

2024

# PRINCE PHILIP MOUNTED GAMES RULE BOOK



**PONY CLUB**  
WESTERN AUSTRALIA

Effective 01 January 2024

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## AIMS & OBJECTIVES

Members should be aware of the Aims and Objectives of Membership:

- To encourage young people to ride and learn to enjoy all approved kinds of sport connected with horses and riding
- To provide instruction in horsemastership and to instill in members the proper care of their animals.
- To promote the highest ideals of fellowship, citizenship and loyalty and to cultivate strength of character and self-discipline.

Members should be aware Pony Club is a Youth movement and has always maintained a high standard of behaviour and presentation.

Members should be aware if they are representing the Pony Club in any shape or form, whether it be Club, Zone, state or Country, that it is expected that their behaviour would never compromise, bring into disrepute or embarrass the Pony Club Association.

Members should be proud of their involvement in the Pony Club movement and in their uniform.

Members should be aware they are under scrutiny by their elders, other Associations and particularly the more Junior members of the Pony Club and so should always be setting the example.

## OBJECTIVES

The Prince Philip Mounted Games provides the Pony Club with a competition requiring courage, determination and all-round riding ability on the part of the rider, and careful and systematic training of the pony.

Its objective is to encourage a higher standard of riding throughout Pony Club and to stimulate among the future generation a greater interest in riding as a sport and recreation.

## ORGANISATION

The competition will be run in three divisions:

**OPEN** - Rider 24 years or under as at 1<sup>st</sup> January of the year of competition.

**JUNIOR** - Rider 13 years or under as at 1<sup>st</sup> January of the year of competition.

**NOVICE** - Riders under 12 years of age as of 1st January of the year of competition and have NOT competed in a Championship event.

### PRELIMINARY EVENTS

Competitions held by clubs or zones to allow riders the experience of riding in competition. These are open to any club who wishes to compete from zone/ zones involved (the organiser may open the event to include any club not necessarily within the zone).

The riders must compete as Club and if there are either fewer riders or more riders than required to make a team the PPMG Sport Committee will form composite teams. The Chief Steward is able to make composite teams on the day if the situation requires.

Teams may change between preliminary events.

### **CHAMPIONSHIP QUALIFYING EVENT**

This is a state-run event at which all Club and Active Riding Sport Committee approved Composite teams can compete at. From this competition teams will be chosen on merit to proceed to the Championships.

Teams are required to take part in the Qualifying Event before moving forward to the Semi Finals & Championship events.

All riders are required to have met the 3-rally qualification requirement to compete. Composite teams must be approved by the Active Riding Sport Committee prior to the event.

### **SEMI FINALS & STATE CHAMPIONSHIPS**

**Pony Club Western Australia Prince Philip Mounted Games Championship for qualified Junior and Open Divisions: Semi-Final and Final.**

The Semi-Final to be held on the first day of the Active Riding Pony Club Championships will consist of eight (8) games plus a tie-breaker selected from the twelve (12) nominated by a draw of participating Clubs on the day.

The Final of both Junior and Open Divisions will be held on the second day of the Active Riding Pony Club Championships and will consist of all 12 games selected for that year. Prior to the commencement of the competition one (1) game will be drawn from the nominated games and this game will be the tie-breaker if required.

## **ENTRIES**

All Pony Club WA and International rules that pertain to Prince Philip Games regarding qualification for events are maintained.

### **CLUB TEAMS**

- Club teams will consist of 5 riders, pairs will consist of 2 riders, who must be current financial members of the Pony Club and affiliated with Pony Club WA.
- Riders may ride up a division in a Preliminary Event in order to help a club field a team, however if the rider rides up at a Qualifier event the Horse/Rider Combination will not be eligible to ride down a division at the Championship Event.
- If a novice rider rides up in a Junior division at a Preliminary Event as a 5<sup>th</sup> rider there is no restriction on them returning to Novice division. If the Novice Rider rides up at a Qualifier, they may not ride back down in Novice.

### **COMPOSITE TEAMS**

A Club who does not have sufficient riders to field a team or pair can apply to have their eligible riders entered as part of a composite team/pair. A Club may enter a full team plus enter riders as part of a composite team/pair.

- No rider shall be disadvantaged by the combination of Club teams.
- All Clubs must have a signed statement from the Club Chief Coach stating that no rider is disadvantaged by the decision to form a composite team.
- Applications for composite teams for the Qualifier must be approved by the Active Riding

Sport Committee, who will assess the merit of the application and notify the Clubs of the outcome.

