

Wallamba Tug of War Championship

TUG OF WAR RULES

Object of the Game

Last team standing from all entries is the winner and takes the prize.

A Tug of War match is conducted in a best of three format. The objective of the game is for each team to pull the rope, along with the members of the opposition team, to their side.

The match is won by the team that scores two of the three pulls in the match. It is not possible to tie in a Tug of War match.

Game Field & Rope

Before the game, the organisers will agree the location. Best is a large, flat grassy area with no rocks, tree roots or sharp objects. The field must be walked to make certain there are no unseen hazards.

The centre line is marked on the field using tape or landscaping spray. Mark the winning lines, in a different colour, 3m on both sides of the centre line.

The rope is the most important piece of equipment and should be approximately 11cm in circumference (38mm diameter) and should be at least 33.5m long with plain, whipped ends. There is a red mark made in the middle of the rope and a cloth streamer tied over this.

Teams

Each Tug of War team will consist of 6 members, all of whom co-operate to pull the rope. Select teams that are even in number, strength, ability, size and gender.

Despite looking like a simple sport, there is some technicality to it, with team members utilising a rhythm to help pull the rope in an effective way. This is done with the help of a 'driver', who is not a member of the team but is in effect like a coach and they give orders, from the sidelines, of when to pull and when to rest.

The Line-Up

The judge will conduct a coin toss with the two team captains for initial end selection.

At the beginning of the pull, the centre mark of the rope is to be immediately above the centre line marked on the ground

Players line up behind the 3m mark, putting the strongest member at the back. Alternate the players, so one player is standing to the right of the rope and the next is standing to the left. The players should be evenly spaced along the length of the rope.

Play

After the judge checks each team's position, determines everyone is ready and signals the teams to start pulling using a whistle or hooter, each team starts pulling the rope as hard as possible, into their territory.

The goal is to pull the rope centre mark & streamer over the ground white 3m marker on your side of the field. The first team to succeed wins that pull.

Teams swap ends, to balance uneven ground advantage, between each pull. Winner of three pulls wins the match. Set a 10-minute time limit for each match.

Competition

The Tug of War competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces, "Pick up the rope" then will say "Take up the slack" and finally will tell the players to "Pull" whilst sounding the hooter.

Once the pull command is called, the teams start pulling the rope. The rope must be pulled underarm, i.e. cannot go above the shoulders, and nobody's elbow must go below the knee, otherwise a foul will be called.

Participants may NOT wear cleated shoes or boots with metal soles, nor put tape or glue on their hands.

Judge's Responsibilities

The judge must be happy with the rope and all markings.

Before each pull the judge will ready the teams, ensure the streamer of the rope is over the centre ground marking, then sound the start. When one team pulls the center streamer over the winning line on the field, the judge declares that team the winner.

The judge is responsible for enforcing the rules and should watch for rule violations.

A team will automatically lose and forfeit the game if it breaks the rules.

The Judge's decisions are final.