

# Summer Series Rules

REVISED MARCH 2025

## 1. CONTESTANT ELIGIBILITY

1.1 Contestant or contestant's parent/legal guardian, or immediate family must be a current AYLA A MEMBER to be eligible to compete in the AYLA A Summer Series. If you are the guardian of a child, proof of guardianship must be provided. Immediate family is defined by residing in the same household and/or a legal dependent. Lifetime members' children are only eligible to use their parents' lifetime membership until the age of 19. Grandchildren are not considered immediate family.

- o Annual membership fees are \$55.00 per family, per year; beginning June 1 and ending May 31. Lifetime membership fees are \$200.
- o A NON-MEMBER may purchase an entry PERMIT for \$10 per rodeo. The non-member will not receive points. If the non-member places in an event, the points for that place will be dropped and given to AYLA A members up to 10 places.

1.2 A copy of the child's BIRTH CERTIFICATE must be turned in at the time of registration. This includes all previous members.

1.2.1 The association recognizes two (2) genders, male and female, based solely on the contestant's genetic makeup, otherwise known as genotype. This is designated at birth, not by gender identity or preference, but based solely on the contestant's DNA. This is in accordance with and similar to Texas House Bill 25 regarding participation in school sports which defers to the gender identified on the birth certificate at or very near birth but does not address the condition that birth certificates can and/or have been changed to suit the gender identity of the participant or contestant. Males and females, as identified by their genotype, will be allowed to participate in their respective events pursuant to the rulebook and further outlined within this rule. If a contestant is found to be in violation and/or have violated this rule, their membership will be revoked, all points will be lost and any sponsorships provided, or fees paid will be forfeited and remain the property of the Alvin Youth Livestock & Arena Association.

In the event of a complaint regarding gender eligibility it will be the sole responsibility and expense of the contestant and/or their family to provide proof that clarifies the matter at hand.

1.3 Participant must be 19 YEARS OF AGE OR YOUNGER, determined as of September 1 of the previous year.

1.4 A notarized MINOR'S RELEASE signed by at least one parent or legal guardian prior to participating in any event will be required. A legal guardian must have proof of guardianship

1.5 Contestants may NOT be MARRIED.

1.6 A copy of negative COGGINS papers for each animal must be on the person at all times while on AYLA A ground. You are subject to being checked at any time and may be asked at check in to present them. Subject to not having a copy on you can result in disqualification.

## 2. RULES

- 2.1 All trailers must enter through the Contestant's Gate (the entrance off Hwy. 517). ALL OTHER VEHICLES need to enter at the main entrance and park on the concession stand end of the arena to ensure room in the parking lot for trailers. AYLAA is not liable for any damage to personal property under any circumstance.
- 2.2 Rain-outs will be determined 4 hours prior to the start of the rodeo weather permitting on the afternoon of the rodeo. Rainout notifications will be communicated through Remind 101 and Facebook. Please see the homepage of the website to sign up for reminders. First rain-out will be made up at the end of the series. In the case of additional rainouts, the rodeo may be moved to Angleton (Brazoria County Fairgrounds) or Hitchcock (Galveston County Fairgrounds). No less than 5 rodeos will be held. In the instance that an event cannot be completed due to rain, lightning, etc., the remaining events will be made up at the next rodeo . Each night's rodeo will be completed an equal number of times so each contestant will have the opportunity to earn equal points.
- 2.3 In the instance of rain out having to be called during the middle of an event or age group, the entire event or age group will be deemed a rain out and will be started over as part of the designated make update.
- 2.4 There will be a \$30.00 charge on all returned checks. Accounts must be settled to allow contestants to participate any further. You will also lose all check writing privileges to AYLAA for one year.
- 2.5 Contestants must compete in their appropriate age group for points. Contestants are allowed to ride up in an event however the run/ ride will not count for points. The event director has the final say and right of refusal.
- 2.6 Contestants who are participating in UIL affiliated rodeos (FFA Convention Rodeo, TJHSRA, THSRA, NHSRA, State 4H) or their siblings, will be allowed one "slack" run in their events per rodeo. This is to be run at the first available proceeding scheduled rodeo or its replacement rodeo. You must notify the summer series secretary, in advance, if you qualify for a "slack" run. Travel time will also be allotted and approved by the board. No other events are eligible for "slack" runs.
- 2.7 During an event, only contestants entered, workers, and directors will be allowed in the arena, behind the bucking chutes, or alley.
- 2.8 There will be no protests. All judges' decisions are final. If you have a complaint or suggestion please contact an AYLAA director.
- 2.9 The arena will be dragged with the tractor when deemed necessary by Directors according to arena conditions.
- 2.10 AYLAA does reserve the right to modify or change rules as deemed necessary. Any changes will be announced, so there is no confusion. If there are any questions regarding the rules, points, etc... Please speak to a director before or after the rodeo . The directors welcome any questions or concerns.
- 2.11 Misconduct of any nature is to be reported to the announcer's stand and ruled on by the directors present.
- 2.12 AYLAA follows YRA rules unless noted otherwise in this document
- 2.13 NO REFUNDS of fees or memberships after you enter without a vet or doctor's release.
- 2.14 All horses entering the arena at time of event MUST be saddled. NO bareback riding for any events will be allowed.

