

(IFG) | International Firefighter Games Inc. – Firefighter Games

Official Rules and Regulations

v2017.08.21 - This document shall effectively render earlier versions expired and irrelevant. The newest version will be considered that which is available for download from firefightergames.ca at the time of competition.

Rules and Regulations: Table of Revisions			
Section/Subsection:	Date of Revision:	Version ID:	Description of Revision:
Entire Document	February 24, 2017	v2017.02.24	Total restructuring of IFG Rules and Regulations.
Entire Document	July 21, 2017	V2017.08.21	Spelling and Grammar
4.5.8	"	"	40 Point Max (Perfect score)
4.4.9	"	"	... with rope provided.
4.8.8	"	"	... both gates in the order specified

Definitions:

Any word found within this document to be written in italics and followed by an asterisk (ea. *Point**), will have a corresponding IFG definition: (ea. *Point** vs *point* - *Point** would indicate an IFG definition, whereas '*point*' could mean a spot, place, or position in an area or on a map, object, or surface. [Point of reference for taking measurements])

Alternate*: A substitute *Team Member** who may assume the position of another *Team Member** who has sustained a *Debilitating Injury**. *Alternates** must be identified and included at the time of final registration.

Briefing*: A period of time, prior before the start of a *Challenge**, in which *Team Captains** will be informed of the rules. *Team Captains** will at this time be given the opportunity to ask for clarification on rules and regulations pertaining to the particular *Challenge**.

Challenge*: There are nine *Challenges** to an IFG Firefighter Games *Event**.

Competitor*: An individual member of a registered team. Each *Competitor** must be an active or retired structural firefighter, or a person over the age of 16 enrolled in a junior firefighter program. Each *Competitor** must be 16 years of age at the time of registration. *Competitors** under the age of 18 will need permission from a legal guardian. Permission forms must be submitted at the time of final registration on the morning of the first day of the *Event**. Permission forms must be printed off the firefightergames.ca website, and must be completed in full.

Debilitating Injury*: An injury which would prevent an individual from competing because of pain (at the discretion of the individual).

Event*: (Otherwise referred to as *the Games**) - The two-day total of nine different *Challenges**, and the *Heats*/Rounds** within them.

Event Coordinator*: (*The Host Department Committee* President*) - responsible for coordinating all activities and services involved with *the Event**.

Heat*: A grouping of *Rounds** inside a *Challenge**. Each *Challenge** will have at least one *Heat**. Each *Heat** may have multiple *Rounds** of competition. 'Heat 1' is chosen at random one week before *the*

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Event*. Subsequent *Heats** are organized by grouping *Teams** (that score similar *Points** in the previous *Rounds**) from the first *Heat** in a *Challenge**. The points scored in both *Heats** will go towards a *Team's** total.

Host Departments*: The Fire Department/s identified by IFG as being those responsible to provide that which is required for the facilitation of *the Event**. Donations to Muscular Dystrophy Canada (from each *Event**) will be on behalf of the *Host Department**.

Host Department Committee*: Each *Host Department** must form a committee to delegate responsibilities assigned by the *Event Coordinator**.

Head Judge*: The individual responsible for ensuring the integrity of the judging staff. The *Head Judge** is responsible for signalling the start of each *Heat**. The *Head Judge** will make the final decision regarding any potential rule violations.

Judges*: Eight people selected to critique the competing *Teams** performance based on the rules and regulations outlined in this document.

Points*: A unit of measurement awarded to *Teams** after the completion of a *Round**. *Points** are tracked by the *Head Judge** and will be updated on the score-board after each *Challenge**.

Position*: The available spot for a *Team** to compete in a *Round** (ea. Hoisting Challenge has two *Positions** per *Round**, where Hose Roll Relay has four *Positions** per *Round**.) In the circumstance where not all *Positions** within a *Round** can be filled, the available *Teams** will still compete, disregarding any unfilled *Positions**. *Points** will not be awarded to unfilled *Positions** (ea. assuming a *Challenge** with four *Positions** per *Round**, yet there are only three *Teams** available to compete, *Points** will only be awarded for 1st, 2nd, and 3rd place. The *Points** reserved for 4th place will be disregarded.)

