



INTRAMURAL SPORTS RULES

Tug-Of-War

Last updated: 7/24/18

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

Interhall (IH): Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

LOCATION:

The tournament will be played on South Quad.

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make the tournament, they should call the Intramural Coordinator (574-631-3536) before 3:00pm the day of the tournament in order to adjust the schedule.

SCHEDULEL:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the tournament. If the tournament is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point prior to the tournament. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.** Roster additions must be completed on the IMLeagues website to be eligible for the tournament.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports. Waivers are only available on IMLeagues.

CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan, or coach, the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play before entering back into the contest. Dependent on the severity, a incident report may need filed as well.

Tug-Of-War: Player will be removed from the current game (potentially the entire tournament)

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

All rules and regulations are derived from the National Tug Of War Federation. They have been modified in some ways to fit the University of Notre Dame's rules and policies

EQUIPMENT:

1. Closed-toe shoes are required.
2. No Gloves are allowed.
3. No cleats are allowed.

GAME PLAY:

1. There is 1 timed match. The time length of that match is 8 minutes. If the match is not completed in those 8 minutes, each team will eliminate their player closest to the center each minute the match runs over.
2. There are no timeouts granted.

PLAYERS:

1. Tug-Of-War teams consist of 10 pullers on each side of the rope during play.



2. Teams must have a minimum of 8 pullers to participate in the match.

TOURNAMENT RULES:

1. A red mark will indicate the center. 2 white marks indicate 13 feet left and right of the center mark. 2 blue marks each 5 feet from the white marks, these marks indicate where the first puller can grip.
2. Players will not be allowed to lie down at any point of the match. Players that lie down are subject to disqualification from that match and the team will have to play one member down.
3. Each pull is officiated by a judge who stops and starts the pull.
4. The objective is to pull the center red mark to the cone where your team's white mark began.