

# TUG OF WAR

TIME: 12:30 PM to 02:30 PM

VENUE: Main Ground

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Defeat and Gain Power

## RULES

**Team Size:** 6 Maximum

### Description:

Tug of war teams competition is a pursuit of encourage students to achieve power that they have ever felt of. The game has to be played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either sides of the rope at the distance of 4 m from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

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.

This event is a team based event requires strength and team coordination by the participating teams. It will be a three round race (Prelims & Final) which will test your strength.

### Guidelines:

Round 1: Quarter Final

Round 2: Semi Final

Round 3: Final

### Rules:

- A single team may consist of 6 players maximum
- No wrapping the rope around any body part during pull
- First team to pull mid-rope marker 6ft. Beyond the middle line is the winner
- Swapping of players amongst the team is not permitted
- Please wear proper athletic shoes
- Direction of pull will be decided by a coin toss
- Inappropriate language will not be tolerated and that team will be disqualified

**Registration Fees: Rs. 20/- per person**