2.15 If you win your event and you are wearing the current years AYLA A shirt then you can win your entry fee back. This is considered day money; slack runs are not eligible for day money and winning day money doesn't close the books. Books will close after all slack runs for that rodeo are completed. Participation events are excluded from day money.

2.16 No reruns for stock events, you draw what you draw.

### 3. DRESS CODE

3.1 Hats or caps will be allowed in all events.

3.2 Western boots must be worn in all events.

3.3 Jeans must be worn, no shorts allowed.

3.4 Short or long-sleeved shirts are allowed in all events. No halter tops, tank tops, or sleeveless shirts will be allowed while competing.

### 4. DISQUALIFICATIONS

A contestant may be disqualified from the current rodeo and/or entire summer series for the following:

4.1 Failure to comply with AYLA A rules.

4.2 Falsification of name, age, sex/gender, or signature of parent

4.3 Cheating or attempting to cheat.

4.4 Failure to follow the AYLA A member code of conduct (posted in the announcer's stand).

4.5 Contestant or contestant's family causing any unnecessary disturbance or exhibiting unsportsmanlike conduct; such as, quarreling with officials or using profanity on AYLA A grounds.

4.6 Consumption of alcohol on AYLA A grounds at any time.

4.7 Contestant not present and ready when called to compete. **After the contestant's** name is called 3 times it will be assumed that the contestant is not present and will be given a No-Time.

4.8 Leading a contestant in an event other than the Lead Line event will not receive a recorded time, placing or points, since the leader has control of the speed of the run.

4.9 Failure to complete the required work points.

### 5. POINTS

To be eligible to receive points for placing in an event, the contestant must meet the summer series eligibility requirements for participation (listed above). A 100-point point system will be used.

Points will be given as follows in each event at each rodeo :

1st place - 100 points

6th place - 50 points

2nd place - 90 points

7th place - 40 points

3rd place - 80 points

8th place - 30 points

4<sup>th</sup> place - 70 points

9<sup>th</sup> place - 20 points

5<sup>th</sup> place - 60 points

10<sup>th</sup> place - 10 points

5.1 A contestant being led in an event other than the Lead Line event will not receive points.

5.2 No times or no scores will not receive points.

5.3 If you are a courtesy roper your points for that run will not count towards all around or event standings.

5.4 In the event of a tie, points will be added together and divided by the number of contestants involved in the tie. EXAMPLE: Two contestants tying for first place;  $100+90=190 / 2 = 95$  points each.

5.5 Lead Line, Stick horse Rodeo, and Mutton Busting participants will not receive points, but will receive a participation award.

## 6. AWARDS

Awards will be given at the awards banquet following the series. Please plan to attend. This is one of our major fundraisers for the year. AYLAA is a non-profit organization and self-supported. We also ask that each family donate 1 item for the silent auction and bring a dessert.

### 6.1 ELIGIBILITY

To be ELIGIBLE for Event and Champion Division Awards awards, the contestant must meet the summer series eligibility requirements for participation (listed above) as well as the following:

6.1.1 ATTENDANCE: A contestant must compete in 4 out of 6 rodeos in an event to be eligible for prizes in that event for year-end awards. (3 out of 5, if only 5 rodeos are held due to rain-out).

