block, the ball must be 'taken back'. The 'take back' line is both beyond the 3-point line and foul-line extended. The ball may be passed beyond these lines or dribbled.
5. Scoring will be by 1s and 2s with no 'make-it take-it' rule. Possession will alternate after each made basket.
6. Games will be either be played to 11 (win by 2), 15 (straight up), or simply a 25-minute clock.
7. Tournament will be double elimination and the bracket will be available at check-in.

## SPIKEBALL

1. The spikeball tournament will be constructed as a pool-play style tournament. The top two teams from both pools will then play a single-elimination semi-final and final round to determine the champion.
2. Teams on the field will consist of two players. No subs can enter during a match.
3. Two teams line up facing each other on opposite sides of the net. Team A starts by hitting the ball down at the net from 6ft away for Team B to return. Teams have up to 3 alternating touches (think bump, set, spike) to return the ball to the net. After the serve, players can move or hit in any direction. If a team can't return the ball onto the net with their 3 touches, their opponent scores 1 point. A shot that hits the ground, rim, or bounces more than once on the net is no good. First team to 21 wins (must win by 2 points).
4. Pool play matches will be self-officiated. On disputed plays, a replay of the point occurs. Tournament matches will have a dedicated official.
5. All basic rules, as outlined by the Spikeball Roundnet Association, will be followed.

# DODGEBALL

1. Teams on the court consist of 4 players per side. Subs may enter only during timeouts or in case of injury.
2. Six dodgeballs will be used during play.
3. Players are 'out' by one of two ways:
  1. Being hit at or below the shoulders by a 'live'\* ball.
  2. Having a 'live'\* ball caught by an opponent before it hits the ground.  
\*A 'live' ball is defined as a ball that has not touched anything, including the ground, another ball, another player, an official, or anything outside the field of play
4. If you catch a 'live' ball, a player on your own team may re-enter the game in the order they were eliminated.
5. Players may only leave the field of play through the end line to retrieve a stray ball.
6. Players may not step over the center-line. However, they may reach over the center-line to retrieve a ball.
7. At the beginning of a game, a ball may not be thrown until it has been taken back behind the 'attack-line'.
8. Each game consists of three rounds. The first team to win two rounds wins the overall game. If all players have not been eliminated at the end of the 15-minute round, a 1-minute sudden death overtime will be played with the remaining players on the court.
9. Each team will be allowed one 30-second timeout per game.
10. Players must release their balls within a reasonable amount of time (10 seconds). A held ball may be used to deflect another ball, rendering that ball no longer 'live'.