



## Rules and Regulations

These rules and regulations are consolidated from the NHSRA rules. Please read over and know the rules and regulations of your event especially. For full rules and regulations, please visit <https://nhsra.com/RuleBook>.

- The decision of any judges, flagmen, or timers will be FINAL. Any questions on decisions must be handled with respect.
- All re-rides and re-runs will be at the judge's discretion based on NHSRA rules.
- The arena director and judge(s) reserve the right to address and change any situation deemed unsafe to animals, spectators, or contestants in the best way determined possible at that moment. Safety of all involved is of utmost priority.
- It shall be the arena director's responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- In roping timed events, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal (nods their head), the animal is theirs and no further assistance can take place after that. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.
- Roping events shall not be conducted with an open catch pen gate.
- In any timed event, if called animal escapes from the arena, the flag will be dropped, and watches stopped. The contestant will get the animal back with lap and tap start, and time already spent will be added to timed used in qualifying plus barrier penalties, if any. No barrier to be used, barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.

- A barrier will be used in ALL roping events in all divisions except Wrangler. There will be a 10 second penalty assessed for breaking the barrier.
- Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a tensecond penalty. Otherwise, this will not be considered a broken barrier.
- If automatic barrier does not work, but time is recorded, contestant will get time; but there will be no penalty for broken barrier.
- If automatic barrier fails to work and official time has not started, contestant will get stock back, therefore entitling contestant to a rerun without penalties and contestant must take same animal.
- If barrier equipment hangs on animal and contestant tries the animal, contestant accepts the animal, if contestant pulls up; contestant will receive the same animal back.
- Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
- Time limits for High School and Junior High are set at 30 seconds; Wrangler is set at 45 seconds; and Rookie does not have a time limit.
- Junior High steer riding is set at 8 seconds and all other rough stock events are set at 5 seconds.
- Events with 30 second/one minute time limit may have penalties which exceed the time limit.
- Contestant will be disqualified for any mistreatment of stock.
- Timed event judge will not flag contestant out until time is recorded.
- Judge is to flag time, then flag contestant out if run is not legal.
- In order for time to be considered official, barrier flag must operate.
- All stock must be prepared the same prior to start of rodeo.

#### **Dummy Roping (Buckaroo, Rookie and Wrangler)**

- In the dummy roping, fishing is allowed. In the event, there is not a clean catch; the contestant may have 1 attempt to fish their loop on. After the 1 attempt, it will be marked as a miss.
- The starting line will be at the back of the dummy for the first round and then moved back 2 feet each round.
- Only 3 legal head catches: (a) both horns/slick, (b) half a head, (c) around the neck.
- The contestant will compete until he/she misses.

- Contestants that miss need to stay around until all contestants are done roping, to break any ties between contestants. The contestants that have a tie will start at the marked line in which they are tied at.
- Before the competition of each division, the contestants must line up based on the draw and may have 1 practice each. Once the first contestant returns to front, the competition must start.
- Wrangler: Contestants **CANNOT** compete in dummy roping if they compete in breakaway roping. This event is for those learning how to rope and do not know how to rope off a horse.

### **Tie-Down Roping (Junior High and High School)**

- Roping box – shall be part of the arena during roping events.
- Time to be taken between two flags.
- If neck rope hangs on animal and contestant tries the animal, contestant accepts animal. If contestant pulls up, contestant will receive the same animal back.
- A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
- Calves may be pushed out by contestant's assistant providing they are ready.
- One loop will be permitted.
- A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- Contestant cannot receive any assistance after crossing starting line.
- Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three (3) legs.
- If calf is down when contestant reaches it, calf must be stood on at least three feet (calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
- If contestant's hand is on calf when calf falls, calf is considered thrown by hand.
- Rope must hold calf until contestant gets hand on calf.
- To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
- Six (6) second time will start when roper has remounted, and his horse has taken one step forward.