6.1.2 WORK POINTS: Each family (per membership) must attain work points in the arena and in the concession stand in order for contestants to receive points/prizes. If a contestant has a problem attaining work points, contact an AYLAA director. Note: Participation events are only required to have half as many work points as regular participants, see PARTICIPATION EVENTS NOTED BELOW.

1. CONCESSION: Each family (per membership) must complete 2 work points/sessions, of two hours each, in the concession stand. A 2-hour shift in the concession stand is worth 1 point/session. The first session must be earned within the first 3 weeks of the summer series and the second session must be earned within the second 3 weeks of the summer series. Sign-up sheet is in the concession stand. Only individuals 14 years and older will be allowed to work in the concession stand. Be sure to write the first and last name of the contestant you are working for in order to receive credit for work points/sessions. To buy out the concession work points/sessions, you must pay \$125 before entering the 4<sup>th</sup> week of summer series in order for your event points to count for the first half of the summer and \$125 by the end of the last week of summer series in order for your event points to count for the second half of the summer. **The family can be exempt from work points by turning in a sponsor with a minimum of a bronze level. Board members working in an area at AYLAA rodeo will be exempt from work points.**
2. PARTICIPATION EVENTS ONLY: Mutton Busting, Lead Line, Stick horse Rodeo- Each family (per membership) only participating in these three events must only complete 1 session in the concession stand work points. These work points must be completed by the end of the last week of summer series.

## 6.2 EVENT AWARDS:

6.2.1 The number of awards given in each event is based on the number of eligible contestants in that event.

6.2.2 The number of awards given are determined as follows:

1-4 contestants-----1<sup>st</sup> place will be awarded

5-9 contestants-----1<sup>st</sup> & 2<sup>nd</sup> will be awarded

10-14 contestants-----1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> will be awarded

15-19 contestants-----1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> will be awarded

20-29 contestants-----1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> will be awarded

30-& over contestants—1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> will be awarded

6.2.3 In the event of a tie, the following procedure will be used:

1. The contestant having won the most 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc. will be the winner.
2. The contestant that participated the greatest number of times in that event.
3. If there is still a tie, the flip of a coin will determine the placing.

6.2.4 Contestants of Mutton Busting, Lead Line, and Stick Horse Rodeo will receive a Participation Award. (no points maintained, but must attend 4 /6 rodeos)

## 6.3 CHAMPION DIVISION AWARDS

6.3.1 6 roping champion saddles will be awarded to the high point boy and girl in each age group for ALL points earned at Sunday's Roping Night. 3 speed champion saddles will be awarded to the high point contestant in each age group for ALL points earned at Monday's Speed Night. All points received by a contestant will go toward the Hi Point award regardless of the number of times participated in that event. For example, on the 5<sup>th</sup> week a contestant can add on an event that he normally does not enter and those points will count toward the Hi Point award, but would not make the participant eligible for year-end awards in that event. Roughstock Hi point award will be a VISA gift card and will go to the hi point winner of the series of each roughstock event.

### **Sundays Roping Night**

Sub Junior (8 & Under) Boy and Girl

Junior (9-13) Boy and Girl

Senior (14-19) Boy and Girl

### **Mondays Speed Night**

Sub Junior (8 & Under)

Junior (9-13)

Senior (14-19)

### **Tuesdays Roughstock Night**

Junior Steers (8 & Under)

Senior Steers (11 & Under)

Junior Bulls (14 & under)

Senior Bulls (19 & under)

6.3.2 Goat points will count for Sunday's events ONLY in the Summer Series.

6.3.3 This rule only valid during years that trailer(s) are included in prizes:

The top 6 contestants with the most points in each age group will be entered to win (1) bumper pull horse trailer. One trailer will be given away for the boy's division and one trailer will be given away for the girl's division. Drawing will take place during the 2021 AYLAAs Awards Banquet. Winner does NOT need to be present during the drawing.