- The Active Riding Sport Committee will make the final decision regarding the participants in a composite team. Composite teams must participate in the Championship Qualifying Event to be eligible to ride at the Semi Finals & State Championships in the same year.
- A composite team which qualifies to go through to the Semi Finals & State Championships, must remain as composite team of the same composition unless the Active Riding Sport Committee allow a replacement rider to be selected from a different club to the rider withdrawing from the team.
- Every effort will be made to form composite teams geographically to enable training together. Please note this is not always possible for the Active Riding Sport Committee.
- Composite Team Managers/coaches are to make every effort to ensure that all riders are treated fairly and given opportunities to participate in competition while ensure the safety of the horse and rider combinations.

## **SUBSTITUTIONS**

In the case of injury after the closing date an application for a substitution of a team member or horse must be made to the Active Riding Sport Committee and such applications will be given full consideration. Substitute horse and rider combinations must be appropriately qualified.

Clubs may not substitute a member of a composite team to fill a vacancy in a Club Team once the Draw has been completed. A duly qualified horse and rider combination not already entered in the competition may be substituted.

## **DECLARATION**

The declaration form **MUST** state the names of members of the team, their ages, the ponies' names and ages and be signed by the Team Manager of the team, confirming that the riders and ponies nominated are eligible to compete and are capable of participating safely at this standard of competition.

These forms must be handed to the organiser prior to participating. The Organiser will provide declaration forms for teams participating in the Championship.

Attendance cards and height certificates are to be produced if required.

## **COMPETITION**

Eight (8) games plus tie breaker will be selected from the twelve (12) nominated events by a draw, conducted by the Official Steward with Team Trainers/Managers prior to the commencement. An Official Prince Philip Mounted Games Steward must officiate on the day.

As soon as the date for any Competition has been decided, the organiser **MUST** advise Pony Club WA. The Active Riding Sport Committee will appoint a Chief Steward and the organiser will be advised.

## **METHOD OF COMPETITION**

If the number of teams eligible for competition exceeds the number of lanes in the arena (which is ordinarily 6), then the competition shall be run as for the Semi-Finals of the Championships.

In such a situation, the teams will ballot for lanes 1 - n, (where n equals the total number of teams) for each game. When n is an even number (8, 10, etc.), 4 or 5 teams will run off in 2 heats of equal numbers of teams for each game and scored as usual (see scoring below).

In the circumstance of n being an odd number (7,9 etc.) the teams will run off in 2 heats of unequal teams (4 and 3 or 5 and 4) for each game, with the scoring being the same for each heat and calculated as for the largest heat. That is, in the situation of 5 teams in heat 1, and 4 in heat 2, the scoring for heat 2 will be 6 points for 1st place, 5 points for 2nd place, etc., as for heat 1. Ordinarily, 12 teams only proceed from the Championship qualifying competition to the Championships.

In certain circumstances the Active Riding Sport Committee may, at its discretion, invite additional teams from the Championship Qualifying competition to the Championships. Such circumstances might include the following: An exceptionally high standard of competition from the teams placed behind the 12 teams at the Championship Qualifying competition.

## RESULTS/FINISH

- An official video camera should be used on the start/finish line to confirm finish places when needed and for possible infringements. The Host may also decide to have an official video camera on the changeover line. Any other unofficial camera footage will not be considered.
- The result of a race will be decided by the order in which the **horses' noses cross the finishing line** when ridden or the **riders cross the line when dismounted**, as in the Sack Race. When horses finish in pairs, it is the **nose of the second horse** which counts.
- If, for any reason the Judges cannot decide one or more of the placings in an event, the official video camera should be used to decide the placings. If the Judge(s) still cannot decide, the teams will tie and split the points for the two placings.
- The Official Steward/Starter must blow the whistle to signal the end of each race. Riders must not re-enter the Play Area until this has happened. (e.g. if they are returning to the start area from the changeover line).

## SCORING

- Points will be awarded on the basis of one in excess of the number of teams competing e.g. in a four team competition, points will be 5, 4, 3 and 2. One point for elimination, 0 points for disqualification.
- In the event a team fails to complete the race, OR the last team on the field cannot finish in a timely manner, then the Official Steward may elect to blow the whistle to finish the race in the interests of saving time. That team would then take (2) points for last place.
- At the end of each race, the Commentator should announce the official placings of the race.
- In the event of equality for the final placings a 'Tie Breaker' game will be played to decide the result. This game will be selected from one of those being used in the Competition. The Team Coach of the teams that are tied will each select a game. These will then go into a draw
  - the one drawn being the 'Tie Breaker'.

