



CENTRAL RODEO LEAGUE RULE BOOK



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CENTRAL RODEO LEAGUE RULEBOOK

THERE IS NO MEMBERSHIP FEE. THERE WILL BE A \$10.00 CHARGED PER EVENT ENTRY. 100% OF THIS MONEY WILL GO TO THE FINALS CHAMPIONSHIP FOR THE COWBOYS/GIRLS PRIZE MONEY

1. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter. Failure to understand the rules will not be accepted as an excuse.

(a) In the situation where there is not a written rule for a particular situation, we will follow the PRCA and WPRA rule books.

2. A person applying to compete who has been reported as having been injured at a rodeo or elsewhere, may be required to provide to CRL with a "Proof of Physical Fitness", signed by a doctor. Once a person has been notified by CRL of the need to provide the "Proof of Physical Fitness", the person will not be allowed to enter or compete at an CRL rodeo until the form is signed and on file at the CRL office.

3. Contestants will be fined or suspended from competing and their results and points will not count for the following:

(a) Nonpayment of entry fees.

(b) Attempting to fix, threaten, bribe, verbally abuse or harass the judge(s), rodeo organizing committee, CRL employee.

(c) Conduct or speech of any kind detrimental to the best interest of the sport of rodeo.

(d) Failure to abide or disobedience of the rules of Central Rodeo League.

4. Contestants who turn out stock in a slack or paid performance cannot place in the average of that event.

5. Any competitor found guilty of damage to hotel property, or other physical damage that is reported to the CRL, will be suspended until the reported damages are made good to the satisfaction of the executive.

6. All contestants who qualify for the CRL Finals Rodeo must have competed at sixty (60) per cent of the rodeos scheduled with their events.

7. In the event of a rodeo cancellation due to weather the contestants and stock entered at the rodeo will be able to count that rodeo towards the Finals entry count.

8. Exhibition Runs and Rides- An exhibition non-paid run means a contestant cannot make any exhibition runs until their competition runs at that rodeo have been made. Contestant cannot have an exhibition run made by another person on her contest horse until all competition runs

have been made on that horse. Violation will result in a major rule infraction - Disqualification

CENTRAL RODEO LEAGUE CHAMPIONSHIP RODEO

All contestants who qualify for the CRL Finals Rodeo must have competed at sixty (60) per cent of the rodeos scheduled with their events. In the event of a rodeo cancellation due to weather the contestants and stock entered at the rodeo will be able to count that rodeo towards the Finals count.

The top 10 contestants in the adult events, and the top 6 in the Youth Barrels and Bulls events will qualify. In the event of a tie for 10th place in Adult events or 6th place in Youth Events, CRL will accept both tied Contestants and that Event will have 11 and 7 Contestants respectively.

The following rules shall be used for determining CRL Champions at the Finals Rodeo:

(a) In the event that two or more finalist contestants in an event are tied for an event championship at the end of the scheduled number of go-rounds, those tied shall compete on stock until tie is broken and a Champion declared.

(b) If there are fewer qualified rides/runs than there are payoff positions, remaining payoff positions will be paid as Ground Money amongst those that have won money.

(c) If there are no qualified rides/runs, all monies will be added to the next round pay out.

(d) If there no qualified rides for the entire Rodeo, the following will apply
All Contestants will have their Entry Fee refunded and
Any remaining monies will be retained by the Organizing Committee

Before anyone will be considered as a judge for the CRL Championship rodeo, that person will have been required to work at least three approved rodeos during the current rodeo year before being eligible to work at the CRL Championship rodeo.

Payouts and Allocation of Monies

If the Championship Rodeo has 3 Go's plus an Average, the total money available will be split 20/20/20/40 between each Go and the Average

If the Championship Rodeo has 2 Go's plus an Average, the total money available will be split 25/25/50 between each Go and the Average

Payouts Per Go will be paid as follows:

- 1 competitor – 100%
- 2-5 competitors 60/40%
- 6-10 competitors 50/30/20

Average payout

- 1 competitor – 100%
- 2-5 competitors 60/40%
- 6-10 competitors 40/30/20/10%

If there are NOT 4 placings in the Average, then the percentage of payout changes

- 1 placing 100%
- 2 placings 60/40
- 3 placings 50/30/20

Payouts will be done by the Office the day following the last day of the Rodeo. Contestants will either receive a Cheque or an ETransfer dependent on which they've registered for during the Rodeo Season. If you have not yet registered for Etransfers, forms will be available at the Rodeo Secretary's office.

