



# QUAD CITIES CORPORATE GAMES

## TUG OF WAR RULES

### Eligibility

All participants must be regular employees (full or part-time), interns or retirees of companies registered for the Quad Cities Corporate Games.

### General Rules

1. Companies may enter one coed team into the event.
2. Athletic shoes (i.e. running, tennis, cross trainers, hiking), aqua socks, work boots or bare feet only. No spikes or cleats will be allowed.
3. Gloves are allowed and recommended.
4. No wrapping of the rope around hands. Serious injury may occur.
5. Deliberately sitting on the ground, or failure to return immediately to the pulling position after slipping is not allowed.
6. Participants may use feet or hands only to gain foothold in the sand. No tools will be allowed. Extensive time will not be set aside to dig in and get set.
7. One-minute time limit per tug. The winning team will pull another team four feet across the center line. If no team has been pulled over the line at the end of the one-minute time limit, the tug will go to the team who has the advantage at that time.

### QCCG Point System

- o Points will be awarded to the top four teams within each division, as follows:

Place	Points
1 <sup>st</sup>	1000
2 <sup>nd</sup>	800
3 <sup>rd</sup>	600
4 <sup>th</sup>	400

- o Participation points will be awarded to all teams in the QCCG. To receive participation points, teams must complete the event as designed. Points for participation per team in Tug of War are as follows:

Event	Participation Points
Tug of War	250/Team

- o QCCG will assess Penalty Points to those companies whose competitors **do not show up for bracketed events**. It diminishes the spirit of the Games when a team or individual travels from across the Quad Cities to participate in one of these events, only to have their opponent forfeit.

Event	Penalty Points
Tug of War	-250