## RESULTS OF COMPETITIONS

Full detailed Result Forms of Competitions and any Gear Check Reports must be forwarded by the organiser as soon as possible after the competition to:

Pony Club Western Australia Inc.

303 Cathedral Avenue

BRIGADOON WA 6069

## **DISCLAIMER OF LIABILITY**

Neither the Organising Committee of any event to which these Rules apply, nor the Pony Club Association of Western Australia Inc. accepts any liability for any accident, damage, injury or illness to horses, owners, riders, ground, spectators or any other person or property whatsoever.

## **RECOMMENDED LIST OF OFFICIALS AND THEIR DUTIES**

**(For all Competitions)**

### **OFFICIAL STEWARD**

- Is appointed by the Active Riding Sport Committee and is responsible for ensuring that the whole competition is run in accordance with the current rules.
- Advises Pony Club WA and the committee of the results of all events adjudicated as soon as possible after the event.
- Has final and binding authority.
- Is responsible for inspecting and approving the arena and all equipment.
- Conducts the draw and briefs the Line Stewards.
- Determines the order in which games will be played based on the convenience of erecting and dismantling equipment.
- Supervises the Line Stewards and may replace a Line Steward if considered necessary.
- Receives reports on infringements in the course of each game and informs the Judges of his/her decision.
- Adjudicates on objections.

If because of any serious breach of the rules the Official Steward considers disqualification from the whole or any subsequent competition may be necessary, they may consult with the Organiser and any member of the Active Riding Sport Committee present before making their decision.

The Official Steward should have available a set of scales; carry a whistle in case it is necessary to stop a race; thank the Organiser on behalf of the Pony Club WA at the end of the day; and provide a report to the Sport Committee promptly after the meeting, to include the following points:

- The general organisation of the meeting.
- Any incidents or difficulties.
- The names of officiating Line Stewards.

### **JUDGES**

- Judges are positioned on the start/finish line.
- Judges are not responsible for infringements and must not overrule the Assistant Referees.
- Judges decide on and record the placings for each race. The Official Steward may help to



decide close finishes.

- Judges receive reports of eliminations/disqualifications from the Official Steward and adjust the places and scores accordingly.

## **MARSHALL**

- Marshals teams.
- Keeps order.
- Sends teams into arena when required.
- Marshals prize winners for presentation and parade.

## **GEAR CHECKERS**

- Inspect all riders and horses gear for faults, and to check that they adhere to the National Gear Rules and those outlined in this document.
- Any gear that is unsafe or does not adhere to the rules must be removed and may be replaced with a suitable alternative.
- All riders and horses should be checked before each session of riding.

## **SCORERS**

- Scorers receive the placings from the Judges and tally up the points on the scoresheet.
- Scorers communicate the placings of each race to the Commentator to announce.
- Scorers should position themselves near the Commentator for easy liaison.

## **THE COMMENTATOR**

- Welcomes teams.
- Introduces teams.
- Announces each game.
- Provides a brief explanation of each game.
- May provide a running description.
- Announces results provided by the Judges.

The Commentator and Scorer should be positioned at the same end of the finish line as the Judges for easy liaison.

## **THE STARTER**

- It is appropriate for the Official Steward to also be the Starter.
- The Starter's position is in line with the first line of bending posts and on the same side as the Judges/Scorers. They must ensure they can be clearly seen by all the competitors on the start line.
- The Starter may order an unruly horse to stand behind the six metre line. The Starter may also order a rider to start behind the six metre line if their horse has crossed the line before the flag has been dropped.
- The Starter should receive a signal from the Equipment Steward that the arena is ready before calling the riders forward.
- As soon as the teams and equipment are ready, the Starter should call the riders to the six metre line by whistle.
- Once the riders are lined up, raise the flag and hold it upright whilst the riders move to the start line and settle.
- When they are satisfied all the riders are settled and stationary, the flag is lowered AWAY FROM THE RIDERS (There is no need to bring the flag down with a great flourish as this will invariably unsettle the horse in the nearest lane).

- The Starter alone is responsible for the start being fair so if, after dropping the flag, they consider the start was unfair, they must immediately recall the riders by whistle.
- If at any time during the race the Official Steward deems it necessary to stop the race, it shall be signaled by blowing a whistle (this may be done by the Starter).
- Should the Starter have any doubts they should consult the Official Steward for guidance.

