

Tug-Of-War Event Rules

This is a required event to go for the “Cup”

1. Teams will consist of six (6) to twelve (12) participants (of which at least 2 are female and 50% are company employed) alternately arranged. Teams will be allowed to pull with less than twelve (12) people.
2. Lines will be marked five (5) feet on either side of the centerline. The object is to pull the opposing team so that the flag crosses the plane of the line on your side of the centerline. The referee will indicate when the match is over by raising a colored flag and declaring the winner. Do not let go of the rope suddenly once the match is over.
3. Participants, including the anchorperson, SHALL NOT WRAP the ropes around their hands or bodies. There will be no knots in the rope.
4. Gloves and rubber-soled shoes must be worn. No metal-cleated shoes will be allowed.
5. Multiple tugs may be staged simultaneously within the designated area. The event will be single elimination. First round pairings will be by random drawings; except, in the first round, teams within the same company will not be required to compete against each other. Winning teams will advance in each round to tug against other winning teams until a lone winner has been decided on a descending tier chart. Occasionally, a team may advance a round by receiving a bye.
6. This event will take place on surface to be decided.
7. Only event team members plus one (1) coach of the scheduled division will be allowed in the designated area. Following completion of each round, non-advancing teams will be asked to leave the tug area.
8. Officials reserve the right to have teams scheduled with a bye to tug against teams scheduled to compete against a no-show team.