

-Tug of War Rules and Procedures-

Teams:

Each team consists of 6 players. Departments may have two teams, however before they can advance in competition, those two teams must face off to represent the major. If the department has two teams, players may not switch teams after the play off. Any student who is double majoring may pick one team to work with and may not switch teams.

Under-representation Clause:

If for any reason, a major is under-represented and still wishes to compete, they may recruit members from other departments to assist them in competition. Any points obtained by that team will go toward the under-represented major that all members agreed to compete for.

Conduct Clause:

If team member is being disrespectful to the event-runners, team can choose to remove him or her from the team or have whole team disqualified. If a member is lost due to this clause, a replacement cannot be brought in. Those in charge of the event will be responsible for determining what is considered disrespectful.

This clause also applies to cheating and blatant disregard to the rules.

Officiating/Judging:

1 referee will officiate. Referees will be contracted from the Intramural Office.

Materials:

- Rope

Game:

Two teams will compete against each other in a bracket system order. As mentioned earlier, the center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their

territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

Fouls:

No cleats or gloves will be allowed at the event. No anchoring, looping around the end of the rope will be allowed.

There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualifications. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'. Touching the ground for a longer period of time is also considered as a foul.