### **THE ARENA SUPERVISOR**

- Is in charge of the Arena Party, which sets up and issues equipment, and ensures that everything is correct and ready for each event, removing the equipment when it is no longer required.

### **THE ARENA PARTY**

- Ensure that all equipment and arena markings meet the specifications outlined in this rule book.
- That the equipment is set out the same for all lanes and in accordance with the rules.
- To advise the Arena Party of the set out of equipment.
- They should indicate to the Official Steward/Starter that the arena is ready for the next game.

### **ASSISTANT REFEREE**

- Positioning
  - It is recommended that there be a minimum of eight assistant referees distributed evenly across the Start/Finish, centre and changeover lines. This may be varied at the discretion of the referee, taking into account the number of riders in each heat.
- Requirements
  - They should wear coloured vests, enclosed footwear and carry a flag whilst officiating.
  - They should be at least 18 years of age on the date of the competition.
  - Assistant Referees must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition.
  - Close concentration is necessary throughout each race. Assistant Referees should not be distracted by anything - even a bad upset in another lane.
- Duties
  - They may assist with the equipment in between races and should check that it is set out in accordance with the rules and signal to the equipment marshal if this is not the case.
  - Start/Finish and Changeover Assistant Referees should check to ensure that changeovers happen behind the line and that all relevant rules are obeyed.
  - They should also check that riders who are sent back to the six-metre line remain behind the line when the race is started as well as watching for rule infringements behind the Start/Finish and changeover lines during the race.
  - Centre line Assistant Referees should check mid field procedures and watch the linkup in pairs games.
  - Assistant Referees must not call back or give instructions to any competitor, but they must answer a competitor's questions (as briefly as possible).
  - Assistant Referees at the change-over line should ensure that competitors do not ride back down the arena until the race is over.
  - If one team's equipment is upset by another team, the nearest Assistant Referee should quickly set this up again, if this is possible.

- If a horse runs loose, an Assistant Referee MAY endeavor to catch it if possible.
- They should raise their flag at any time during a race if they see the race should be stopped due to injury, broken equipment or displaced equipment due to weather conditions.
- In the event of an infringement of the rules that is not corrected, they raise their flag at the end of the race to attract the attention of the Official Steward. They then convey the error of the relevant rider(s), and the Official Steward then decides what action should be taken.
- After each race, the stewards rotate to a different position on the arena.

## **AMBULANCE**

Refer to <https://ponyclubaustralia.com.au/wp-content/uploads/2020/06/Minimum-Medical-Standards-for-Pony-Club-Guidelines-2023.pdf>

## **VETERINARY OFFICER**

- To be in attendance or available on call.

## **BRIEFING**

If nominated Assistant Referees or their representative/s do not attend the briefing, within five minutes of the stipulated time, with the Team Manager, then that team MAY be eliminated.

The briefing, is conducted by the Official Steward and should commence not less than one hour before the start of the first event, preferably under cover. Punctual attendance is essential for all concerned.

The Organiser shall provide a list of all Assistant Referees to the Official Steward prior to briefing. Before briefing begins, the Official Steward should check to verify all are present.

Those required at Briefing:

- Club Coach Coordinator or officially nominated representative.
- Team Trainer/Manager
- All Assistant Referees
- The Judges
- The Starter

The Official Steward should ensure;

- That all questions and all answers are heard by everyone present
- Verify that all Assistant Referees understand their duties
- Explain the Assistant Referees Signaling procedure and remind them that they must not call back or warn any competitor.
- The use of the Starter's whistle in the event of a false start is explained.
- Assistant Referees must not referee their own team. The need for absolute concentration while races are in progress must be stressed.
- The principal points in General Rules, and special points that require attention in each race are to be summarised.

## PROTESTS

- No protests allowed.
- Chief Steward has the final say.

## EVENT MANAGEMENT

- The Official Steward should explain the rules regarding objections and explain that no objections of any kind are allowed to the starting, judging or stewarding of any race.
- Before briefing the Judges and Starter, the others present can be allowed to go. Judges should be together at the same end of the Start/Finish line as the Scorer and Commentator for easy liaison.
- Judges place the competitors as they cross the finish line and they must not concern themselves with infringements.
- Judges must place all teams and record these places (in case of eliminations). The Official Steward should explain the finish of each race. (General Rules 7).
- The Official Steward should check with the Starter, where they stand to signal the start and the correct use of their flag.
- The Starter's whistle must be used immediately in the event of a false start.

## GAMES TO BE USED IN CURRENT YEAR

Please refer to Pony Club WA website

NB: Games for the following year are confirmed annually.

