



## RULES OF COMPETITION

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**1. APPEARANCES, PRESS AND MEDIA**

- 1.1. All Athletes / Stock Contractors / Independent Contractors must be photographed by WCRA photographer and videographer at the time of entry check-in. These photos will be used for big-screen presentation, television, rodeo athlete wall and website.
  - 1.1.1. Once an Athletes / Stock Contractor / Independent Contractor has had their official WCRA photos taken at their first WCRA event, they will not be required to take additional photos without advance notice.
- 1.2. All Athletes / Stock Contractors / Independent Contractors agree to be available to WCRA staff for media interviews during the days/evenings that they are participating in the WCRA Rodeos. Any athlete advancing to the WCRA Major will be required to participate in a media grab immediately following the conclusion of the pertaining Semi-Finals event.
- 1.3. As stipulated in the Participation Agreement, Athletes agree to participate in promotional activities for WCRA Rodeos (upon request of WCRA staff and management) which may include receptions, breakfasts, dinners and cordial “meet and greet” appearances in sponsor/client suites. WCRA will be judicious in these requests and will limit the amount of time and number of requests made upon the Athletes.
- 1.4. Athletes / Stock Contractors / Independent Contractors agree to make “best case” efforts to be available for public appearances that may be outside of the WCRA stadium or grounds, and, on occasion, outside the boundaries of said grounds.
- 1.5. Competition / Appearances / Press / Media Dress code / consists of western style dress including:
  - 1.5.1. Cowboy hat (unless a helmet is used)
  - 1.5.2. Long sleeved shirt
  - 1.5.3. Cowboy boots

**2. CODE OF CONDUCT:**

- 2.1.1. WCRA Staff, Athletes, Stock Contractors, and Independent Contractors (collectively PARTICIPANT/PARTICIPANTS for the section titled Code of Conduct)
- 2.1.2. All PARTICIPANTS must sign a release of liability and other forms provided by the rodeo secretary before competing or performing any contracted services once arriving at the event venue.
- 2.1.3. PARTICIPANTS agree to make themselves familiar with WCRA Code of Conduct.
- 2.1.4. PARTICIPANTS agrees to abide by all posted premises rules and regulations of the WCRA.
- 2.1.5. Under no circumstance should any PARTICIPANT before or during WCRA event, be under the influence any form of alcohol or drugs.
  - 2.1.5.1. Any abuse to a horse or competition animal on the arena grounds will result in immediate disqualification from the event.
- 2.1.6. Any athlete competing in the arena under the influence of drugs or alcohol will be disqualified from the current event.
- 2.1.7. PARTICIPANTS must wear provided credentials which are visible at all times upon entrance to, and when in, the arena, whether working or not.
- 2.1.8. The WCRA will only admit PARTICIPANTS who are entered to compete or contracted for services to all facilities at no charge. Regardless of membership in various professional rodeo associations and rodeo sanctioning bodies, members who are not WCRA PARTICIPANTS will not be given free admission, nor may they enter any area restricted only to PARTICIPANTS without proper WCRA credentials.
- 2.1.9. Conduct Detrimental to Public Image: PARTICIPANTS should be aware that WCRA Rodeos are family events. PARTICIPANTS will conduct themselves in a manner that is not offensive to any social or ethnic groups and that is suitable for a family audience. PARTICIPANTS will be mindful that the arena floor is covered by video cameras and microphones.
  - 2.1.9.1. Any PARTICIPANT using foul language in the arena, either audibly or by obviously mouthing the words, or using any obscene gesture, will be fined in accordance and will be assessed a minimum initial fine of \$500, that fine doubling progressively for each offense thereafter.
- 2.1.10. WCRA PARTICIPANTS agree to attend all meetings designated for their specific group under the PARTICIPANTS label, as set by WCRA.
- 2.1.11. WCRA is represented in the arena by the Arena Floor Director and the Rodeo Producer. Their decisions on non-scoring, production, performance and procedural issues are final.

- 2.1.12. PARTICIPANTS understand they are entering a dangerous area, with significant risks, and are doing so at their own free will. PARTICIPANTS should not engage in any activity or duty they deem hazardous to themselves.
- 2.1.13. Any PARTICIPANT, who damages or destroys any property of the event venue, will be held fully responsible for their actions and will be financially responsible for repairs required based on the damage.
- 2.1.14. Unruly or unmanageable animals, including athletes' horses, that endanger WCRA personnel, athletes, or spectators, or that disrupt the production of the WCRA event, may be disqualified by the Judges from further use at the current event.
- 2.1.15. All horses and competition animals brought by PARTICIPANTS or STOCK CONTRACTORS for use at the WCRA must meet the local State Health requirements and have all current health papers available for review upon request.
- 2.1.16. The following conduct by any WCRA PARTICIPANT will not be tolerated and may be regarded as disqualifying action from the current event and potential future events
  - 2.1.16.1. Attempting to bribe, influence through physical intimidation, or fix an event through contact with any a WCRA official, secretary, timer, judge, or personnel at any time, in or out of the arena, or talking with a judge at a time when an event is in progress.
  - 2.1.16.2. Harassing or attempting to engage in any action threatening, berating, harassing, intimidating, assaulting or striking a rodeo official, a rodeo spectator, any official representative or employee of the WCRA, any venue representative, or any other competing athlete.
  - 2.1.16.3. Failing to compete in a sportsmanlike manner, intentionally not performing sportsmanlike, performing in a non-competitive manner, or colluding with other athletes in an attempt to effect the results of an event in the favor of another athlete. The athlete(s) in question and the benefitting athlete may be disqualified from the event and any prize money or bonus money due to these athletes will be forfeited.
  - 2.1.16.4. Any athlete suspended from competing in current or future segments forfeits any and all fees previously paid fees in the VRQ or other WCRA applications inclusive of, but not limited to, nomination, event entry and transaction fees related to WCRA events.

3. **STOCK CONTRACTORS:**

- 3.1. Each stock contracting firm will be issued credentials for the contractor, flank man and livestock handler. The director of livestock must approve any other credentials.
- 3.2. **All livestock must have current health and brand papers before shipping to WCRA event both from their shipping origination as well their destination.**
  - 3.2.1. All livestock must vacate holding facility by predesignated time.
- 3.3. **All riding event animals will have number brands.**
  - 3.3.1. All horse flanks must be adjusted and ready prior to previous horse leaving the chute.
- 3.4. **Timed Event Stock specifications:**
  - 3.4.1. The number of extras per discipline shall not be less than ten percent (10%) over the total number of expected competition runs in the longest competition round of the event and as directed by WCRA Livestock Superintendent.
  - 3.4.2. Tie-Down Roping:
    - 3.4.2.1. Animals used in competition must weigh a minimum of 200 lbs. and not to exceed 250 Lbs.
    - 3.4.2.2. All animals need to be of similar breeding; native, Brahma or of similar cross. Weight should not deviate in excess of 25 pounds from the smallest to the largest.
  - 3.4.3. Breakaway Roping:
    - 3.4.3.1. All animals need to be of similar breeding; native, Brahma or of similar cross. Weight should not deviate in excess of 50 pounds from the smallest to the largest.
  - 3.4.4. Goat Tying:
    - 3.4.4.1. All animals need to be of similar breeding and uniform in size. Pigmy Goats are not an eligible breed of animal to be used in competition.
    - 3.4.4.2. Weight limit is 40-60 pounds and should not deviate in excess of 10 pounds from the smallest to the largest.
    - 3.4.4.3. Animals with sharp horns must be tipped.
  - 3.4.5. Team Roping:
    - 3.4.5.1. Animal must be Mexican Corrientes breed, with Mexico "M" and number firebrands. (Unless prohibited by local or state regulations.)

- 3.4.5.1.1. Animals must also have ear tags with the same number as the firebrand.
- 3.4.5.1.2. No animals may have duplicate identification numbers with any other animal in the same discipline at an event.
- 3.4.5.2. Animals should have at least 8-inch horns tipped to the size of a dime at a minimum.
- 3.4.5.3. Animals should weigh a minimum of 400 lbs. and a maximum of 600 lbs.
  - 3.4.5.3.1. Weight should not deviate in excess of 50 pounds from the smallest to the largest.
- 3.4.5.4. Animals must have approved horn wraps.
- 3.4.6. Steer Wrestling
  - 3.4.6.1. Animal must be Mexican Corrientes breed, with Mexico "M" and number firebrands. (Unless prohibited by local or state regulations.)
    - 3.4.6.1.1. Animals must also have ear tags with the same number as the firebrand
    - 3.4.6.1.2. No animals may have duplicate identification numbers with any other animal in the same discipline at an event.
  - 3.4.6.2. Animals should have at least 10-inch horns and tipped to the size of a dime at a minimum.
  - 3.4.6.3. Animals should weigh a minimum of 475 lbs. and a maximum of 600 lbs.
    - 3.4.6.3.1. Weight should not deviate in excess of 50 pounds from the smallest to the largest.
- 3.4.7. Steer Roping:
  - 3.4.7.1. Animal must be Mexican Corrientes breed, with Mexico "M" and number firebrands. (Unless prohibited by local or state regulations.)
    - 3.4.7.1.1. Animals must also have ear tags with the same number as the firebrand.
    - 3.4.7.1.2. No animals may have duplicate identification numbers with any other animal in the same discipline at an event.
  - 3.4.7.2. Animals should weigh a minimum of 450 lbs. and a maximum of 600 lbs.
    - 3.4.7.2.1. Weight should not deviate in excess of 50 pounds from the smallest to the largest.
  - 3.4.7.3. Animals must have plaster and rebar placed around the horns of steer roping competition animals prior to contesting. The horns must be blunted to the size of a quarter. Horns must be no less than 6" on each side, and no more than 10" on each side.
  - 3.4.7.4. Animals must have approved horn wraps.

#### **4. GENERAL COMPETITION RULES**

- 4.1. WCRA General Competition Rules may vary based on ground rules of specific events.
  - 4.1.1. Any variations between WCRA Competition Rules and specific WCRA event Ground Rules; the WCRA event Ground Rules will supersede all other rules.
  - 4.1.2. Any discipline included in an event that is not specifically outlined herein these Rules of Competition will be addressed in the event specific ground rules.
  - 4.1.3. All Judges decisions are final.
- 4.2. All athletes must sign a release of liability and other forms provided by the rodeo secretary before competing.
- 4.3. Athlete Replacement Policy**
  - 4.3.1. WCRA Competition Committee will determine when an athlete needs to be replaced and who the replacement athlete will be,
  - 4.3.2. Honest Effort (If an athlete does not put forward an honest effort, the WCRA Competition Committee may take action.)
  - 4.3.3. WCRA reserves the right to institute a replacement policy, at any time to ensure a competitive field for competition.
  - 4.3.4. Additional replacement policy guidelines may be included in the event ground rules.
- 4.4. Athlete Advancement
  - 4.4.1. Only athletes that have earned an advancement position or athletes filling a vacated competition position are eligible to participate in subsequent rounds of competition.
  - 4.4.2. Athletes that may have been placed in a subsequent round of competition inadvertently will be replaced by the correct athlete that earned the advancement position or the next eligible athlete filling a vacated competition position.
- 4.5. Timing and Scoring**
  - 4.5.1. The time or score displayed or announced in the arena is unofficial until the secretary posts the official results.
  - 4.5.2. If the primary timing system fails, we will default to the backup system.
- 4.6. WCRA Rodeo Athletes agree to attend all meetings, set by WCRA.

