

Tug-of-War

Provincial Show Rules and Regulations

Clarifications to the printed rules are made at the Captain's meeting at the event. It is extremely important that all Captains attend this meeting. See program for time and location. Signs will be posted and announcements made. Any Tug-of-War team showing misconduct or unsportsmanlike behavior may be disqualified from competition by the judges and officials responsible for that competition. The Tug-of-War competition doesn't accumulate points in the overall County placing.

- The following dress code has been established for Tug-of-War Weigh-ins:
 - All members weigh-in with a minimum of t-shirts, shorts, socks, the footwear you are pulling in, and whatever other clothing they will wear on the rope (jackets, sweatshirts, suedes, jeans, etc.)
- If a team is overweight, then the team must switch members but not remove any of the above clothing. A team has three (3) tries to make the weight limit. Total team weight must not exceed 1,375 pounds.
- Team number must total ten, four of whom must be female.
- All team members must have completed projects in the current project year.
- The coach must be a registered 4-H member; however, it is recommended that leaders be involved in pre-competition training.
- Members will be weighed in once individually and tagged with a non-removable ID bracelet and individual names and weights recorded.
- Members must have the Tug-of-War bracelet on to pull on the rope. If the bracelet falls off, members must prove identification to receive another Tug-of-War bracelet before the pull roster is submitted.
- A Tug-of-War team will have only one bye and the winning teams who received the bye will draw to determine who gets the second bye.
- Team captains are responsible to submit a typed roster of members to the organizing committee at weigh in on Friday night. Team captains are then responsible to submit the list of members pulling two hours prior to pull.
- No accessories on boots such as horseshoes, hobnails, etc.
- Pull length in time - 5 minutes. The team with the most rope over the center line after 5 minutes will be the winner. In case of a tie at the end of 5 minutes, the pull will go into 1-minute overtime.
- When the pull exceeds the time limit, the team having the most rope over the center line is the winner.
- No food or liquid refreshment while on the rope.
- The rope used must have attached canvas slings instead of just a rope loop.
- Preliminary Pull on Friday evening; Semi-Finals on Saturday evening and the Final Pull on Sunday morning at the 4-H Provincial Show. See program for times and location.
- Consolation Pull will be held for teams eliminated in the Preliminary Pull.

- The judge's decision on any competition is final.
- Regulation on Size Rope is 100 ft. long or suitable to arena, and a minimum diameter of 1½".
- Prior to the beginning of the pull, 90 seconds will be allowed for team members to dig holes.
- When pulling infractions occur (not safety related), warnings will be given as follows:
 - Warning 1 - Directly to the member;
 - Warning 2 - Directly to the coach;
 - Warning 3 - Team is disqualified by the judge. These three warnings are for the same infraction and must come from the linesmen or judge.
- When ANY safety related 4-H pulling infraction occurs, where there is a potential for injury, and at the discretion of the judge, the judge will issue a Red card, the pull will stop, the Team is disqualified and eliminated from the Tug-of-War competition for the rest of the Provincial Show weekend (new rule from the 2006 Tug-of-War meeting).
- Two additional linesmen whose sole concern is safety will be located behind the judge and advise the judge when safety concerns arise.
- No illegal tactics will be permitted:
 - Hip or knee lock (safety infraction)
 - The whip (safety infraction)
 - Side swaying of rope (if a team loses their balance, immediate recovery must be attempted) (safety infraction)
 - Intentional sitting on ground (if a puller loses footing or grasp, immediate footing/grasp must be attempted) (pulling infraction)
 - The anchor may touch the ground with his/her hand to maintain balance however, they must not dig (pulling infraction)
 - The hands of the scratch person must not cross the flag (pulling infraction)
 - Dropping the rope (safety infraction)
- Awards will be given for 13 people (10 team members, 1 coach and 2 spares). Extra awards may be bought providing they are available.