Draw for Order of Go

All Orders of Go will be at the discretion of the Producer.

AWARDING OF POINTS

1. Standings in each approved event will be based on the amount of money won by each contestant in each event at all approved rodeos.
2. At rained out or otherwise incomplete rodeos, money won in all completed go-rounds will be paid out but points will not count.

CONDUCT OF RODEO

1. Contestants in the rodeo arena must conduct themselves in such a way so as not to interfere with the vision of the spectators.
2. Timers for a rodeo may not be changed after the first performance except for sickness or injury, or by request of event judge because of the timer's incompetence or through agreement of the stock contractor, rodeo committee and CRL official.
 - (a) The timer who times the first performance of a riding event must time that riding event for the duration of that rodeo, except as provided above in this rule.

CONTESTANT DISQUALIFICATION

1. Contestants, staff and officials of the rodeo will be disqualified for any of the following offenses:
 - (a) Being under the influence of liquor in the rodeo arena.
 - (b) Rowdyism or quarreling in the actual domain of the rodeo arena.
 - (c) Mistreatment of stock.
 - (d) Refusing to contest on stock drawn for him.
 - (e) Not being ready to compete when called upon.
 - (f) Cheating or attempting to cheat.
 - (g) Unnecessary delay in taking roughstock. 30 second rule in effect. This action to be enforced by the judges at their discretion.
 - (h) Problem horse/ 3 strike rule. If a roper has had the opportunity to enter the box or chute and can neither get their horse in the box or chute, nor bring their horse under control while in the box, and in the opinion of the judge this situation has become excessive a 3 strike notice will be given and if the competitor does not call for the steer on the 3rd attempt the judge has the option of calling for the steer or starting the timer and declaring a no time on the run
2. All contestants with horses must ride in the Grand Entry if requested to do so by the stock contractor or management, otherwise they will be disqualified, and their entry fees forfeited.
3. Riding event contestants will be disqualified for:
 - (a) Being bucked off;
 - (b) Changing hands on rein;
 - (c) Wrapping rein around hand;
 - (d) Pulling leather
 - (e) Losing stirrup
 - (f) Touching animal or anything else with his free hand;
 - (g) Two handed Youth steer riders touching his head with any part of the

animal

(h) Riding with locked rowels, with rowels that will lock on spurs in the bareback and saddle bronc, or with sharpened rowels IN ANY EVENT.

(i) Not following judge's instructions to take feet from neck of horse stalled in the chute;

(j) Ignoring judge who had advised him that he is next to go, if he is not above stock with his glove on (if glove is used) when previous stock leaves the arena;

(k) Delaying the rodeo

(l) Setting bareback rigging too far ahead (to an extreme).

(m) Fouling stock by holding gate or side of chute.

POSTPONEMENT AND CANCELLATIONS

1. If a rodeo is cancelled part way through, due to weather, etc., prize money will be paid for the portion completed minus the entry fees refunded to the contestants who did not have a chance to compete due to the cancellation.

(i.) Only the entry fees for the events in which the contestant(s) were unable to contest due to the cancellation are to be refunded.

(ii.) If events are cancelled due to weather, either cancel all events, or no events.

2. In the Ladies Barrel Racing event only, if a contestant does not wish to compete due to unsafe ground conditions, contestant must get both judges to sign off thereby allowing that contestant to visible and not be fined a turn out fee.

RULES TO INSURE HUMANE TREATMENT OF STOCK

1. No locked rowels or rowels that will lock on spurs may be used on bareback horses and saddle broncs. No sharpened spurs can be used in any event.

2. No animal shall be beaten, or cruelly prodded. (i.) Standard electric prods shall be used as little as possible. Prods may be used to get animals in the chutes but not when animals are in the chutes. Prod usage will be policed at the chutes.

(ii.) No wooden paddles may be used on stock, however, straps are permissible. (Plastic Paddles are permissible.)

3.(a) A neck rope must be used in the tie down roping and a calf must not

be busted.

(b) Contestant must adjust rope and reins in a manner that will prevent the horse from dragging the calf.

(c) Rope to be removed from calf's body as soon as possible after tie is deemed official.

4. The placing of fingers in eyes, lips or nose of steers while steer wrestling is forbidden.

5. Animals for all events may be inspected before the draw.

(i.) No sore, lame, sick, or injured animal or animals with defective eyesight shall be permitted in the draw at any time.