## 7. EVENT RULES

### 7.1 Chute Breakaway Roping Boys & Girls Ages 8 & under

Description - Contestants will try to rope the calf around the neck while standing beside the chute when the calf runs out of the chute.

1. Contestant must furnish his or her own rope with a flag attached at the end of the rope. Rope will be tied to the chute with a breakaway string.
2. Contestant will signal for the calf by nodding his or her head at the gate person. Calf will start out of the chute and the contestant will try to rope the calf around the neck while standing beside the chute. Rope is tied onto a chute with string.
3. A legal catch is any loop that passes over the entire head of the calf and breaks the string, does not have to be a bell collar.
4. Calves will be chute run.
5. Time will start when the calf breaks the plane at the end of the chute. Flagman will start time.
6. A 10 second penalty will be added to any contestant for stepping over the start line.

### 7.2 Junior Boys and Girls Breakaway Ages 13 & under

1. A catch is considered legal if the loop passes over the entire head and breaks the string from the saddle horn.
2. The rope must be tied with a string to the saddle horn at the end of the rope. You must use the string provided by AYLAAs. String will be located by a roping box.
3. A rag or handkerchief of contrasting color to the rope's color must be attached to the end of the rope.
4. Calves will be chute run.
5. Contestant must stay mounted until the calf breaks the string.
6. 2 loops are allowed if 2 loops are carried. You may not rebuild.

#### Disqualifications

1. Roper fails to rope the calf.
2. Roper breaks string with his/her hand.
3. Contestant is not mounted when the calf breaks the string.
4. String and flag are not attached at the end of the rope.
5. Horse or rider or animal's front feet enter the gate of the catch pen during the run. In Breakaway, calf must break the rope from the saddle horn before entering the catch pen.
6. Rope goes on the animal before the barrier neck rope comes off.
7. Contestant does not stay mounted for the entire run.
8. Rope does not pass over the entire head before the string breaks from the saddle horn.

#### Rerun

1. If rerun is given, any penalties incurred during the original run will be added to rerun time.
2. If a roper does not ask for a calf, he/she must stop his/her run & horse as soon as possible without throwing rope and a rerun will be given. If a contestant throws his or her rope, he or she will forfeit his or her rerun.
3. Roper can be fouled at the barrier only by calf neck rope or mechanical malfunction.
4. If a roper is fouled, he or she must pull up immediately without throwing his/her loop.
5. A rerun will be determined by the barrier judge and or arena judge.
6. If a rerun is given, the roper must rope the next calf in the chute.
7. If the calf escapes from the arena, the roper will continue his or her run lap and tap with all penalties incurred during the previous run.

#### Penalties

1. Ten second penalty for breaking the barrier.
2. Time limit: 60 seconds
3. Back gate will be open

### 7.3 Senior Boys & Girls Breakaway - Ages 14-19

1. A legal catch is a clean bell collar loop when string breaks. A bell collar catch is when a loop passes over the head of the calf but not over the head of the tail. No feet, tail or part of the head can be in the loop.
2. The rope must be tied with a string to the saddle horn at the end of the rope.
3. You must use the string provided by AYLAA. String will be located by the roping box.
4. A rag or handkerchief of contrasting color to the rope's color must be attached to the end of the rope.
5. Calves will be chute run.
6. Contestant must stay mounted until the calf breaks the string.
7. 2 loops are allowed if 2 loops are carried. You may not rebuild.

#### Disqualifications

1. Roper fails to rope the calf.
2. Roper breaks string with his/her hand.
3. Catch is not a bell collar when string breaks.
4. Contestant is not mounted when the calf breaks the string.
5. String and flag are not attached at the end of the rope.
6. Horse or rider or animal's front feet enter the gate of the catch pen during the run. In Breakaway, the calf must break the rope from the saddle horn before entering the catch pen.
7. Rope goes on the animal before the barrier neck rope comes off.
8. Contestant does not stay mounted for the entire run.

