

# JUDGING

## 1. Officials And Judges:

Officials and judges shall be appointed by the I.T.O.W.A. to have control of all National competitions, neutral judges shall be appointed if available. The Judge in charge will NOW BE RESPONSIBLE for ensuring that the official scales is available for weigh inn, and also that the official printer is available for the draw sheets on Sunday.

## 2. Powers And Responsibilities of the Judge:

The appointed judge for a match shall have sole control, the judges decision is final, the judge shall be responsible for ensuring:

- (a) That the rules of the I.T.O.W.A. are adhered to.
- (b) That the rope is laid out ready for competition before the teams arrive in the pulling area.
- (c) That the ropes are correctly marked.
- (d) Brief all Judges and marshalls prior to competition.
- (c) Allocate Judges to their respective ropes for competition.
- (e) Deal with matters of Dispute related to pulling.
- (f) Decide to move ropes to fresh ground when appropriate.
- (g) During a pull the ten (10) minute inactivity will apply; that is no activity by either team. In that case the Judge has the power to blow a no pull, move the rope to new ground with immediate re start without the teams availing of any services. After the first end then finishes, he has the power to move the rope back to the original ground.
- (h) That as far as possible, the predetermined timetable is adhered to. But should use common sense in some cases for instance, if Ladies or Youths are Present with only a small number of teams entered in a weight categories. Then, in order to speed up the competition and not have them waiting around until late evening, the competition should be started early.

The Judge has the power to :

- (i) Grant rest periods as shown in rule (17)
- (j) Declare a :NO PULL:
- (k) Disqualify a team or teams after caution
- (l) A judge may award only 1 friendly caution to a particular team during a pull
- (m) disqualify a team without caution which he deems to be guilty of ungentlemanly conduct, by word or act, which is likely to bring the sport into disrepute

In the event of the judge in charge giving a caution, which the judge will indicate by the common signal code, naming the team and adding :first caution: or :last caution:. Any such instructions given by the judge in charge must be clear and brief using the appropriate signals. The judges decision shall be final at all times.

### **3. Responsibilities of Side Judges:**

Side judges shall at all times act under the directions of the judge in charge. During the actual pulling, the side judge shall take up a position alongside the competing teams and to be opposite side of the judge in charge. The side judge shall observe the competing teams and indicate the infringements of the team to the judge in charge, using the common signal code. The side judge will inform the offenders of the cautions given by the judge in charge.

### **4. Weighmaster:**

In National competitions, Judges may be appointed by the chief judge, who shall be responsible to the judge in charge for correctly weighing and stamping all competitors.

## **PULLING TECHNIQUES RULES**

### **1. Rope Grip:**

- No competitor shall grip the rope within the length bounded by the outer tapes or markings.
- At the commencement of each pull, the first pulling member shall grip the rope as close as possible to the outer tape or marking.
- No knots or loops shall be made in the rope, nor shall it be locked across any part of the body or any member of the team.
- Crossing the rope over itself constitutes a loop.
- At the start of a pull, the rope shall be taut with the centre rope marking over the centre line marking on the ground.

## **2. Pulling Position:**

- With the exception of the Anchor, every pulling member shall hold the rope with both bare hands by the ordinary grip, ie. The palms of both hands facing up, and the rope shall pass between the body and the upper part of the arm.
- For hold of Anchor see rule 13.
- Any other hold, which prevents the free movement of the rope, is a lock and is an infringement of the rules.
- The feet must be extended forward of the knees and team members should be in a pulling position at all times.

## **3. Anchors Position:**

- The end puller shall be called the Anchor.
- The rope shall pass alongside the body, diagonally across the back and over the opposite shoulder from rear to front.
- The remaining rope shall pass under the armpit in a backward and outward direction and the slack shall run free.
- The anchor shall then grip the standing part of the rope by the ordinary grip: ie. The palms of both hands facing up, with both arms extended forward.
- The anchor is allowed to keep the rope below the level of the protective belt and contact with the belt for safety considerations will not constitute a Lock.