Rip Team*: There are two *Challenges** in which an odd number of *Teams** would mean a “1-on-0” situation for **Randy Window Rescue** and **Hoisting Challenge**. In this instance a *Rip Team** would compete. The *Rip Team** for the *Challenge** will be the first losing team of the first *Heat**. *The Rip Team** would compete only to prevent the other *Team** from scoring points; the *Rip Team** cannot be awarded *Points**.

Round*: A *Round** is a grouping of *Teams** competing against each other for *Points**. A *Heat** is finished when all *Teams** have had a chance to compete in a *Round**. The number of *Rounds** per *Heat** is determined by the number of *Teams** registered in *the Event**.

Team*: A unit of *Competitors** sharing the same 3-digit team number, competing together to accumulate *Points**.

Team Captain*: The individual responsible for registering a *Team**. The *Team Captain** will be the only member of a *Team** allowed to debate a rule violation with a *Judge**.

Team Member*: See *Competitor**

The Games*: Short for Firefighter Games.

Vendor*: Any persons generating profit from their business operating within the perimeter of the Firefighter Games (ea. food vendors, equipment dealers, event services, etc.)

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Volunteer* (event): Any persons assisting IFG or a *Host Department**, on a non-profit basis, in the facilitation of the Firefighter Games.

Official Rules and Regulations

Summary:

The following are the official rules and regulations for IFG events. This document will cover the rules for each *Challenge** including the *Event** structure, *Point** structure, as well as those rules regarding personal protective equipment, and *Competitor** conduct. Any discrepancies will be decided by the panel of *Judges** and/or the *Head Judge**.

1.0 - Expectations:

- 1.1 - All rules and regulations are to be strictly adhered too. Failure to comply with these rules and regulations could result in automatic elimination of specific *Challenge**, a deduction of *Points**, or in serious cases disqualification from *the Event**.
- 1.2 - *Competitors** must always be respectful of *Judges**, event staff (ea. Security, IFG representatives), other *Competitors**, *Volunteers**, and members of the public.
- 1.3 - The *Head Judge** will use his/her own discretion to determine the appropriate punishment (as required) when *Competitors*/Teams** violate the rules and regulations (deliberately or accidentally) contained in this document.
- 1.4 - *Competitors** are expected to make-ready the next *Round** of competition, by placing tools and items used within a *Challenge** back to its original location and state of readiness (within reason) as a curtesy to the other *Competitors** and *Judges**.
- 1.5 - *Competitors** are expected to dispose of their own waste appropriately (ea. Beverage containers, food containers, cigarette butts, etc.)
- 1.7 - Final registration will take place on the first morning of the *Event**, finishing no later than the start of the opening ceremonies. Exact times of final registration will be made clear to the *Team Captains** ahead of time.
- 1.8 - Entire *Teams** unavailable for final registration will still be included in competition pending approval from the *Head Judge** on a case-by-case basis.
- 1.9 - *Teams** absent from *Challenges** will score 0 for each *Round** of which they were to compete.
- 1.11 - *Teams** unable to compete due to injury will score 0 for each *Round** in which they were to compete, and will continue to do so until such time as the injured party is again able to compete (up to the discretion of the injured party).

2.0 - *Event** Structure:

2.1 Challenges*:

- 2.1.1 - There will be nine *Challenges** in which *Teams** will have an opportunity to score *Points**.
- 2.1.2 - Any ties at the end of *the Event** will be broken using the recorded times from Mayday Mayday Mayhem. *Teams** with the better time will take the advantage.
- 2.1.3 - *Teams** will arrive prepared for each *Challenge** so as not disrupt the flow of *the Event**. Teams not prepared to take their place in the specified order will be disqualified from the

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Round* at the time in which their *Round** would have begun.

