

2010 WELLSVILLE VFD FIREMAN'S CHALLENGE RULES

TUG-A-WAR

1. 6-MAN TEAM
2. PULL TO WIN
3. NO HOLDS BARRED

BATTLE OF THE BARREL

1. 5-MAN TEAM. 1-CAPTAIN AND 4-FIREFIGHTERS ON THE HOSE AND NOZZLE.
2. COIN TOSS BETWEEN CAPTAINS WILL DETERMINE CHOICE OF GOAL.
3. OPPOSING TEAMS WILL TAKE POSITION IN THE LINE WITH THEIR OWN GOAL ZONES FACING TOWARD THE BARREL.
4. 1ST WHISTLE, WATER WILL BE TURNED ON, CHARGING THE LINES.
5. ALL PERSONS ON THE TEAM, WITH THE EXCEPTION OF THE TAIL PERSON AND THE CAPTAIN, MUST HAVE AT LEAST ONE HAND ON THE HOSE AT ALL TIMES. NO CHANGE IN POSITIONS IS TO BE MADE UNTIL A GOAL IS SCORED.
6. IF ANY TEAM IN PLAY CALLS FOR A TIME-OUT WITHOUT GOOD REASON, THE OPPOSING TEAM WILL BE REWARDED (1) GOAL. (GOOD REASON DETERMINED BY JUDGES)
7. ANY TEAM INTENTIONALLY TURNING A WATER STREAM ON THE SPECTATORS, OFFICIALS OR THE OPPOSING TEAM WILL BE DISQUALIFIED AND THE OPPOSING TEAM DECLARED THE WINNER.
8. IF A HOSE LINE BREAKS OR PRESSURE ON THE LINE DROPS BELOW THE REQUIRED PRESSURE (NOT LESS THAN 100 LBS) TIME CAN BE CALLED BY THE JUDGES.
9. IF FOR SOME REASON THE BARREL BECOMES DISENGAGED FROM THE CABLE OR THE TRIPOD SLIPS AND LETS THE CABLE FALL, TIME WILL BE CALLED AND WHEN REPAIRS ARE MADE BATTLE WILL RESUME AT THE POINT (JUDGES DECISION) WHERE THE BARREL WAS AT THE TIME OF THE MISHAP. TEAMS WILL CROSS STREAMS OVER THE BARREL IN A NEUTRAL ZONE AND BEGIN AGAIN. SAME RULES APPLY IF ANY FOREIGN MATTER BECOMES WEDGED IN ANY OF THE NOZZLES
10. WHEN A TEAM IS SCHEDULED TO BATTLE, THEY HAVE A (5) MINUTES GRACE, BEFORE JUDGE WILL AWARD THE BATTLE TO THE OPPONENT BY FORFEIT.
11. THERE WILL BE **TWO** (1) MINUTE PERIODS, TIME WILL STOP AFTER EACH GOAL. TEAMS CHANGE GOALS AFTER EACH PERIOD. IN CASE OF A TIE, THERE WILL BE A (1) MINUTE SUDDEN DEATH WINNER BY GOAL OR DISTANCE. GOAL SIDES WILL BE PICKED BY FLIPPING A COIN.
12. CHAMPIONSHIP WILL BE DETERMINED BY PROCESS OF ELIMINATION.
13. NO TEAM WILL DO BATTLE TWICE IN A ROW WITHOUT A 15 MINUTE REST PERIOD BETWEEN BATTLES.
14. ALL TEAM MEMBERS MUST WEAR HELMETS, GLOVES AND EYE PROTECTION. HELMETS THAT HAVE FACE SHIELDS MUST HAVE FACE SHIELD DOWN. GOGGLES ARE PERMISSIBLE.
15. THERE WILL BE 2 JUDGES, A SCORE KEEPER AND A TIMEKEEPER.
16. LEATHER HELMETS MAY BE WORN WITH PROPER EYE PROTECTION: GOGGLES OR SHIELDS, NO BORKS.