- 4.7. All athletes are expected to be ready when called upon. If an athlete is not present when called upon three (3) times, whether by the competition officials and/or over the sound system via the event announcer and has not reported for competition they will be considered a non-notified turnout and will be subject to applicable penalties.
- 4.8. WCRA is represented in the arena by the Arena Floor Director and the Rodeo Producer. Their decisions on non-scoring, production, performance and procedural issues are final.
- 4.9. As stated in the Participation Agreement, all decisions of the WCRA judges are final. All scores, once tabulated and certified by the judges and the rodeo secretary, are final.
- 4.10. **CONFINES OF THE ROPING BOX**
- 4.10.1. Within the confines of the timed-event box, it is the privilege of an athlete to dismiss someone from the box or have up to three (3) persons in the box for assistance, which shall cease at the nod by the athlete. She may instruct the judge to either remove or allow other people in the box. A timed event athlete cannot have assistance holding their horse back during the scoring process: i.e. Another athlete or helper pulling back on a horse, so the entered athlete doesn't break the barrier. If an athlete's helper fails to release the horse at the time of the nod, the athlete will receive a broken barrier penalty for the run.
- 4.10.2. Pending the event production camera angles available, this may be challenged under the IRRC rules listed in Section 5 of these rules of competition.
- 4.11. Any athlete protest or appeal of a competition ruling may only be filed with WCRA Director of competition, whose sole decision is final. In the event of non-competition ruling when a suitable conclusion is not reached with the Director of competition then the athlete may choose the grievance process with the WCRA Competition Committee.
- 4.11.1. WCRA Competition Committee**
- 4.11.1.1. Bobby Mote – Director
- 4.11.1.2. Committee Members – Gary McKinney, Scott Davis, Sami Jo Smith, Lane Peterson, Jimmy Adams, Casey Duggan, and select local event committee representatives as posted in the rodeo secretary's office.
- 4.11.1.2.1. The list of Competition Committee members that are eligible to call for an Instant Replay Review will be posted in the rodeo secretary's office.
- 4.11.2. Grievance Procedure**
- 4.11.2.1. As a condition of participation in WCRA events all athletes agree that any dispute with the WCRA, its officers, or directors shall be resolved through the following grievance procedure. Any athlete may utilize such procedure to question or contest any action of the WCRA involving application or interpretation of the WCRA Competition Rule or event Ground Rules.
- 4.11.2.2. The grieving athlete shall bring the subject matter of grievance to the attention of the Competition Committee Director in writing. The statement shall set forth in full the subject matter of the dispute and the proposed action requested by the grievant. Grievances must be filed in a timely manner per:
- 4.11.2.2.1. **Actions that effect an ongoing competition:** must be filed within one (1) hour (but not later than then end of the performance or slack) of the grievance subject matter occurrence.
- 4.11.2.2.2. **Disciplinary rulings or other actions that do not effect an ongoing competition:** within twenty-four (24) hours of the grievance subject matter occurrence or notification of disciplinary ruling.
- 4.11.2.3. The Competition Committee Director shall reply in writing to the grievant setting forth the Competition Committee's decision on the matter. Said decision shall be final and binding unless appealed by the grievant.
- 4.11.2.4. Within twenty-four (24) hours after receipt of the decision letter of the Competition Committee Director, the grievant may appeal that decision by letter to the Competition Committee with relevant rebuttals to the decision rendered. Said grievance appeal letter shall briefly summarize the position of the grievant member and the reasons for his or her belief that the Competition Committee reached an improper decision. Within twenty-four (24) hours of

receipt of said grievance appeal letter, the Competition Committee Director shall issue a letter notifying the grieving member of a decision on the matter. Said decision shall be final and binding decision of the grievance procedure.

4.11.2.5. The purpose of the above stated grievance procedure is to provide an open and informal method of resolving grievances between the athletes and to enhance the channels of communication between the athletes and the WCRA officers and directors. The grievance procedure outlined above will therefore be conducted in a conversational non-courtroom atmosphere with emphasis on full discovery of all the relevant facts.

4.12. WCRA has strict policies prohibiting the use of animal prods of any type (to include, but not limited to, sharp instruments, hotshots, other electric shocking devices, within the confines of the WCRA Rodeo grounds prior to, during or after any WCRA Rodeo performance. Designated representatives of WCRA's general stock contractor/rodeo producer may carry hotshots for use in the alleys, pens and dock loading areas to facilitate movement of animals if there appears to be imminent danger to any humans or animals.

#### **4.13. Timed Events**

##### **4.13.1. Splits will be applied to accommodate production of the event.**

4.13.1.1. All splits are due to the event secretary per the deadline time listed in the event ground rules.

4.13.2. Timed Event Cattle draw for the first round of competition on each day will occur a minimum of two (2) hours prior to performance start time

##### **4.13.3. Roping Boxes**

4.13.3.1. Desired length 16 feet.

4.13.3.2. Desired width 9 feet.

4.13.3.2.1. Once competition has begun in timed events, the length and width of the roping boxes will not be changed at that event.

4.13.3.3. Score length guidelines will be listed per the event ground rules.

4.13.3.3.1. Score line adjustments may be set and agreed upon by field at time of stock run through (pre- event)

4.13.3.3.2. Once score has been set in timed events, it will not be changed at that event during any rounds that include aggregate score implications. WCRA reserves the right to make changes, if warranted, for competition rounds that do not carry forward or advance a time in aggregate format.

4.13.3.3.3. Any changes are subject to review by the competition committee before approval.

##### **4.13.4. Competition Format:**

4.13.4.1. Athletes will start behind an approved barrier system.

4.13.4.1.1. Team Roping – Header will be behind the barrier

4.13.4.1.2. Steer Wrestling – the competing athlete will be behind the barrier

4.13.4.2. Only the athlete may call for the animal and for the chute to be opened.

4.13.4.2.1. In the Team Roping the Header will call for the animal.

4.13.4.3. A neck rope that is part of the approved barrier system will be attached to animal to release the barrier pin to start the time.

4.13.4.4. Time starts when barrier pulls. Whether released by the animal pulling the pin with the neck rope or by the athlete breaking the barrier as signified by the separation of the barrier pigtail.

4.13.4.5. A flag will be attached to the barrier to allow the event timers to have a clear visual reference of when to start the time.

4.13.4.6. A five (5) second penalty will be added to the final competition time for breaking the barrier.

4.13.4.6.1. If horse breaks the barrier with its nose, no penalty will be assessed.

4.13.4.7. Time ends when the field official drops the flag.

4.13.4.8. The athlete will be given a 25 second time limit for competition.

4.13.4.8.1. Goat Tying and Steer Roping athletes will be given a 30 second time limit for competition.

4.13.4.8.2. Any penalties assessed during the run will be added to the competition time and that total will be the official time recorded.

4.13.4.8.3. If an athlete competes before the barrier is released, they will not receive a competition time.

4.13.5. If an athlete is unable to get their horse to properly back in the box or the horse is acting up causing the athlete to not be able to call for the animal in a timely manner and the animal is standing, the athlete will be asked to get on another horse. Once upon another horse, if animal is standing, the athlete will have up to 60 seconds to compete or will be given a no-time.

4.13.6. Animal gets out

4.13.6.1. Contestant will compete on animal drawn for him unless ground rules state he competes on the extra animal.

4.13.6.2. If animal gets out of arena, the field judge will drop his flag and time will be stopped and recorded. Contestant will get the animal back lap and tap with the time added which was taken when the stock left the arena plus any penalties.

**4.13.7. Livestock:**

4.13.7.1. Athlete will be subject to disqualification in the case of burning of tails or rattling of gates. This applies in both the performance and the slack. The athlete and/or person rattling the chute or burning the tail shall be disqualified.

4.13.7.2. Tampering of animals in pen or chute and/or barrier results in disqualification of athlete.

4.13.7.3. If athlete runs wrong animal, a re-run will be given on the correct head and the time on the incorrect animal will be disregarded.

4.13.7.4. Animal belongs to athlete once stock crosses score line, regardless of what happens, except in cases of mechanical failure. If athlete accepts animal, the athlete accepts it as sound.

4.13.7.5. Any animal that eliminates an athlete from chance of a fair competitive opportunity (ducks back, stops, excessive kicking, etc.) may be permanently removed from draw per the decision of the Officials.

4.13.7.6. All timed event competition animals shall be run through the chute before the first round of the event and prior to the stock draw. This shall be over seen by the Competition Official at that event and is the responsibility of athletes scheduled to compete in that performance or slack.

4.13.7.6.1. Fresh animals may not be added to a previously used herd.

**4.14. Additional discipline specific competition guidelines are listed below and/or in the event ground rules.**

**5. INSTANT REPLAY RULING CHALLENGE (IRRC)**

5.1. **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.

5.1.1. 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.

5.1.2. WCRA will designate a Lead Official as an Instant Replay Official.

5.1.3. The athlete, any competition official or a WCRA Competition Committee member may call for an IRRC after a ruling is made.

5.1.4. 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.

5.1.4.1. 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.

5.1.4.1.1. 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.

5.1.5. 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.

5.1.6. 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.

5.1.7. 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.

5.1.8. 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.

## 5.2. POSSIBLE CHALLENGES FOR REPLAY BY DISCIPLINE:

### 5.2.1. BAREBACK RIDING:

- 5.2.1.1. Fouled at chute or during the ride
- 5.2.1.2. Tie in rope foul
- 5.2.1.3. Spur out
- 5.2.1.4. Slap
- 5.2.1.5. Double grab
- 5.2.1.6. Horse falls
- 5.2.1.7. Buck off

### 5.2.2. SADDLE BRONC RIDING:

- 5.2.2.1. Fouled at chute or during the ride
- 5.2.2.2. Tie in rope foul
- 5.2.2.3. Spur out
- 5.2.2.4. Slap
- 5.2.2.5. Double grab
- 5.2.2.6. Losing stirrup
- 5.2.2.7. Horse falls
- 5.2.2.8. Buck off

### 5.2.3. BULL RIDING:

- 5.2.3.1. Fouled at chute or during the ride
- 5.2.3.2. Tie in rope foul
- 5.2.3.3. Catching knots
- 5.2.3.4. Touching self, bull, or rope with free hand/arm
- 5.2.3.5. Bull falls
- 5.2.3.6. Buck off to verify the start time is correct
- 5.2.3.7. Athlete nods for gate

### 5.2.4. STEER WRESTLING:

- 5.2.4.1. Bad gate. Athlete must declare.
- 5.2.4.2. Neck rope fouls Steer Wrestler or Hazer. Athlete must declare.
- 5.2.4.3. Animal stumbles, turns around or stops before score line. Athlete must declare.
- 5.2.4.4. Knockdown
- 5.2.4.5. Broken barrier, including if a horse breaks barrier with its nose.
- 5.2.4.6. Animal gets out

### 5.2.5. TEAM ROPING:

- 5.2.5.1. Bad Gate. Athlete must declare.
- 5.2.5.2. Neck rope fouls Header or Heeler. Athlete must declare.
- 5.2.5.3. Barrier fouls Header. Athlete must declare.
- 5.2.5.4. Animal stumbles, turns around or stops before score line. Athlete must declare.
- 5.2.5.5. Foul catch
- 5.2.5.6. Crossfire call
- 5.2.5.7. Broken barrier, including if a horse breaks barrier with its nose.

### 5.2.6. TIE-DOWN ROPING:

- 5.2.6.1. Bad gate. Athlete must declare.
- 5.2.6.2. Neck rope fouls athlete. Athlete must declare.
- 5.2.6.3. Barrier fouls the athlete. Athlete must declare.
- 5.2.6.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
- 5.2.6.5. Athlete doesn't allow animal to regain its feet.
- 5.2.6.6. Broken barrier, including if a horse breaks barrier with its nose.