2.1.4 - *Team Captains** must present in the *Briefing** prior to the start of each *Challenge**.

List of *Challenges**:

- a. Axe Throw
- b. Pike Pole Javelin
- c. Hoisting Challenge
- d. Randy Window Rescue
- e. Hose Roll Relay
- f. Beer Barrel Attack
- g. Sledge Hammer Slam
- h. Chin-up Square-off
- i. Mayday-Mayday-Mayhem

2.2 Heats*, Rounds*, and Positions*:

2.2.1 - The *Rounds** in which *Teams** compete in the first *Heat** will be chosen no sooner than one week before the *Event**.

2.2.2 - The *Positions** in which the *Teams** will assume for the first *Heat** of each *Challenge** will be chosen at random, and without influence, by drawing all *Teams** blindly, one-by-one, from a fire helmet.

2.2.3 - The drawing of the first *Heat** will be witnessed at minimum by the *Head Judge** and the *Event Coordinator**.

2.2.4 - *Points** are awarded to *Teams** after the completion of each *Round**.

2.2.5 - The total number of *Points** accumulated during *Rounds** will determine the *Team's** overall placement on the score board (1st Place, 2nd Place, 3rd Place etc.)

2.2.6 - All *Teams** (unless otherwise disqualified) will be given one *Position**, to compete in one *Round** of competition, within each *Heat**.

2.2.7 - *Rounds** in subsequent *Heats** (within the same *Challenge**) will be selected by grouping the *Teams** which scored similarly in the first *Heat**

2.2.8 - All *Position** structure in each *Heat** will be identified prior to the random draw.

2.2.9 - In the circumstance that an odd number of *Teams** registers for an *Event**, a *Rip Team** will be selected at random during the *Briefing** for the *Challenge** in which that *Rip Team** is needed. No *Team** may compete as a *Rip Team** more than once per *Event**.

3.0 - *Teams** and PPE

3.1 Teams:

3.1.1 - Each *Team** must consist of no fewer than four registered *Team Members** at the time of final registration.

3.1.2 - Any individual acting as an *Alternate** must be identified at the time of final registration.

3.1.3 - *Alternates** may only be used in the case of *Debilitating Injury** to a *Team Member**.

3.1.4 - *Teams** may not substitute an *Alternate** any more than once per *Event**.

3.1.5 - *Teams** may only register one *Alternate**.

3.1.6 - All *Team Members** (including the *Alternate**) must be present for final registration, and must complete the Waiver of Liability prior to the start of the opening ceremonies.

3.1.7 - No additional *Team Members** may be added after the completion of morning registration.

3.1.8 - All *Team Members** must be either active or retired structure firefighters, or be enrolled

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in a junior firefighter program.

3.1.9 - *Teams** must have the correct number of *Competitors** to fill the *Position**, or they will score 0 for that *Round**

3.2 Personal Protective Equipment (PPE):

3.2.1 - *Competitors** must wear the minimum PPE required for each *Challenge**, as described in this edition of the *IFG – Firefighter Games: Rules and Regulations*.

3.2.2 - The personal protective equipment worn by *Competitors** must meet the following criteria:

- a. *Helmet** - Firefighting Helmet rated by NFPA for the purposes of structural firefighting.
- b. *Gloves** - Must be designed to protect hands when working with tools.
- c. *Boots** - Must be steel-toed. Steel-toed shoes will not be accepted.
- d. *Pants** - Must be NFPA rated for interior structural firefighting. Inner liner may be removed.
- e. *Eye Protection** - glasses, goggles, face shield, or visor with ANSI Z87.1 classification.

3.2.3 - *Competitors** must begin each *Round** wearing all required PPE.

3.2.4 - *Teams** must make every effort to ensure that their PPE is worn for the entire *Round** in which they are competing, or they will score 0 for the *Round**.