## GENERAL RULES

### TEAMS

- a. Each full team shall consist of five riders.
- b. Open Division: Riders 24 years of age and under as at the first of January in the year of the Championships.
- c. Junior Division: Riders under 14 years of age as at the first of January in the year of the Championship.
- d. Members under 14 years may compete in the Open Division if selected. Should a rider under 14 years be selected for the Open Division, then they are ineligible to ride in the Junior Division in this competition.
- e. The pony and rider combination must have attended three working rallies of a Pony Club, two of which must have been at the Club which they represent since 1st September of the previous year.
- f. These qualifications must be obtained prior to the rider competing in the Championship Qualifier, and no later than September 1 in the current year.
- g. Members of the team may be changed between the Championship Qualifier and the Championships but NOT after Declaration Form has been signed by the Club Coach Coordinator and President or Secretary and handed to the Organiser. At each stage of the competition the 'One Horse, One Rider Rule' applies and no interchange will be permitted.
- h. No rider can compete for more than one Club in any one year, and no pony can compete for more than one Club in any stage of the competition.

- i. The Team Coach is responsible for taking charge of the team outside the arena and sending them in immediately when they are called. Only the Team Coach is allowed in the Collecting Ring and Arena with their teams.

## **COMPETITION**

- a. The Competition in all stages, except the Championship Finals, will consist of not less than eight games plus a tiebreaker if required to be selected by a draw on the day, from the twelve nominated games. The Official Steward with coaches of all participating teams will conduct the draw.
- b. The Championship Finals will consist of all twelve (12) games, plus a tiebreaker if required, which will be drawn prior to the commencement of the competition.
- c. The games will be selected from and played in accordance with the attached Rules. It is the duty of the Official Steward to see that the competition is conducted in accordance with the laid down rules, they have the authority to request any changes on the day if necessary to bring into line with these rules.
- d. Individual Games Rules and Specified Equipment are included with these rules, together with a Specified Plan of the Games Area and Inspector's Check List.

## **RIDER**

A rider's age is taken at 1st January in the year of competition.

The combined weight of rider and saddlery should not be more than 20% of the horse's weight. For example, a 13.2hh pony weighing 400kg should not be ridden by a rider weighing more than 80kg with gear.

- a. **DRESS**
  - Riders are to wear their Club or State approved uniform, depending on the level of competition. It is recommended that a tie not be worn for mounted games due to safety issues.
  - Each rider must wear a PCA approved helmet and boots whilst participating in each race and at any time they are on a horse at the event. Failure to wear protective headgear correctly, will result in elimination from the race concerned.
  - When a volunteer is involved in a race, such as in the place of Rider 5 in the Nine Ring race, they must also wear PCA approved boots and helmet.
  - Should a helmet come off, it must be replaced immediately before resuming the race or the team will be eliminated from that race. Number five riders, when taking part in a race unmounted, must also wear protective headgear.
  - A coloured hat cover or hat band is worn by the last rider in the team. The hat cover must be worn on the helmet and not changed from one rider to another once a race has started. Any infringement incurs elimination. If the hat cover comes off the helmet during the race, the rider must return to the place it became dislodged and only continue once it has been put back on the helmet.

- b. **HORSES**

There is no height restriction for horses to be used in mounted games, however consideration should be taken in matching up appropriate horses to the size and experience of the riders and in accordance with the weight rule.

## **GEAR CHECK**

Riders and Ponies will be checked by gear checkers appointed by the organiser before the start, in the clothing and saddlery in which they are to compete, and these will not be changed thereafter without reference to the Official Steward.

Once a horse and rider have been checked and have entered the Marshalling area, they may not leave this area, unless in exceptional circumstances, with the approval of the Official Steward. A nominated responsible adult must be with their teams during this inspection. The gear checkers will mark any faults on their checklist provided and these will only be cleared when satisfactory correction has been re-inspected and passed. If a problem is not corrected, the Official Steward may disqualify that member before the start of competition.

## **JUDGING**

The result of a race will be decided by the order in which the ponies' heads cross the finishing line when ridden or the riders cross the line when dismounted, as in the Sack Race. When ponies finish in pairs, it is the head of the second pony that counts.

## **EQUIPMENT**

- a. Equipment to be used must be of an even standard and must comply as nearly as possible with that recommended in the International Rules, as specified below for the individual games. Any variation on the day is to be shared between teams to the satisfaction of the Official Steward.
- b. Any questions regarding the equipment for individual games should be directed to the Active Riding Sport Committee as soon as possible if it is to be dealt with prior to the day of competition.