(ii.) Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, another animal shall be drawn for the contestant as provided in the rules.

(iii.) An official veterinarian should be available at all times

(iv.) A judge must pass on the animal's inability to be used before it can be replaced in the draw.

6. A conveyance must be available to remove animals from arena in case of injury.

7. No sharp or cutting objects in cinch, saddle-girth or flank straps shall be permitted.

8. Disqualification will result from the use of an electronic device during a performance.

9. No stimulants or hypnotics to be used or given to any animals used for contest purposes.

10. (a) Chutes must be constructed so as to prevent injury to stock.

(b) Maintenance men and equipment shall be stationed at chutes to assist in the removal of any animal should it become caught.

11. The rodeo arena shall be free of rocks, holes and obstacles which might cause injury to stock.

12. Clowns are not to abuse stock in any way.

13. No small animals or pets will be allowed in the rodeo arena where restraint is necessary or where they are subject to injury or attack by another animal.

14. Livestock is to be removed from the rodeo arena after completion of entry in contest.

15. Use of fireworks to frighten animals is prohibited.

16. Any unnecessary roughness used in rodeo competition will result in disqualification and/or suspension.

17. When artificial horns are used on team roping cattle, they must be

removed immediately after each performance.

18. Automatic \$50.00 fine can be levied by judges or CRL staff on a member for mistreatment of a rodeo animal.

JUDGES AND JUDGING

1. CRL will assign at least two judges for each rodeo
2. No video footage will be used for judge decisions.
3. Whenever it is necessary to make exception to the rules due to unusual circumstances, the judges must confer with the CRL manager present to discuss the possibility of unfair treatment to rodeo contestants entered at said rodeo.
4. Prior to the rodeo Judges will mark off barrel positions for the ladies' barrel racing and must sign the barrel measurement slip supplied for that purpose by the rodeo secretary.
 - (a) A judge must read and record from the electric timer in the Ladies Barrel Racing.
5. A riding event judge, or field flagman cannot be changed during the course of a rodeo unless due to sickness or injury.
 - (a) If a judge is unable to judge or flag all events, he must pay his replacement for those events.
 - (b) A judge may enter a timed event at a rodeo he is judging, but that judge would be responsible to ensure his responsibilities are taken care of while he is competing for the entire rodeo by a competent person.
6. The decisions of any eligible judges, field flagmen or timers will be final and no protests by contestants will be permitted in arena.
7. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
 - (a) Judges must also remain available to the rodeo office until the rodeo secretary has made a final check of the books. Judges marks will be official 1 hour after performance.
8. It is the responsibility of the judges to see that a contestant takes his right stock.
9. Marks and times must be posted after each performance and cannot be changed after being posted.
10. A competitor can appeal a call. They must fill out an appeal form within 30 minutes of the end of that performance. Judges will rule on the appeal before posting final results of each Performance. Once final results are posted all calls are final. Appeal sheets are available at rodeo secretary office. There will be a \$50.00 fee to place an appeal. This appeal fee will be

forfeited if the appeal is not granted.

RIDING EVENTS

1. Ride and animal to be marked separately.
 - (i.) All riding event judges must use a stop watch to time duration of rides.
 - (b) Mark the ride according to how much the rider spurs the horse.
 - (i.) Mark the ride from one to twenty-five and use the full spread.
 - (ii.) The animal is to be marked from one to twenty-five and use the full spread.
2. Contestants may pull riggings, cinch saddles and pull ropes from either side in all riding events.
 - (i.) Middle flank belongs to bronc rider, within reason.
3. (a) To qualify, rider must have spurs over the break of the shoulders and touching the horse when the horse's front feet hit the ground the first jump out of the chute.
 - (b) If a horse stalls coming out of the chute, either judge may tell a rider to take his feet out of the horse's neck for a "free roll", with the first-jump qualifications being waived.
 - (i.) Rider may be disqualified for not following judge's instructions to take feet from neck of horse stalled in the chute.
4. (a) If in the opinion of the judges, stock in the riding events deliberately throws itself, the rider shall have the choice of that same stock again, (with approval of the stock contractor) or he may have stock drawn for him from the re-ride stock.
 - (b) Riders who are knocked off at the chute will be entitled to a re-ride at the discretion of the judges.
 - (c) It is the judges who shall decide on all matters of re-rides.
 - (d) Entry fees will be refunded to contestants who do not get a chance to take their re-ride the same day they are entered due to lack of stock.

