

2011
Amite County Youth Rodeo Association
Liberty, Mississippi

Contestant General Rules
THESE RULES AND REGULATIONS MAY BE CHANGED, REPEALED, OR
AMENDED AT ANY TIME BY THE BOARD OF DIRECTORS

GENERAL RULES

1. It is the responsibility of each contestant to obtain, read, and understand ALL rules pertaining to his/her event(s), the duties of each official, and the rules of the A.C.Y.R.A. in general.
2. There will be no talking to judges, timekeepers, or flagman when events are in progress.
3. No reruns or rerides due to contestant's faulty equipment.
4. A horse must fall broadside (all four legs off ground) before a rerun will be considered.
5. The decision of the judges and flagmen shall be final. NO EXCEPTIONS.
6. Contestants must ride in five rodeos and the two-day finals to be eligible for year-end or finals awards. Participation at either day of the finals does not count as one of the five rodeos.
7. No contestant will be allowed to run both go rounds of the finals on the same day. Contestant must compete both days of the finals to be eligible for year-end or finals awards.
8. If timer fails and there is no stopwatch time, contestant must rerun and carry all penalties.
9. **There will be a \$100.00 complaint fee.** A complaint form will be available in the office. You must fill out complaint form and pay the fee at that time. Your complaint will be presented at the next board meeting (you must attend). If your complaint is found to be correct, then your \$100.00 fee will be reimbursed. If your complaint is found to be incorrect, then your fee will be placed in award money.
10. Every contestant the age of eighteen and under must present a certified birth certificate (No copies, we will make the copies). This year you will not have to prove education and you will compete in the age group according to the age you were on January 1, 2011.
11. Parents may sign an authorization form to move their child up an age group this year, although when doing so the child may not go back down into their actual age group until after the completion of this rodeo season.
12. All rough stock will be drawn this year with the exception of sheep. You must be entered by **9:30** the day of the rodeo for any rough stock events to allow time for the stock to be drawn. You must be entered by **11:00** for all timed events. There is no time limit for roping events, with the exception that event has not started. **REFER TO THE ORDER OF EVENTS FORM FOR A FULL DESCRIPTION.**
13. No one will be allowed in the holding areas with any stock, that includes sheep, goats, bulls, horses, steers, and any other animal. This is mandatory for everyone. Disqualification to contestants will apply if this rule is not followed.
14. All announced scores during the events are unofficial. Official results will be announced after judge's sheets are tallied in the office.
15. There will be a \$5.00 ground fee charge per contestant this year to benefit year end awards and arena repairs as needed.
16. A **\$20.00 late fee** will be in effect for contestants that enter on rodeo day. In addition to this late fee, the contestant will also participate first in the event that he/she enters.

BOARD MEMBERS

1. If a board member does not complete their term, he/she must pay their membership dues in order for their or their children's points to count.

CONTESTANT DISQUALIFICATIONS

1. Cheating or attempting to cheat
2. Being under the influence of alcohol or illegal drugs
3. Non-payment of entry fees

4. Fighting on rodeo grounds or in the arena
5. Contestant or person connected with contestant altercating, arguing or threatening any judge, director, or any official in the arena or on the rodeo grounds (See General Rule #2 & #9)
6. Use of profanity or any unsportsman like conduct
7. Mistreatment of any animal
8. Not being ready to compete when called upon **three times** will be left to judge's discretion
9. Being out of dress code while in the arena
10. Start running your horse before you are in the alleyway

DRESS CODE (Once the rodeo has officially started, not before or after)

Dress code is for all contestants, arena workers, judges, parents, and anyone that is inside the arena, the alleyway, behind the rough stock shoots, in roping boxes and anything inside a gate is part of the arena. Any parent not following dress code while in the arena will result in their child being disqualified for that event. Proper attire includes a long sleeve shirt with a collar (must button all the way down the front) or Amite County Riding Club T-Shirt only, western pants or blue jeans, boots and a Cowboy hat, protective gear/helmet, or no hat at all (NO CAPS ALLOWED! NO EXCEPTIONS!!!**) All of these are required to be on while in the arena, whether you are competing or not. **COLD WEATHER ATTIRE: CONTESTANTS CAN WEAR A JACKET OR A SWEATSHIRT OVER THEIR LONG SLEEVE SHIRT OR ACYRA T-SHIRT. KEEP IN MIND; CONTESTANTS WILL BE SUBJECT TO INSPECTION BY THE JUDGE TO ENSURE A LONG SLEEVE BUTTON DOWN WITH A COLLAR SHIRT OR ACYRA T-SHIRT IS UNDERNEATH THE JACKET OR SWEATSHIRT.****

POINT SYSTEM

The A.C.Y.R.A. will award points through 10th position in each class. The point system will be as follows:

Each rodeo and each day of the finals:

- 1st-10 points
- 2nd-9
- 3rd-8
- 4th-7
- 5th-6
- 6th-5
- 7th-4
- 8th-3
- 9th-2
- 10th-1

Average points will be awarded to the average winners for the finals as follows:

