

**EAST COAST YOUTH
RODEO ASSOCIATION**

2017-2018

RULE BOOK

OUR GOAL

The East Coast Youth Rodeo was started by a group of people that wanted to bring rodeo into every young child's life from beginners to more experienced. So, we are super excited about the start to our 2017-2018 season. Our goal is to take our youth who are new with the sport of rodeo and enhance their skills in and out of the rodeo arena.

THE RODEO YEAR

The rodeo season will begin on August 12, 2017 through May 20, 2018. Points will count to qualify for finals till last rodeo in April.

NONPROFIT ORGANIZATION

The E.C.Y.R.A. shall be a nonprofit any donation or sponsorship given to E.C.Y.R.A will go towards our end of year finals for awards and other prizes for all qualifiers.

LOCATION

All east coast youth rodeos will be held in Hilliard Florida at Circle L Arena. 458244 Old Dixie Highway, Hilliard, FL 32046.

DIRECTORS

- Will be voted on by all parents of our members.
- They will assist judges.
- Help with setting up and getting arena ready for their event.

- Should there be a dispute in any event the contestant will take it to the arena director then he will take it to the judge.
- The E.C.Y.R.A will be open to ages 19 and under everyone must show a birth certificate at first rodeo of each rodeo season. You may compete in your division if you are of age at first rodeo of season.
- Peewee division 4 and under.
- Junior division 5-9.
- Senior division 10-13.
- High school division 14-19.
- Contestants may only compete in their age division and no contestant will be moved out of their division for any reason except for their age.
- Should an event have less than 2 contestants they shall be moved into the division closest to their age.
- We the E.C.Y.R.A will not do report cards you also do not have to be in school just meet age requirements.

MEMBERSHIP FEES

\$50 per kid

3 or more kids \$125

- Each rodeo will have a \$10 per day/\$20 per family grounds fee for the weekend.
- **Entry fees are due in cash;** However, if a check is written a returned check fee will be \$50 for ALL returned checks; after the 1st returned check. This fee and the amount of the returned check will be due before the contestant can participate again.
- **Family definition:** If you are responsible for paying that kids entry fees, then you are considered family. Please don't take advantage of this or we will be forced to do a physical house hold member.
- **Horse usage:** A horse can be used more than once in every event except barrels and poles that horse may be used by more than one person if they are in different divisions.
- **Fundraisers:** There will be one required fundraiser. The requirement is \$100 for each kid the tickets will be issued to the family at 1st rodeo. Drawing will be held at our December rodeo. However, the kid who sells the most tickets will receive a very nice prize for their hard work.
- 50/50 tickets will be sold at each rodeo by a volunteer all proceeds off this will go towards awards at end of the year.

PERMIT RULE

- A contestant wishing to ride on a permit may do so for a permit fee of \$10 per rodeo (not per weekend) plus entry fees and grounds fees.
- Permit riders must pay in CASH ONLY.
- Permit riders WILL NOT be eligible for points, but eligible for their winnings.
- Permit riders wishing to join E.C.Y.R.A your points will only count if you buy your membership before the rodeo begins.

DRESS CODE

- A WESTERN HAT, Boots, and a long sleeve shirt with collar and buttons snaps down the front must be worn approved riding helmets may be worn. Dress code and back numbers must be worn for the entire rodeo that means till the last contestant rides if you fell to do this it will result in a DISQUALIFICATION.

CALL IN/OUT

- Contestants must call in or out (whichever needed) for rodeo entry /call out. Call in or out will be Monday before rodeo from 7-10 pm (904) 845-7353. **THEIR WILL BE NO ENTRIES OR CHANGES AFTER BOOKS CLOSE.**
- Exception – Permit riders.
- Anyone not calling in or out will be responsible for their fees before they may compete at next rodeo.
- Permit riders will be able to sign up on site.

LIVESTOCK DRAW

- All stock will be chute ran for all rodeos during regular season.
- We will draw all stock at Finals.
- Goats for goat tying will be rotated on a regular rotation.