#### Rerun

1. If rerun is given, any penalties incurred during the original run will be added to rerun time.
2. If the roper does not ask for the calf, he/she must stop his/her run & horse as soon as possible without throwing rope and a rerun will be given. If the contestant throws his or her rope, he or she will forfeit his or her rerun.
3. Roper can be fouled at the barrier by calf neck rope or mechanical malfunction.
4. If the roper is fouled, he or she must pull up immediately without throwing his/her loop.
5. A rerun will be determined by the barrier judge and or arena judge.
6. If a rerun is given, the roper must rope the next calf in the chute.
7. If the calf escapes from the arena, the roper will continue his or her run lap and tap with all penalties incurred during the previous run.

#### Penalties

1. Ten second penalty for breaking the barrier.
2. Time limit: 60 seconds.
3. Back gate will be open

### 7.4 Tie down Calf roping

1. One loop is allowed.
2. Catch as catch can with rope while mounted on horse. Rope must hold the calf until the roper has hands on the calf.
3. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf. If the horse drags the calf excessively, the flag judge may give the contestant a no time.
4. Junior Tie down contestants only - will have the option for assistance in flanking their calf and if the calf is down when they get to it, the calf does not have to be gotten up. Contestants must have both feet on the ground and will receive a ten (10) second penalty for having assistance to flank the calf or if they do not get the calf up. AYLAA will assign the assistant for all Jr. Tiedown contestants. If the junior roper does not wish to have assistance, he is responsible before he begins the run to make sure the arena judge is notified that no assistance is wanted. Otherwise, all junior ropers will receive assistance in flanking their calves. Senior contestants may not receive any assistance. Senior contestants also must get their calf up if they are down when they get to it.
5. Rope must be tied hard and fast.
6. After roping the calf, the roper must dismount, go down rope, throw the calf by hand and cross and tie any three of the calf's feet.
7. If the calf is down when the roper reaches it, the calf must be let up to a vertical position with at least three feet dangling underneath and then be thrown by hand.
8. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
9. A legal tie shall consist of 1 or more wraps and a half hitch, with at least one wrap around all three feet.
10. Tie must hold until passed by the judge, and roper must not touch piggin string after finishing signal until judge

has completed his or her inspection.

11. The field judge will pass on the tie, timing 6 seconds from the time the roping horse takes his first step forward after the roper has remounted and puts slack in the rope. In the event a contestant's rope is off the calf after the completion of the tie, the six second time period will begin when the roper clears the calf.
12. Rope will not be removed from the calf and rope must remain slack until the field judge has passed the tie.
13. Contestants must use a neck rope and or keeper.

#### Disqualifications

1. Same as # 1, 6, 7 on Breakaway disqualifications.
2. Tie comes loose; calf gets up before the tie is ruled fair, or tie is ruled illegal.
3. Contestant fails to get off **the** calf immediately after finishing the tie and calling for time.
4. Roper touches rope, bits, or jerk line prior to remounting **the** horse in an attempt to train the horse.

Rerun / penalties/ time limit/ gate - same as Breakaway

### 7.5 Mugging Ribbon Roping

1. While the calf is in the chute, a short length of ribbon must be fastened to the tail head of the calf's tail.
2. It will be up to the roper to secure a mugger. Mugger must be a contestant but does not have to be from the same age group.
3. After the calf is roped, only the roper/runner can remove the ribbon from the calf's tail and runs back across the flag line for time.
4. A flag line will be determined by the judge.
5. If the ribbon is removed on the chute side of the flag line, the runner must cross the flag line to signal time.
6. Roper/runner must hand the ribbon to the judge immediately after the run.
7. Catch as catch can with rope while mounted on horse. Rope must hold the calf until ribbon is removed or until the roper or mugger has his hands on the calf. Roper or mugger must have hands on calf if rope comes off.
8. Neck rope or keeper must be used.
9. Mugger must remove roper's horse from arena.

#### Disqualifications

1. Same as # 1, 6 on Junior Breakaway disqualifications.
2. Contestant receives assistance during the run from someone other than the mugger.
3. Mugger removes ribbon.
4. Rope does not hold the calf until roper or mugger has hands on calf.

#### Rerun

1. If there is no ribbon on the calf's tail roper will receive a rerun with all penalties included from 1st run.
2. All other reruns are the same as breakaway.

Penalties/ time limit/ gate - Same as Breakaway

### 7.6 Team Roping

1. Can enter as many times as you want, but can only count 1 run on each side. You must declare the run for points at the time of entry.