- 1st-20
- 2nd-18
- 3rd-16
- 4th-14
- 5th-12
- 6th-10
- 7th-8
- 8th-6
- 9th-4
- 10th-2

ALL AROUND AWARDS

A **saddle** will be given to an all around cowboy and cowgirl in each age division (**6 and under thru 16-18**). All around buckles will be given in each age division to a certain place depending on how many is in each division. In addition, to receive an all around buckle, the contestant must compete in two or more events for five rodeos and two-day finals and receive points in each event at least once during the rodeo year. Each event in all age groups (excluding open) will also receive a champion and a reserve buckle at the end of the year (you must

compete in the event for five rodeos and the two day finals). In the chute dogging event a champion buckle will be given in each age group (for a reserve buckle to be given in this event, a total of 30 participants in all for the year). **Open timed events** will be given a **champion buckle only** in each event (barrels, poles, arena and goat tying). Open timed events will no longer have any all around awards (including buckles and saddles). A champion and a reserve buckle will be given to the header and heeler in the youth team roping and the twelve & under team roping (may receive saddles if a total of ten teams per rodeo). In the youth/adult team roping, an open champion header, open champion heeler, youth champion header and youth champion heeler buckles will be given at the end of the year.

PAYOUT

The A.C.Y.R.A. will payout one place for every four entries in an event, except team roping. There will be one payout hole for every eight entries in the team roping. A maximum of six places will be paid in all events.

TIMED EVENTS

Times are to be backed up by one stopwatch capable of measuring in hundredths of a second. If electric timer fails to operate, the contestant will have the option to declare whether he/she will rerun or take the stopwatch time. The decision must be made before the stopwatch time is called out. He/she will carry all penalties into the rerun. If contestant chooses to rerun, they have the option to run immediately or to run after the final contestant in the class. If timer again fails to operate, the contestant will take the last stopwatch time. If the electric timer fails to operate, all electric times will be disregarded and the manual back up times will be used for the official times for all contestants.

GOAT TAIL PULLING

Sixty Second Time Limit. Contestant must have ribbon when he/she crosses the finish line. If the ribbon comes off before contestant gets to the goat, contestant will receive a rerun. No assistance from any outside help will be allowed to run along side of the contestant.

GOAT THROWING

Sixty Second Time Limit. Goat must be picked up with all four legs clear of the ground and land on side with all four legs out. If judge misflags, he/she may give a rerun upon their discretion.

STICK HORSE BARRELS AND ARENA RACE

Sixty Second Time Limit. Contestant must stay straddled the stick horse or they will receive a no time. A five second penalty will be assessed for every barrel knocked over. Contestant will receive a no time if he/she recrosses score line before completion of pattern.

LEAD IN

6 and under. A responsible person must lead contestant in on horse but no one will be allowed to ride on the horse with the contestant. Dress code will be enforced.

GENERAL ROUGH STOCK RULES

CONTESTANTS MUST PROVIDE ALL EQUIPMENT REQUIRED IN THEIR EVENT

No sharp spurs

No bell-no marking

Re-rides are at the judges' discretion and ALL DECISIONS ARE FINAL

Contestants must compete on stock drawn for them; refusal or swapping will result in disqualification

If a contestant touches the animal with his free hand or hat, they will receive a no score

SHEEP RIDING

No one is allowed in the sheep pen. Contestant can ride with 1 or 2 hands. Contestant must ride six seconds to get score. If contestant rides less than six seconds, he/she will be placed by time. Contestant cannot receive help from anyone when gate is open. Any help will result in contestant's disqualification. No rerides will be given. If the contestant starts out riding with on hand, he/she has to finish ride with one hand. If the contestant starts

out riding with two hands, he/she has to finish ride with two hands. Failure to do this will result in a disqualification.

CALF RIDING/STEER RIDING

7,8,9,10,11,12 year olds. Must ride for six seconds. Contestants must ride with one hand only. Contestants will be disqualified if free hand touches the animals. All steers and calves will be flanked. No knots, finger wraps or hitches to prevent rope from falling off. No sharp spurs. Contestants are required to wear helmet, mouthpiece and vest (not provided). All riders will be at the judge's discretion.

BAREBACK PONIES

Contestants are required to wear helmet, vest, and mouthpiece. Rider may ride with one or two hands, but must finish the same hand/hands as they start with. They must ride for 6 seconds to receive a score.

BULL RIDING

13-18 years old. Must ride for eight seconds. Contestants must wear a mouthpiece and protective vest (not provided). Contestants must ride with one hand only. If free hand touches animal, the contestant will receive a no score. No knots, finger wraps, or hitches to prevent rope from falling off. No sharp spurs. All riders will be at the judge's discretion.

GOAT TYING

Thirty second time limit. Contestants can use leather or string. Contestant must ride in on a horse and dismount. If contestant runs over goat or line with horse, a ten second penalty will be added. If goat is down when contestant gets to it, contestant must pick up and clear all four legs before tying. Contestant must cross and tie any three legs. Once contestant calls for a time, they cannot go back to the goat. This will result in a disqualification. Goat must stay tied for six seconds.

