

Tug of War

Section 1: Objective

- 1.1 The students must work as a team to strategically overpower the opposing team. constraints.

Section 2: Participant Rules

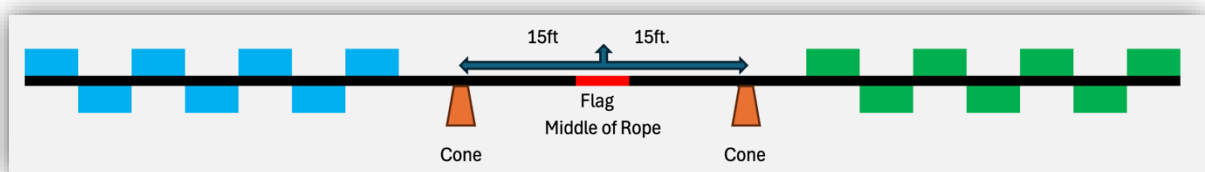
- 2.1 Each team must consist of 6 participants, and 2 substitutes
- 2.2 Teams will be disqualified if they fail to meet the requirements
- 2.3 All participants from a university must be in good standing with their respective ASCE Section and ASCE Global. All team members must be registered attendees of the symposium for all days on which the Tug of War will take place.
- 2.4 Each team must have one (1) Team Captain.

Section 3: Team Limits

- 3.1 Each university may have one (1) team.

Section 4: General Rules

- 4.1 Teams will be placed in a single elimination tournament.
- 4.2 Members will be placed in staggered positions as shown in Figure 1.
- 4.3 The flag will be attached to the middle of the rope, and two cones will be placed 15 ft away from the flag as shown in Figure below.



- 4.4 The competition will start by referee's signal.
- 4.5 The team that pulls the flag beyond the cones will advance to the next round.

Section 5: Dress Code and Infringements

- 5.1 Rope must go underneath one arm.
- 5.2 Gloves are not allowed.
- 5.3 Kicking the ground is not allowed.
- 5.4 Sitting on the ground is not allowed.
- 5.5 Wrapping the rope is not allowed.
- 5.6 "Climbing the rope" or moving up the rope is not allowed.
- 5.7 Cleats, jewelry, or any items which may be caught on the rope are not allowed.
- 5.8 Intentional actions that cause opposing teams to fall are strictly prohibited.

Section 6: Fouls

- 6.1 Lowering elbow below the knee during a pull is a foul.
- 6.2 Pulling the rope over the shoulders during a pull is a foul.
- 6.3 Committing 3 fouls will result in losing the round.

Section 7: Behavior

- 7.1 Ethics, professionalism, civility, and respect are the cornerstone of every successful competition, and ASCE expects professional conduct from all participants. ASCE enforces high standards to preserve the quality of this competition and improve the quality of future competitions.
- 7.2 The judges may take disciplinary action, including warnings, point deductions, or disqualification of a team or entry for inappropriate use of materials, language, alcohol, uncooperativeness, general unprofessional or unethical behavior, dangerous or reckless behavior, threatening and/or abusive behavior toward an event official or other participant, of team members or persons associated with a team.
- 7.3 Team Captains will be responsible for policing the behavior of their team members.
- 7.4 Cheating will not be tolerated. Any team caught cheating will be disqualified from the competition.