

Session Starts at 9:00 am and Continues Throughout the Day to Completion



**Requirements:**

Five (5) People (3 Men and 2 Women)

- Each tug will be subject to a: 45 - second time limit.
- The Tug Arena will hold four ropes placed diagonal with one another.
- Tug matches will be scheduled 10 or 15 minutes apart. Winning squads should not leave the arena, but proceed to the holding pen. You will be called upon to tug again in 10 to 15 minutes.
- NO SITTING DOWN IN THE SAND will be allowed.
- Officials will give the Start Signal by raising a Flag after soliciting a verbal confirmation of "Ready" from both team coaches.
- Win by pulling opposing Team's Pennant over mark or maintain the pennant advantage at the 60-second time limit.
- The finish of the Tug will be signified when your Rope Official drops the Start/Finish Flag to the sand in the winning team's direction.

**Basic Information:**

- If you're scheduled in the 1<sup>st</sup> Session of Tug, your Volleyball Team will likely be scheduled in the 2<sup>nd</sup> VB Session.
- Do NOT tie the rope around your arm or body under any circumstances.
- There is NO weight limit for your team members.
- You are **NOT** allowed to sit down in the sand at any time during the tug. If your butt touches the sand, you must make every effort to stand back up. This will be a judgment call by the Tug Officials.
- Wear gloves for the best grip of the rope and to avoid abrasions. Competitors who wish to avoid arm and body abrasions should wear T-shirts and even sleeves.

**Your guide to follow:**

- This is a Single Elimination Event. Compete until you lose, or until you win the Championship!
- The Winner will be the team that pulls the opposing team's rope marker over the center line or has the advantage at the end of the time limit. In the unlikely case of a draw, the match will continue until one team gets the advantage.
- You will receive Tournament Bracket Sheets in the mail indicating all team match-ups the week of the event. Be sure to bring these with you the day of the event.
- If the word BYE appears as your opponent, this means you automatically advance to the 2<sup>nd</sup> Round without having to face an opponent. This happens when there are too few teams to fill all the spaces in the 1<sup>st</sup> Round Bracket. Be sure to check the bracket sheets at the beach on the day of the tournament, due to last-minute teams that may be added in place of a "bye".
- Four Tug Ropes (Black, Red, Green and Blue) will be used to coordinate the Tournament. Two yellow markers will be attached to each rope, each 5 feet from the center color-coded pennant. These are the markers that will be used to determine winning teams. Rope colors will also be marked on the Bracket Sheets for your convenience. Your Team name, match number and approximate match time will be identified on one of the Four Rope Brackets.
- Squad Leaders should check in at the Tug Arena well in advance of their team's scheduled match.
- A color-coded flag will be raised simultaneously. At the end of a :45 match (or before, if there is an outright winner) the "Flag Official" will bring down the flag on the side of the team that won or has the advantage.
- If you are the winner of your tug, you proceed to the Holding Area to await your next tug. Tugs will be scheduled approximately 10 to 15 minutes apart.

**Grounds for Disqualification:**

- If any member of your team grasps the rope in front of the marker just in front of your lead puller.
- If any member of your team sits down in the sand and does not make an effort to stand up again.
- If the Coach or Mascot of your team physically assists any puller or touches the rope.