TIMED EVENTS

1. (a) The riding event judges must also be field flagmen and barrier judge respectively for the timed event or find suitable replacement(s).
 - (b) The barrier judge is responsible for:
 - (i.) Inspecting barrier equipment, if equipment is faulty, it must be replaced;
 - (ii.) Making sure that nobody can stand close enough to the barrier or

barrier equipment so as to tamper with same;

(iii.) Changing the barrier string and seeing that the neck rope is on properly at the request of the contestant.

(c) Should a barrier break at any point other than its designated breaking point, decision is up to the barrier judge.

(i.) If contestant obviously beats barrier and the staples are pulled or barrier rope is broken, but string is unbroken, barrier judge may assess a ten second penalty.

(d) Barrier judge must record all barrier infractions onto the official barrier copy. He must check these infractions with the timers copy immediately following each performance and slack.

(e) Flagman cannot rope, dog or haze in the event he flags.

(f) The people appointed to flag are the judges for the timed events regardless of who judges the riding events and are the only persons authorized to deliver a decision or draw stock in the timed events.

(g) Once a contestant has been flagged out, he will receive no stock back.

2. There shall be two timers, a field flag judge and a barrier judge for all timed events.

RODEO LIVESTOCK

1. All rodeo livestock used in the riding and timed events must be numbered and drawn for when competition involves the Rodeo show.

2 Only calves and steers that are available for use in the first go-round may be put into the draw for the second or subsequent go-rounds.

3. Calves for Tie Down roping must weigh not less than approximately 150 pounds and not more than 300 pounds and must be uniform in size, strong and healthy.

4. Steers used in the steer wrestling event must be suitable steers weighing not more than 550 pounds at the time of the first RMG spring rodeo.

5. If a re-ride is given for an animal four times in a row, the said animal will automatically be declared unsatisfactory and must be replaced.

6. Steers used in the team roping must be horned cattle attachable artificial horns permitted.

7. Rough stock animals that are removed from the draw due to injury or sickness cannot be used for the remainder of the rodeo.

8. Suitable cattle must be supplied in the timed events at the discretion of the timed event representative,

9. All calves and dogging steers should be as uniform in size as possible.

BARRIERS AND SCORELINE

1. A ten second penalty will be added for breaking or beating the barrier.
2. In all timed events, a barrier will not be considered broken unless the ring drops within ten feet of the post.
3. In the timed events, the pusher must be clear of stock before the barrier is tripped.
4. Once score line has been set in timed events it will not be changed at that rodeo, nor can the length of the box be changed.
5. In order for time to be considered official, the barrier flag must operate.
6. When using an automatic barrier, neck ropes must be tied with zip ties.
7. (a) If automatic barrier malfunctions in any way contestant must take rerun provided the contestant has made a qualified run or claims animal
(b) If automatic barrier equipment hangs on animal or fouls horse or neck rope fouls contestant, then contestant must pull up and declare himself in order to get the animal back.
(c) If the automatic barrier fails to work and stock is brought back, contestant must take the same animal over during or immediately after the same performance.
8. In any timed event should an animal escape from the rodeo arena, the flag will be dropped and timer's watches stopped.
(a) Contestants will get animal back with lap and tap start and time already spent will be added to time used in qualifying.
(b) If time is not recorded, the decision of the flag judge shall be final.
(c) If rope is on animal, roper will get lap and tap with rope on animal in the chute.
(d) If flag is not dropped or if timer misses flag and time is not recorded, contestant will get animal back or spare, if drawn, with any initial barrier infraction added to the time.
9. If a contestant ropes and ties a calf or dogs a steer without the presence of a flagman in the field he will get a re-run on the same stock unless a spare has been drawn.
10. The minimum standard measurement for timed event boxes is twelve feet in length and eight feet in width.
11. To measure score line correctly put barrier up with pin in the barrier ring, holding the pin in place, measure from the post where the barrier pin goes to a point where the barrier rope touches the ground. Set the barrier eighteen inches beyond that point.