### **5.2.7.LADIES BREAKAWAY ROPING:**

- 5.2.7.1. Bad gate. Athlete must declare and not continue their competition run.
- 5.2.7.2. Neck rope fouls athlete. Athlete must declare and not continue their competition run.
- 5.2.7.3. Barrier fouls the athlete. Athlete must declare and not continue their competition run.
- 5.2.7.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
- 5.2.7.5. Broken barrier, including if a horse breaks barrier with its nose.

### **5.2.8.BARREL RACING:**

- 5.2.8.1. Question on whether a barrel was knocked over before the athlete crossed the timer line

### **5.2.9.STEER ROPING:**

- 5.2.9.1. Bad gate. Athlete must declare.
- 5.2.9.2. Neck rope fouls athlete. Athlete must declare.
- 5.2.9.3. Barrier fouls the athlete. Athlete must declare.
- 5.2.9.4. Animal stumbles, turns around or stops before the score line. Athlete must declare.
- 5.2.9.5. Athlete doesn't allow animal to regain its feet.
- 5.2.9.6. Broken barrier, including if a horse breaks barrier with its nose.

### **5.2.10. LADIES GOAT TYING:**

- 5.2.10.1. Horse comes in contact with the animal or tie rope.
- 5.2.10.2. Goat thrown by hand.

### **5.2.11. POLE BENDING:**

- 5.2.11.1. Broken pattern
- 5.2.11.2. Pole was knocked over before the athlete crossed the timer line

## **6. BARREL RACING: GENERAL RULES**

- 6.1. WCRA does not have a gender restriction on the Barrel Racing discipline at events it produces. If a WCRA event is produced or co-produced by a third-party promoter that has gender specific ground rules, those ground rules would supersede these rules.
- 6.2. The barrel pattern consists of one right turn and 2 left turns, or one left turn and 2 right turns.
- 6.3. Barrel Pattern: when the arena allows the pattern should be set as a standard, which is 90 feet between the 1<sup>st</sup> and 2<sup>nd</sup> barrel, 105 feet to the 3<sup>rd</sup> barrel.
- 6.4. Breaking the pattern will result in a no time.
- 6.5. Intentionally running out of order will result in a no time.
- 6.6. Athlete must be mounted when they cross the electric timer line to start and stop the competition time. If an athlete is dismounted, for any reason, during the competition run they will receive a no time.
- 6.7. In a small arena the 1<sup>st</sup> and 2<sup>nd</sup> barrels should be no closer than 18 feet off the fence. The 3<sup>rd</sup> barrel should be no closer than 25 feet off the fence.
- 6.8. When in a smaller arena the 3<sup>rd</sup> barrel should be no further than 20 feet more than the distance between the 1<sup>st</sup> and 2<sup>nd</sup> barrel.
- 6.9. The pattern should always be set square with alleyway or entry gate. It should be the same distance to the first barrel whether starting to the right or left barrel. If this cannot be done the WCRA is to be notified.
- 6.10. Once the barrel pattern is set it is to remain that way throughout the entire rodeo.
- 6.11. The pattern is to be set with stakes that will stay in the ground throughout the entire rodeo using rope or chain coming out of the ground.
- 6.12. When an arena has overhead lasers or permanent markers the judge is to use those markers and measure the distance and post the measurements at the office, if they meet WCRA specifications.
- 6.13. Score Line will be 60 feet unless the arena does not allow.
- 6.14. If the gate is open or closed for the first athlete to run, it will remain that way for the entire rodeo.
- 6.15. Athletes may have one helper, but helper may not step inside the arena and must be in full dress code.
- 6.16. **Competition procedure**
  - 6.16.1. When arena is cleared for next competition, athlete must be ready when called upon. If the athlete is not ready when called upon, the athlete will be given a no time.
  - 6.16.2. Athlete will receive a 5 second penalty for each barrel knocked down.
  - 6.16.3. Barrel must hit the ground before the athlete crosses the timer.
  - 6.16.4. Athlete may touch barrels or set them back up with their hands while running.
  - 6.16.5. Tractor Drag/Hand Rake
    - 6.16.5.1. Refer to event specific ground rules for the variance on drag and hand raking.

## **6.17. JUDGE'S REQUIREMENTS**

- 6.17.1. The judges are to set all barrel patterns using WCRA rules.
- 6.17.2. Judges should check, measure and powder barrel stakes before each performance.
- 6.17.3. The barrel must be set where the stake is in the center of the barrel.
- 6.17.4. There will be two (2) electronic eyes used for the barrel race. It will be the judge's responsibility to check the timers before any performance and slack. A flagger and a stopwatch will be used as a backup. Two timers will be used.
  - 6.17.4.1. Farmtek Rodeo Timing System is the preferred timing equipment, but other equipment may be used as provided by the event timing & scoring provider.
- 6.17.5. If the primary timing system fails on one more than half of the go round of competition, all times for that performance of competition will default to the backup handheld stopwatches.

#### **6.18. SAFETY REQUIREMENTS**

- 6.18.1. The alleyway must be 10 feet wide and 12 feet high and must be a dirt floor free of people and obstructions.
- 6.18.2. All crossbars are to be fully covered with no large humps in alley.
- 6.18.3. Barrels must be 55-gallon metal drums.
- 6.18.4. Both ends must be enclosed and be brightly colored and not blend in with the color of the banners or the fence. The graphics on the barrels can be changed.
- 6.18.5. The barrels must be the same three barrels for the entire event unless approved by the WCRA.
- 6.18.6. When running back into a short alley or roping box, there has to be a bright banner or some type of padding for the safety of the horse and athlete. Also, any sharp curves should be padded.
- 6.18.7. In a closed gate situation, the stopping room should be no less than 45 feet. More stopping room is always encouraged and up to 60 feet is preferred.

#### **6.19. Unsatisfactory Arena Conditions**

- 6.19.1. If, for any reason, the lead official or arena director determine the ground is not in a satisfactory condition to conduct a safe and consistent competition they may delay the start of or stop a round of competition to evaluate and repair the arena conditions.
  - 6.19.1.1. Pending the severity of the ground conditions and the repair process to return the ground to a satisfactory condition, the lead official may deem it necessary to allow athletes the option of a rerun under satisfactory ground conditions. The timing of the reruns may be immediately after the ground is returned to satisfactory condition or at a later time during the event competition schedule.
  - 6.19.1.2. If reruns are given due to the competition ground being deemed unsatisfactory by the lead official and arena director, all athletes that competed prior to the competition being stopped will be given the option of a re-run or carry over their time. Re-runs will be run in the same order of drawn position. Any penalty or off course will be voided if the contestant chooses to re-run.
    - 6.19.1.2.1. If an athlete is offered a rerun and the athlete declines to accept the option their existing competition time will remain official.
    - 6.19.1.2.2. Any penalty, including broken patterns, assessed during the original competition run will be voided once an athlete accepts the option for a rerun based on unsatisfactory arena conditions.
    - 6.19.1.2.3. All reruns will be ran in the same order as the original draw inclusive of drag positions. All athletes entered in a round of competition that decline their option for a competition rerun for any reason will remain in the rerun draw for the purpose of competition positions between drags.
    - 6.19.1.2.4. For clarification, weather related changes to an arena's condition, unless extreme in nature, are not deemed an applicable reason to declare unsatisfactory arena conditions.
- 6.19.2. If ground conditions are unable to be returned to satisfactory condition in a timely manner, the round of competition for this discipline may be delayed, rescheduled or cancelled pending the severity of the situation.

**6.19.3.** Question on whether a barrel was knocked over before the athlete crossed the timer line

#### **6.20. RERUNS**

- 6.20.1. Re-run will be granted, to an athlete, if the barrels were not on the stakes during their run.
  - 6.20.1.1. The re-run will occur based on production timing and athlete's horse readiness.

### **7. BAREBACK RIDING: GENERAL RULES**

## **7.1. Qualified ride**

- 7.1.1. One hand in bareback rigging and one hand remaining free during the eight second ride.
- 7.1.2. Free hand from elbow to fingertips cannot touch horse, equipment or athlete during course of the eight second ride.
- 7.1.3. Time starts when horse's inside shoulder passes plane of chute gate.
- 7.1.4. A buzzer or whistle will sound at completion of the eight second contest.
- 7.1.5. Back judge is required to use a stopwatch and will be the official time.

## **7.2. Spur out**

- 7.2.1. Rider must have contact with spur rowels above the break of horse's shoulder when horse's feet first contact ground after time starts.
- 7.2.2. Judges will throw yellow flag if athlete fails to spur horse out.
- 7.2.3. Rider failing to achieve proper spur out, will have 5 point deducted per side from total score.
- 7.2.4. If athlete is fouled at the chute, spur out will be waived.
- 7.2.5. If horse stalls, spur out will be waived.

## **7.3. Athlete is the only one that can signal gateman to open gate.**

## **7.4. Stalled Horse**

- 7.4.1. In the opinion of judges, horse that does not immediately break plane of chute gate as gate is opening will be considered stalled.

## **7.5. Disqualifications during eight second contest.**

- 7.5.1. Rider is bucked off.
- 7.5.2. Riding hand comes free of rigging.
- 7.5.3. Rider touches animal, rigging, or himself with free hand.
- 7.5.4. Judge will throw a yellow flag when a disqualification occurs.

## **7.6. RE-RIDES (options for re-rides can be awarded if the following takes place)**

- 7.6.1. If animal stops.
- 7.6.2. If animal comes to a complete stop and athlete double grabs, he may receive an option for a re-ride.
  - 7.6.2.1. Double grab can occur before eight second whistle.
  - 7.6.2.2. Entirely athlete's decision to double grab.
- 7.6.3. Judges will determine if animal stopped.
- 7.6.4. Animal turns out backwards.
  - 7.6.4.1. If animal's hind quarters break the plane of chute gate before its front inside shoulder, horse will be considered turned out backwards.
- 7.6.5. Fouled on chute or chute gate and athlete declares.
- 7.6.6. Animal fouls itself on chute causing the athlete to be bucked off.
- 7.6.7. Tie in rope fouls athlete.
- 7.6.8. Contact with any arena personnel, including pickup men.
- 7.6.9. Contact with arena fence causing disruption of ride.
- 7.6.10. Flank comes off animal
- 7.6.11. Rider must have made qualified ride up to the point of flank coming off
- 7.6.12. If animal falls
  - 7.6.12.1. Description- when knee, hock, chest or underline of horse contacts ground.
- 7.6.13. Animal deliberately throws itself.
- 7.6.14. Chute fighting animal as declared by an Official
- 7.6.15. Athlete that makes two honest attempts on animal that is not standing properly, will be given an option for a re-ride. After 3<sup>rd</sup> attempt, re-ride must be accepted.
- 7.6.16. Inferior performance
  - 7.6.16.1. Animal that is marked 17 or less by one judge.

## **7.7. Athletes' options concerning re-ride**

- 7.7.1. Decline and receive marking if qualified ride.
- 7.7.2. Accept re-ride on same animal if stock contractor agrees.
- 7.7.3. Accept drawn re-ride horse.

**In the event of a re-ride the judge or arena director must immediately inform the athlete that he has received a re-ride, reason for the re-ride, the animal that he has the option to get on for the re-ride, and when during the rodeo the athlete is expected to get on his re-ride. Once the athlete has been informed**

**of the above information, he must immediately notify the judge of his decision to take or not take the re-ride.**

**7.8. Livestock Superintendent will set the re-ride pen unless other denoted in an event's ground rules.**

The re-rides may be set by rounds/pools, but if needed, they may be moved to another round/pool if they have not been previously used.

