

Ligonier Highland Games

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LIGONIER HIGHLAND GAMES TUG OF WAR COMPETITION

OFFICIAL RULES:

1. Teams will consist of six members pulling and up to two reserves. One coach is permitted for each team. A person may pull for only one team during a competition. No substitutions during a pull.
2. Categories for teams are: Men, Women, Mixed, Masters (all team members 50 and up). Special prize for best team of First Responders.
3. No cleats or spikes are permitted on footwear. Footwear will be inspected before each pull.
4. Single elimination with order of heats randomly determined.
5. Winner of each heat to be decided by best of three pulls.
6. The overall pulling distance is 12 feet, teams win when center marker crosses team boundary marker.
7. Time limit for each pull is 3 minutes; if boundary marker not reached then furthest pulled distance is winner.
8. No hand over hand pulling is allowed; team members must go back with the rope when pulling.
9. No looping of rope around pullers is permitted. No knots are permitted on the rope. No standing on the rope.
10. All team members must remain on their feet, with no hands touching the ground, with the exception of the anchorman who is permitted one hand on the ground.
11. Teams will be reminded of the rules before the start of the competition. Only coaches (if present) or team captains may consult with the judges. Judges decisions are final.
12. Judge will toss a coin to determine direction of the first pull. Direction will switch with each subsequent pull.
13. Judge will start the pull with the command, "Take the strain." Team members may then heel in. When teams are balanced the command "Pull!" is given.
14. Two warnings for infringements will be given. A third infringement will result in disqualification.