~Tug-of-War Rules~

Event Points					Participation Points	
Total	M/F or CO-ED?	1st Place	2nd Place	3rd Place	Total	Distribution
20	CO-ED	12	6	2	10	% of Teams/School

Rules

- SAFETY WARNING: UNDER NO CIRCUMSTANCES SHALL ANYONE WRAP THE ROPE OR CORD AROUND THEIR WRIST, ARMS, OR ANY OTHER BODY PART.
- Tug of war shall be played as teams of 6, consisting of 3 males and 3 females.
- The med and law schools may field as many teams as they can, but no one player may be on more than one team unless by special agreement between the school representatives. Each game will be worth an equal number of points determined by the amount of teams each school can field. The number of games that will be played will be determined by the number of teams each school is able to field.
- Set up shall be as follows:

----------X----------x----------X----------
Team area A neutral ground Team area B

- Teams will start at opposite ends. Teams may line up in their area however they wish, keeping the safety warning in mind. In other words, they do not have to alternate male-female or anything like that.
- The rope shall have a flag or ribbon indicating the center point. At the beginning, the rope will be placed so the flag is in the middle of the neutral ground.
- When one team pulls the flag past their own cone (the X's on the drawing), they win and the judge(s) will declare a winner, ending that round.
- The med and law schools shall switch sides after every round.
- Tug-of-War shall be played in a single elimination style tournament (6-3-1) with a runoff for third place points, if necessary.