

AZIBAOLA ROBERT'S TUG-OF-WAR



TOURNAMENT RULES

These rules for the Azibaola Robert Tug-of-War Tournaments are made for the purpose of ensuring equal playing field for all participants a guide to the referees, judges and spectators. The rules must be fully observed and enforced by the referees and other officials.

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 centre red mark crosses over to center line, the team to pull the rope to their area wins the game

Eligibility To Participate

1. There shall be 14 eligible communities to participate
2. Each eligible community shall register to participate by filling in the form, in the format to provided
3. Only communities which received letters of invitation to participate, and fulfil the conditions for participation shall be eligible to participate in the tournament
4. Each participating community shall do so as a team
5. Each team shall comprise of 10 persons and their coach (a total of 11 persons)
6. Each team shall be dressed in uniform (the same) clothing: Uniform track suits or jerseys with sports shoes; canvass or track boots.

7. Each team shall be responsible for their transportation and logistics to and from the event venue.

Registration

1. Each team shall fill in a registration form for the event.
2. Registration shall include the names of the individual participants in the Tug Of War.
3. Of the 10 participant members, only eight shall participate at a time, while the remaining two shall be reserved.
4. The coach shall be responsible for the substitution of any of the participating members with the reserves at any time during the refreshment break time.
5. There shall be no limit to the number of times the coach is allowed to change a team member.
6. ONLY FIT AND HEALTHY PARTICIPANTS MUST BE REGISTERED FOR THE EVENT

Draws For the Tournament

1. Participating teams shall be paired in groups, (like in the football world cup format.)
2. The pairing shall be done via a draw, in the form, place and time to be announced by the organizers.
3. Only two persons per team shall witness the draw process, if it is done before the day of the tournament, otherwise it shall be done prior to the commencement of the tournament in the full view of the spectators.

4. The draw shall pair three teams per group, making a total of FOURGROUPS, A, B, C, and D.

Group Stage

1. Each team in any of the groups shall tug against the two other teams in their group in 3 round each.

2. Only one team shall emerge as winners of each of the groups to the semi-final stage of the tournament.

3. The winner shall be the team with the highest wipe out of their opponents.

4. Where there is a draw, with equal wipe outs, the winner shall be determined by another single draw, each against each other.

Semi Final

1. There shall be a semifinal for four teams that shall emerge from the four groups.

2. The four group winners shall be paired into two groups, Groups 1 & 2.

3. This shall be a wipe out (elimination) stage; the two team shall tug against each other in three rounds.

4. The team that wipes out the other team in two of the three rounds shall proceed to the finals.

Third Place Match

1. There shall be a 3rd place match between the losers of Group 1, and Group 2 of the semi-finals.

2. They shall tug against each other in 3 rounds; and the winner shall be the team with two wipe outs against the other team, which shall become the 3rd place winner.

Final

1. There shall be a final match between the winners of Group 1 and Group 2.

2. The two finalists shall tug against each other in 3 rounds; and the winner shall be the team with two wipe-outs of the other team.

3. The loser in the tug between the two finalists shall be the 2nd place winner of the tournament.

The Rope

The game involves usage of single equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact Centre point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the Centre point.

Teams

According to the rules of tug of war, each team can accommodate a maximum of 8 members.

However the combined weight of these members should not exceed the weight determined for the particular category.

Field and Marking

The game will be played on a flat grassy patch of land. A line referred to as a Centre line is marked on the playing zone and the rope is placed in a manner that its Centre mark should align the Centre marked on the

ground. On either sides of the rope at the distance of 4 m from the Centre line, 2 more marks need to be made. This is the point wherein the first member of each team will stand.

How to Play

As mentioned earlier, the Centre of the rope should align with the centre 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 member of opposition team to their side. As soon as the second mark on the rope from the centre red mark crosses over to centre line, the team to pull the rope to their area wins the game.

Code Of Conduct

1. Only the Tugging teams are allowed to come into the arena at any giving time
2. No member of the supporting fans of any of the teams are allowed into the arena at any time from when the tournament commences until the end of the tournament.
3. The rope must be pulled under the arms, and nothing more
4. The participants shall pull the rope with their bare hands
5. No knots or loops is allowed to be tied on the rope
6. The rope shall not be wrapped around any limbs (hands or legs)
7. Teams are not allowed to suddenly let go of the rope to deliberately cause the opposing team to fall or get injuries (the offending team will be disqualified from the tournament)

The Tug

1. The tug shall consist of 8 tuggers on either side of the rope.
2. The tug rope shall be a minimum of 35m in length and of 32mm diameter.
3. There shall be rug of 1m width spread across the entire length of the tug.
4. The participants shall remain within the boundaries of the rug at all times and any member of any of the team who steps out of the rug while tugging shall be penalised.
5. There shall be a visible read mark on the centre of the TOW rope followed by two white marks on either side of the red mark, the 2nd of which shall be 2m away from the centre red line.
6. No participant is allowed to handle the rope beyond the last white mark closes to him.
7. A TUG is worn when the opposing team crosses the second white mark of the TUG rope on his own side.

Time Allotted

1. Each round of tug shall be 90s-time limit per tug
2. The winning team will pull the other team at least 50cm (500mm) across the centre line.
3. If no team is pulled over the line at the end of the 90s, the tug will go to the team who has the advantage at the time or a draw shall be declared which carries 1 point.

4. There shall be a maximum of 3 rounds for two teams to tug against each other.
5. If a team wins in two consecutive sets then the third round shall not be held.
6. After each tug, the teams shall have a rest of two minutes.

Tournament Referees

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”, he then says “Take the string”, and finally he tells the players to “Pull”. Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified.

Officiating

1. There shall be 3 officiating officials for the tournament
2. These officials shall be announced prior the commencement of the tournament
3. The official shall call the winner for each round of the tournament and shall have the powers to disqualify, issue warnings, or red cards to each team or their team members
4. Warnings, Yellow or red cards shall work in same way as in a football tournament.
5. Each round shall last for 15 minutes (I.e. a maximum three minutes for each tug from the start of the whistle to the end of each tug.)

6. There shall be a 2-minute refreshments and consultation break between each tug.

Fouls

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.

NOTE: These rules are not exhaustive. Additional rules may be added to these rules without notice, and all rules relating the professional conduct of the TOW game remains part of the rules of this tournament except as otherwise specifically stated.