4. Challenge* Rules:

4.1 - Hose Roll Relay

Description: Four 50' lengths of 1-1/2" hose and a nozzle are stacked and ready to go inside a red box. There is a target 225 feet away. When the whistle blows, each *Team** will need to connect to the hydrant, connect each section of hose, connect a nozzle, flow water, and knock down the target! Once the target has been knocked over, you will disconnect EVERYTHING and place it back the way you found it! HINT - Make sure your rolls are tight.

4.1.1 - All four *Team Members** must compete.

4.1.2 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.

4.1.3 - Hose and nozzles used by each *Team** will be of identical size and type.

4.1.4 - Hose used by teams will be 1-1/2 "diameter.

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- 4.1.5 - *Teams** will utilize nozzles equipped with a pistol-grip handle.
- 4.1.6 - All *Team Members** must have one hand on their hydrant before the start signal.
- 4.1.7 - All four sections of hose and the nozzle must be used.
- 4.1.8 - Hose (being unrolled, or being rolled.) must be 'straight-rolled'.
- 4.1.9 - All four lengths of hose, as well as the nozzle, must be placed back inside the box; the lid of the box must close completely.
- 4.1.10 - *Teams** who intentionally spray water at anyone will score 0 points for that *Round**.
- 4.1.11 - *Teams** will have the opportunity to adjust their hose-rolls prior to start of the *Round**.
- 4.1.12 - ***Point* structure per Round*(x2 Heats* per Challenge* – 4 Positions* per Round*)***:
 - 1st team to finish will receive 10 points
 - 2nd team to finish will receive 7 points
 - 3rd team to finish will receive 5 points
 - 4th team to finish will receive 3 points

4.2 - Randy Window Rescue

Description: Randy is stuck in a first-floor bedroom, but the only way to get him out is a second story window! Each *Team** needs to get him out as fast as possible! Ladder the window, carry him up the stairs, pass him out the window, carry him down the ladder, and get him to the designated location.

- 4.2.1 - All four *Team Members** must compete.
- 4.2.2 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.
- 4.2.3 - Both ladders will be of equal size, weight, and type.
- 4.2.4 - Both 'Randy' mannequins will be of as equal weight as possible.
- 4.2.5 - The tip of the ladder must be just below the windowsill.
- 4.2.6 - The heel of the ladder must be past the 'heel line', indicating a 75° angle.
- 4.2.7 - A *Team Member** must heel the ladder when there is anyone on it.
- 4.2.8 - *Competitors** will not skip rungs while ascending or descending the ladder.
- 4.2.9 - All *Competitors** must make it back behind the starting line to complete the *Round**.
- 4.2.10 - Dropping 'Randy' from the ladder will result in 0 *Points** scored in the *Round**.
- 4.2.11 - ***Point* structure per Round*(x2 Heats* per Challenge* – 2 Positions* per Round*)***:
 - 1st team to finish will receive 10 *Points**
 - 2nd team to finish will receive 5 *Points**
 - Drop Randy from ladder = 0 *Points**

4.3 - Beer Barrel Attack

Description: A Tug-of-War style event where the objective is to push a barrel, hanging from a wire, over the other *Team's** finish line using streams from 1-1/2" hand-lines.

- 4.3.1 - All four *Team Members** must compete.
- 4.3.2 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.
- 4.3.3 - Hose and nozzles used by either team will be of identical size and type.
- 4.3.4 - *Teams** will cross streams a minimum of two feet above the barrel.
- 4.3.5 - *Teams** will begin to spray the barrel only when signalled by the *Head Judge**.
- 4.3.6 - The *Head Judge** will signal the end of competition when the barrel crosses a finish line.
- 4.3.7 - *Teams** who intentionally spray anyone will score 0 for the *Round**.
- 4.3.8a - There will be a 5-minute time limit.

