

EXTRACT FROM TUG OF WAR ASSOCIATION HANDBOOK 2001

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PART 3 - INFORMATION AND ADVICE

GENERAL INFORMATION

COMPLAINTS PROCEDURE

The Tug of War Association has a complaints procedure for investigating and dealing with complaints against individuals or clubs. Persons making a complaint must inform the Hon. General Secretary in writing within 14 days of the alleged offence. The complaints procedure is described in Appendix B of the ToWA Constitution.

PUBLICATION OF EVENTS

Full details of Tug of War competitions to be held under ToWA laws are publicised by the Tug of War Association.

- (a) In the "Tug of War Handbook", which is on sale and distributed at the beginning of the year.
- (b) In a "Newsheet" which is circulated to the membership as and when appropriate.
- (c) Fixtures are also published on the ToWA web site <http://www.tugofwar.co.uk>

Promoters desiring this valuable service may become members of the Tug of War Association and enjoy the full benefits of the Association, including the widest possible publication of information not only of their own event but of important up-to-date news about Tug of War throughout the World.

EQUIPMENT AND FACILITIES

The equipment required for Tug of War is relatively little:

(a) The Rope. Specifications of which can be found in "Section Nine - Markings and Measurements".

(b) The Arena. The site on which Tug of War is to be held should be flat, measuring a minimum of 60 metres by 12 metres, ideally oval in shape and surrounded by a firmly erected barrier to prevent encroachment by the spectators. The wider the arena the better, thus making it possible to change the pulling area and reduce damage to the ground.

(c) Dressing Rooms. Reasonable dressing room accommodation should be available to the competitors.

(d) Control of Events. A small tent with table and chairs sited within the arena is an asset to the officials in their conduct of the event. Details of field or ground markings together with rope markings can be found in "Section Nine - Markings and Measurements". A public address system or a loud hailer enables control to be exercised better and the spectators informed of the position, thus maintaining more interest for them.

(e) Scales. Tug of War Competitions are held at

- (i) Specified weight, ie Men 560k, 580k, 600k, 620k, 640k, 660k, 680k, 720k; Women 480k, 520k, 560k; Youth 420k (six-a-side),
- (ii) Catchweight.

In the case of catchweight there is no limit to the weight of the teams, there is therefore, no need to weigh them.

In the case of a competition at a specified weight, it is essential to have the use of reliable scales, which should be capable of weighing several pullers at one time. Scales should be of the mechanical type with a large dial indicator, or the electronic weigh-bar type with a digital indicator. The responsibility of weighing teams should be carried out under the direct supervision and control of a qualified judge. It is the responsibility of the promoters to arrange for provision of the scales. Teams are marked or stamped immediately after weighing, and the mark or stamp examined prior to each round of the competition.

TROPHIES AND PRIZES

The existence of a challenge trophy is always pleasing and helps to attract teams annually. Some promoters make a point of not only having challenge trophies for the winners but also the runners-up.

Promoters are responsible that receipts (with a copy) for challenge trophies are available for signature as soon after presentation as is possible. A copy, which should contain details of the date on which the trophy must be returned, and to whom it should be addressed, should be given to each team winning a trophy.

Individual prizes should be awarded to all members of the winning team and the team coach, and where more than five teams are competing, the same to the runners-up. The prizes for each individual for each team should be the same. The value of each prize will depend on the size of the entry and the circumstances of the promoters. Advice on this matter can be obtained from the Hon. Secretary of the Tug of War Association. Details of prizes to be awarded should be made known in the programme. Intoxicants, in any form, should never be offered as prizes for Tug of War events. To do so is taken by the genuine Tug of War athlete as a slight on their efforts after the hard and long hours of training they must undergo to reach and maintain the standard of physical and mental fitness the sport demands.

PROGRAMME

The printing of programmes can be an expensive item, but in cases where Tug of War is being held in conjunction with other events (eg shows, fetes, sports meetings), where a programme is essential, it is strongly recommended that space should be reserved for Tug of War events. This provides an excellent means of adding interest to spectators.

TOILETS

Toilets for both competitors and spectators are essential and wherever possible facilities for hand washing should be provided. Toilets for competitors should be sited as near their dressing rooms or tent as possible. Those for spectators should be free and within short walking distance of the arena.

THE SPECTATORS

The interest and enjoyment of spectators will best be maintained if there is continuity, and if they are kept informed of what is happening. Promoters are recommended to arrange for announcements of the Draw, the state of the competition at every interesting stage, introduction

of teams with information about their colours, history and records, also information regarding officials, etc.

