



**<u>ROPE</u>** – Having a good quality tug-of-war rope is essential to the safety of the participants.

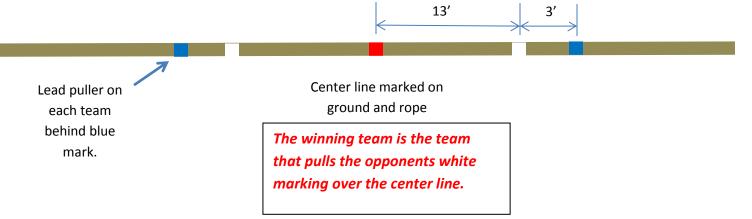
- The rope should be made of <u>natural manila fiber</u>. Never use a nylon rope.
- Diameter should be approximately  $1 \frac{1}{2}$ " in diameter.
- Length should be at least 100' (for 8-8 competition).
  - Can be adjusted shorter for smaller teams.
- NO knots, loops, or other holdings are allowed.

**<u>ATTIRE</u>** – All participants should be properly attired.

- Shirts or jerseys (rugby jerseys are perfect for this event)
- Shorts (or pants in inclement weather)
- Outdoor shoes or training shoes (no flip flops, heels, or spikes/cleats permitted)

## TYPICAL ROPE MARKINGS

There are typically 5 markings made on the rope: the center (red), 2 white marks each about 13' from the left and right of the center mark, 2 blue marks each about 3' from the white marks.



## **RULES**

- NEVER MAKE A LOOP BY WRAPPING THE ROPE AROUND HAND TO GET A BETTER GRIP. FAILURE TO DO SO MAY RESULT IN SERIOUS INJURY INCLUDING AMPUTATION OF FINGERS.
- TEAMS SHOULD BE OF SAME GENDER AND APPROXIMATELY EQUIVALENT SIZE.
- ALL MATCHES NEED TO BE SUPERVISED (a referee).
- Teams typically comprised of up to 8 per side.
- Once the teams have lined up the referee will make the following commands:





- "Team are you ready" Teams to confirm
- "Pick up the rope" Teams pick up the rope
- "Take the strain" Teams lean back slightly but do not pull to take up the slack in the rope
- "Pull" Referee may use a whistle to issue this command
- The referee will signal when one team has won (pulled white marking over center line).
- Sitting on the ground/floor is typically not permitted and is an infringement of the rules.
- Match may be best 2 of 3 or knock-out, but event planner can adjust to best suit needs of the event.