**7.9. CHUTE PROCEDURES**

7.9.1. The athlete must be over his horse when the horse before him leaves the chute.

7.9.2. When arena is cleared for the next competition, athlete has 45 seconds to call for chute gate to open. If he has not done so he will be given 1<sup>st</sup> strike.

7.9.3. He will be notified at 35 seconds.

7.9.4. Horse must be standing properly for time to keep running.

7.9.5. When time reaches 55 seconds, 2<sup>nd</sup> strike is given.

7.9.6. When time reaches 65 seconds, 3<sup>rd</sup> strike given, and athlete receives a NO SCORE.

7.9.7. Horse will be tied in upon the athlete's request.

**7.10. EQUIPMENT**

7.10.1. The bareback rigging must be one handed and have a pad covering the underside to protect the horse.

7.10.2. Latigos and a cinch must be used to attach the bareback rigging to the horse.

7.10.3. Riders must use dull free spinning 5-point rowels.

7.10.4. All equipment used in the bareback riding must not harm the horse.

7.10.5. The judges, stock contractors, and other bareback riders (group of 5 or more), have the right to request inspection by Lead Official. The Lead Official has the final determination on whether the equipment is legal.

**8. SADDLE BRONC RIDING: GENERAL RULES**

**8.1. Qualified ride**

8.1.1. Riding hand must be holding bronc rein, sitting in saddle with both feet in stirrups.

8.1.2. Free hand from elbow to fingertips cannot touch horse, equipment or athlete during course of the eight second ride.

8.1.3. Time starts when horse's inside shoulder passes plane of chute gate.

8.1.4. A buzzer or whistle will sound at completion of the eight second contest.

8.1.5. Back judge is required to use a stopwatch and will be the official time.

**8.2. Spur out**

8.2.1. Rider must have contact with spur rowels above the break of horse's shoulder when horse's front feet first contact ground after time starts.

8.2.2. Judges will throw yellow flag if athlete fails to spur horse out.

8.2.3. Rider failing to achieve proper spur out, will have 5 points deducted per side of the infraction from total score.

8.2.4. If athlete is fouled at the chute, spur out will be waived.

8.2.5. If horse stalls, spur out will be waived.

**8.3. Athlete is the only one that can signal gateman to open gate.**

**8.4. Stalled Horse**

8.4.1. In the opinion of judges, horse that does not immediately break plane of chute gate as gate is opening will be considered stalled.

**8.5. Disqualifications during eight second contest.**

8.5.1. Athlete is bucked off.

8.5.2. Athlete touches the animal, equipment or himself with free hand.

8.5.3. Changing hands on rein.

8.5.4. Losing or dropping rein.

8.5.5. Losing a stirrup.

8.5.6. Using any foreign substance applied on chaps or saddle.

8.5.6.1. Penalty of expulsion is possible.

8.5.6.2. Only dry resin is to be used.

8.5.7. Judges will throw a yellow flag when a disqualification occurs.

**8.6. RERIDES (options for re-rides can be awarded if the following takes place)**

8.6.1. If animal stops.

- 8.6.1.1. If animal comes to a complete stop and athlete double grabs, he may receive an option for a re-ride.
    - 8.6.1.1.1. Definition of animal stop is the animal's momentum in any direction ceases and makes no movement for an extended period of time, to be determined at the discretion of the official.
  - 8.6.2. In the event of a stop, Double grab can occur before eight second whistle.
    - 8.6.2.1. Entirely athlete's decision to double grab.
    - 8.6.2.2. Judges will determine if animal stopped.
  - 8.6.3. Animal turns out backwards.
    - 8.6.3.1. If animal's hind quarters break the plane of chute gate before its front inside shoulder, horse will be considered turned out backwards.
  - 8.6.4. Fouled on chute or chute gate. Athlete must declare.
  - 8.6.5. Animal fouls itself on chute causing the athlete to be bucked off. Athlete must declare.
  - 8.6.6. Tie in rope fouls athlete. Athlete must declare.
  - 8.6.7. Contact with any arena personnel, including pickup men.
  - 8.6.8. Contact with arena fence causing disruption of ride.
  - 8.6.9. Flank comes off animal
    - 8.6.9.1. Rider must have made qualified ride up to the point of flank coming off
  - 8.6.10. Halter breaks
    - 8.6.10.1. Rider must have made a qualified ride up to the point of halter breaking.
  - 8.6.11. If animal falls
    - 8.6.11.1. Description- when knee, hock, chest or underline of horse contacts ground.
  - 8.6.12. Animal deliberately throws itself
  - 8.6.13. Chute fighting animal as declared by the Official
  - 8.6.14. Athlete that makes two honest attempts on animal that is not standing properly will be given an option for a re-ride. After 3<sup>rd</sup> attempt, re-ride must be accepted.
  - 8.6.15. Inferior performance
    - 8.6.15.1. Animal that is marked 17 or less by one judge.
- 8.7. Athletes' options concerning re-ride**
- 8.7.1. Decline and receive marking if qualified ride.
  - 8.7.2. Accept re-ride on same animal if stock contractor agrees.
  - 8.7.3. Accept drawn re-ride horse.
 

**In the event of a re-ride the judge or arena director must immediately inform the athlete that he has received a re-ride, reason for the re-ride, the animal that he has the option to get on for the re-ride, and when during the rodeo the athlete is expected to get on his re-ride. Once the athlete has been informed of the above information, he must immediately notify the judge of his decision to take or not take the re-ride.**
- 8.8. Livestock Superintendent will set the re-ride pen unless other denoted in an event's ground rules.**  
The re-rides may be set by rounds/pools, but if needed, they may be moved to another round/pool if they have not been previously used.
- 8.9. CHUTE PROCEDURES**
- 8.9.1. The athlete must be over his horse with rein measured and back cinch pulled when the horse before him leaves the chute.
  - 8.9.2. When arena is cleared for the next competition, athlete has 45 seconds to call for chute gate to open. If he has not done so he will be given 1<sup>st</sup> strike.
  - 8.9.3. He will be notified at 35 seconds.
  - 8.9.4. Horse must be standing properly for time to keep running.
  - 8.9.5. When time reaches 55 seconds, 2<sup>nd</sup> strike is given.
  - 8.9.6. When time reaches 65 seconds, 3<sup>rd</sup> strike given, and athlete receives a NO SCORE.
- 8.10. Tying a horse in the chute**
- 8.10.1. Horse will be tied in upon the athlete's request.
- 8.11. EQUIPMENT**
- 8.11.1. Rigging in saddle cannot pull further back than directly below center point of swells. Front D-ring must vertically line up with center of the swells.
  - 8.11.2. Swell undercut, not more than 1 inch on each side.
  - 8.11.3. Riding rein and hand must be on same side of horse's neck.

- 8.11.4. Rider will determine the location of rein attachment. The rein can be attached on the bottom of the halter noseband or fastened to the throat latch. Any deviation from rein attachment must be mutually agreed by Stock Contractor and Chute Boss.
- 8.11.5. Latigos and a cinch must be used to attach the bronc saddle to the horse including a back cinch. All equipment used in the saddle bronc riding must not harm the horse.
- 8.11.6. The judges, stock contractors, and other saddle bronc riders (group of 5 or more), have the right to request inspection by Lead Official. The Lead Official has the final determination on whether the equipment is legal.

## 9. **BULL RIDING: GENERAL RULES (per the PBR Rulebook)**

### 9.1. **Judging.**

- 9.1.1. **Number and Selection.** At all non-Teams PBR Events, there shall be a minimum of two (2) judges and a maximum of six (6) judges, as determined by PBR and the applicable Promoter. Judges shall be placed at strategic locations in the arena to provide them the most unobstructed view possible. Judges must be selected by the PBR Competition Department from the approved judges list developed annually by the PBR Executive Competition Committee. Judges may not be changed during the course of a PBR Event, except due to illness or other exceptional circumstances as determined by PBR in its discretion.
- 9.1.2. **Timing.** The timer of a ride during a PBR Event shall be the latch side judge. Each ride attempt shall be timed for eight (8) seconds. The time starts when any portion of the bull (excluding horns, ears and tail) passes the plane of the chute gate, which shall open upon the Contestant's calling for a score. The Contestant must complete the eight (8) second qualification period to be eligible for a score. The judge shall stop the time upon Disqualification (defined below) or when the horn sounds, whichever comes first. If the horn is short of eight (8) seconds, judges must go with the horn. All judges must carry a stopwatch for back up.
- 9.1.3. **Judge's Sheet.** Each judge shall keep their score for each ride during a PBR Event on an official PBR Judge's Sheet. Immediately following each performance, each judge shall submit their Judge's Sheet to the Event Secretary. All judges will sign and date their Judge's Sheet after each performance, note their judging location in the applicable event, and the Judge's Sheet must be descriptive regarding each aspect of a Contestant's participation in the applicable PBR Event, including without limitation injuries and Medical Releases (as defined in Tour or Series Ground Rules), bull changes if applicable, re-ride and disqualification notes, and written legibly. Bull scores must be recorded on each ride regardless of if it was not a qualified ride.
- 9.1.4. **Event Scores and Results Posting.** Judges scores shall be totaled and verified by the Event Secretary after each ride during a PBR Event. Once verified and released, scores will become official and may not be changed, subject to these Rules. Preliminary PBR Event results (the "Preliminary Results") shall be shared electronically by the Event Secretary within one (1) hour after the conclusion of the PBR Event. Contestants that competed in the PBR Event and Stock Contractors with bulls that participated in the PBR Event may lodge an official dispute regarding the Preliminary Results with the Event Secretary within two (2) hours after the Preliminary Results are posted. The Event Secretary shall conduct an initial review of the Preliminary Results for errors. In the event the Event Secretary identifies an error in the Preliminary Results, such error shall be corrected, and the Preliminary Results shall be reposted. Absent any disputes regarding the Preliminary Results within two (2) hours after the Preliminary Results initially are posted or after two (2) hours from the posting of the Preliminary Results and all disputes have been reviewed and any errors corrected, the results shall be deemed official (the "Official Results"). Notwithstanding the foregoing, the PBR Competition Department reserves the right to review, audit, modify, and/or correct any and all Official Results at any time as necessary to accurately reflect the outcome of PBR Events.
- 9.1.5. **Authority.** Judges shall have the authority in their reasonable discretion to eject Contestants, bulls, horses, media, and any other participants who interfere with the safety or quality of a PBR Event.
- 9.1.6. **Grievances.** Grievances regarding a dispute to a judge's decision, or any other disagreement between a Contestant and a judge may be submitted in writing to the PBR Competition Department within twenty-four (24) hours of the conclusion of the PBR Event from which the applicable dispute arose. All grievances must relate to the filing individual only, and shall not be filed on behalf of another party. Grievances filed pursuant to this subsection 2.1.6 shall be reviewed by the PBR Executive Competition Committee, and the PBR Executive Competition Committee shall issue a ruling regarding the grievance within thirty (30) days of the PBR Competition Department's receipt of the claim.

## 9.2. Scoring and Infractions.

9.2.1. **Ride Score Calculation.** Each ride is worth a maximum of one hundred (100) points – fifty (50) for the Contestant and fifty (50) for the bull. The Contestant and bull are each scored separately on a zero (0) to twenty-five (25) point scale by each judge. The scores from each judge are then combined to determine the (0-50) score of both the Contestant and bull, and added together to get the final ride score (0-100).

9.2.1.1. In a two (2) judge system, each judge's bull score and each judge's ride score are added up to get the total (0-100).

9.2.1.2. In a four (4) judge system, all four (4) judges' bull scores and rider scores are added together, then divided in half to get the total (0-100).