TIME ALLOCATION FOR A TUG OF WAR COMPETITION

It is appreciated that local factors will have a bearing on the time taken to conduct a Tug of War competition, it is therefore not intended that the following should be taken as a set timetable. However, with proper planning and due consideration to the welfare of competitors, and providing that the competition is UNINTERRUPTED, the estimation as set out can be accepted as a reasonable guide.

(a) Points tournaments. Experience has shown that this type of competition, in which each team meets every other team within the group is preferred by pullers. It ensures that the best team, on the day, is the winner, and in addition it gives an added interest to the spectators.

There are, however, great disadvantages if too many teams compete within any one group. It is therefore strongly recommended that if seven or more teams are to compete in a points tournament they be divided into two or more groups. The conduct of a typical two group points competition follows:

- (i) Make the draw that will form two groups.
- (ii) When the groups have been formed, teams will compete against all other teams only within their group.
- (iii) Matches of each group can alternate, i.e. 1st "A", 1st "B", 2nd "A", 2nd "B" and so on.
- (iv) The winners of each group will compete against each other to decide the winner of the competition.

Estimated times

Number of Teams	Matches	Estimated Time
3	3	35mins
4	6	50 mins
5	10	1hr. 15mins
6	15	2hrs
7	21	2hrs. 40 mins

Number of Teams	Matches	Final	Estimated Time
6 (3 and 3)	6	1	50mins
7 (4 and 3)	9	1	1hr. 15mins
8 (4 and 4)	12	1	1hr. 30mins
9 (5 and 4)	16	1	2hrs
10 (5 and 5)	20	1	2hrs. 30mins

Some time can be saved, by using two ropes when there are eight or more teams in total in the two groups.

(b) Knockout competitions. Multiply the number of teams competing by TEN, the answer is in MINUTES.

NB. - Allowing for the rule that teams can have six minutes rest between matches, it may be found that when less than seven teams are competing there may be an extension of the estimated time, and in the event of seven and over it may be reduced.

ADVICE FOR OFFICIALS

JUDGES

(a) Arrive early. Contact organisers and obtain relevant information, eg dressing accommodation, time allowed for competitions, routine for prize giving. Collect any entry forms.

(b) Inspect pulling area. Check rope(s) and markings on the rope(s) and on the ground. Ensure tent, recorders' table and chairs in place for officials. Set up and test scales. Check if First Aid cover and drinking water are available.

(c) Ensure teams are directed to scales. Start weigh-in on time.

(d) Appoint a marshal to assemble teams ready to march on.

(e) ENSURE THAT THE FIRST PULL STARTS ON TIME. You can keep the scales open and weigh in any latecomers for weights that have not already started.

(f) Submit a copy of the draw to those responsible for informing the spectators.

(g) Ensure that the timetable is adhered to as far as is within your power. Ensure that the competition is UNINTERRUPTED, if a break is unavoidable announce the reason over the public address system. Remember that badly managed competitions are bad for the sport!

(h) Ensure that the prize winners are lined up in an orderly manner, WITH CLEAN HANDS, to receive their awards.

JUDGES EQUIPMENT

It is recommended that you should carry or have available the following items:

Whistle, pencils, piece of hardboard or plywood with bulldog clip, list of teams, copy of the draw, entry forms, spare sheet of plain paper for notes and making the draw tickets, tape or rule of at least 5 metres for measuring markings, rolls of white, red and blue tape or other suitable material for replacing the markings on the rope if necessary, and a coin. You are also strongly advised to bring wellingtons, leggings and a suitable waterproof to competitions.

DRAW IS BEING MADE

Inform the coaches of the instructions you have given to your assistant judges and of any powers you may have delegated to them.

BOOT AND STAMP INSPECTION

The judge will be responsible that boots are inspected immediately prior to the start of each weight. He or she may delegate the boot and stamp inspection to other judges present. To help prevent delay, the chief judge or his or her assistants could conduct a preliminary examination of boots after the teams are changed ready for the commencement of the competition. The judge

will inspect the stamps or marks, prior to the start of each weight.

POSITION OF THE JUDGE, MAKING THE SIGNALS AT THE START OF EACH "PULL"

1. You should stand feet apart, in line with the mark on the ground, and sufficiently away from the rope to ensure that you have complete vision of the markings of the rope, the line on the ground, and all members of both teams without having to turn your head too much. The aim being to maintain complete supervision by moving your eyes rather than having to move your head.

