



Sikh Games 2007

Tug Of War Tournament Rules



1. APPLICATION

- 1.1. These rules shall apply to each match in the Championship unless expressly excluded herein any particular case.
- 1.2. By direction of the Organising Committee, these rules may apply to any match under the control of the Committee.
- 1.3. Unless a contrary intention appears, words in singular shall be deemed to include the plural and vice-versa.

2. DRAW

- 2.1. Draws will be made just before the competition by the Judge (Referee) in presence of all Team Coaches by picking the papers from the containers or a hat with the teams names on.

3. TOURNAMENT DIRECTOR AND REFEREES' MANAGER

- 3.1. The Organising Committee shall appoint suitably qualified persons to the position of Tournament Director and Referees' Manager.
- 3.2. The duties of the Tournament Director shall be to:
 - a) Generally supervise the Championship on behalf of the Organising Committee.
 - b) Conduct the Championship in accordance with these Rules.
 - c) Appoint the 2 Referees, in consultation with the Referees' Manager.
 - d) Arrange, under his or her control and only if necessary, any official meetings of team managers and / or coaches.
 - e) Adjudicate upon:
 - I. Any matter raised by any team manager in respect of any aspects of the Championship, and,
 - II. Any matter raised by the officiating Referees, or any of them, relating to the conduct of any participating team in respect of any match.
- 3.3. The Tournament Director may suspend for one or more matches of the Championship any player, reserve player or team official who has, by his behaviour, brought the game of Tug-Of-War into disrepute before, during or after any match of the Championship.

- 3.4. The duties of the Referees' Manager shall be to assist the Tournament Director in the Discharge of those responsibilities described in clause 3.2 of these Rules and, in addition to, to make or supervise all arrangements for the proper functioning of the referees appointed to each match in the Championship.

4. ENTRIES - REGISTRATION

- 4.1. At least 14 days prior to the commencement date of the Championship each participating team shall notify the Organising Committee, in writing, the names of its players and team officials and the number allocated to each player. Alterations to the list of players and team officials may be made until the time specified in Rule 4.2 hereof.
- 4.2. Not less than 30 minutes prior to the starting time of any teams first match in the Championship, The Team Manager shall deliver to the Tournament Director a completed and signed entry form providing all the information required therein.
- 4.3. Each team may nominate a maximum of 8 players. No reserves allowed even in case of injury. It is up to the opposition team to consent to replacement.

5. COMPETITION RULES

- 5.1. The matches will be played according to T-O-W Association Rules which are as under:
- a) Before competition, the Referee will check boots of the players. Players should wear only horseshoe type heel with maximum thickness 5mm. Rest of the boot should be metal free. Middle of the heel should be level with the metal.
 - b) Boots are allowed for the competition as defined in Rule 5.1(a) Any player wishing not to wear the boots, might do so but he cannot make any opposition player or team take theirs off.
 - c) Tack or glue is allowed to be used on hands.
 - d) No digging is allowed before the competition.
 - e) The competition is best of 3. Toss up is done to choose the side before competition and in case of each draw.
 - f) During the competition, no player is allowed to sit on the ground or use his or her hands on the ground. In case of slipping down or fall they should get on their feet straight away. Putting the right arm on right leg is not allowed. Rope should not touch right leg and use as lock. Both legs should not be less than 90-degree angle. Both hands should be on the ropes all the time. Each person must carry his or her own weight (Middle Anchor not allowed). Should any of the above fouls be detected, the entire team would be penalised. The referee will issue a maximum of TWO public warnings to correct fouls. The team can then be disqualified if further fouls occur. If the fouls continue to occur from both teams, the referee will have the authority to disqualify both teams.

g) Knockout competition shall be applied if there are more than 6 teams competing.

5.2. POINTS

a) The following points will be awarded for each match:

I. 3 points for the winner, if the score is 2-0.

II. 1 point for each winning pull.

III. No point for the loser, if the score is 0-2.

b) The total points accumulated at the end of the series of matches shall determine the placing.

c) FINALS

I. If at the conclusion of the series of matches, TWO teams have obtained the same number of points, than both will pull again for final and runners up.

II. If at the conclusion of the series of matches, THREE teams have the same number of points, than ONE of them will be drawn out for final and other 2 will compete for final with the drawn out team.

5.3. INELIGIBLE PLAYERS

a) If in the Championship any player plays in any match that he is ineligible to play, the team for which he so plays shall be deemed to have forfeited every match in which such ineligible player has taken part.

5.4. ADMISSION TO THE FIELD OF PLAY

a) No one except the players, coach, bucket-man and referees properly engaged in a given match may enter the field of play unless they be invited to do so by one of the officiating umpires or the Tournament Director.

b) The Team manager is responsible for the proper conduct of all persons occupying the team bench.

6. UNFORESEEN EVENTS

6.1. Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the Tournament Director and his decision shall be binding on all the parties concerned.

6.2. For all such issues and as a general guide, please refer to the General Championship Rules.