



## Southfuels Tug O' War Competition Rules 2020

**Teams:** Teams of eight plus two reserves.

- Trophy – heavyweight – weight limit of 800kg per team 8 man team.
- Mixed - No weight limit. Team to consist of a minimum of 4 female tuggers.

### School Teams:

- Primary School – open to competitors aged between 8 and 14 years, teams of 6, must include 2 girls and 2 children under age of 10 years. Teams must have an adult as a couch who is in charge of managing the team on the day.
- Secondary School – open to competitors aged between 15 years and 18 years, teams of 6, must include 2 girls.

### Prizes

- **Men's Trophy Tug** - The coveted Hororata Highland Games trophy, individual gold medals, \$500 worth of Z fuel cards, donated by Southfuels, a \$150 Tennents Bar Tab (*to use at the event in the Tennents bar at the event by 5pm*) and \$350.00 CASH. 2<sup>nd</sup> place silver medals.
- **Mixed Tug** - Individual gold medals, \$500 worth of Z fuel cards, donated by Southfuels, a \$150 Tennents Bar Tab (*to use at the event in the Tennents bar at the event by 5pm*) and \$350.00 CASH. 2<sup>nd</sup> place silver medals.  
Note: winners must be over the age of 18 years to receive the bar tab prize.
- **School Teams** – Gold Medals and Southfuels Prize packs for each competitor for winning team

### Competition Format:

- Head tigger/coach must report to the Tug O' War arena 15 minute prior to the team's first scheduled start time with a team list of tuggers.
- All team members will need to sign a waiver before competing.
- The direction for the match will be decided by coin toss.
- Once in position the judge will ask the head tigger if they are ready, then give the command take the strain, within five seconds of the take the strain command, the referee will blow a whistle to signal the start of the pull.
- The winning team is the first to tug their opposition 4 metres across the centre line.
- Pool matches will be run, consisting of best of 3 tugs per match.
- If one team wins two consecutive tugs they are announced the match winners and given 5 points.
- If there is a draw after two tugs then a 3<sup>rd</sup> tug will be held in which case the winner will be awarded 2 points.
- Each team will tug against at least two teams in the pool matches over two rounds. This may mean a team has a BYE in a round if uneven number of teams but no points will be given as each team will have the same number of tugs over both rounds. (i.e. if three teams in a Pool Round 1 team A will tug team B, team C will Tug Team B; Round 2 team A will Tug team C). Officials will ensure no team has back to back tugs.
- The top 4 teams, based on points won during pool matches, will go through to the semi-final matches. Quarter final tugs may be held at the judge's discretion.
- If there are any ties after pool matches a knock-out round with ONE addition tiebreaker tug match will be run until only 4 teams remain.
- The direction of the tug for knock-out round(s) will be decided by coin toss.
- Semi and finals will be best of three tugs.

- Prize money will be paid in cash on the day; this must be claimed by the head tugger who will need to hand in a slip given to them by the Tug O' War officials at the Event Information building following the final.

### **Rules:**

*It is important that these rules are understood and adhered to by each team member.*

- Each team must nominate a head tugger. The head tugger is responsible for ensuring the team is ready to compete at the designated time. Head tuggers will remind their team of the rules before the competition, only head tuggers can consult with the judges.
- There will be two cautions allowed per team before disqualification.
- Teams entered in the Trophy pull must be under the 800kg team weight limit. This applies to the eight men tugging. If a reserve is to be used then the head tugger must ensure the team is still under the weight limit.
- Officials reserve the right to weigh teams before or after round, if the team is found to be over the weight limit after winning a round they will be disqualified and the win awards to the opposing team. At the judges discretion teams who reach the semi-finals may be weighed before these rounds commence.
- Substitutions to be approved by the officials.
- Ordinary footwear must be worn, no spikes, studs, heels allowed. Gloves may not be worn – chalk is acceptable; grip spray is not acceptable. Please wear something tartan or an identifying team colour or item.
- Late entries may be accepted at the discretion of the Tug O' War administrator.
- By entering all teams agree to the Hororata Highland Games standard competition terms and conditions, these can be found on the website or online entry form.

### **Behaviour:**

- The *Hororata Highland Games* is a licenced venue, no BYO alcohol can be brought in. If a competitor is found to have brought alcohol onto to the grounds they will be disqualified from the competition and asked to leave the competition. A bar tab can be arranged with the event bar if required. Please email [games@hororata.org.nz](mailto:games@hororata.org.nz)
- This is a family event, teams are asked to act in a respectable manor. The officials will issue a warning and then a caution if they deem a team's behaviour to be unacceptable, two cautions will result in disqualification.

### **Tugging Technique:**

- During the tug the rope must not be wrapped around wrist or any other part of the body, except for the anchor man. The anchor man may lope the end of the rope over their left or right shoulder, diagonally across their back, the end is held in the opposite hand, with a metre or so hanging loose and pointing forwards. Rope must not be locked or crossed over in any place by anchor man.
- Apart from the anchor lope the rope must remain in a straight line for the duration of the pull.
- No hand over hand tugging allowed. Team members must go back with rope when tugging, an underhand grip (with the rope under the arms) must be adopted. The referee's decision on illegal pulling (looping the rope, lying down and other underhand tactics) will be final.
- All team members are to remain on their feet at all times, no hands are allowed on the ground for a prolonged period of time, except the anchor-man who is allowed to use one hand on the ground.
- No surging of the rope or lifting up and down during tug. Rope must maintain constant level to the horizon and at a constant strain.
- To avoid potential injury, when a winner of a tug is declared, both teams must release rope together in a safe manner. Disqualification of the offending team may occur at the referees' discretion should the rope be released suddenly causing the opposite team to fall to the ground – no caution.