9.2.2. **Qualified Rides.** A Contestant shall only receive a score for a ride if the Contestant, for eight (8) consecutive seconds from the time any portion of the bull upon which a Contestant is mounted breaks the plane of the chute gate to enter into the arena (the "Qualified Ride Period"): (a) continuously maintains the rope in their riding hand only, (b) does not touch the bull with their free hand, free arm, or equipment (other than the horn or tail in certain instances described below), and (c) completes the ride without any part of the Contestant's body having touched the ground. If the Contestant's ride satisfies the criteria set forth in (a) through (c) above and the Contestant does not commit any of the bull riding infractions described in subsection 2.2.3 below, the Contestant shall be deemed to have completed a "Qualified Ride". A Contestant who does not successfully complete a Qualified Ride shall receive a score of zero (0) (hereinafter referred to as the Contestant being "Disqualified" on that ride attempt.).

9.2.3. **Bull Riding Infractions.** If, during a ride at a PBR Event, a Contestant is called by a judge for any of the following infractions, the Contestant's ride shall not be a Qualified Ride, the Contestant shall be Disqualified, and if applicable certain additional consequences may apply.

9.2.3.1. **Buck-Off.** A Buck-Off shall occur when the Contestant's riding hand completely loses contact the bull rope and any part of the Contestant's body touches the ground prior to the 8-second Qualified Ride Period.

9.2.3.2. **Slap.** A Slap is defined as touching the bull, the rider's equipment, or themselves with the free hand, free arm, or extension thereof. If a rider is deemed to have slapped any part of the bull other than the horn or the tail under any circumstances prior to the 8-second Qualified Ride period, the Rider will be immediately disqualified regardless of whether or not the clock was stopped by a judge. There are no circumstances in which a Rider has touched any part of the bull (other than horn or tail) with their free hand, arm, or extension thereof that will not result in a disqualification.

9.2.3.3. **Catching Knots.** Defined as when a Contestant, determined by a Judge intentionally hooks one or more spurs in the bull rope (whether in the bucking chute or after the gate opens). Catching knots shall result in the Contestant being Disqualified, in the Judge's discretion. A Contestant's spurs being hooked or lodged in the bull rope prior to the Contestant leaving the chute shall automatically cause the infraction to be deemed intentional and shall result in a ride Disqualification.

9.2.3.4. **Delay.** When the Chute Boss advises a Contestant that they are next up to compete and the Contestant is not timely prepared to ride, including without limitation a Contestant not being in position above the bull with their glove on when the bull in front of the next Contestant's bull leaves the arena, and therefore the Contestant has caused undue delay to the PBR Event as reasonably determined by the Chute Boss, the Contestant may be Disqualified and the judges shall be notified of the Chute Boss's decision.

9.2.3.5. **Excessive Time in the Chute.** Once in the chute, a Contestant may be Disqualified, and, in certain cases fined and/or suspended, for taking excessive time in the chute prior to calling for the bull as determined by the judge, in their reasonable discretion, as more fully described below.

9.2.3.5.1. **Going on the Clock.** If the judge determines that a Contestant is taking excessive time in the chute prior to calling for the bull, the judge will provide a verbal warning and provide the Contestant with thirty (30) seconds from the time of the verbal warning to call for the bull or re-pull their rope and call for the bull if the Contestant elects to re-pull the rope (hereinafter referred to as the Contestant being "On the Clock"). If the Contestant, after being placed On the Clock does not call for the bull within the allotted thirty (30)

seconds, the Contestant shall be Disqualified, in the judge's reasonable discretion. An in-arena clock or, if no in-arena clock, the judge's stopwatch, shall be used to keep time to determine whether the Contestant should be Disqualified.

- 9.2.3.5.2. **Automatic Video Replay.** If a Contestant is believed to be Disqualified for excessive time in the chute, but the chute was opened, and the Contestant completed an otherwise Qualified Ride, that ride shall be subject to automatic video replay review to verify if the Contestant called for the bull before expiration of the allotted thirty (30) seconds after the Contestant was placed On the Clock
- 9.2.3.5.3. **Consequences.** Where it is determined that a Contestant has spent excessive time in the chute, the consequences set forth in the PBR Rule Violation Consequences Schedule in Appendix A shall apply.
- 9.2.3.6. **Bull Rope Pulling Violations.**
- 9.2.3.6.1. **Before Mounting the Bull.** Bull Ropes should first be placed on the bull in the loading alley and should be tied off whereby the bull is comfortable, and the rope is not tight.
- 9.2.3.6.2. **Mounting the Bull.** A Contestant may only mount their bull upon receiving instruction to do so from the Chute Boss. No more than two (2) people may be used to pull the Contestant's Bull Rope, one of whom must be the Contestant. Between those two (2) people, only three (3) hands may be used to pull the Contestant's Bull Rope. A Contestant shall immediately loosen the Bull Rope after being asked to do so by a PBR Judge.
- 9.2.3.6.3. **Consequences.** Where it is determined that a Contestant has violated this rule, the consequences set forth in the PBR Rule Violation Consequences Schedule shall apply.
- 9.2.3.7. **Bull Mistreatment by a Contestant.** If a judge determines, in their reasonable discretion, that a Contestant is mistreating the bull in any way, including without limitation kicking or striking the bull out of frustration or as discipline, tying ropes too tight around the bull, or otherwise malicious conduct which could be detrimental to the bull's well-being, the Contestant shall be Disqualified, ineligible to compete for the remainder of the current PBR Event, and subject to any additional consequences as set forth in the PBR Rule Violation Consequences Schedule in Appendix A.
- 9.3. **Re-Rides.** A Judge may award a Contestant a Re-Ride bull if they determine the Contestant did not have a fair opportunity to achieve a Qualified Ride or attain a reasonable score due to specific circumstances beyond the Contestant's control, provided the Contestant was not otherwise Disqualified prior to the occurrence of the circumstances giving rise to the Re-Ride consideration. These circumstances may include, without limitation:
- Certain incidents caused by the bull ("Bull Fouls"; Section 2.3.1.)
  - Certain incidents not caused by the bull ("Non-Bull Fouls"; Section 2.3.2.),
- All Re-Rides for fouls are subject to review from the Replay Judge where replay is available, and may be overturned if the Replay Judge determines that a Re-Ride was not warranted. In order to overturn an awarded Re-Ride for a foul, there must be conclusive visual proof that the foul did not occur.
- 9.3.1. **Bull Fouls.**
- 9.3.1.1. **Bull Stops Bucking.** A Re-Ride Option may be awarded in the event the Contestant's bull stops bucking (i.e., comes to a complete stop) at any point during ride, provided the Rider had not disqualified themselves prior to the point when the bull stopped bucking.
- 9.3.1.2. **Bull Causes Contestant to Contact Arena Object.** A Re-Ride Option may be awarded in the Judge's discretion in the event the Contestant's bull bucks in such a manner that results in the Contestant making direct and substantial contact with the chute, chute gate, arena fencing, or another object in the arena which directly leads to a Buck-Off or another action that causes the Contestant to be Disqualified. Any Judge may alert if they believe such an infraction occurred.
- 9.3.1.3. **Bull Contacts Arena Object.** A Re-Ride Option may be awarded in the Judge's discretion in the event the Contestant's bull makes direct and substantial contact with the chute, chute gate, arena fencing, or another object in the arena if such contact results in a clear, definitive, and substantial change in the inertia of the bull's movement (i.e., the bull's motion stopped completely or abruptly, or the contact created an immediate and unnatural change in the



direction the bull was moving prior to the contact), which potentially leads to a Buck-Off or another action that causes the Contestant to be Disqualified. For the sake of clarity, a Contestant who successfully overcomes an initial contact by the bull as described above at the gate and is later bucked off after further attempting to ride the bull will not be awarded a Re-Ride Option. Any Judge may alert if they believe such an infraction occurred.

9.3.1.4. **Bull Stumbles.** A Re-Ride Option may be awarded any time a bull stumbles during a ride if such action results in a clear, definitive, and substantial change in the inertia of the bull's movement (i.e., the bull's motion stopped completely or abruptly, or the stumble created an immediate and unnatural change in the direction the bull was moving prior to the stumble), which directly leads to a Buck-Off or another action that causes the Contestant to be Disqualified.

9.3.1.5. **Bull Falls.** A Re-Ride Option may be awarded in the event the Contestant's bull falls and the inertia of the bull's movement completely ceases at any point during ride, provided that the Contestant was not otherwise Disqualified prior to the bull's fall. In the event a bull falls as described in this subsection 2.3.1.5 and causes a Re-Ride Option to be awarded to a Contestant, that bull shall not be brought back for a Re-Ride attempt during that Event performance. Furthermore, the bull shall not be permitted to return to participate in future PBR Events until it is inspected and medically cleared by a certified veterinarian and contemporaneous medical records evidencing such clearance is provided to the PBR Competition Department by the owner or leaseholder.

9.3.1.6. **Chute Fighting Bull.** A Re-Ride Option may be awarded in the event the bull's activity in the chute impedes a Contestant's ability to safely call for the bull.

9.3.1.7. **Injury to Bull.** If a bull is injured or unable to perform, the contestant will be given a Re-Ride Option and the next available Re-Ride Bull.

9.3.1.8. **Inferior Bull Performance.** A Re-Ride Option may be awarded in the event the bull performs as follows.

9.3.1.8.1. If, in any round of a PBR Event, on a qualified ride, any one judge scores the bull nineteen (19) points or below, the Contestant shall automatically be awarded a Re-Ride Option. PBR reserves the right to modify this threshold scoring requirement during any round of a PBR Event, in its discretion.

9.3.1.8.2. In addition to the above, a Re-Ride Option may be awarded if it is deemed by the Judges, in their discretion, that a bull is not of sufficient PBR Event performance quality, and therefore the Contestant was not afforded an equal opportunity to compete compared to that of other Contestants during a round of a PBR Event, including without limitation situations in which a bull scored higher than the minimum score described in subsection 2.3.1.7(a) (nineteen (19) points) but bucked in a style deemed by the judges to be inconsistent with the general expectations of quality PBR Event bulls.

### 9.3.2. Non-Bull Fouls.

9.3.2.1. **Chute Gate Opens Prematurely.** A Re-Ride Option may be awarded in the Judge's discretion in the event the Contestant's chute gate opens before the Contestant calls for, or nods for the gate to open, regardless of whether the premature opening was due to human error or gate latch failure. If it is believed that the gate opened prematurely, the ride will be subject to automatic video replay review when available.

9.3.2.2. **Equipment Failure.** A judge may award a Re-Ride Option if Stock Contractor equipment (e.g., flank strap) fails during any ride; however, under no circumstances will a Contestant be awarded a Re-Ride Option if their own equipment fails during a ride. For the purposes of clarity, should a Contestant's rope break while they are in the chute, they will be permitted to get a replacement rope.

Circumstances in which a Re-Ride Option may be awarded for equipment failure include the following.

9.3.2.2.1. **Flank Strap Failure.** A judge shall award a Re-Ride Option if the flank strap falls off or substantially loosens during a Contestant's ride, provided that the Contestant has not otherwise been Disqualified prior to the flank strap falling off.

9.3.2.2.2. **Interference Caused by Neck Ropes, Flank Strap Tails, Chute Spacer, or Other Foreign Objects.** A judge may, in their discretion, award a Re-Ride Option if they determine that a neck rope, flank strap tail, chute spacer, or other foreign object interfered with the Contestant's ride, including without limitation directly causing a Buck-

Off or Disqualification.