DRAWING STOCK-GENERAL

1. Stock will be drawn at rodeo office prior to rodeo. If for any reason stock needs to be re drawn at rodeo a judge must be present.
 - (a) Stock for a complete go-round must be drawn up at one time with the exception that stock for one performance may be drawn if the same stock is drawn in both or subsequent performances.
 - (i.) All timed event stock must be rotated for drawing purposes. All remaining timed event stock must go to the top of the draw for the next section.
2. When calves are not fresh, reruns will always be drawn from the whole herd used in the draw, not from those calves that are missed.
3. Any stock in the original draw, that is turned out (not bucked exhibition or contest) automatically goes into the re-ride if necessary.
4. Any animal drawn for a re ride, but not used in that go-round may be held out of the draw for re ride in the following go-round along with feature animals but then will be returned for the go-round draw after the re rides have been drawn.
5. (a) Re rides may be drawn at any time after the re ride has been granted.
 - (b) Re rides will be drawn from re ride stock, including turned out stock if necessary.
 - (c) An animal can be drawn for a re ride only once in a go-round.
6. No contestant may compete on the same head of stock twice at any one rodeo in the same event.
7. CRL and Judges have the right to declare any stock unsatisfactory and any stock so declared will be taken from the draw.
8. In case that stock is sick, crippled or already shipped, replacement will be drawn from reside animals.
9. A contestant, in any event, who takes the wrong stock, will get his right stock later.
 - (i.) It is the judges' responsibility to see that the contestant takes his right stock

DRAWING STOCK - TIMED EVENTS

1. If mistake is made in drawing timed event stock, redraw will be made from the mistake down.

2. In timed events, no drawn stock can be held over from one performance to the next or overnight.
3. Only calves and steers that are available for use for the first run can be put into the draw for the second or other runs.
4. In the timed events, all cattle in the draw will be drawn one time before any cattle will be drawn for a second time. When the number of animals is equal to or exceeds the number of contestants in that performance, no stock will be run twice in the same performance.
5. In the timed events, if a contestant has advised the secretary that he will be turning out his stock, no stock will be drawn for such a contestant
6. The judges shall inspect all timed event stock and are empowered to cull unsatisfactory stock provided that such culling must take place at a reasonable time before the rodeo starts.
7. In timed events, a complete go-round must be finished before any contestant can compete on his next head of stock, except for stock that must be brought back.
8. When it is necessary to make a cut in the cattle in timed events, the weaker end will be taken out of the draw.
9. During any performance if an animal in the timed events escape the chutes or pens before it is called for by the contestants, or if automatic barrier fails to work and stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. One steer or calf cannot be brought back alone.
10. (a) Spares will be automatically used in the event of a re-run (ie: animal escapes, barrier malfunction, bad gate, gate left open). The spare will not be posted and will be kept confidential by judges.
(b) If contestant did break barrier on first run, he will take re-run with no barrier in place and will carry forward his penalty to the lap and tap time.
11. In timed events (CR-SW-TR) when a contestant gets moved to another performance without a trade, he will be first in order for drawing stock and for competing, in the Ladies Barrel Racing the contestant will run last.

RE RIDES

1. Re rides must be given in all three riding events
2. Re rides will be given for stock that:

- (i.) Fails to break;
 - (ii.) Fouls rider;
 - (iii.) Runs off; or
 - (iv.) Stops or falls.
- (b) If a re-ride is given, the judges must have the re-ride and the mark given, announced and the contestant has the right to refuse the re-ride before the re-ride is drawn or accept the marking.
- (c) The first re-ride given and accepted must be drawn first.
3. For re-rides, the contractor has the option to use the designated re-rides or any of the turned-out animals, and order of usage of re-ride animals must be given to the judge by the stock contractor prior to the performance starting.
4. If an animal runs off, stops or falls, the rider has the privilege of taking the same stock back, providing that the stock contractor is willing, or the rider may have a re-ride drawn.
5. (a) Re-rides may be issued at any time after the re ride has been granted.
- (b) An animal can be drawn for a re-ride only once in a go-round.
6. If in the opinion of the judges, a rider makes two honest efforts to get on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for him.
7. In the horse riding events, if the flank comes off, the rider may accept the marking or a re-ride drawn from the reside pen, provided the rider has completed the eight second qualified ride.
8. In the bull riding event, if the flank comes offend the rider completes a qualified ride, he may accept the marking or have the option of a re-ride.
- (a) To be eligible for a re-ride, the rider must make a qualified ride to the point of the flank coming off.
- (b) If a re-ride is taken, it must be taken on the same bull, if the stock contractor consents.
9. Riders who are fouled at the chute, or by the animal itself, must claim the animal by double grabbing or dismounting immediately so as to obviously indicate a foul in order to claim a re-ride.
- (i.) Final decision to be made by the judges.
10. Re-rides or reruns will not be given if the contestants own equipment breaks or fails.
11. If no reside stock is designated, then re-rides are to be drawn from the herd.
12. (a) If, in the opinion of the judges, stock in the riding events deliberately throws itself, the rider shall have, with the approval of the stock contractor,

the choice of that stock again or he may have the stock drawn for him from the re ride stock.