MISCONDUCT

- **Misconduct by any individual member, or parent of member shall be considered by the E.C.Y.R.A officers and event directors, and if necessary, the membership of the contestant shall be suspended. A contestant may be suspended for the following:**
- Profanity, use of alcohol or drugs, falsification of name, age, or other such acts will not be tolerated and will result in immediate suspension at the discretion of the board.
- Contestant or parents of members caught fighting in arena or on rodeo grounds will result in suspension.
- Contestant will be disqualified for being in pen with livestock without supervision of judge, director, or stock contractor.
- Mistreatment of rodeo stock or contestant's horses in or outside of arena will cause for automatic disqualification for the weekend.

POINTS

- 1ST 10 POINTS
- 2ND 9 POINTS
- 3RD 8 POINTS
- 4TH 7 POINTS
- 5TH 6 POINTS
- 6TH 5 POINTS
- 7TH 4 POINTS
- 8TH 3 POINTS
- 9TH 2 POINTS
- 10TH 1 POINT

***Headers and Heelers will be considered as individuals not as a team**

RODEO PAY TABLE

1 - 4	1	100%
5 - 9	2	60%, 40%
10 - 15	3	50%, 30%, 20%
16 - 21	4	40%, 30%, 20%, 10%
22 – up	5	34%, 27%, 20%, 13%, 6%

FINALS QUALIFICATIONS

- **Attendance rules.** To qualify for finals, contestant must compete 70% of the scheduled rodeos. The attendance requirements will run from AUGUST through the last rodeo in MARCH. The rodeos held in April will not count towards attendance but the points will toward year end standings.
- **End of year awards.** To qualify for year-end awards contestant must have joined the E.C.Y.R.A, sold the required amount of raffle tickets and meet the attendance requirements of 70%.
- **Finals points.** Points are earned throughout the rodeo season and accumulated and carried through the finals. The finals will consist of 2 go rounds which points will be given as regular then the times from everyone from both days will be added together to determine our average places. 1st -10th in average will receive points.
- **Tie breaker.** In the event of a tie for first at finals or year-end champion there will be a run off or rope off following the last round the run off for barrels and poles will consist of 1 run fastest time wins, rope off will consist of a 3-head average stock will be drawn by head judge and both contestant will run the same calves.
- **Safety gear.** Each contestant is responsible for providing and using any protective gear needed for that event. Should any contestant not have or wear the protective gear they will compete at their **OWN RISK** and will take complete responsibility for any injuries no one from E.C.Y.R.A will be held accountable.

EVENT RULES

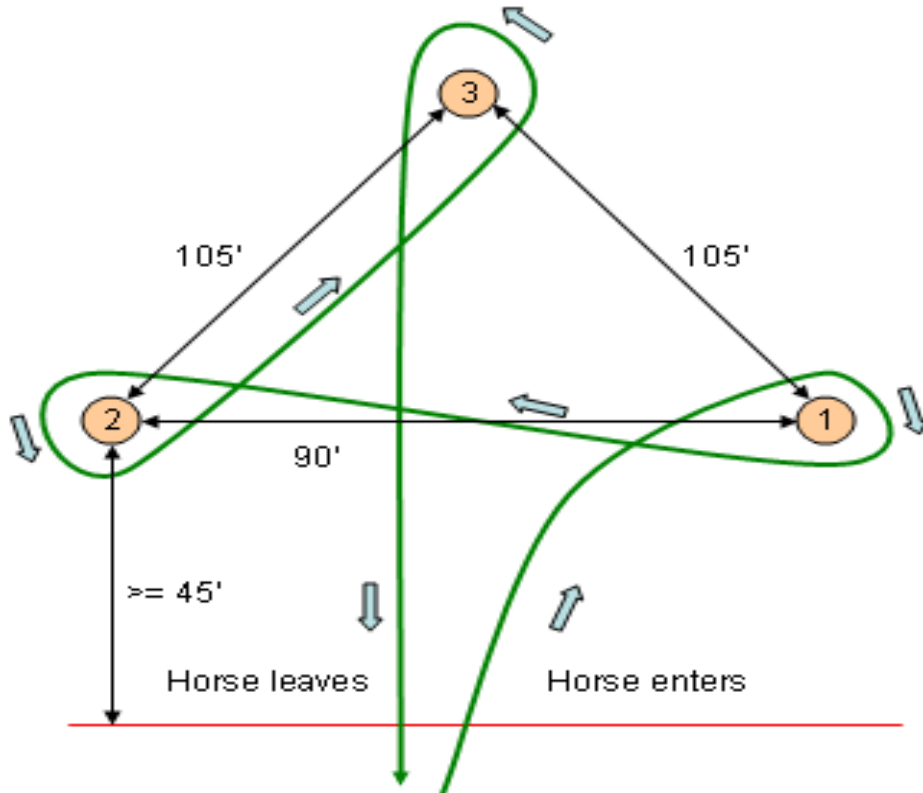
- **All event rules.** All events will have a 60 second time limit except the high school division will have a 30 second time limit.
- **Dismounting.** The peewee division will be the only division able to have assistance mounting or dismounting their horse in that event.
- **Peewee division** is a ribbon class only all peewee contestants will qualify for finals if they meet attendance requirements above.
- **No points** will be given in this division.
- **End of year awards** are based on attendance and participation.