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- 4.3.8b - The losing *Team** may be that with the barrel on their side of the wire at the time limit.
- 4.3.8c - The winning *Team** may be that which pushes the barrel over the opposing finish line.
- 4.3.9 - The wire will be approximately 20 feet off the ground.
- 4.3.10 - There will be a line indicating middle and finish lines on both the ground and wire.
- 4.3.11 - ***Point* structure per Round*(x2 Heats* per Challenge* – 2 Positions* per Round*)***:
 - Winning team will receive 10 *Points**
 - Losing team will receive 0 *Points**
 - 5 *Points** to each *Team** in the event of a tie.

4.4 - Hoisting Challenge

Description: Two *Teams** will race against each other to get all four of their tires onto the upper platform.

- 4.4.1 - Two *Team Members** will compete in each *Round**.
- 4.4.2 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.
- 4.4.3 - The same two *Team Members** may compete in both *Rounds**.
- 4.4.4 - *Competitors** may not untie the knots in rope.
- 4.4.5 - Lower *Competitor** must have one hand on a tire prior to start of the *Round**.
- 4.4.6 - Upper *Competitor** must hold rope and carabiner inside the window at the start signal.
- 4.4.7 - The winning *Team** will have all four tires on the upper platform before the other *Team**.
- 4.4.8 - *Competitors** will hoist the tires with the rope provided.
- 4.4.9 - ***Point* structure per Round*(x2 Heats* per Challenge* – 2 Positions* per Round*)***:
 - Winning *Team** will receive 10 *Points**.
 - In the event of a tie both *Teams** will receive 5 *Points**.

4.5 - Axe Throw

Description: *Teams** will score points by throwing axes at targets.

- 4.5.1 - Each *Team** will be allowed to throw 8 axes in total
- 4.5.2 - Each *Competitor** must wear *Pants**, *Boots**, and a *Helmet**.
- 4.5.3 - *Teams** can chose to have 1, 2, 3, or all 4 of their *Team Members** throw.
- 4.5.4 - Targets will be placed 20 feet from the throwing line.
- 4.5.5 - *Competitors** throwing may not let their front foot completely cross the throwing line.
- 4.5.6 - An axe that sticks anywhere in the target area is worth 2 *Points**.
- 4.5.7 - An axe that sticks with any part touching the bulls-eye is worth 5 *Points**.
- 4.5.8 - *Teams** may score only a maximum of 40 points using a total of 8 axes.

4.6 - Pike Pole Javelin

Description: *Teams** will throw pike poles as far as they can.

- 4.6.1 - Each *Team** will be allowed to throw four pike poles in total.
- 4.6.2 - *Teams** can chose to have 1, 2, 3, or all 4 of their *Team Members** throw.
- 4.6.3 - Each *Competitor** must wear *Pants**, *Boots**, and a *Helmet**.
- 4.6.4 - *Competitors** throwing may not let their front foot completely cross the throwing line.
- 4.6.5 - The most forward part of the pike pole will be measured where it comes to a stop.
- 4.6.6 - Distance will be measured starting from the center point of the throwing line.
- 4.6.7 - Only one pike pole may score *Points** for any *Team**.

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4.6.8 - Only the furthest pike pole thrown by each *Team** will be able to score *Points**.

4.6.9 - Point structure (x1 heat in total)

- 1st farthest throw will receive 15 *Points**
- 2nd farthest throw will receive 12 *Points**
- 3rd farthest throw will receive 10 *Points**
- 4th farthest throw will receive 7 *Points**
- 5th farthest throw will receive 5 *Points**

4.7 - Chin-Up Square-Off

Description: *Competitors** will attempt to be the last person hanging off a chin up bar.

4.7.1 - The chin-up bar will be roughly seven feet off the ground.

4.7.2 - *Competitors** will keep their forehead above the bar, and their chin below the bar.

4.7.3 - Climbing chalk, lifting chalk, or gloves may be used as a grip-aid.

