

Manchester Activity Center

Tug-of-War Fund Raiser

Friday, July 2, 2021 @ 6PM

Downton Markesan

1st Place - \$225

2nd Place - \$125

3rd Place - \$75

Paid out in cash and \$25 gift certificates

Pre-Registration required – Limited to 8 Teams
Sign-up at the Hornets Nest

TOURNAMENT RULES:

- \$150 Donation Sponsor Fee (*Business Sponsors are encouraged*)
- Single elimination co-ed tug-of-war tournament
- 6 players per team - 5 players will pull with at least 2 women and 2 men
- Matches are best 2 out of 3 (90 second time limit/ 5 minute rest between pulls)
- No anchor, the last puller will pull the rope the same as every other puller

See complete set of rules at www.VoteSlate.Com



The Manchester Activity Center is a 501C Non-Profit Corporation. The mission of MAC is to provide a low cost place for activities designed to benefit citizens of all ages, interests, needs, and financial capability.

Please Support this worthy cause!

MAC * PO BOX 700 * Markesan, WI 53946

MAC TUG-OF-WAR TOURNAMENT RULES:

1. Single elimination co-ed tournament
2. 6 players per team - 5 players will pull with at least 2 women and 2 men
** No changes to the roster after the start of the first game*
3. Matches are best 2 out of 3 (90 second pull time limit with up to 5 minute rest between pulls)
4. Game time is forfeit time if players are not ready/present to play Referee will control the game
5. No digging your feet into the sand before the pull starts
6. The rope must be pulled underarm and nobody's elbow can go below the knee.
7. No anchor, the last puller pulls the rope with their hands, the same as every other puller.
8. Teams are not allowed to suddenly let go of the rope to deliberately cause the opposing team to fall over and is grounds for disqualification and the team will forfeit that game.
9. All pullers are to be encouraged not to "heave" or jerk the rope. Competitions are won by pullers keeping the rope steady with their hands and applying pressure by moving their feet. Heaving or jerking the rope may lead to injury, but it also momentarily leaves the rope out to the other team. A well trained team, keeping a tight, steady rope, will easily use this momentary relaxing of the rope to their advantage.
10. Both teams pull the rope, the winner being the team who manage to pull the mark on the rope closest to their opponents over the center line with the goal of moving it 4 meters.

START OF GAME:

1. Team players will align themselves along the rope
2. The referee will give the commands
 - a. On the command "PICK UP THE ROPE!" all players will pick up the rope with both hands. At no time will any player wrap the rope around their hand, arm, or body.
 - b. On the command the "TAKE THE STRING!" all the players will take the slack off the rope to make it straight. But, will listen so the referee can adjust the rope above the center line starting position.
 - c. ON the command of "PULL!" the teams will start pulling.
3. Teams will continue to pull until the OUTER marking of the rope is pulled across the centerline or 90 seconds. The referee will decide when this occurs and will declare the winner of that pull.

FOULS:

1. When a player or players have their elbow below their knee level while pulling the rope. This is considered "locking" and is grounds for disqualification and the team will forfeit that game.
2. When a player or players touch the ground for a long period of time, this is a judgment call of the referee and can result in disqualification and the team will forfeit that game.
3. Teams receiving two fouls in a game will result in disqualification and the team will forfeit that game.

OTHER INFORMATION/UNSPORTSMAN-LIKE CONDUCT:

1. Respect the judgment of the game referee(s)
2. Any questions or disputes will be discussed only with the team captain.
3. Disputes will not be heard after the game has been completed
4. No taunting or baiting opponents and no foul or abusive language on and off the court
5. Players violating these rules will be called "OUT" by the referee and the team will forfeit that game