## **SADDLERY - as per PCA National Gear Rules**

- Clips must be taped at all times.
- No whips or spurs may be used; use of the baton, reins or other equipment as a whip shall incur elimination of the team from the race.
- Neck straps are allowed and should be fitted snugly.
- Bonnets and mufflers permitted.
- If the reins are knotted, they must be undone at the buckle end.
- Gaiters are permitted.
- Lace up boot eyelets to be taped up or under gaiters.

# **COMPETITION RULES**

## **ARENA AND MARKINGS**

- The Play Area is that area between the start line, change over line and the defined width of the area.
- The Arena is the Play Area plus the areas behind the start and changeover lines which should be enclosed by a fence.
- The arena must be marked out in accordance with the measurements and diagram shown on Page 11 (also in the 2023 Mounted Games Handbook) or as near as possible. Slight variations may be necessary due to the size of the arena available or the number of teams competing. Any variations to this or to the games equipment must be announced by the Chief Steward at the Briefing. Organisers should work within the size specifications to suit

their available space.

- Bending poles have a 15cm diameter circle mark, other equipment a 40cm diamond mark. Marks may be made with spray paint or similar.
- Any equipment knocked over or moved beyond its mark by a rider or a pony, which needs to be replaced, needs to be done so inside or touching the marking. Any infringement incurs elimination.
- Should markings become obliterated, then the Chief Steward's decision on the position of equipment is final.

## **ASSISTANCE**

- No person may physically help a rider during their part of the race unless both riders are in the same team and are both involved in that part of the race or it is in an attempt to recapture a loose pony.

## **BROKEN EQUIPMENT**

- If equipment is broken during a race that allows the rider to continue the race and poses no threat to safety, no action is taken.
- If equipment is broken during a race which prevents the successful completion of the race as a result of deliberate intent of the rider OR through misuse of the equipment outside the range for which it was constructed, the team will be eliminated or disqualified at the Official Steward's discretion.
- If equipment is broken during a race due to a fault in its construction and NOT from deliberate intent, then the Official Steward may choose to rerun the race for all teams who had not finished when the race was stopped. Teams who had already committed an eliminable offence before the whistle will not take part in any reruns.
- The Official Steward alone, decides whether the equipment has been broken with deliberate intent or was used outside the range for which it was constructed. They also decide whether the broken equipment still allows the successful completion of the race or not.

## **CHANGEOVERS**

- Handovers must be attempted mounted and hand to hand. Failure to do this will incur elimination.
- At a changeover, only the next rider to start is allowed to take up position behind the start/changeover line. They must go next and may not be replaced by another rider for any reason. The remainder of the team should be at least six meters back.
- Handovers or changeovers from one rider to the next must take place behind the line: i.e. all eight hooves of both horses and the whole of each rider must be behind the line. Should the next rider cross the line too soon, their team will be eliminated unless they return to correct the error.
- The incoming rider **ONLY** can pick up an item dropped behind the changeover line and hand it to the next rider, this may be done mounted or dismounted.
- During an attempt at a handover, if the equipment is knocked into the field of play, the incoming rider must retrieve the dropped equipment, mounted or dismounted, then they must cross the start/finish line and complete the changeover hand-to-hand again.

## **COACHES AND NUMBER FIVE RIDERS**

- Coaches **ONLY** are allowed in the Arena with their teams between races. Coaches must stand outside the Arena during the running of the race but may come into the Arena after each race is complete. Coaches may talk to their team, but aggressive and inappropriate shouting may be penalised by the Official Steward.

- Number five riders are viewed as part of the team and CAN talk to their teammates (including when holding equipment eg: Pony Club stand, postman).
- Number five riders who are mounted can remain in the ring with their team but must stay in line with their lane. They can wait in the collecting ring if needed. Unmounted number five riders who are not involved in the race must stay in the collecting ring.

## COMPLETION OF EQUIPMENT

Equipment must be completed mounted unless specified in the game rules OR unless they have made a **genuine attempt** to put the equipment in/on its holder already and in doing so, the equipment has fallen to the ground. The rider may then place the equipment in/on the holder from the ground.

