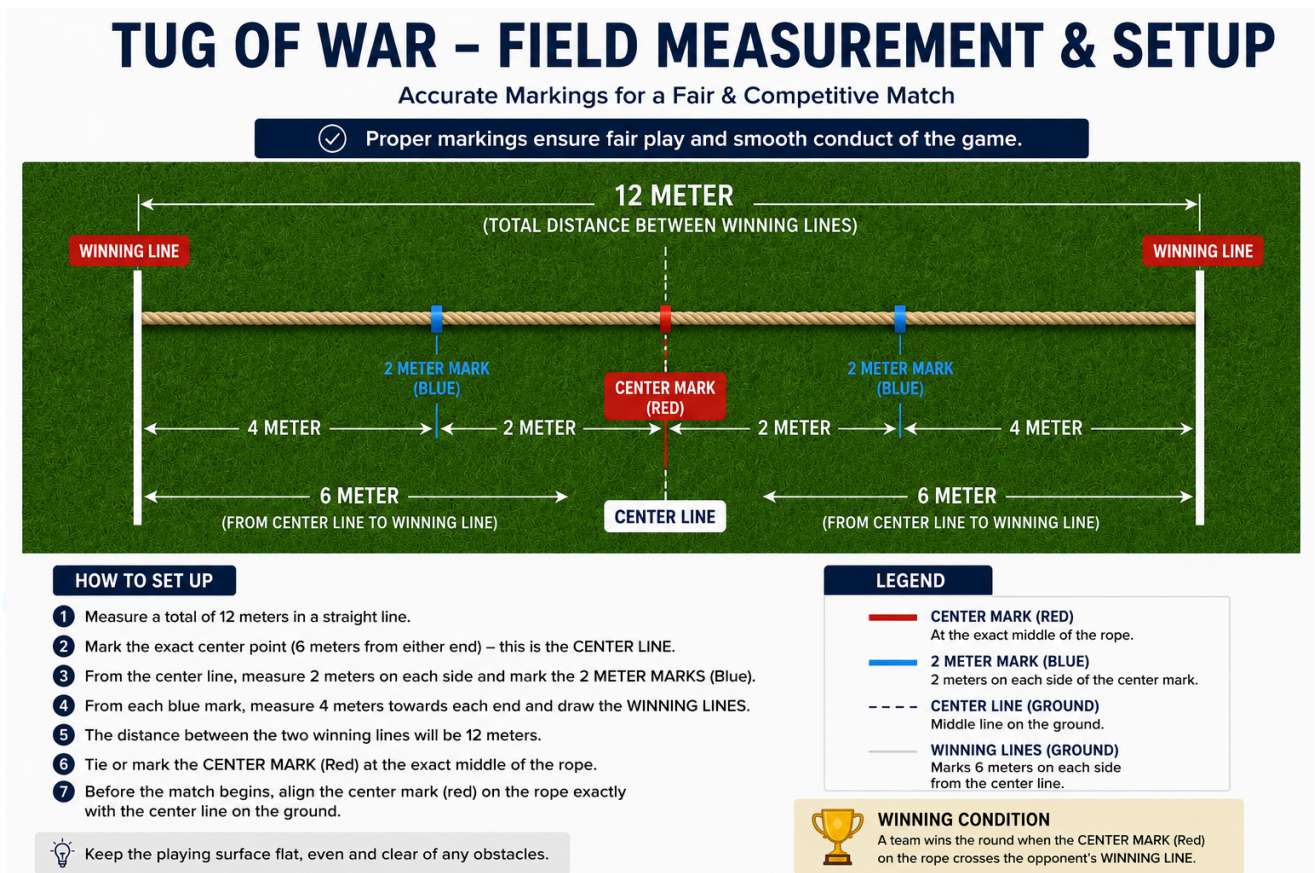


Tug of War Tournament Rules & Regulations



Team Composition

- Each team shall consist of a maximum of **7 players**.
- Only registered players are eligible to participate.
- **Player substitutions** are permitted only in the event of an injury. Any replacement must be a registered player and the team's total weight must remain within the applicable weight limit.
- A player may represent **only one team** throughout the tournament.
- Team members must be employees of the organization they represent.
- More than one team from a company can participate in the competition.

- Official weigh-in will be conducted before the tournament.
- Teams exceeding the weight limit must comply before competing.
- The organizing committee may conduct random re-weighing if required.

Weight Limits

Men's Category

- Maximum combined team weight: **525 kg**

Women's Category

- Maximum combined team weight: **455 kg**

Match Format

- Each match will be played as a **Best of 3 rounds**.
- The first team to win **2 rounds** wins the match.
- Teams will switch ends after each completed round.

Starting Procedure

- Teams must line up on their designated side of the rope.
- On the referee's command "**Take the Rope**," players may grip the rope with both hands, but do not tighten the rope.
- On the referee's command "**Get Ready**," both teams shall tighten the rope until it is taut (meaning it shouldn't be loose), **without attempting to pull the opposing team**.

- The round officially begins only when the referee aligns the centre ribbon with the centre marker and blows the **whistle**.
- Any team that pulls before the whistle will be deemed to have made a **false start** and may receive a foul or forfeit the round at the referee's discretion.

Winning a Round

A team wins a round when:

- The opposing team's marker is pulled across the designated winning line.
- The opposing team commits a foul resulting in forfeiture.
- The referee stops the round and awards the win due to a rule violation.



ALGOSIUM
SOFTWARE

General Rules During Play

- Players must remain within their designated team area.
- Both hands must remain on the rope throughout the round.
- Intentionally releasing the rope during play is prohibited.
- Unsportsmanlike conduct, abusive language, or dangerous behavior will result in penalties or disqualification.

Fouls

The following actions are considered fouls:

- Pulling before the referee's whistle.
- Intentionally releasing the rope.
- Using unregistered players or changing players after weigh-in without approval.

- Receiving outside assistance or delaying the match unnecessarily.

The referee may issue a warning, award the round to the opposing team, or disqualify a team for repeated or serious violations.

Match Timing

- Teams must report **15 minutes** before their scheduled match.
- A **3 minute break period** between each round will be provided.

Safety

- Players participate at their own risk.
- Injured players must immediately inform the referee.
- The referee may stop a match at any time if player safety is at risk.

Referee's Decision

- The referee's decision is **final and binding**.
- No protests or appeals will be entertained during or after a match.

Tournament Committee

The organizing committee reserves the right to:

- Modify the schedule if necessary.
- Interpret any rule not covered in these regulations.
- Disqualify any team for misconduct or violation of tournament rules.