(b) Riders who are knocked off at the chute will be entitled to a re ride at the discretion of the judges.

(i.) It is the judges who shall decide on all matters of re-rides.

TIMERS

1. Timers must be CRL trained and approved.
2. An approved timer will be allowed to work one rodeo per season providing the other timer is an approved CRL carded timer.
3. Rodeos must use two timers in timed events. Times are to be added then averaged in Timed events. Barrels and Poles will use electric eye. If there is one tenth of a difference, time will be recorded by the lowest time. All events, with the exception of Ladies and Youth Barrel Racing must be timed in tenths. Barrel racing must be timed in hundredths.
4. In riding events, the second timer is to back up the first timer.

RODEO INSTANT DIRECT ENTRY POLICY AND PROCEDURE

1. No changes may be undertaken or implemented with respect to Central entries without prior approval and/or consent from the RMG.
 - (a) The Central entry system will be in operation for all RMG rodeos, except in the case of dual approved rodeos where the RMG is not the lead association. The lead association will look after entries and all related procedures.
 - 2(a) Should telephone service disruption cause a delay in the taking of entries, the Central entry office shall remain open for a corresponding period of time, beyond the official entry closing time.
4. Contestants when entering must have valid charge card that will be processed at time of entry and first time competitors with RMG must email in Release Form/or sign at event or they will not be entered. Contestants can supply bank information for Direct Deposit to their bank account. Winnings will be deposited directly to bank by Thursday of week following rodeo. (With no bank info, cheque will be mailed out)
 - (a) Contestants must give Central entry operator their name, and list the Rodeos and events they wish to enter and preferences.
 - (b) Contestants must also notify the Central Entry operator of their intention to buddy.

Any four contestants may buddy, however, team roping contestants are asked to keep in mind the fact that they already have a buddy in the person of their team roping partner.

5. No person on the CRL Suspended List will be permitted to enter any CRL rodeos. Anyone who has entered while on the suspended list will be drawn out at entry closing and will not be allowed to remain on the entry list until callback day.

6. All Rodeo Fines and Turn Out fines must be paid in full to the CRL Office before or during the Day of Entries.

7. In the case of duplicate entries, the latest entry will be accepted.

8. All contestants entering CRL approved rodeos are required to pay Central Entry fee of per entry per rodeo.

9. Positions in the timed events will be made at entry closing.

10. Callbacks will be Wednesday between 1-3 PM, Contestants will go to our website for callbacks Wednesday 9 AM to check the draw for when they are entered. If there are any errors with their entry, then they must contact the office prior to the callback deadline.

11. Harassment or the use of foul language to CRL employees will result in a \$100.00 fine to the contestant. Fine will be levied by the CRL office and contestant will have 30 days in which to pay before he/she becomes ineligible to enter.

STOCK CONTRACTORS AND THE DRAW

1. When there are fewer than 5 entries per performance at a rodeo in a particular major event, the event entries will remain open to try to fill the minimum number of competitors.

2. If the number of entries at a rodeo, when divided by the number of performances equals four or less, the committee or stock contractor may have the option of going two head in that event. Contestants would be allowed to take both head of stock on the same day. Prize money would be paid off according to total points on average. Go rounds are not paid. When rodeos use the low entry two head in one day rule, timed events will be drawn in the same order as the first round and also timed events will be run in the same order as the first round.

DRAWING POSITIONS

1. (a) In the timed events, positions will be drawn for each performance. Producer reserves the right to change/alter the draw to fill a Show or to

make numbers even within an Event.

(i.) A list of these positions must be posted where it is available to the contestants.

(b) If trading is allowed, permission must be obtained from both contestants.

2. If contestant is injured at a rodeo, he may be held back at the same rodeo until later in the go-round with consent of both the judges and the stock contractor.

3. No contestant will be allowed to take two head of stock in the same event in one day, with the exception of re-rides or reruns, unless there are two complete go-rounds in that day.