# **SIGNALS AND COMMANDS**

## **1. The Start Procedure:**

When the judge has received a signal from the two coaches that all is ready, he shall give the teams the following verbal and visual commands:

- PICK UP THE ROPE - The rope shall then be gripped as defined in paragraphs 11, 12 and 13, the feet being flat on the ground.
- TAKE THE STRAIN - Sufficient strain being put on the rope to ensure that it is taut. In outdoor competitions each puller may establish one foothold with the heel or side of the boot with the extended foot.
- STEADY - The judge shall then signal the rope to the centre position. When the rope is steady with the centre mark over the centre line on the ground.
- PULL After a reasonable pause.

## **2. Finish of a pull:**

The finish of a pull shall be signalled by the judge blowing a whistle and pointing in the direction of the team winning the pull, or in the case of a :NO PULL: crossing his arms and pointing to the centre mark.

## **LIST OF COMMANDS IN TUG OF WAR COMPETITION**

<b>Command</b>	<b>Signals</b>
(1) Team are u ready	Indicating the team with the arm
(2) Pick up the rope	Arms extended in front of the body
(3) Take the strain	Arms extended in front of the body
(4) Rope to centre	Indicating to the side that has to move to the centre
(5) Steady	Arms extended upwards with palms outward
(6) Pull	Flinging arms down to the sides
(7) Indicate winner	Blowing whistle and pointing to the winning team
(8) Change Ends	Blowing whistle and crossing the arms over the head
(9) NO Pull	Blowing whistle and crossing the arms in front of the body
(10) Cautions	Raising the arm on the side of the infringing team and indicating by 1 or 2 fingers The 1st and 2nd caution

## **LIST OF INFRINGEMENTS IN COMPETITION**

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|-----------------------|---|
| (1) Sitting           | Moving flat hand horizontally                   |
| (2) Leaning           | Open hand horizontally indicating to the ground |
| (3) Locking           | Elbow touching the lifted upper leg             |
| 4) Grip               | Two fists in front of each other                |
| (5) Propping          | Lifting movement with hands along the body      |
| (6) Position          | Kicking movement and stretching the lower leg   |
| (7) Climbing the Rope | Climbing movement with the fists                |
| (8) Rowing            | Rowing motion with arms and upper body          |
| (9) Anchors Grip      | With the hand touching the back                 |
| (10) Trainer          | With the finger touching the lips               |
| (11) Footholds        | Kicking with heel in ground                     |
| (12) Sidestepping     | Side stepping with one foot                     |

# **INFRINGEMENTS OF THE RULES**

## **1. Infringements General:**

- Sitting: Deliberately sitting on the ground, or failure to return immediately to the pulling position after slipping.
- Leaning: Touching the ground with any part of the body other than the feet.
- Locking: Any hold which prevents the free movement of the rope.
- Grip: Any grip other than the ordinary grip as described in Rule 11,12,and 13.
- Propping: Holding the rope in a position where it does not pass between the body and the upper part of the arm.
- Position: Sitting on a foot or a limb or the feet not extended forward of the knee.
- Climbing the rope: Passing the rope through the hands.
- Rowing: Repeatedly sitting on the ground whilst the feet are moved backwards.
- Anchor Position: Any other than the position described in Pulling Technique Rule 3 above.
- Trainer: Trainer speaking to his team whilst they are pulling.
- Inactivity: Teams failing to actively engage in a competitive effort during a pull leading to a prolonged stalemate, which could bring the sport into disrepute, constitutes a no pull which can be called at any time. The pull will be restarted on either new or less broken ground in the immediate proximity of the original pulling lane. If a pull with periods of inactivity lasts longer than ten minutes, the chief judge will draw the attention of the centre judge to call a :NO PULL:
- Side stepping: Stepping outside the pulling surface.
- Footholds: Making indents in the ground in any way before the command :TAKE THE

STRAIN: is given.

**2. Disqualification:**

Teams will receive two (2) cautions for infringement of the rules in any one (1) pull, before being disqualified. For all infringements of the rules, a team may be deemed guilty if only one person offends.

**3. Breach of Rules:**

Failure to comply with any of the rules for National Competition may obviate teams from competition.