

SPANDAN 25 Tug-of-war



Defence Institute of Advanced Technology (DIAT) cordially invites you to participate in the Tug-of-war tournament tentatively organized from 15th Feb 2025 – 23rd Feb 2025.

Venue – Defence Institute of Advanced Technology.

RULES & REGULATIONS

1. Categories

Men's Tug of War Competition

2. Weight Classes

- i. Men's Tug of War Competition
 - Not exceeding 600 Kg

3. Teams and Substitutes

For the tournament the maximum number of entries is one team per each department and each team is 10 members including substitutes and team captain.

i. Captain of Team

The team captain shall be indicated on the team registration form.

The responsibilities of the captain include

- He should be aware of all playing and general rules.
- He should maintain general discipline of his team during tournament.

ii. Number of tuggers in a team

The number of tuggers in a team is flexible with a maximum number limited to 7 players for Men's category without exceeding the weight limit indicated in weight classes for respective category of the competition.

The team should fit into the weight limit or they can choose to play with less than maximum players which is 7 players.

iii. Substitution

- Any number of substitutions can be done between sets while the final number of participants being 7 for Men's category weight of the whole participants is not exceeding the indicated weight per category.
- All the substitutions had to be informed to the match referee.

4. Game Play/Scoring/ Awarding of win

i. Game Play

- Each game consists of three sets
- In case of a set ending up a stale for 90 second time-period an additional set can be conducted and the stale set may be cancelled.

ii. Awarding of win

- In case of a team winning first two sets consecutively the team will be awarded the win.
- Third set will be conducted if each team wins one set each at the end of first two sets and win will be awarded for the team winning two sets out of three sets.
- For finals, there will be 5 sets and maximum number of sets=3 in this case, won will be considered as winner.

iii. Points

- A team winning a match by 2 pulls to 0 will score 3 points and the losing team will score 0.
- A team winning a match by 2 pulls to 1 will score 2 points and the losing team will score 1.

General rules for players

It will be the team captain's responsibility to notify the official that the team is ready to tug.

- The tug will start and end with a whistle or horn from the referee.
- There will be a 90-second time limit on each tug.
- The anchor is the only member of the team who may touch the ground with his/her hands.
- Only anchor can roll the rope around him not more than a single round.
- No other team member is permitted to sit on the ground for more than 5 seconds, including the anchor.
- No electric sound systems, horns, whistles, etc. may be used in encouraging teams. This means anything other than the human voice is not permitted.
- No sticky substances may be used on hands or gloves.
- The rest between tugs will be permitted for a maximum of 3 minutes between tugs will be permitted.

Game structure:

- Each team will get to play a single match in the league stages.
- The league stages are also eliminators i.e those who lost the league matches will be eliminated.
- The winner teams will be proceeded into the next stage.
- Further match structure will be notified once the number of teams participating are finalised.