A **genuine attempt** is defined to be one in which:

1. If a piece of equipment is to be placed on to a container, holder or pole then there must be contact between the equipment in the rider's hand and where it is to be placed whilst the container, holder or pole is in the correct position
  2. If a piece of equipment is to be collected from a container, holder or pole then there must be contact between the equipment and the rider's hand whilst it is in/on the container, holder or pole in the correct position
  3. Equipment that is to be dropped into a container or holder may be released from the rider's hand without contact being made between the equipment and the container or holder
- If during a genuine attempt, a rider knocks over a container, table, post etc., they must immediately set it up again and replace all the articles that should be in or on it, except the one being collected which need not be replaced. They can dismount and do this by hand OR remain mounted if they wish. When correcting an error, dismounted, the rider must continue to hold the horse by the rein throughout.
  - When an error is committed, the rider must go back and fix the error before continuing. If subsequent riders have entered the field after a mistake has been made, the rider who made the mistake must go back and correct it, and then they continue from that point. i.e. each subsequent rider needn't go out to unwind their parts.
  - A rider who commits an error during an event may return to correct it, even after crossing the handover or finishing line, provided they have not left the arena or the Official Steward has not declared the race to be over. Should they go back, the rider may not "hand-over" or "finish" until they again cross the line after correcting the error.

## DISQUALIFICATION AND ELIMINATION

- A team will be disqualified for serious breaches of the rules. Rough or dangerous riding, deliberate interference, or unseemly behaviour may be penalised by disqualification of the rider or the team from the event concerned or from the whole competition, at the discretion of the Official Steward.
- A team will be eliminated for not correcting mistakes made during an event or for not following any of the rules outlined in this rule book at the discretion of the Official Steward.
- Items of equipment must not be held in the mouth. Penalty for infringement is elimination.

## INTERFERENCE

- Interference is deemed to have occurred when the intended progress of a rider or pony is inhibited (e.g. the horse/rider veers off course or slows down).
- Riders must make a reasonable attempt to stay within their lanes. This includes the areas behind the start and changeover lines. If they cross over into another lane and they



interfere with another team's horse or rider that is in their own lane and active in the race then the team will be eliminated.

- Races may be rerun when a team upsets the equipment of another team at the Official (Chief) Steward's discretion, but the offending team will be eliminated from that race and will not get to rerun.

## **LOOSE HORSE**

- If a horse leaves the arena the team will be eliminated. No person may enter the arena to catch a loose horse; anyone inside the ring can catch a horse if safe to do so, but should then hand it over to the rider and not assist them in mounting. The team may then continue with the race.
- If a horse runs loose away from its rider, the team may be eliminated from the event at the discretion of the Official Steward if they believe the horse has interfered with another team (see Interference/Obstruction below).

## **RACE DISTANCE**

All riders and ponies must cross the changeover line in all races except Bending, Canadian, Three Mug, Potato Picking Scramble, Sharpshooters and the 3rd rider in Wizard's Castle.

## **REMAINING MOUNTED**

Except when the rules allow riders to dismount, they must remain mounted. A rider is deemed to be mounted if they are facing forward on or above the saddle with each knee on either side of the pony and below the level of the saddle skirt. Feet do not need to be in the stirrups. Should a rider fall off and lose their horse, they must remount and resume the race from the point where they fell off.