MUTTIN BUSTING

- **Ages 7 and under max weight of 60 LBS (scales will be provided).**
- This is a great event for our young kids and everyone in this event will receive a participation ribbon.
- the contestant who ride longest wins.
- Time stops when any body part touches the ground.

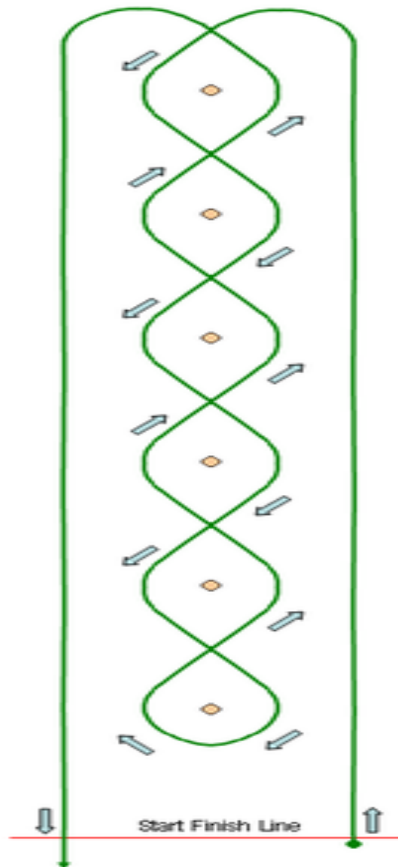
BARRELS

- Contestant may start on either right or left barrel. When starting on the right barrel there will be one right and two left turns around the barrels, and when starting on the left, there will be one left and two right turns around the barrel. (See pattern) Cloverleaf barrel patterns only. Any additional turns will result in a no time.
- The barrels must be at least 15 feet from the fence. The starting and finishing line must be no less than 15 yards from the end of the arena.
- There will be a 5 second penalty for each barrel knocked down, even if it bounces back upright.
- Horse and rider must maintain forward motion at all times or the pattern will be considered broken and result in a no time.
- East Coast Youth Rodeo will drag the arena according to the conditions of the ground.
- When a contestant starts a timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-runs.



POLE BENDING

- The pole bending pattern is to be run around six poles. Each pole is to be 21 ft. apart and the first pole is to be 21 ft. from the starting line.
- A horse may start either to the right or left of the first pole, and run the remainder of the pattern accordingly.
- Poles should be at least six ft. tall with rubber bases.
- There shall be a 5 second penalty for each pole knocked down.



- Horse and rider must maintain a forward motion at all times or pattern will be considered broken and result in a no time.
- East Coast Youth Rodeo will drag the arena according to the ground conditions.
- When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.

