

Tug-O-War

Rules

1. The team must consist of 6 members. No substitutions may be made once the game has started. If a school has fewer than 6 students at the Mid-Pacific Student Symposium, they may invite up to two students from other schools to join their team.
2. A flag will indicate the center of the rope.
3. Limit lines will be marked on the ground approximately 10 feet on either side of the flag. The teams shall be positioned on opposite sides of the flag.
4. The rope must be held with the hands: participants may NOT tie it around any body parts.
5. NO knots are permitted on the rope.
6. Participants may not wear cleats.
7. The flag on the middle of the rope will be centered by the judge.
8. Teams may begin when the judge gives the command to "Go."

Scoring

1. The first team to pull the center flag over the ground limit mark nearest them, as determined by the judge(s), will be declared the winner
2. If a team drops the rope, the other team will win by default.
3. Winning teams in each bracket will play against one another to determine the teams that advance to the next bracket. Games will continue until one team emerges as the overall competition winner.
4. 1st place = winner of final game, 2nd place = runner up in final game, 3rd place shall be determined by the results of a game between the two runners up in the semi-final matches.