ARENA RACE

Contestant must go around a barrel. Either direction is acceptable. Five second penalty will be added if barrel is knocked over. Contestant will be disqualified if he/she recrosses score line before completion of pattern. Contestant cannot cross tracks or they will be disqualified. Drag after every ten runs.

BARRELS/POLES

A five second penalty will be added for every barrel or pole knocked over. Pole benders will enter and exit using the right gate. If a contestant knocks a barrel over and barrel stands up on opposite end, this will be considered a knocked over barrel and a five second penalty will be added. Contestant will be disqualified if he/she recrosses score line before completion of pattern or if pattern is broken but completed. Contestants cannot cross tracks or will be disqualified. Barrel racers will enter and exit using the left gate. There will be a drag after every ten runs.

TEAM ROPING

Header and Heeler are separate categories. Simply you must head I five rodeos to be eligible for the header saddle/buckle or heel in five rodeos to be eligible for the heeler saddle/buckle at the year end awards. All stock is chute run. A thirty second time limit not including penalties. May enter a maximum of ten times (do not have to swap ends). In the YOUTH/ADULT event, the team must include one youth (18 & under) participant and one adult participant. Does not matter which end (header/heeler) as long as one is a youth and one is an adult on that team. Contestants must daily. Children (boys or girls) that are 12 and under and Ladies may ties on, but only on the heel side. We encourage tie on ropers to use a quick release.

Legal head catches include: **Head or both horns/half head/around neck**

If head loop crosses itself, the catch will be considered illegal. If hondo passes over one horn and the loop over the other horn, the catch will be considered illegal. Steer must be on all four feet when roped from either end. And heel catch behind both shoulders is legal as long as rope goes up to heels. Dewclaw catches are legal if catch holds for the judges inspection. As long as the deader has control of the steer's head, the heeler can catch for a legal run at this time (USTRC rules will apply). Ten second penalty will be added for breaking the shoot barrier. Five second penalty will be added for catching one hind foot. Heeler will be fined \$25.00 for roping at

the steer after header misses. Fine must be paid before the next rodeo. Contestants will be disqualified for any of the following:

- Using more than two loops
- Failure to head steers before heeling
- Unnecessary rough treatment of steers
- Illegal head catch
- Lost or broken rope
- Contestant dismounts for any reason during run
- Catching front foot in either the head or heel loop
- Not releasing rope from hand
- Dragging steer more than eight feet when steer is down

BREAK AWAY ROPING

All stock is chute run. There will be a thirty second time limit not including penalties. Rope must be tied on only with the string provided by the club (No tampering with the string, do not unravel at all). Contestant must have a flag or bandana on the end of the rope. Loop must go over calf's head and tighten up on any part of calf's body. Rope must be broke from horn by calf. Rider will be disqualified for breaking the rope from the horn by hand. A dropped loop is considered a used loop.

CALF ROPING

All stock is chute run. A thirty second time limit, not including penalties. Catch as catch can. Contestants will not be allowed to rebuild. Contestant may carry two loops. A dropped loop will be considered a used loop. Contestant must tie any three legs. Calf must stay tied for six seconds. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestant will be disqualified for intentionally dragging the calf once he has remounted his horse. Field judge may stop a horse from dragging the calf.

CALF TYING

A thirty second time limit not including penalties. Contestants will enter arena on a horse, dismount, and cross and tie any three legs. Contestant must use a minimum of two wraps ad hooey. Calf must stay tied for six seconds. Contestant will be disqualified if horse runs over calf.

DUMMY ROPING

There will be three age groups for this event 10-12, 7-9, and 6 and under. There are three legal catches: slick horns (around both horns), half head (one horn and around the nose), and full neck. **NO WHOLE BODY CATCHES!!** A miss will be an elimination. Any figure eight will be an elimination. There will be no fishing allowed. A dropped rope will be considered a thrown rope (any time the loop drops from the hand after the first swing begins). The dummy will be moved forward twelve inches at the end of each round for the 10-12 and 7-9 age groups. In the event every contestant misses in a particular round, the round will start again. Each contestant will rope until eliminated. Points will be awarded for each legal catch. 3 points for slick horns, 2 points for half head, and 1 point for full neck. These points will be totaled in the end to place contestants I the 1st thru 10th place for the rodeo point system. Points will then be given according to rodeo's points system.

6 & under and 7-9 only

½ head=2 pts
Slick=3 pts
Neck=1 pt

10-12

Contestants in this age group can slick horn only. They must catch in this 1st round to earn points. Last man standing wins 1st place.

6-18 YOUTH ALL-AROUND TEAM ROPING (NEW EVENT)

Contestant can enter one time only with any partner in that age group. If the contestant does not have a partner he/she can still enter and a partner will be drawn for he/she. The partner that is drawn for the contestant will not receive points for that run. If a partner is drawn for a contestant and the team places in the event the drawn contestants portion of the winnings will go back into the association. If you are draw to rope with a contestant you can deny the run and another will be drawn.

This event is being added this year to allow for additional all-around points