PEEWEE GOAT RIBBON PULL

- Contestant will start at the provided chalk line in the arena and will run to the goat that is staked 12 ft. and pull the ribbon off the tail and run back to the starting line.
- Time starts when contestant crosses the chalk line and will stop when contestant grabs ribbon and cross the finish line.

GOAT RIBBON PULL

- Contestant will cross the starting line on horse.
- Race to where the goat is staked, remove ribbon from goat's tail and run to the designated bucket provided. Place ribbon inside the bucket and that will stop the time.

GOAT TYING

- Time will start when the contestant crosses the starting line and will stop when she signals the completion of the tie.
- Should the horse cross or come in contact with the goat or goat rope any time during the run a ten (10) second penalty will be assessed. If the goat should breakaway because of the fault of the horse, the contestant will receive a no time for that run.
- Contestant must ride mounted on a horse from starting line to goat, dismount from horse, throw goat by hand, cross and tie any 3 legs with tie string.
- The tie will be passed on by the judge and if it is not secure for 6 seconds the contestant will receive a no time.
- After signaling completion, contestant will step back at least 3 feet from the goat and wait for the 6 second struggle free period. After the 6 second struggle, free period is done contestant will remove string from goat.
- If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.
- If contestants hand is on goat when goat falls, goat is considered thrown by hand.
- Judge's decision will be final.
- When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.

PEEWEE DUMMY ROPING

- Each contestant will rope from designated line.
- Points will be awarded based on catch.
- A steer head will be used for this event.
- 3 points for slick horns
- 2 points for half head
- 1 point for neck
- If contestant crosses line no points will be awarded.

- Contestants will have 3 loops and scores will be added.
- There will be no tie breaker roping done.
- If there is a tie, ribbons will be given to all contestants with the same scores.

DUMMY ROPING

- Each contestant will rope from a designated line.
- Points will be awarded based on catch.
- A steer head will be used in this event.
- 3 points for slick horns
- 2 points for a half head.
- 1 point for a neck.
- No points for any other combination.
- If contestant crosses line no points will be awarded.
- Contestants will have up to 4 loops and scores will be added.
- Contestant will rope from 1st line, if they catch a score will be given and they move to 2nd line. If the contestant catches at the 2nd line a score will be given and will advance to the 3rd line. If contestant catches at 3rd line points will be awarded and they will move to the 4th line.
- Contestant must have a legal head catch at each line to advance to the next. Failure to do so results in a no score for that event.
- Scores will be added and placing will be awarded from high point to low point. In the event of a tie payout and points will be added and divided equally.

SR CHUTE DOGGING

- One judge will start the time by dropping his flag and the other will stop the time by dropping his flag.
- Points will be awarded on fastest time not to exceed time limit.
- Stock will be steers.
- The tail man may not past the first line.
- Time will start when steer breaks the plain of first line
- Contestant may grab horn at second line and begin to throw steer.
- Time will stop when steer is thrown with all 4 legs out to the one side.
- Once contestant loses contact with steer it will result in a no time.
- If contestant goes to horn before second line it will be a 10 second penalty added to time.

HS CHUTE DOGGING

- One judge will start the time when steer breaks the plane of first line, second judge will stop the time when steer has been thrown and 4 legs are out to one side.
- Points will be awarded to the fastest time not to exceed the time limit.
- Stock will be steers.
- Contestant will have one hand around neck or one hand on ear or in the air when chute is open and until any part of the steer crosses the line.
- There will be no tail man just someone to help to make sure steer leaves in a forward motion.
- Contestant may grab horn and proceed to throw steer once crossing first line.
- If contestant loses contact with steer this will result in a no time.

CALVES, STEERS, AND BULL RIDING

- A qualifying time for JR and SR age division is 6 seconds and 8 seconds for HS.
- Points will be awarded off scores first if more than one qualified ride.
- In the JR and SR division points will be given off seconds rode, HS will be off of qualified rides only.
- Must have a qualifying time to be eligible for payout.