4. Rider's position may be drawn or they may take the number stock they have drawn as it appears in the chute.

(i.) If pens aren't available for sorting stock, then it may be run in as it comes and the riders who drew that stock must be notified that their stock is in the chutes.

5. If any rodeo with three performances, where two go-rounds are necessary, contestants may go back to back, but cannot compete twice in the same event in each or any performance.

CONDUCT

1. A competing person and employees releases to CRL the right to use his name and/or picture for the good of the sport of rodeo as long as there is no commercial endorsement.

(a) At such time as any competitor or employee is approached by a rodeo committee for the purpose of asking that member to sign autographs, interview on radio or TV, etc., for the purpose of advertising, the person will be expected to co-operate to his utmost.

TURN OUTS

1. When a contestant enters a rodeo through Central Entry, he/she may state two preferences as to the day he/she would like to compete. If a contestant chooses to turn out of a certain rodeo he/she must pay his entry fees and applicable Central Entry fees.

A contestant is also subject to the following fines.

(a) If a contestant turns out of a slack, there is no fine.

(b) If a contestant has been given his first preference and gives proper

notification of turning out, he must pay a \$50.00 fine.

(c) If the contestant has been given his second preference and gives proper notification of turning out, he must pay a \$10.00 fine.

(d) If a contestant has not been given either of their preferences and gives proper notification of turning out, they will not be fined.

(e) If a contestant does not give proper notification of turning out they must pay a \$200.00 fine. they are subject to the above mentioned fines.

(f) If numerous contestants turn out of a rodeo due to bad weather and unsafe road conditions (ie: snow storm), it will be left to the discretion of the judge to determine if turn out fines will be assessed.

(g) All turn out fines are due the day following said rodeo where the fine was assessed or contestant becomes ineligible to enter.

(h) When two contestants trade they keep each other's positions.

2. Contestants may notify Central Entry operator of turnout, call the Central Entry office during office hours or may call the turn out recording up until 10 am of the day they are scheduled to compete.

3. Stock that is turned out in a paid performance due to tardiness of contestant, or because contestant did not show up, will not be brought back.

(a) If the first head of stock has been turned out, the contestant will be allowed to take his second head of stock.

(i.) The first turn out of stock will result in the contestant being assessed a turn out fine.

4. In the case of a turn out of one team roping partner, the remaining partner will be allowed to pick up another partner who is in good standing with CRL. The new partner must sign a waiver and be approved by Rodeo judge. The arena secretary must be notified and the applicable fees paid by the replacement. The turned out team roper will be assessed a turn out fine and will be responsible for any unpaid fees.

6. If a member has entered a rodeo(s) and an immediate member of their family dies, a compassionate release can be used. Administration fees would still have to be paid; however, all other fees and fines will be waived.

MEDICAL, VISIBLE AND VET RELEASES

1. If a contestant is injured in an event and is, in the opinion of the judges, unable to compete in another event in which he is entered, he may medical release from those events and be refunded the entry fees for the event from which he medical releases out.

To do this, the contestant who is injured is required to have an official CRL

contestant's release form completed and signed by the judges. An official CRL Medical Release form, dually signed by the judges will be considered the same as a doctor's medical release. This form will carry over to next rodeo; however it is contestant's responsibility to notify other rodeos.

(a) A contestant will be allowed three doctor's releases or vet releases per competition year, and will thereafter, be responsible for all entry fees for all rodeos entered. One doctor's release will cover overlapping rodeos.

2. Permission to turn out stock must be obtained from both judges. In the case of a Team Roping partner having to medical release, the remaining partner may get out on the same medical, without fees or fines, or he may find another partner who is in good standing with the CRL.

3. If in the opinion of the judges, a contestant is unable to compete in a particular event because of injury, the contestant may withdraw by visible release, but this does not prevent the contestant from competing in other events in which he is entered. The contestant must pay Entry fees, Central Entry fees. Entry fee remains in the pay off, turn out fine is waived.

(a) The visible injury must be signed by at least two judges and must be sent in with rodeo results.

(b) If contestant is injured away from rodeo and still wishes to visible release he must notify and then request proper form to be completed by a doctor. The form must be received in the RMG office within 10 days from the time the release was used or turn out fine will apply.

(c) A contestant will be allowed 3 visible injury releases per competition year and thereafter be responsible for any applicable turn out fines.