2. May head once and heel once for points.

3. If run is not declared for points, no points will be assigned.

3. Roper is permitted one rope: each team is allowed two loops total.
4. Contestants are not allowed to change catch by rubbing rope over horn or nose to make a bad catch legal.
5. Loops may be changed by fishing only.
6. Header of the team must come from behind the barrier.
7. Animals must be on all feet when roped by either end.
8. Steers will be chute run.
9. Heeler may be tied off.

#### Legal head catches

1. Around the horns.
2. Around the neck.



3. Half a head.
4. All other catches are illegal.

### Legal heel catches

1. Any heel catch behind both shoulders is legal if rope comes on from around heels.
2. Dewclaw catches are legal if rope holds for the flagger's inspection.
3. Time taken between barrier flag and field flag when steer is roped on both ends, in direct line and horse is on all fours. Horses facing in "L" or better, with rope tight, dallied or tied.

### Disqualifications

1. Animals not on feet when roped.
2. Failure to head steer before heeling.
3. Lost or broken rope.
4. Either contestant dismounts during the contest run.
5. Front foot in heel catch.
6. Cross firing- consists of releasing the heel loop BEFORE the steer completes the switch of direction. The direction of the steer and switch must be completed by the header.

Rerun / penalties/ time limit/ gate - same as Breakaway

### 7.7 Steer Breakaway

1. Roper starts from the head box from behind a barrier.
2. Rules are the same as breakaway except the legal head catches are the same as legal head catches as stated in the team roping rules.

Rerun / penalties/ time limit/ gate - same as calf breakaway.

### 7.8 Goat Tying

1. Stake will be driven into the ground so that none is visible.
2. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount, throw the goat by hand and tie any three feet together, and then stand clear of the goat.
3. Goat must remain tied for five seconds. Time will begin when the contestant has moved at least three feet away from the goat and rope.
4. Legs must be crossed and tied. To qualify as a legal tie, there will be one or more wraps, a half hitch or tied.
5. If a goat is down when the contestant reaches it, the goat must be let up to a vertical position with at least three feet dangling underneath and then be thrown by hand.
6. Time will start when the mounted contestant crosses the starting line and will stop when the flag judge signals the completion of the tie.
7. Goat is held at the end of the rope facing the starting line and will be released when the contestant crosses the starting line, when the flag is dropped.
8. Goat to be changed after every five contestants.
9. Contestants will receive a penalty of ten seconds if the horse and /or contestant hits the goat and /or the goat rope while still mounted. He or she is considered mounted until both feet are on the ground.
10. In the Sub Junior age group only- a parent can stand near the goat stake and hold the horse while the contestant steps off of the horse.

### Disqualification

1. Contestant fails to get off the goat immediately after finishing the tie and calling for time.
2. Goat does not remain tied for 5 seconds.
3. Goat breaks loose from stake; contestant may receive a rerun or no time at judge's discretion.
4. Illegal tie.
5. Time limit 60 seconds.

### 7.9 Chute Dogging -Jr. Ages 9-13 Sr. 14-19

Description - Steers are placed in bucking chute. Contestant stands in the chute with the steer.

1. All steers shall be turned out in the same direction and the same chute will be used. Left chute delivery is preferred. Bucking chute shall be part of the arena during dogging events.

2. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of the bucking chute. The measurement will be made with the chute gate in the closed position.
3. With steers loaded in bucking chute, the dogger gets beside the steer, right hand in front of or behind right front shoulder. Left hand will be placed on the neck between shoulders and base of horns. When the dogger calls for the steer, the chute gate will be opened. (SEE PENALTIES)
4. Contestant is considered working the steer when the steer leaves the chute.
5. After crossing the start line, the wrestler must bring it to a stop or change its direction and twist it down.
6. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
7. If the steer is accidentally knocked down or thrown before being brought to a stop or is thrown by the wrestler putting the animal's horn into the ground, it must be let up to all four feet and then thrown.
8. Wrestlers must have hands on steer when flagged.
9. Contestant is required to turn the steer's head so that he can get up.
10. All steers will be chute run.

