



Paperfest
Sunset Park, Kimberly
www.Paperfest.org

FIREMAN'S TUG OF WAR RULES

TOURNAMENT FORMAT

- FIREFIGHTERS ONLY
- Only players listed on the entry form and a signed waiver will be allowed to play.
- The tug of war competition layout will be determined based on number of teams entering.
- Each team will pull only 6 people.
- REQUIRED: Bunker Pants, Boots, and Structural Fire Gloves.
- Fire department gear is encouraged.

RULES

- The rope will have a red center mark and two white marks 15 feet each way to show where the first participant's hands shall be placed.
- The ground will be marked with a white center mark and two white marks 10 feet on each side which will be referred to as the winning line.
- When the official declares pull/start each team will start pulling, and will continue to pull until one team is deemed a victor.
- The pull is won when either side pulls the red center mark across their winning line.
- There is a 3 minute time limit for each pull.
 - After the 3 minute stalemate, each team will be given a break before the 1 minute sudden-death pull. At the end of 1 minute, the winner will be determined by the team who ended the period with the center mark of the rope on their side of the center line.
- If a member of the team falls down, that member must make every reasonable effort to get up. Any delay in coming to their feet will result in a warning.
 - Each team is allowed two warnings before getting disqualified.

TOURNAMENT RULES

- Smoking is NOT allowed while participating.
- Foul Language is prohibited.
- Harassment of volunteers and officials is prohibited.

MISCELLANEOUS INFORMATION

Tournament Director has the authority to alter rules and make decisions not covered in the rules as seen above. They also have the power to cancel any events for reason including, but not limited to, safety, weather, and playing conditions.