TIE DOWN CALF ROPING

- Roping calf without releasing rope from hand is not permitted.
- Catch as catch can.
- A neck rope must be used in this event, if horse starts to drag calf judge may stop horse.
- There shall be no outside help if so this will result in a no time.
- Rope must be tied off to saddle horn.
- Contestant must cross and tie 3 feet.
- If the calf is down he must be stood up and thrown down prior to tying.
- Roper must mount horse ride forward releasing tension from calves neck then the 6 second struggle free period will begin
- Tie must hold until passed by judge and roper cannot touch calf after giving finish signal. If tie come loose before the 6 second struggle free period the roper will receive a no time.

- The flagman will have stop watch to pass the tie.
- The flagger is to stop his watch when calf kicks free to determine if it is a qualified time roper may ask to see watch in a respectful way.

BREAKAWAY ROPING

- The rope must pass over the calf's nose.
- Rope must be on calf when it breaks free from saddle horn for time to count.
- Rider cannot break the rope free.
- Two loops may be used but rider cannot rebuild loop.
- If a barrier is used it must remain the same to all contestant have ran.
- If a change to the barrier is required, al prior ropers will be given reruns.

TEAM ROPING

- There will a team roping meeting at first rodeo. This will allow ropers to meet each other. Points partners will be declared before rodeo starts.
- You must declare yourself a header or a heeler.
- Points will only be awarded once; however, ropers may enter twice.
- If points partner misses a rodeo you can draw a partner. The partner you draw does not have to pay fees.
- We will have a draw pot for headers and heelers, if your name is drawn it will be put back into pot so the other ropers will have the same opportunity.
- Payout will be based on paid entries.
- This event will have 3 loops.
- If rope comes out of hand it is considered thrown.
- Only 3 legal head catches slick, half head, and whole head all other catches will receive a no time.
- There will be a 5 second penalty for one leg and a 10 second for a broken barrier.

EAST COAST YOUTH RODEO EVENTS AND DIVISIONS

*PEE WEE (AGES 4 AND UNDER) \$5

BARRELS
POLES
GOAT RIBBON PULL
MUTTIN BUSTIN

*JUNIORS (AGES 5-9) \$15

BARRELS
POLES
CALF RIDING
BREAKAWAY
GOAT TYING
GOAT RIBBON PULL
DUMMY ROPING

*SENIORS (AGES 10-13) \$15

BARRELS
POLES
STEER RIDING
BREAKAWAY
GOAT TYING
CHUTE DOGGING
DUMMY ROPING

*HIGH SCHOOL (AGES 14-19)

BARRELS
POLES
BULLS
CHUTE DOGGING
BREAKAWAY
GOAT TYING

TEAM ROPING / CALF ROPING OPEN TO ALL DIVISIONS

CALF ROPING- ROPE 1 TIME

TEAM ROPING- ROPE 2 TIMES (ONLY ONE POINTS PARTNER MUST PICK BEFORE RODEO)

MUTTIN BUSSTIN – AGE/WEIGHT LIMIT 7 YRS OLD/60 LBS (POINTS EARNED IN MUTTIN BUSSTIN
WILL NOT COUNT TOWARDS ALL AROUND)

EAST COAST YOUTH RODEO ORDER OF EVENTS

**MUTTIN BUSTIN
CALF RIDING
STEER RIDING
BULL RIDING
CALF ROPING
SR. BREAKAWAY
HS. GIRLS BREAKAWAY
HS. BOYS BREAKAWAY
PW. GOAT RIBBON PULL
JR. GOAT RIBBON PULL
PW. BARRELS
JR. BARRELS
SR. BARRELS
HS. BARRELS
TEAM ROPING
HS. CHUTE DOGGING
SR. CHUTE DOGGING
HS GOATS
SR GOATS
JR GOATS
PW. POLES
JR. POLES
SR. POLES
HS. POLES
PW. DUMMY ROPING
JR. DUMMY ROPING**