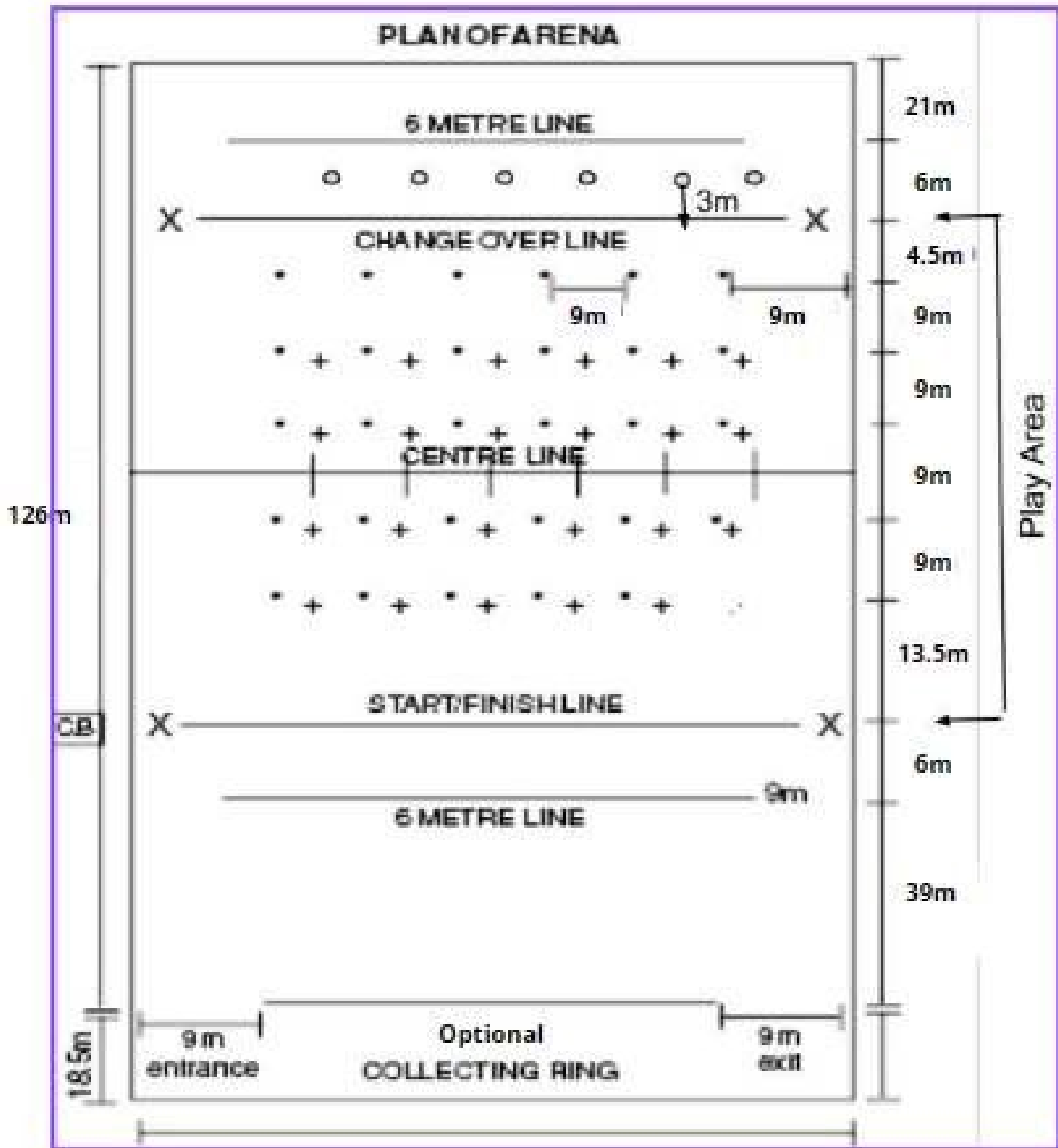
## **OBJECTIONS**

- Each Coach is attributed the right to make an appeal against a refereeing or judging decision. An appeal can only be made about an incident in which the Team or their Coach were physically involved.
- Each Team/Coach has one (1) appeal for every eight races. Appeals **do not** carry over into the next set of eight races. Appeals are considered to have been used if the original decision is **not** overturned. In the event a Coach makes an appeal and they are successful (i.e. the original decision is overturned), then they keep their right to one appeal until the end of that set of eight races.
- In order to make an appeal the Coach should stand behind the start line in their lane and raise their hand. This can only be done after the Official Steward has signalled the end of the relevant race and the official result has been given by the commentator. It must also be done before the flag has dropped to signal the start of the race following the official announcement of the result. The appeal must be lodged before the Team or Coach has left the arena.
- Once an appeal has been made, the Official Steward approaches the Coach making the appeal who explains the decision against which they are appealing and the reasons for doing so. The Official Steward reviews the decision which may be done by reviewing official video footage or consulting with Assistant Referees. If the Official Steward overturns the decision, the scores are amended.
- In the event of any dispute or objection, the OFFICIAL STEWARD'S RULING shall be final and binding.

## **WEAVING AND POST RACES**

- In all races in which the riders weave around bending posts the following will apply:

1. The riders may pass the first post on either the right or the left. Thereafter they weave alternatively to the right and left of successive posts.
    - a. The following faults will incur elimination of the team from the event:
    - b. Passing the wrong side of a post unless corrected
    - c. Failure by the rider concerned to replace a post they have knocked down
  2. Breaking a post
  3. If a post is knocked over, then the rider(s) must replace the post and then resume the race by being mounted before the front legs of the pony pass the post that they knocked over. The rider may change the pattern of their weave through the posts before passing the post that had been knocked over.
- A post is considered 'knocked down' if it is lying flat on the ground.



Where the arena width is limited the width of the lane can be reduced to 8.5m or 8m

- ◻ Bending pole position
- ⊕ Other equipment position
- Changeover line equipment