4.7.4 - Eyewear and hats may be worn during competition.

4.7.5 - *Competitors** must remain in place once they drop from the bar.

4.7.6 - *Competitors** must wear *Pants** and *Boots**.

4.7.7 - One *Competitor** per *Team**/per *Heat**.

4.7.8 - *Competitors** may only compete in one *Heat**

4.7.9 - The chin-up bar will be long enough to support twelve *Competitors**.

4.7.10 - *Teams** will be divided as evenly as possible into *Heats** depending on the number of *Teams** competing.

(✓ **Example #2:** 53 *Teams** in total = 4 *Heats** of 11 *Teams**, and 1 *Heat** of 9 *Teams**)

(✗ **Example #2:** 53 *Teams** in total = 4 *Heats** of 12 *Teams**, and 1 *Heat** of 5 *Teams**)

4.7.12 - Point structure (per *Heat)**

Last person to drop gets 10 *Points**

2nd last person to drop gets 7 *Points**

3rd last person to drop gets 5 *Points**

4th last person to drop gets 3 *Points**

5th last person to drop gets 1 *Point**

4.8 - Sledge Hammer Slam

Description: *Teams** will hit a weighted object along a track, in both directions, knocking down targets on either side.

4.8.1 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.

4.8.2 - *Competitors** may not drag the weighted object along the track.

4.8.3 - *Competitors** will use dead-blow hammers.

4.8.4 - *Competitors** will only use the hammer to strike/move the object.

4.8.5 - Only the weighted object may be used to knock over the gates.

4.8.6 - *Teams** who strike the object completely off the track will score 0 for that *Round**.

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4.8.7 - *Competitors** will knock down both gates, in the order specified by the *Head Judge**

4.8.8 - **Point* structure per Round*(x2 Heats* per Challenge* – 4 Positions* per Round*):**

- 1st team to finish will receive 10 points
- 2nd team to finish will receive 7 points
- 3rd team to finish will receive 5 points
- 4th team to finish will receive 3 points

4.9 - Mayday Mayday Mayhem

Description: This obstacle course is the main *Challenge** of the Firefighter Games.

4.9.1 - All four *Team Members** must compete.

4.9.2 - Each *Competitor** must wear *Pants**, *Boots**, *Helmets**, *Eye protection**, and *Gloves**.

4.9.3 - *Competitors** must slide or crawl over the slip-and-slide.

4.9.4 – Tools **do not** need to cross the finish line.

4.9.5 - All four *Team Members** must completely cross the finish line.

4.9.6 - ‘Randy’ must completely cross the finish line.

4.9.7 - The ‘finish line’ will be considered the threshold of the final door.

4.9.8 - Each *Team** will compete only once.

4.9.9 - *Teams** may decide who sprays water and who retrieves ‘Randy’.

4.9.10 - Only one *Competitor** is required to use the handline to extinguish the fires.

4.9.11 - The nozzle will be located 25 feet from the burning house.

4.9.12 - All fires must be extinguished before course completion.

4.9.13 - *Competitors** may proceed into the house to retrieve ‘Randy’ while fire is attacked.

4.9.14 - Each *Competitor** must complete the following in order:

- a. slip-and-slide
- b. glass-tunnel
- c. window section
- d. stair section
- e. door/wall breach section.

4.9.15 - Three timing devices will be used to time each *Team**. The 2nd best time will be recorded (ea. Judge #1 – 01:37:08 / Judge #2 – 01:37:20 / Judge #3 – 01:37:33)

- Judge #2’s time would be recorded as the *Team’s** completion time for the course.

4.9.16 - The order in which *Teams** will compete will be drawn at random during the *Briefing**.

4.9.17 - **Point structure:**

- 1st best time will receive 50 *Points**
- 2nd best time will receive 40 *Points**
- 3rd best time will receive 30 *Points**
- 4th best time will receive 20 *Points**
- 5th best time will receive 10 *Points**