- If roper's rope comes off calf as roper starts to work with tie, the six (6) second time, will start when roper clears the calf. Rope will not be removed and rope must remain slack until field judge has passed on tie.
- Roping calf without releasing loop from hand will disqualify catch.
- Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
- If any part of the pusher breaks the plain of the chute gate before the calf release the barrier, the contestant receives a no time.
- If a lap and tap is conducted and the rope is on animal when the time stopped, contestant will get animal lap and tap with rope on it in chute.

**For Junior High Division (Boys):** Contestant may **NOT** compete in both breakaway and tie-down at same rodeo. If contestant is entered in the tie-down roping at any rodeo, the contestant may not be allowed to enter the breakaway at any rodeo. If the contestant is entered in the breakaway roping at any rodeo, the contestant may enter the tie-down roping at the next rodeo but **CANNOT** return to breakaway roping.

**Break-Away Roping** (High School, Junior High boys and girls, Wrangler boys and girls)

- Roping Box - shall be part of arena during roping events.
- Time to be taken between two flags.
- One loop will be allowed.
- Ropes are to be tied to the saddle horn with nylon string and may not be run through bridle, tie down, neck rope or any other device. A knot must be at the end of the rope with the string tied at the knot.
- A flag that is white, must be attached at the knot end of the rope.
- String will be provided will be inspected by designated official before each contestant competes.
- A dropped or fallen rope that must be recoiled and\or rebuilt shall be considered a thrown rope.
- The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
- Roping calf without releasing loop from hand will disqualify catch.
- Ropers must be mounted when time is taken.
- The contestant will be disqualified should contestant break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope break away.

- If any part of the pusher breaks the plain of the chute gate before the calf release the barrier, the contestant receives a no time.

### **Ribbon Roping**

- The point system in the ribbon roping will follow the same criteria as the team roping.
- This is a mixed event, one boy and one girl. Either can be the roper or runner.
- For this event, all participants must call in with a pre-determined partner. There will be **NO** drawn partners done in this event.
- Each person gets ONE (1) run at any rodeo.
- Roping Box - shall be part of the arena during the roping events.
- In the ribbon roping a horse must clear the box before a loop is thrown. The finish line will be marked 30 feet in front of the roping box. Flag judge stands on this line.
- Time is to be taken between two flags.
- A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
- Calves may be pushed out by contestant's assistant providing they are ready.
- Catch as catch can. Any catch that holds the calf is legal.
- Rope must be tied on.
- Runner can stand anywhere they choose in the arena.
- Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time. Calf does not need to be flanked.
- Runner must cross finish line to get time.
- Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
- The ribbon itself must be fastened to the top of the tail with a rubber band.
- The runner removes the ribbon and runs across the finish line in either direction for time.
- Ribbon must be removed by runner.
- Any part of the ribbon is legal.
- If a lap and tap is conducted and the rope is on animal when the time stopped, contestant will get animal lap and tap with rope on it in chute.
- If the contestant has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf the team will get a re-run.

### **Goat Tying**

- **Rookie:** The contestant will cross the starting line, race to the goat, flank the goat, cross and tie three legs (2 back legs and 1 front leg). The contestant must go down the rope to the goat.

- Contestant cannot touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before 6 seconds has elapsed, it will be ruled a no time. Any unnecessary misuse of the goat will be deemed a no time or disqualification at judge's discretion.
- A clearly visible starting line shall be provided.
- The stake and the starting line will be permanently marked for the entire go-round.
- A contestant may enter the arena at the speed of their choice.
- The gate will be in the center between the two goats allowing each contestant the same length run at the goat.
- The arena gate must be closed immediately after entering the arena and kept closed.
- Time to be taken between two flags.
- Time will start when the horse's nose crosses the starting line.
- Goats to be tied: right, left, right, left.
- The horse's nose will be timed as it crosses the starting line.
- Time will stop when contestant signals the completion of the tie.
- Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.
- The starting line will be 100 ft from stake. The goat should be tied to a stake with a rope ten feet in length.
- The contestant must be mounted on a horse when entering the arena and must ride from the starting line to goat, dismount from his\her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a goat string or pigging string. No wire is to be used in the goat string.
- If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then clear of the goat when the tie is finished.
- Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-seconds procedure, the contestant will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
- To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre- made wraps coils, knots, hooeys or half hitch.
- The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limits on the tie – for the goat's legs to remain crossed and tied.

- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a (10) second penalty will be assessed.
- If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.
- A five (5) second penalty will be assessed if the contestant enters the arena without their hat on their head.
- Boys Goat Tying: Contestant must string front leg and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooey. A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.

### **Team Roping**

- Roping Box – shall be a part of the arena during team roping.
- A contestant may enter the team roping two times but must be with different designated partners or a drawn partner.
- Time to be taken between two flags.
- Header will start behind barrier and must throw the first loop at head. Heeler must start from behind barrier line.
- Each contestant will be allowed to carry only one rope.
- Roping steer without turning lose of the loop will be considered a no catch.
- Junior High and High School: Team Ropers must enter and call in as a team. The points and money will be awarded by the placing of the individual ropers.

### **Wrangler**

- Wrangler division team ropers will enter with an adult based on which end they enter, head or heel. The points and money will be awarded by the placing of the individual contestant. This adult may be a parent, non-contestant or contestant, or designated roper by the association. A parent, non-contestant or contestant may rope the opposite end of a team roping run with a contestant.
- Wrangler: in the team roping event, the judge shall flag a run on a dally and attempt to get tight, this shall be at the judge's discretion and is for the safety of the roper.
- Draw partners do not receive points or payout.
- Roper must dally to stop steer or change steer's direction. The word "dally" means one complete turn around the horn.
- Only 3 legal head catches: (a) both horns/slick, (b) half a head, (c) around the neck.
- If loop crosses itself in the head catch, it is illegal.
- One hind foot receives five-second penalty.

- The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded.
- Steer must not be handled roughly at any time, and ropers may be disqualified – If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
- Broken rope or dropped rope will be considered no time.
- If a lap and tap is conducted and the rope is on animal when the time stopped, contestant will get animal lap and tap with rope on it in chute.

### **Pole Bending**

- A clearly visible starting line shall be provided.
- The horse's nose will be timed as it crosses the starting line.
- A horse shall not be ridden by more than one contestant in the age division in this event at any rodeo. However, horse may be shared by riders in other age division only!
- The poles and the starting line will be permanently marked for the entire go-round.
- During pole bending events, the arena will be dragged at regular intervals, to be determined by arena director.
- A contestant may enter the arena at the speed of their choice.
- The alley/arena gate must be closed immediately after entering the arena and kept closed until pattern is completed and the horse is completely under control.
- The horse must walk into the gate before the run. The contestant cannot start their run from the parking lot or before the gate.
- The pole bending pattern is to be run around six poles.
- Poles must be straight in line.
- Touching poles is permitted by horse or contestant. –
- A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- Any age division contestant that is led through pattern will be a no time. Exhibitions may be led through but not receive points or payback.
- Knocking over a pole is a five (5) second penalty, per pole.
- Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and\or passing the plane of the pole on the off side.
- If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.

- If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
- A (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.

### **Chute Dogging**

- Dogging chute shall be part of the arena during dogging events.
- Once score line has been set it will not be changed in that go.
- Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
- The line (barrier) judge will flag the start when the animals' nose crosses the score line.
- If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
- All 4 feet must remain on the ground until the nose of the animal crosses the score line. Dogger must keep right hand on top of neck and left hand on bottom of neck until any part of the steer crosses the score line. If dogger moves into throwing position or touches either horn before steer crosses score line, there will be a ten (10) second penalty added to time.
- This event shall not be conducted with an open catch pen gate at any rodeo.
- Time shall be taken between two flags.
- Chute dogging will be done at the roping end of the arena when using a dogging box.
- With steer loaded in chute, dogger gets beside steer with hand and arm in front of shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened. Dogger must maintain his arm and hand position without impending forward progress of steer. If forward progress is impeded by choking or any other means, dogger will receive a no-time. Should dogger grab horn or ear, a 10- second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing process. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field
- If steer is thrown before crossing the score line, the dogger will receive be disqualified.
- Chute Dogger must allow steer to maintain forward motion to the score line.
- Chute Dogger may not choke steer.
- If steer gets loose, dogger may take no more than one step to catch steer. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.

