

Tug O' War

Age Group Circle one:

Child (6-10) Teen (11-17) Jr. (18 - 24)

Novice (25 - 30) Senior (31-49) Master (50-100)

List team member names and ages.

those under 18 must fill out a form for each participant and list all team members

Sunday, August 21, 2016 10:00am

Name: _____

Birth date: _____

Address: _____

City: _____ State: _____

Zip _____

Telephone: _____

Parents Name: _____

I have read the rules and regulations as set forth on this Entry Form and hereby, for myself, my heirs, executors, and administrators waive and release all rights and claims for damages I may be entitled to against the sponsors of this Highland game, the Scottish American Athletic Association (SAAA) and their representatives, agents, successors, assignees, volunteers, Bitterroot Celtic Society, and the Daly Mansion for any and all injuries suffered by me through the participation in these events. Additionally, I agree to be bound by the OFFICIAL RULES GOVERNING THIS TUG O ' WAR

NOTE:

PARENT OR LEGAL GUARDIAN MUST BE PRESENT AT THE EVENT FOR THEIR CHILD TO PARTICIPATE IN THESE EVENTS!

IN ADDITION: Any athlete or parent who displays poor sportsmanship or engages in inappropriate behavior may, at the judge's discretion, be expelled from the Games and forfeit any refund of fees. Depending on severity of behavior

ATHLETE _____

PARENT _____

Please mail entries to:

ATHLETIC RULES AND NOTES:

1. Competitors are encouraged to wear a kilt while competing, however it is not mandatory.
2. All Competitors must have parent/guardian signature on this registration and parent/guardian must be present during competition if under 18.
3. Decisions of the Judges and Athletic Director are final.

4. The organizers of the Bitterroot Celtic Games & Gathering reserve the right to change, combine, or eliminate scheduled events.

5. By my signature (parent & child) on the entry form I release my rights to any photographs or facsimiles taken of me during my participation in the Heavy Events Competition at these games and grant the SAAA and/or the organizers of the games the right to use, reproduce and publish the photographs of facsimiles at their discretion.

6. The competition is expected to include five events similar to the Scottish Highland athletics; however, the scheduling of final competition events is at the discretion of the Athletic Director and Judges.

7. HAVE FUN!

ADDITIONAL INFORMATION:

Tug O' War Rules on back.

Direct registration & event questions to:
Tanya @ 406-274-8886

Late registration is available on Sunday at the Education tent, beginning at 9:00am.

Team members (max is 8)

1. _____ age

2. _____ age

3. _____ age

4. _____ age

5. _____ age

6. _____ age

7. _____ age

8. _____ age

Basic Tug of War Rules

The Rope

The game involves usage of single equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the center point.

Teams

According to the rules of tug of war, each team can accommodate a maximum of 8 members. However the combined weight of these members should not exceed the weight determined for the particular category.

Field and Marking

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.

How to Play

As mentioned earlier, the center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

Competition

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.

Fouls

There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualifications. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'. Touching the ground for a longer period of time is also considered as a foul.