Penalties – Dogger must not grab the horns or any part of the herd, or move into the throwing position before the steer's nose crosses the score line. If this occurs, a ten (10) second penalty will be added to his time.

#### Disqualification and “NO-TIME” –

1. Dogger commits any offense under “ALL CONTESTANTS”
2. The judge rules the throw illegal. Throwing steer before he has changed direction or come to a complete stop.
3. Dogger does not have a hand on steer when flagged.
4. Dogger fails to throw steer.
5. Person follows cattle out of the chute in the act of tailing cattle.
6. Dogger will be disqualified for any abusive treatment of steer.
7. Dogger will be disqualified if he attempts in any way to choke or hold the steers forward movement before the start line.
8. Dogger will be disqualified if the animal is thrown before the start line.

#### General Rules for all Rough Stock Events

1. Contestant is not to use sharp spurs. No part of the spur may have sharp edges including rowels and wire locks.
2. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
3. Must use Beta approve riding vest #5 or better.
4. Must wear a state approved helmet in all rough stock events. AYLA A will provide helmets and vests to mutton busting contestants.
5. Must wear a mouthpiece.
6. AYLA A Board has final discretion whether a contestant is allowed to ride. All riding gear MUST be approved by an AYLA A board member.
7. If the rider is not above the animal ready to compete when the previous animal leaves the arena, and has been instructed he is next to go, he will be disqualified.
8. Ride and animal to be marked separately. Each judge marks the ride according to how much the rider spurs the animal. 0-25 score on rider, 0-25 score on animal.
9. One of the 2 judges will have a stopwatch to double-check buzzer/whistle time. Judges are to sign all score sheets.
10. If any part of the animal hits the fence while a ride is in progress and the contestant touches the fence, not to aid his ride, he should not be disqualified.
11. Rope must have a bell and must be under the belly of the animal.
12. Touching an animal with the free hand will result in a no score except in mutton busting.
13. Using too sharp of spurs in Judges opinion, or placing spurs or chaps under the rope when the rope is being tightened will result in disqualification.
14. Being bucked off before the required time limit will result in a no score.
15. No more than 2 men may be on bucking chute to pull the contestant's rope.
16. No hotshots can be used after a rider sits down on an animal unless the rider requests such use.
17. Contestants may pull rigging from either side.
18. Contestants will have the right to call judges to pass on whether or not an animal is properly flanked to buck to the best of his ability.

19. If, in the opinion of the judges, a rider is fouled at the gate, at the judge's discretion, a re-ride may be given.
20. If a flank comes off, or breaks, the rider may have re-ride on the same animal provided the rider completes a qualified ride on the animal.
21. NO re-rides will be given due to default or breakage of contestant's equipment. Borrowed equipment is considered contestants.
22. If the judge offers a re-ride on a qualified ride, the contestant has the option to take the re-ride or accept the scoring of the first ride.

For a re-ride, the judges will use:

1. First animals to be turned out.
2. Un-drawn animals.
3. If none, contestants will draw from previously drawn stock.
4. In the event that the animal stops completely during the ride, contestants will be given the option of a re-ride.
5. If a contestant comes in contact with a pickup man or other people in the arena, the contestant must declare himself or complete a qualified ride. Then he will have the option of a score or re-ride.

#### 7.10 Mutton Busting -Ages 6 & under

1. May choose to use a rigging or may grab wool.
2. May use one or two hands.
3. Must ride for 4 seconds for a qualified ride.
4. See rough stock general rules where applicable to events.
5. Mutton busting is a participation event. No points will be kept for awards. All participants will receive an award at the end of the summer series.

#### 7.11 Jr. Steer Riding- ages 8 & under

1. Bovine must be ridden for 6 seconds. Time to start when the animal's inside shoulder breaks the plane of the gate.
2. Riding to be done with one hand and a loose rope, with or without handhold; no knots or hitches to prevent rope from falling off the animal when the rider leaves the animal.
3. If the rider makes a qualified ride with any part of rope in the riding hand, he is to be marked.
4. See Rough stock general rules