9.3.2.2.3. **Voided Ride.** Certain extraordinary circumstances during competition outside of the competitor's control may exist that causes event judge (s) to be unable to execute their duties as a judge (i.e. the lights in the building go out), prohibiting the judge (s) from being able to accurately and fairly judge the ride. In such circumstances, the Lead Judge may make a discretionary call and award a re-ride, and the ride in question will be voided. No scores, both ride scores and bull scores from the ride in question will count toward any event or season standings. The re-ride will be awarded regardless of the outcome of the ride in question whether it is a qualified ride or a disqualification. In these instances, the contestant will receive the next available re-ride bull. If the contestant chooses to decline the re-ride, they may do so with no penalty, however as mentioned the ride attempt in question is void and the contestant will not be eligible for placement in that round. The voided ride does not preclude the rider from advancing in the event.

9.3.2.2.4. **Re-Ride Option Procedures.** If the decision is made to award a Contestant a Re-Ride Option, the Contestant will be informed that the Re-Ride has been made available to them and of the judges' score for the ride they just completed. A Contestant must immediately notify a judge or Chute Boss of their decision to decline the Re-Ride Option and retain their score or of their election to accept the Re-Ride Option by indicating verbally and with a physical sign of "thumbs down" or thumbs up," respectively, prior to leaving the competition arena. A Contestant's failure to notify a judge or Chute Boss of the Contestant's decision shall be deemed a refusal of the Re-Ride Option and a decision to retain the Contestant's original score or ruling.

9.4. **Equipment.** Only the types of equipment approved by the Competition Committee and used in the manner approved by the PBR Competition Department (together, "PBR-Approved Equipment") shall be used during PBR Events. All other types of equipment that is not approved or that is used in an unauthorized manner (either constituting "Illegal Equipment") are strictly prohibited and shall not be used during PBR Events. The following, which is not intended to be an exhaustive list, sets forth certain regulations regarding the types and uses of equipment permitted during PBR Events, the elements of which, if met, shall cause the applicable equipment to be deemed PBR-Approved Equipment. Where specified below that a Contestant must use certain PBR-Approved Equipment, the use of such PBR-Approved Equipment during PBR Events shall be mandatory. Notwithstanding any statement to the contrary contained herein, it is the sole responsibility of each Member participating in PBR Events to ensure that only PBR-Approved Equipment is used and that all mandatory equipment is used during PBR Events.

9.4.1. **Bull Rope.** An approved bull rope must be used by each Contestant at all PBR Events. Both a bull rope that is constructed whereby the tail is pulled on the same side of the bull as the riding handhold ("Traditional Pull Bull Rope") and a bull rope that is constructed whereby the tail is pulled on the side of the bull opposite the riding hand ("Opposite Pull Bull Rope") may be approved bull rope, subject to the below.

9.4.1.1. **Opposite Pull Bull Rope Specifications.** An Opposite Pull Bull Rope (a) must have a pad of at least one-half (1/2) inch thick attached to the rope where the rope crosses the bull's spine which has been approved by the PBR Executive Competition Committee, and (b) cannot have more than three and one-half (3 1/2) inches of slack in the handhold; otherwise, it shall be deemed Illegal Equipment.

9.4.1.2. **Bells or Weight Required.** Any bull rope used during PBR Events must have a PBR-approved bell or weight attached to them which must be placed under the bull's belly prior to the Contestant leaving the chute (unless otherwise approved by the judges in advance); otherwise, the bull rope shall be deemed Illegal Equipment.

9.4.1.3. **No Knots or Hitches.** No knots or hitches may be tied in or inserted into the bull rope to prevent the rope from falling off the bull during the Contestant's ride, or the bull rope shall be deemed Illegal Equipment.

9.4.1.4. **No Foreign Substances.** No foreign substance may be applied to any part of a bull rope without prior PBR approval (except for rosin) and any use of a prohibited foreign substance shall cause the bull rope to be deemed Illegal Equipment.

9.4.1.5. **No Unpadded Hard Surfaces.** Anything on the rope that is hard (e.g., metal, knots, or braided sections) on a bull rope shall cause the rope to be deemed Illegal Equipment unless a no-slip pad is underneath the hard surface or object, separating such surface or object from

touching the bull.

#### 9.4.2. **Spurs and Rowels.**

9.4.2.1. **Inspections.** The PBR Competition Department has adopted a comprehensive program regarding the use of spurs and rowels during PBR Events. Judges will inspect the spurs and rowels of each Contestant before or after every ride or at any other time during the PBR Event in the Judge's discretion. Contestants are required to cooperate with the Judge's inspection at any time during a PBR Event, including pre-event bag checks.

9.4.2.2. **Spurs.** All spur shanks must be approved by the Judge prior to the applicable PBR Event and must pass the Judge's inspection prior to being used during a PBR Event. Any spur shank that has been altered in any way, including without limitation in a manner whereby it has an upward bend that resembles a hook shape or that is otherwise unsafe, it will be deemed Illegal Equipment.

9.4.2.3. **Rowels.** The PBR Competition Department has approved certain rowels for use during PBR Events ("PBR Approved Rowels"), three examples of which are depicted below. Any rowel that has been altered in any way, including without limitation in a manner whereby it appears unsafe will be deemed Illegal Equipment.



9.4.3. **Protective Vests.** PBR-approved protective vests shall be worn by all Contestants during PBR Events. A violation of this subsection 9.4.3 shall result in a determination that the Contestant used Illegal Equipment.

9.4.4. **Protective Helmets.** Any Contestant who is born on or after October 15, 1994, must wear a protective helmet deemed by the Contestant, in their reasonable and professional opinion, to be suitable and appropriate for their personal use during PBR Events. The helmet must be worn at all times while the Contestant is in the bucking chutes and/or while the Contestant is competing on the dirt during any PBR Event. Contestants required to wear a protective helmet pursuant to this subsection 9.4.4 shall be prohibited from competing in any PBR Event without wearing such helmet. The official Event Secretary at each PBR Event shall be responsible for providing judges with a list of Contestants who must wear a helmet. Judges will check each Contestant against the list in an attempt to make sure Contestants comply with this requirement. Notwithstanding the foregoing, the PBR Competition Department reserves the right to disallow the use of any helmet if it determines in its discretion that such helmet is unprofessional, inappropriate, or otherwise detrimental to PBR or competition at PBR Events. Any Contestant who is required to wear a protective helmet and fails to do so or who uses a helmet after being notified that a Judge or the PBR Competition Department has determined that it shall not be used shall be deemed to have used Illegal Equipment and subject to the consequences set forth in the PBR Rule Violation Consequences Schedule in Appendix A. Although not required for Contestants born prior to October 15, 1994, the PBR Competition Department highly recommends that all Contestants wear a protective helmet while in the bucking chutes and while competing on the dirt at PBR Events.

9.4.5. **Consequences for Use of Illegal Equipment.** Where it is determined that a Contestant has used Illegal Equipment, the consequences set forth in the PBR Rule Violation Consequences Schedule in Appendix A shall apply.

## 10. **STEER WRESTLING: GENERAL RULES**

10.1. The Steer Wrestling event will consist of one athlete competing and one hazer assistant.

10.2. Athlete will compete from left side of the box and Hazer will assist from the right.

10.3. Steer Wrestler must catch and change the animal's direction or stop before throwing animal by hand.

10.3.1. The steer wrestler will attempt to twist the animal down by using the animal's horns.

- 10.3.2. An animal is considered thrown when he is flat on his side with all 4 feet and the head laying in the same direction.
- 10.3.3. If Steer Wrestler loses contact with animal, he is allowed two (2) steps to catch animal and complete throw. Only 1 jump allowed.
- 10.3.4. Steer Wrestler is responsible to help animal up after throw.
- 10.3.5. Hazer cannot attempt to alter the animal with anything other than the hazing horse.
- 10.3.6. Intentionally running out of order will result in a no time.
- 10.3.7. Intentionally running an animal that was drawn for the athlete will result in a no time.

**10.4. RE-RUNS**

- 10.4.1. Bad gate Athlete must declare and not continue their competition run.
- 10.4.2. Neck rope fouls Steer Wrestler or Hazer. Athlete must declare and not continue their competition run.
- 10.4.3. Barrier fouls Steer Wrestler. Athlete must declare and not continue their competition run.
- 10.4.4. If horse breaks barrier with its nose, a 5 second penalty will not be added to time.
- 10.4.5. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
  - 10.4.5.1. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.

**10.5. Steer Wrestler will compete on animal drawn for him, unless ground rule states he competes on the extra.**

**10.6. KNOCKDOWN**

- 10.6.1. If the animal goes down on initial contact and does not come back up to all 4 feet it is considered a knockdown.
- 10.6.2. Down is described as knees or hocks contacting the ground.
- 10.6.3. If knockdown occurs, and Steer Wrestler completes throw asking for time, Flagger will drop flag and then signify to timers that a knockdown has been called. Timers will record time and put a KD behind time. Flagger will flag Steer Wrestler out.

**11. TEAM ROPING: GENERAL RULES**

**11.1. Competition Format – Team Roping**

- 11.1.1. Team Roping event consists of one (1) Header and one (1) Heeler.
- 11.1.2. Header will compete from box on the left side of roping chute and heeler will compete from right hand box.
- 11.1.3. Only 2 loops will be allowed.
  - 11.1.3.1. Ropes must be dallied and tight, both horses should be facing animal with all four feet on the ground to receive time.
  - 11.1.3.2. A dropped rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- 11.1.4. Athletes must be mounted to receive time
- 11.1.5. There will be a five second penalty for roping one hind leg.
- 11.1.6. Intentionally running out of order will result in a no time.
- 11.1.7. Intentionally running an animal that was drawn for the athlete will result in a no time.

**11.2. Legal Head Catches:** Header will rope animal using one of three legal head catches.

- 11.2.1. Clean around the horns.
- 11.2.2. Clean around one horn and nose.
- 11.2.3. Clean around the neck.
- 11.2.4. If the Header dallies with the rope in animal's mouth it is a No Time.
- 11.2.5. If the Header dallies with a front leg in the loop it is a No Time.

**11.3. Legal Heel Catches**

- 11.3.1. Any heel catch behind both shoulders is legal if the rope come on from around the heels.
- 11.3.2. Dew claw catches are legal if catch holds for flagger inspection.

**11.4. RE-RUNS**

- 11.4.1. Bad gate. Athlete must declare and not continue their competition run.
- 11.4.2. Neck rope fouls Header or Heeler. Athlete must declare and not continue their competition run.
- 11.4.3. Barrier fouls Header. Athlete must declare and not continue their competition run.
- 11.4.4. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
- 11.4.5. The animal stops or stumbles before the barrier line and athletes did not cause stop. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.

- 11.4.6. If the animal comes to a complete stop before the head rope is thrown and heeler didn't cause the animal to stop.
- 11.4.7. Animal gets out.
- 11.4.8. Team should compete on animal drawn for them, unless ground rules state they compete on extra.

#### **11.5. CROSSFIRE**

- 11.5.1. Once the animal is out of the initial switch, he's legal.
- 11.5.2. Heel rope cannot touch animal's feet (legs) before completion of initial switch.
- 11.5.3. If the animal stops after the head rope goes on, he's legal.
- 11.5.4. If the animal comes into the header after the head rope goes on and runs up the rope, he's legal.
- 11.5.5. If there is no switch and the animal changes direction, he's legal.
- 11.5.6. If the animal falls down, as long as the Heeler didn't throw in the switch, he's legal.
- 11.5.7. Team will receive a 10 second penalty if crossfire is committed.
- 11.5.8. Flagger will drop flag and then signify timers that crossfire has been called.
- 11.5.9. Timers will record time, write XF and then add 10 seconds to time.