- If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into ground, it must be let up to all four feet and then thrown.
- Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

**Mutton Busting (Buckaroo and Rookie)**

- Contestants in the Rookie division must ride for 6 seconds to receive a score.
- The time will start when the animal crosses the plane of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls (not pulled over).
- Contestants may **NOT** use spurs in this event.
- Rider weight is not to exceed 70 lbs. Each rider will be weighed in at check-in for the first 6 rodeos they enter; during those first 6 rodeos if the weight of 70 lbs. is exceeded – they will not be able to enter starting with that rodeo. Once 6 rodeos are reached with a weight less than 70 lbs., they may enter the remainder of the season without weigh-in and will qualify for the Finals.
- Scoring of ride: • If a rider holds on by laying forward and hugging the sheep with both arms, the rider can score up to 60 points. • If a rider sits up and holds on with two hands just holding onto the animal's hide then the rider can score up to 70 points. • If a rider sits up and holds on with one hand with the free arm never touching the animal or him/herself or any equipment the rider can score up to 80 points. • Ride points are awarded by the judges for form, difficulty, speed, and quality of the ride within the parameters set above.

**• HELMET, MOUTHPIECE AND VEST REQUIRED!**

**Barrel Racing**

- A clearly visible starting line shall be provided.
- The barrels and the starting line will be permanently marked for the entire go-round.
- Time starts when horse's nose crosses the starting line.
- A barrel horse shall not be ridden by more than one contestant in the age division in this event at any rodeo. However, horse may be shared by riders in other age division only!
- During barrel racing events, the arena will be dragged at regular intervals, to be determined by the arena director.
- A contestant may enter the arena at the speed of their choice.
- The alley/arena gate must be closed immediately after entering the arena and kept closed until pattern is completed and the horse is completely under control.
- The horse must walk into the gate before the run. The contestant cannot start their run from the parking lot or before the gate.

- Touching barrel is permitted by horse or contestant.
- The contestant may start on either the right or left barrel. When starting on the right barrel there will be one right and two left turns. When starting on left barrel there will be one left turn and two right turns.
- Any age division contestant that is led through pattern will be a no time.
- Exhibitions may be led through but not receive points or payback.
- Knocking over a barrel is a (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the (5) second penalty will be assessed.
- Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and\or passing the plane of the barrel on the off side.
- If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
- A (5) second penalty will be assessed if the contestant enters the arena without her hat on her head

### **Saddle/Bareback Steer Riding**

- Contestant is not to use sharp spurs.
- Contestants must ride for 6 seconds to receive a score.
- Contestants may pull ropes from either side.
- Time to start when the animal's inside front shoulder passes the plane of the chute.
- Riders may use dry rosin and glycerin only on glove and rope.
- Riding is to be done with one hand in rope and one hand held up.
- No knots or hitches to prevent rope from falling off animal when rider leaves it.
- No more than two men may be on the chute to pull contestant's rope. → Figures used in marking the riding events shall range from 1-25 on stock and 1-25 on contestant and use the full spread per judge.

- **HELMET, MOUTHPIECE AND VEST REQUIRED.**

### **Exhibition Runs**

- Exhibitions will be run at the end of each event. (No exhibitions will be run during Finals Rodeo).
- Exhibitions are \$10
- There will be no payouts, placements, or points awarded for exhibition runs.
- There will be no exhibitions outside of the competitors' normal, age-group events.
- There is a limit of (3) exhibitions allowed per person per event.