2. You must ensure that you are facing the rope and standing in line with the ground mark when the **WHITE MARKING** on the rope passes **OVER THE LINE**.

3. It is recommended that the judge's whistle should be hung by cord or tape around the neck.

PICK UP THE ROPE! Having called on each coach in turn "Are you ready Coach" and you are satisfied, you will give the order "Pick up the Rope!" and at the same time raise both arms in front of you parallel with the ground. The judge's arm movements are described in Rule 10.6.

TAKE THE STRAIN! This order will be given only when the you are satisfied that all members of both teams have the rope in position, are standing ready, still, and are looking towards the judge.

THE ROPE MUST BE TIGHT.

PULL! Before giving the order "Pull" you must be sure that the centre red marking on the rope is directly over the ground mark and is **STEADY**. Any adjustment that may be necessary to get the centre red marking in line should be done by the judge signalling and by the teams taking and giving rope. After such adjustment you must make it quite clear by exposing the palms of your hands with the added word "Steady!" that you are about to signal the start, but before doing so there should be a slight pause. The signal to start should be a quick and sharp downward movement of the arms, great care being taken not to permit the movement being anticipated by the teams. You should ensure that you do not give even the slightest movement of any part of your body, ie leaning the body slightly forward, slight bending at the knees etc., at the moment just prior to giving the signal.

SIDE JUDGES

The position of any appointed side judge shall be a point where you can see all members of one team and their coach and in a position in which you can see and be seen by the judge. You should be on the opposite side of the rope to the judge and facing them. The powers of a side judge are limited to whatever instruction the judge may have given you prior to the match. You are responsible for drawing the judge's attention to any infringement that there is reason to assume the judge cannot see. The drawing of the judge's attention should only be done by a preagreed signal or indication, never by whistle or word of mouth nor in any manner that would distract attention from the event. Only the judge has the authority to disqualify or caution any team or individual. A side judge is not permitted to address any remark to, or hold a conversation with anyone during actual pulling, except in cases where you are acting on the judge's instructions to advise a team that they have just received a caution, or advise a pulling member who may be "On the ground", such advice must be limited to the statement "GET UP No.?".

ADVICE FOR COMPETITORS

TEAMS ENTERING AND LEAVING THE PULLING AREA

When entering the arena, teams should march onto the rope in an orderly line led by the coach with the trainer (if in attendance) following at the rear. After the deciding pull, the teams file past each other, and each puller shakes hands with every puller in the opposing side. It is customary for teams to give three cheers for their opponents as they leave the field.

CHOICE OF ENDS

When teams arrive near the pulling area they will halt. The judge or marshal will call the coaches to him or her and they will toss a coin for choice of ends. In the event of there being three ends, coaches will toss for third end after the second end has been completed.

TEAMS TAKE POSITION

When choice of ends has been made teams will take up position alongside the rope by proceeding in single file around the end of the rope and moving towards the rope mark nearest their end. The spacing of teams alongside the rope will be as directed by their coaches.

TEAM DRESS, TEAM COLOURS

Clean and well attired Tug of War teams help present a positive image of the sport to spectators and the media, and are a morale booster to members of the teams. Scruffy, improperly attired teams spoil the spectacle of a Tug of War competition, and a chief judge has the authority to disqualify a team whose dress does not comply with the rules! Teams should make known their colours to the organisers of all contests they intend to take part in. Promoters of Tug of War events will find that such information and any special achievements of the teams will add greatly to the interest of the spectators. Team coaches should wear track suits with the name of their team clearly marked on the back in line with the shoulders.

TEAM CONDUCT

Members of Tug of War teams are expected to conduct themselves in a gentlemanly manner at all times throughout a competition. Coaches must ensure that all pullers are aware of Rule 11.1 (k) "There shall be no conduct by word or act likely to bring the sport into disrepute." A team member using bad language during a pull will get the entire team disqualified without caution!

PRESENTATION OF AWARDS

It is strongly recommended that provision be made to ensure that members of Tug of War teams receiving awards have their hands clean before being presented with awards. Coaches should arrange with their trainers to have suitable hand cleaning material available with the team when it is known that a presentation of awards will immediately follow the competition. Such consideration is due and courteous to the person making the presentation, who should not be expected to have their hands and possibly their clothing, gummed up with resin or grease.