### **12. TIE-DOWN ROPING: GENERAL RULES**

#### **12.1. Competition Format – Tie-Down Roping**

- 12.1.1. Athlete will compete from right hand box.
- 12.1.2. Athlete must use a neck rope on his horse.
- 12.1.3. One loop only will be permitted. A dropped loop is considered a thrown loop. Should the athlete miss with loop, athlete will receive a "no time".
- 12.1.4. Only a clean head catch is allowed. Any catch, other than a clean head catch, will result in the Contestant receiving a NO TIME.
- 12.1.5. Athlete's rope must hold animal until the athlete has at least one (1) hand on the animal.
- 12.1.6. The animal may leave its feet if it stumbles or trips while the competitor is running down the rope towards the animal
- 12.1.7. Animal must be thrown by hand prior to tying the legs. If an animal is not standing when the athlete first touches the animal, the athlete must allow the animal to regain its feet.
  - 12.1.7.1. Definition of regaining feet is the animal must be standing or able to stand.
- 12.1.8. A legal tie consists of any three legs crossed and tied with at least one full wrap and a half hitch (commonly known as a "hooey").
- 12.1.9. Once the tie is complete the athlete must step back from the animal
  - 12.1.9.1. Once the athlete takes one (1) step back from the animal a three (3) second tie inspection time starts.
- 12.1.10. The animal must remain tied for three (3) seconds for the tie to be considered legal.
- 12.1.11. Once the three (3) second tie inspection has elapsed and the tie is confirmed legal, the athlete will be assessed a time (the animal will be released as soon as the competitor mounts his horse and puts slack in the rope)
  - 12.1.11.1. If athlete causes the horse to backup or pull on rope preventing animal from getting up during the three (3) second tie evaluation period, a no time will be recorded.
  - 12.1.11.2. If animal moves causing rope to become tight, athlete must immediately ride forward keeping slack in the rope once he remounts his horse
- 12.1.12. Intentionally running out of order will result in a no time.
- 12.1.13. Intentionally running an animal that was drawn for the athlete will result in a no time.

#### **12.2. RE-RUNS**

- 12.2.1. Bad gate. Athlete must declare and not continue their competition run.
- 12.2.2. Neck rope fouls athlete. Athlete must declare and not continue their competition run.
- 12.2.3. Barrier fouls athlete. Athlete must declare and not continue their competition run.
- 12.2.4. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
  - 12.2.4.1. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.
- 12.2.5. If animal turns back before score line.
- 12.2.6. Animal escapes from the roping chute or competition arena.

#### **12.3. Athlete will compete on animal drawn for him, unless ground rule states he competes on the extra.**

#### **12.4. PENALTIES / DISQUALIFICATION**

- 12.5. If animal is down during run, it must be allowed to regain its feet before being flanked.

12.5.1. If animal does not regain his feet, but athlete ties animal and asks for time, Flagger will drop flag and signify to timers that the run was not legal. Timers will record time and note RF (did not regain feet). Flagger will flag athlete out; athlete will receive a NO TIME.

**12.6. Mishandling Infraction.**

12.6.1. All four feet in air and landing on back or head.

**12.6.2. Unintentional mishandling infraction.**

12.6.2.1. Athlete holds slack and animal moves under rope causing a mishandling infraction.

**12.6.3. Intentional mishandling infraction.**

12.6.3.1. Results in a no time and disqualification from that event. WCRA Competition Committee will review and determine if athlete further competes in WCRA events.

**12.7. Drag**

12.7.1. If a drag of over 10 feet occurs, athlete will be disqualified.

12.7.2. Intentional drag is a NO TIME and reviewed by WCRA Competition Committee.

12.7.2.1. Definition of intentional is, caused by the athlete.

**12.8. The following rules will apply in all rounds of competition at an event unless specific rule variations are listed in an event's ground rules:**

12.8.1. The tie-down roping animal must be up until the completion of the switch after the catch. The switch takes place when the animal's direction is changed approximately 180 degrees and is facing the direction of the athlete's horse. The animal must have a minimum of one foot in contact with the ground at the completion of the switch to be considered up. If the animal does not have a foot in contact with the ground at the completion of the switch, and lands on its side, head or back a Mishandling Infraction will be declared, and a disqualification will be assessed. If the animal goes to the ground after completing a legal switch no infraction will be declared.

12.8.2. There are three officials in specific positions to maximize perspective and angles to make this call. As long as one official deems the switch as legal the athlete will receive a time.

**13. LADIES BREAKAWAY ROPING: GENERAL RULES**

13.1. The Breakaway Roping is open to biological females only.

**13.2. Competition Format:**

13.2.1. One loop only will be permitted. A dropped loop is considered a thrown loop. Should the athlete miss with loop, athlete will receive a "no time".

13.2.2. Rope must be tied to saddle horn with string approved by the WCRA and have a handkerchief or other colorful cloth attached to the rope at the saddle horn. Penalty for misplacement of the handkerchief or string will be disqualification by the line Judge; no coils or knots allowed between the end of rope and string.

13.2.3. The Judge will flag the athlete when the rope breaks away from the saddle horn and time will be taken.

13.2.4. The athlete will receive a "no-time" should she break the rope away from the saddle horn with her hand. However, if the rope should dally around the horn, the athlete may ride forward, un-dally the rope and stop her horse to make the rope breakaway from the horn.

13.2.5. The athlete must be on her horse when field official drops the flag to stop the time.

**13.3. A legal catch is a Bell Collar catch.**

13.3.1. Bell Collar defined as passing over the animal's head and must not include any appendages including figure eight over the tail.

**13.4. A spotter will be used on all breakaway roping runs.**

13.4.1. Intentionally running out of order will result in a no time.

13.4.2. Intentionally running an animal that was drawn for the athlete will result in a no time.

**13.5. Re-Runs**

13.5.1. Bad gate. Athlete must declare.

13.5.2. Neck rope fouls athlete.

13.5.3. Barrier fouls athlete.

13.5.4. The animal stops, turns around or stumbles before barrier line

13.5.4.1. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.

13.5.5. If animal turns back before score line.

13.5.6. Animal gets out.

**14. STEER ROPING: GENERAL RULES**

#### **14.1. Competition Format – Steer Roping**

- 14.1.1. Athlete will compete from right hand box.
- 14.1.2. A spotter will be used on all steer roping runs.**
  - 14.1.2.1. The Spotter Official will assist the Field Official in verifying legal trips and calling for any reruns for unfit animals.
- 14.1.3. One loop only will be permitted. A dropped loop is considered a thrown loop. Should the athlete miss with loop, athlete will receive a “no time”.
- 14.1.4. A legal head catch shall be slick around both horns. A legal head catch with the rope wrapped around the neck of the animal or any other head catch shall result in a No Time.
  - 14.1.4.1. A half hitch on a back leg will result in an immediate No Time.
  - 14.1.4.2. The athlete’s rope must be tied to saddle horn and around the animal’s horns when the athlete completes their competition run.
  - 14.1.4.3. The athlete must turn loose of the loop to rope the animal.
- 14.1.5. One trip attempt will be permitted.
  - 14.1.5.1. An attempt to trip is when the rope comes tight between the saddle horn and the animal’s horns causing the animal to change direction.
    - 14.1.5.1.1. If there is slack in the rope between the athlete’s hand and the saddle horn and the steer’s head is turned by hand, this is not considered an attempt to trip.
  - 14.1.5.2. A legal trip is defined as: the rope must go over and below the hip of the animal on the side opposite the direction the horse is turning. The rope must have been in the correct position for a trip at some point during the run.
    - 14.1.5.2.1. If an animal’s horns pull together and the rope comes off, athlete will receive a No Time. If the rope stays on one horn from a legal head catch until tie has been completed and examined by the arena judge, the tie will be official. Horse must turn away from animal.
    - 14.1.5.2.2. Animal must be thrown by horse. Animal cannot be thrown by hand after animal has fully regained his feet.
    - 14.1.5.2.3. It is illegal to double back past animal.
- 14.1.6. Athlete’s rope must hold the animal until the athlete has at least one (1) hand on the animal.
- 14.1.7. A legal tie consists of any three legs crossed and tied with at least one full wrap and a half hitch (commonly known as a “hooley”).
- 14.1.8. Once the tie is complete the athlete must step back from the animal
  - 14.1.8.1. Once the athlete takes one (1) step back from the animal a three (3) second tie inspection time starts.
- 14.1.9. The animal must remain tied for three (3) seconds for the tie to be considered legal.
- 14.1.10. Athlete cannot touch animal or rope after once giving “finished” signal, unless judge concurs to prevent injury. Judge will determine tie, and his decision will be final.
- 14.1.11. Once the three (3) second tie inspection has elapsed and the tie is confirmed legal, the athlete will be assessed a time (the animal will be released as soon as the athlete mounts their horse and puts slack in the rope)
  - 14.1.11.1. If an athlete causes the horse to pull on rope preventing animal from getting up during the three (3) second tie evaluation period, a No Time will be recorded.
  - 14.1.11.2. If animal moves causing rope to become tight, athlete must immediately ride forward keeping slack in the rope once he remounts his horse.
- 14.1.12. Intentionally running out of order will result in a no time.
- 14.1.13. Intentionally running an animal that was not drawn for the athlete will result in a no time.

#### **14.2. RE-RUNS**

- 14.2.1. If an athlete thinks the animal is crippled, he may pull up and get a rerun as long as the Flagman agrees that the animal is in fact unfit to rope. If the Flagman decides the animal is fit to rope, he is yours.
- 14.2.2. Bad gate. Athlete must declare and not continue their competition run.
- 14.2.3. Neck rope fouls athlete. Athlete must declare and not continue their competition run.
- 14.2.4. Barrier fouls athlete. Athlete must declare and not continue their competition run.
- 14.2.5. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
  - 14.2.5.1. Definition of a stumble. A visible change in stride and or misstep where the animal’s knees or hocks touch the ground.