#### 7.12 Sr. Steer Riding - Ages 11 and under

1. Bovine must be ridden for 6 seconds.
2. Same as 2, 3, 4 of Sub Jr. Steer riding
3. See Rough stock General Rules

#### 7.13 Jr. Bull Riding - Ages 14 and under

1. Bovine must be ridden for 8 seconds. Time to start when the animal's inside shoulder breaks the plane of the gate.
2. Riding to be done with one hand and a loose rope, with or without handhold; no knots or hitches to prevent rope from falling off the animal when the rider leaves the animal.
3. If the rider makes a qualified ride with any part of rope in the riding hand, he is to be marked.
4. See Rough stock general rules

#### 7.14 Sr. Bull Riding - Ages 19 and under

4. Bovine must be ridden for 8 seconds.
5. Same as 2, 3, 4 of Jr. Bull riding
6. See Rough stock General Rules

### Speed Events

If you break the pattern, you will be allowed to take your horse at a walk 1 time to correct horse.

**Sub Jr boys and girls 8 and under**

**Jr girls only 9-13**

**Sr girls only 14-19**

#### 7.15 Lead Line Straight Barrels Boys & Girls Ages 7 & under and Special Needs children 19 and under

1. Parents must lead participants through the pattern. This is a participation event. Points will not be kept. All

participants will receive an award at the end of the summer series.

### 7.16 Straight Barrels - all age groups (excluding lead line)

1. The first barrel is a minimum of 21 feet from the starting line and the three barrels are spaced 60 feet apart.
2. No barrel may be closer than 20 feet from the arena fence.
3. Location will be permanently marked for each night. Location can be changed each night since points are being kept for each night.
4. Barrels must be metal and painted.
5. All barrels are to be placed on the timer side of the stake.

#### Pattern

1. Contestants will start from behind the starting line, run to the left or the right of the first barrel, and then continue the figure 8 pattern.
2. Pattern run must be in all forward motion.
3. If the contestant backs up, it is considered a broken pattern.
4. The time starts when the contestant crosses the starting line and stops when he/she crosses it on the way back after running the pattern.
5. Contestants must remain mounted for the entire run.
6. Contestants will receive a no time for crossing the starting line while running the pattern other than to start or finish the run.
7. Time limit 60 seconds.

#### Penalties

1. Five second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
2. Disqualifications /No Time/ gate/ time limit/ rerun - same as Cloverleaf.

### 7.17 Cloverleaf Barrels

1. The barrels may be placed by the directors at distances that conform to the arena and arena conditions but not closer than 15 feet from fences. Location must be permanently marked for each individual night. Barrels may be staked differently each night since points are awarded each night.
2. Barrels must be metal and painted.
3. All barrels must be placed inside of stake.

#### Pattern

1. Contestants will start from behind the starting line, run around barrel number 1, then around barrel number 2, and continue around barrel number 3, finishing by crossing the starting line on the way back. Contestants may go to the right or left barrel first. Pattern must be run in all forward motion.
2. If a contestant backs up, it is considered a broken pattern.
3. The time starts when the contestant crosses the starting line and stops when she/he crosses it on the way back after running pattern.
4. There will be a five second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
5. Contestants must remain mounted for the entire run.
6. Contestants will receive a no time for crossing the starting line while running the pattern other than crossing to start or to finish the run.
7. Gate will remain open. You may run in and out at your discretion.
8. Time limit of 60 seconds.
9. Reruns are at the discretion of the judge. If rerun is given, the contestant has the option of running immediately or after the event of that age group, even if the person rerunning is last.

### 7.18 Pole Bending

1. The first pole is to be 21 feet from the starting line and each of the six poles shall be 21 feet apart.
2. Location must be permanently marked for the entire practice night.
3. Location may be changed each night since points are kept on a weekly basis.
4. Poles are to be placed to the side of the stake.

## Pattern

1. Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. Pattern run must be all in forward motion.
2. If a contestant backs up, it is considered a broken pattern.
3. If the contestant's horse breaks the plane by stepping across anywhere between the first and last pole while going from the start line to the last pole or from the last pole to the start line, it is considered a broken pattern.
4. Five second penalty for each pole knocked over. If a contestant knocks over a pole and it stands up again, it will be the same as knocking it over.
5. Disqualifications/ No Time / Gate/ Time Limit / Reruns- same as Cloverleaf Barrels.