



INSTANT REPLAY RULING CHALLENGE (IRRC)

1. **INSTANT REPLAY RULING CHALLENGE:** These rules and guidelines may be amended and revised from time to time based on the logistics of implementation, effects on TV programming, delays to events, and other practical logistics learned as these rules and procedures are implemented.
 - 1.1. Instant replay is a useful device to allow Competition Officials to view a ride from several different angles and with slow motion. Where available, super slow motion may also be a useful tool.
 - 1.2. WCRA will designate a Lead Official as an Instant Replay Official.
 - 1.3. The athlete, any competition official or a WCRA Competition Committee member may call for an IRRC after a ruling is made.
 - 1.4. Reviewable calls or actions available to athletes are listed with these IRRC Rules and may include variations in the event specific Ground Rules under each discipline.
 - 1.4.1. Certain reviewable calls or actions are predicated by the athlete declaring themselves at the time of the alleged action. The definition of declaring is the athlete immediately notifies the competition officials and ceases their competition run. If an athlete notifies the official of a declaration but continues to make their competition ride/run the declaration will be voided.
 - 1.4.1.1. If athlete is in the process of making a competition move and unable to stop their forward motion, the athlete must declare immediately after completing the competition move.
 - 1.5. An athlete may call for an IRRC on their own ride/run only immediately after their ride, but not after they leave the arena. They may do so by throwing an IRRC flag, to be located at both athlete out-gates, timed event chutes or perhaps elsewhere. The athlete will have 30 seconds to throw the flag. If there is no clock, until the official's stopwatch reaches 30 seconds after the completion of a ride. If an athlete is injured and is reasonably unable to get to the IRRC flag in time, the athlete may signal a official for an IRRC by a motion. If there is no flag at an event, it shall be the athlete's sole responsibility to alert the officials with the appropriate motion and confirmation for an IRRC.
 - 1.6. Other athletes may instigate an IRRC on rides /runs of other athletes within their same discipline also, by throwing the flag within the 30 second time limit after the completion of a ride. An athlete that throws the flag must immediately make it known that they are the one requesting an IRRC on another athlete by identifying their self to the competition officials. If that is not done, or if it is not clear who requested the IRRC, no IRRC will be effectuated as determined by any Official.
 - 1.7. If a Contestant calls for an Instant Replay Ruling Challenge (IRRC) for his own ride, and if the Instant Replay Official upholds the original ruling, that Contestant will be charged \$500 for calling for the IRRC.
 - 1.8. If it is deemed that an athlete has called for an IRRC for their own ride/run or to challenge the ride/run of another athlete within their discipline is a flagrant misuse of the IRRC, and the Instant Replay Official upholds the original ruling, that athlete will be charged \$500 for calling for the IRRC.
2. **POSSIBLE CHALLENGES FOR REPLAY BY DISCIPLINE:**
 - 2.1. **BAREBACK RIDING:**
 - 2.1.1. Fouled at chute or during the ride
 - 2.1.2. Tie in rope foul
 - 2.1.3. Spur out
 - 2.1.4. Slap
 - 2.1.5. Double grab
 - 2.1.6. Horse falls
 - 2.1.7. Buck off
 - 2.2. **SADDLE BRONC RIDING:**
 - 2.2.1. Fouled at chute or during the ride
 - 2.2.2. Tie in rope foul
 - 2.2.3. Spur out
 - 2.2.4. Slap
 - 2.2.5. Double grab
 - 2.2.6. Losing stirrup

- 2.2.7. Horse falls
- 2.2.8. Buck off
- 2.3. BULL RIDING:**
 - 2.3.1. Fouled at chute or during the ride
 - 2.3.2. Tie in rope foul
 - 2.3.3. Catching knots
 - 2.3.4. Touching self, bull, or rope with free hand/arm
 - 2.3.5. Bull falls
 - 2.3.6. Buck off to verify the start time is correct
 - 2.3.7. Athlete nods for gate
- 2.4. STEER WRESTLING:**
 - 2.4.1. Bad gate. Athlete must declare.
 - 2.4.2. Neck rope fouls Steer Wrestler or Hazer. Athlete must declare.
 - 2.4.3. Animal stumbles, turns around or stops before score line. Athlete must declare.
 - 2.4.4. Knockdown
 - 2.4.5. Broken barrier, including if a horse breaks barrier with its nose.
 - 2.4.6. Animal gets out
- 2.5. TEAM ROPING:**
 - 2.5.1. Bad Gate. Athlete must declare.
 - 2.5.2. Neck rope fouls Header or Heeler. Athlete must declare.
 - 2.5.3. Barrier fouls Header. Athlete must declare.
 - 2.5.4. Animal stumbles, turns around or stops before score line. Athlete must declare.
 - 2.5.5. Foul catch
 - 2.5.6. Crossfire call
 - 2.5.7. Broken barrier, including if a horse breaks barrier with its nose.
- 2.6. TIE-DOWN ROPING:**
 - 2.6.1. Bad gate. Athlete must declare.
 - 2.6.2. Neck rope fouls athlete. Athlete must declare.
 - 2.6.3. Barrier fouls the athlete. Athlete must declare.
 - 2.6.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
 - 2.6.5. Athlete doesn't allow animal to regain its feet.
 - 2.6.6. Broken barrier, including if a horse breaks barrier with its nose.
- 2.7. LADIES BREAKAWAY ROPING:**
 - 2.7.1. Bad gate. Athlete must declare and not continue their competition run.
 - 2.7.2. Neck rope fouls athlete. Athlete must declare and not continue their competition run.
 - 2.7.3. Barrier fouls the athlete. Athlete must declare and not continue their competition run.
 - 2.7.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
 - 2.7.5. Broken barrier, including if a horse breaks barrier with its nose.
- 2.8. BARREL RACING:**
 - 2.8.1. Question on whether a barrel was knocked over before the athlete crossed the timer line
- 2.9. STEER ROPING:**
 - 2.9.1. Bad gate. Athlete must declare.
 - 2.9.2. Neck rope fouls athlete. Athlete must declare.
 - 2.9.3. Barrier fouls the athlete. Athlete must declare.
 - 2.9.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
 - 2.9.5. Athlete doesn't allow animal to regain its feet.
 - 2.9.6. Broken barrier, including if a horse breaks barrier with its nose.
- 2.10. LADIES GOAT TYING:**
 - 2.10.1. Horse comes in contact with the animal or tie rope.
 - 2.10.2. Goat thrown by hand.
- 2.11. POLE BENDING:**
 - 2.11.1. Broken pattern
 - 2.11.2. Pole was knocked over before the athlete crossed the timer line