- 14.2.6. If animal turns back before score line.
- 14.2.7. If an animal circles back to the left creating an unsafe environment for the athlete to complete the run, the Field Flagger and/or the Spotter Official may declare the animal unfit for competition. If in the opinion of the Field Flagger and/or the Spotter Official that the athlete did not cause the animal to circle back by hazing or herding the animal; the Field Flagger and/or Spotter Official will immediately signal the athlete with a whistle that they have the option for a rerun.
- 14.2.7.1. The athlete has the option to accept the rerun by immediately pulling up and stopping the forward progress of the run or continue the run. If the athlete chooses to continue the run they are not eligible for a rerun in that round and are not eligible for a replay based on the animal's actions.
- 14.2.7.2. If the athlete accepts the rerun, they will be assigned the next available extra for that round of competition.
- 14.2.8. Once the animal is roped with a legal head catch and prior to the athlete initiating a trip, if the animal stops or turns in the opposite direction of the trip, the Spotter Official may declare the animal unfit for competition. The Spotter Official will immediately signal the athlete with a whistle that they have the option for a rerun.
- 14.2.8.1. The athlete has the option to accept the rerun by immediately pulling up and stopping the forward progress of the run or continue the run. If the athlete chooses to continue the run they are not eligible for a rerun in that round and are not eligible for a replay based on the animal's actions.
- 14.2.8.2. If the athlete accepts the rerun, they will be assigned the next available extra for that round of competition.
- 14.2.9. Animal escapes from the roping chute or competition arena.
- 14.3. Athlete will compete on animal drawn for him, unless ground rule states he competes on the extra.**
- 14.3.1. The flagman and/or competition committee have the right to cut an animal at any time if they deem an animal to be unsafe and or unfit to compete on. The athlete then will be given the first available extra.
- 14.3.2.** If an animal lies down in the roping chute and will not get up. The athlete will be given the first available extra.
- 14.3.3. If an event uses fresh competition animals, they will be run through the roping chute multiple times prior to competition. But In the event a fresh competition animal does not cross the barrier plane, fails to pull the barrier, or does not break the neck rope, the athlete will be given the first available extra without a barrier penalty.
- 14.4. PENALTIES / DISQUALIFICATION**
- 14.4.1. Intentional Mishandling Infraction.**
- 14.4.1.1. Results in a no time and disqualification from the remainder of the event. WCRA Competition Committee will review and determine if athlete further competes in WCRA events.
- 14.4.1.2. Any athlete who intentionally trips an animal with an illegal catch. However, if the illegal head catch becomes legal prior to completing the run it shall be considered a qualified time.
- 14.4.1.3. If an athlete intentionally completes the trip of the animal with either front leg of the animal over the rope or the rope under the animal between the front and back legs, and animal is injured.
- 14.4.1.4. If in the opinion of the official, an athlete jerks the animal down intentionally without ever having a trip.
- 14.4.1.5. If an athlete intentionally trips an animal after the 30 second competition time expires. This penalty shall not apply to legal trips completed within the allotted competition time; but due to a penalty, have a qualified recorded times of more than 30 seconds.
- 14.4.1.6. If an athlete is disqualified from the event due to an Intentional Mishandling Infraction any prize money earned prior to the disqualification will remain the athletes.
- 14.4.2. Drag**
- 14.4.2.1. If a drag of over 10 feet occurs after the athlete completes the tie, athlete will receive a No Time.
- 14.4.2.2. An athlete who, in the opinion of the judge, excessively drags an animal while flat on his side will be fined and may be disqualified.
- 14.4.2.3. Intentional drag is a NO TIME and may be reviewed by WCRA Competition Committee.



14.4.3. Definition of intentional is, caused by athlete.

**15. LADIES GOAT TYING: GENERAL RULES**

15.1. The Goat Tying discipline is open to biological females only.

**15.2. Competition Format:**

15.2.1. The athlete must ride horseback across the start line, run to where the animal is tethered, dismount, catch, throw and tie any three legs.

15.2.2. A (ten) 10-foot long soft rope for tethering animals with a metal snap affixed to each end.

15.2.3. Stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped on to it.

15.2.4. Animal string to be used by the Athlete to tie the animal's legs together. String may be leather, nylon, grass, rope or a combination of materials. No metal rings or wire allowed on or in string.

15.2.5. Athlete must ride her horse across the start line to where the animal is tethered, dismount, catch the animal, throw and tie any three legs together and signal that her tie is complete by raising her hands in the air. She then must step back away from the animal at least one (1) step. The animal must remain with (three) 3 legs crossed and tied for three (3) seconds from the time the Athlete steps back away from the animal. The field judge will have a stopwatch and time the animal for three (3) seconds, stopping the watch at the instant the animal kicks free of the tie. Elapsed time on the watch will determine if the tie held long enough to qualify.

15.2.6. The animal will be tethered at a point 100 feet from the start line. If arena conditions are not optimal for a minimum of a 100 feet competition run, the maximum amount of space available will be used.

15.2.6.1. The animal will be held at the point furthest away from the starting line and facing the starting line by an animal handler facing the starting point until the start line flagger flags the start of the time. The animal handler will then release the animal and step back out of the way.

15.2.6.2. If the animal is down or on its knees when the Athlete reaches it, the animal must be let up or lifted up high enough to be given the opportunity to regain its feet. Then the Athlete may throw and tie the animal.

15.2.7. Time runs from the time the start line flagger drops his/her flag starting the run until the field judge drops his/her flag as the Athlete signals tie complete.

15.2.8. Penalties: A (five) 5-second penalty if horse crosses the tether between when the time starts and times ends.

**15.3. Disqualifications:**

15.3.1. The horse comes in contact with the animal.

15.3.2. Unnecessary roughness in throwing or handling the animal.

15.3.3. Tie not holding or legs not remaining crossed for three (3) seconds.

15.3.4. Touching animal or tie with hands after signaling completion of tie.

**15.4. Re-Runs**

15.4.1. No run will be given due to faulty or broken equipment furnished by Athlete in any event.

15.4.2. If the animal should break away, it will be left to the judges' discretion whether she will get a rerun.

15.4.3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, Athlete will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.

**16. POLE BENDING: GENERAL RULES**

16.1. The Pole Bending discipline is open to biological females only.

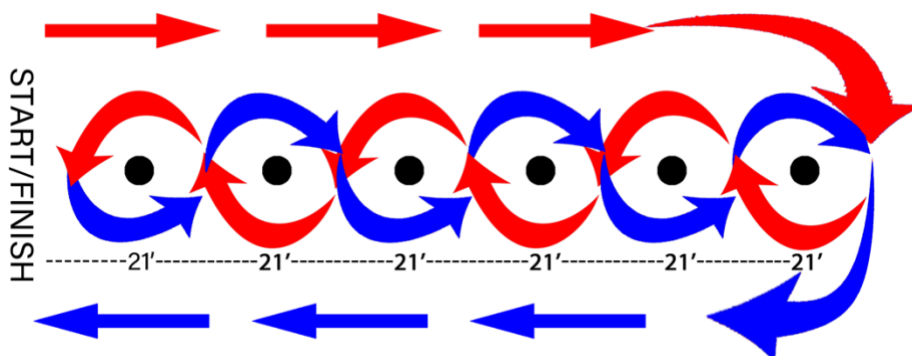
16.2. The pole pattern consists of six (6) poles set in a straight line, the first pole being set twenty-one (21) feet from the start/finish line. Each pole after that shall be set twenty-one (21) feet apart. No pole may be closer than twenty (20) feet from any fence or wall.

16.3. It is preferred that the pattern be staked so that the poles will be set in the same spot for the duration of the rodeo. For limited entry events, the producer may opt to mark the pattern with powder chalk around the bases to identify the base position.

16.4. The athlete must cross the start/finish line and may start on either side of the pattern the athlete chooses. The athlete must race down alongside the poles and upon reaching the sixth or end pole, she must turn around that pole. The athlete then must weave back through the poles toward the sixth pole.

Upon reaching the sixth pole, the athlete must turn around this pole and then race alongside the poles back to and cross the start/finish line.

16.5. Pole Bending pattern diagram:



- 16.6. Breaking the pattern will result in a no time.
- 16.7. Intentionally running out of order will result in a no time.
- 16.8. Athlete must be mounted when they cross the electric timer line to start and stop the competition time. If an athlete is dismounted, for any reason, during the competition run they will receive a no time.
- 16.9. The preferred pattern is to be set square with alleyway or entry gate.
- 16.10. Once the pole pattern is set it is to remain that way throughout the entire rodeo.
- 16.11. There shall be a minimum of 60 feet allowed for stopping, from starting line in poles back to arena fence or alley as arena conditions allow.
- 16.12. If the gate is open or closed for the first athlete to run, it will remain that way for the entire rodeo.
- 16.13. Athletes may have one helper, but helper may not step inside the arena and must be in full dress code.
- 16.14. Competition procedure**
- 16.14.1. When arena is cleared for next competition, athlete must be ready when called upon. If the athlete is not ready when called upon, the athlete will be given a no time.
- 16.14.2. Athlete will receive a 5 second penalty for each pole knocked down.
- 16.14.3. Pole must hit the ground before the athlete crosses the timer.
- 16.14.4. Athlete may touch poles or set them back up with their hands while running.
- 16.14.5. 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. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
- 16.14.6. 5. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
- 16.14.7. 6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
- 16.14.8. Tractor Drag/Hand Rake
- 16.14.8.1. Refer to event specific ground rules for the variance on drag and hand raking.
- 16.15. JUDGE'S REQUIREMENTS**
- 16.15.1. The judges are to set all pole bending patterns using WCRA rules.
- 16.15.2. Judges should check, measure and powder pole stakes before each performance.
- 16.15.3. The poles must be set where the stake is in the center of the pole base.
- 16.15.4. There will be two (2) electronic eyes used for the pole bending. It will be the judge's responsibility to check the timers before any performance and slack. A flagger and a stopwatch will be used as a backup. Two timers will be used.
- 16.15.4.1. Farmtek Rodeo Timing System is the preferred timing equipment, but other equipment may be used as provided by the event timing & scoring provider.
- 16.15.5. If the primary timing system fails on one more than half of the go round of competition, all times for that performance of competition will default to the backup handheld stopwatches.

## **16.16. SAFETY REQUIREMENTS**

- 16.16.1. The alleyway must be 10 feet wide and 12 feet high and must be a dirt floor free of people and obstructions.
- 16.16.2. All crossbars are to be fully covered with no large humps in alley.
- 16.16.3. DELETED
- 16.16.4. DELETED
- 16.16.5. DELETED
- 16.16.6. When running back into a short alley or roping box, there has to be a bright banner or some type of padding for the safety of the horse and athlete. Also, any sharp curves should be padded.
- 16.16.7. In a closed gate situation, the stopping room should be no less than 45 feet. More stopping room is always encouraged and up to 60 feet is preferred.

## **16.17. Unsatisfactory Arena Conditions**

- 16.17.1. If, for any reason, the lead official or arena director determine the ground is not in a satisfactory condition to conduct a safe and consistent competition they may delay the start of or stop a round of competition to evaluate and repair the arena conditions.
  - 16.17.1.1. Pending the severity of the ground conditions and the repair process to return the ground to a satisfactory condition, the lead official may deem it necessary to allow athletes the option of a rerun under satisfactory ground conditions. The timing of the reruns may be immediately after the ground is returned to satisfactory condition or at a later time during the event competition schedule.
  - 16.17.1.2. If reruns are given due to the competition ground being deemed unsatisfactory by the lead official and arena director, all athletes that competed prior to the competition being stopped will be given the option of a re-run or carry over their time. Re-runs will be run in the same order of drawn position. Any penalty or off course will be voided if the contestant chooses to re-run.
    - 16.17.1.2.1. If an athlete is offered a rerun and the athlete declines to accept the option their existing competition time will remain official.
    - 16.17.1.2.2. Any penalty, including broken patterns, assessed during the original competition run will be voided once an athlete accepts the option for a rerun based on unsatisfactory arena conditions.
    - 16.17.1.2.3. All reruns will be ran in the same order as the original draw inclusive of drag positions. All athletes entered in a round of competition that decline their option for a competition rerun for any reason will remain in the rerun draw for the purpose of competition positions between drags.
    - 16.17.1.2.4. For clarification, weather related changes to an arena's condition, unless extreme in nature, are not deemed an applicable reason to declare unsatisfactory arena conditions.
- 16.17.2. If ground conditions are unable to be returned to satisfactory condition in a timely manner, the round of competition for this discipline may be delayed, rescheduled or cancelled pending the severity of the situation.

## **16.18. RERUNS**

- 16.18.1. Re-run will be granted, to an athlete, if the poles were not on the stakes during their run.
  - 16.18.1.1. The re-run will occur based on production timing and athlete's horse readiness.

### **Rule Updates:**

12/1 – Added rules pertaining to Goat Tying and Pole Bending.

12/1 – added 2.1.16.3 - rule about unsportsmanlike or non-competitive participation

3/1/23 – Reworded and merged all Instant Replay rules and Challenges into one location – Section 5.

Updated Bull Riding General Rules per PBR Rulebook.

9/2-/23 – deleted copy/paste error in Pole Bending section (previously listed as 16.16.3-16.16.5). These rules referred to Barrels in this section and duplicated Section 6.18.3-6.18.5.