4. If a contestant is injured in an event after he nods for his stock, there will be no refund of entry fees in that event, even though he may have been injured in the chute or behind a barrier.

5. A contestant turning out of any CRL approved rodeo(s) on a medical release or Doctors medical release must notify by calling the Central Entry office during office hours or by calling the Turn Out Recording by 10am of the day he/she is scheduled to compete. Contestant may also send notification to the rodeo with messenger and messenger must get receipt of proper notification from rodeo secretary. To ensure proper notification, contestant should call the CRL office first business day before 10am.

(a) Contestants who obtain a Medical release or complete an official doctor's release to release from a rodeo, cannot compete at a rodeo that starts ten clear days following the first time he used that medical release. The medical release must be received at the CRL office within 10 days of that rodeo or the contestant will be liable for the entry fees for the rodeo(s) for which the medical release was obtained.

(b) Ladies Barrel Racers are allowed 3 Vet releases per year. When proper notification is given, one release will cover all rodeos from the same weekend. When using Vet releases, contestant cannot compete for ten clear days.

(i.) Vet releases may only be used for the Ladies Barrel Racing, Youth Barrel Racing and Pole Bending.

6. Members using a Release must pay Central entry fees prior to next entry or will be placed on the CRL Suspended list.

7. If a medical or vet release is not received at the CRL office within ten days of the rodeo that was first released from, member will still be treated as a medical but will be fined double the amount of entry fees plus any related turn out fines that may apply. Rodeo payoff will not be recalculated.

PAYING OF ENTRY FEES

1. Contestants must pay entry fees before contesting.

2. Any member entering contestants other than him will be responsible for the entry fees for all contestants he enters and will be suspended if these entry fees are not paid.

PAYOFF

1. In each event the prize money and entry fees are added together for the purse in that event for that go-round.

2. The 4, 6, or 8 place payoff is determined on the purse after the administration fee is deducted.

An all inclusive fee of 10% covers Administration fee; Judge Fee, Timer Fee, Animal Welfare of the combined total of purse and entry fees.

3. (a) Money splits for Tie Down Roping, Ladies Barrel Racing, and all other events:

4 monies if purse is under \$1000.00 payoff split is 40, 30, 20, and 10 percent.

6 monies if purse is \$1001.00 to \$3000.00 payoff split is 29, 24, 19, 14, 9, and 5 percent.

8 monies if purse is greater than \$3001.00 payoff split is 23, 20, 17, 14, 11, 8, 5, and 2 percent.

(b) Money splits for Team Roping:

4 monies if purse is under \$3500.00 payoff split is 40, 30, 20, and 10 percent.

6 monies if purse is \$3501.00 to \$8000.00 payoff split is 29, 24, 19, 14, 9,

and 5 percent.

8 monies if purse is greater than \$8001.00 payoff split is 23, 20, 17, 14, 11, 8, 5, and 2 percent.

(c) Money splits for Saddle Bronc, Bareback, Steer Wrestling and Bull Riding

4 monies if purse is under \$1500.00 payoff split is 40, 30, 20, and 10 percent.

6 monies if purse is \$1501.00 to \$5000.00 payoff split is 29, 24, 19, 14, 9, and 5 percent.

8 monies if purse is greater than \$5001.00 payoff split is 23, 20, 17, 14, 11, 8, 5, and 2 percent.

(d) Novice Saddle Bronc, Novice Bareback, and Novice Bull Riding:

If there is one qualified ride he will get 1st place, and 2nd, 3rd & 4th place prize money will be paid to the winner as well as day money. If more than one money winner but not all places the remaining money will be paid between the winners on percentage of their placing as day money..

Ground money will not count towards the standings.

4. At a rodeo with more than one go-round, the purse is divided by the number of go-rounds and the average.

(a) Rodeos with one go round and finals pay-off as follows: long go 40%, finals 20%, and average 40%.

5. If there are no qualified rides or times, entire pot will be allocated 50% to RAM Finals and 50% back to committee.

FINES AND SUSPENSIONS

1. Contestants will be fined and/ or suspended for failure to abide by articles and rules of CRL.

2. RMG and their staff empowered to suspend and/or disqualify any contestant for rule infractions at the time of the infraction.

(a) A minimum fine of \$25.00 is levied for any rule infraction.

3. Any contestant who competes at a rodeo and does not pay entry fees, will be charged a late payment fee of \$25.00 per rodeo.

4. Members and/or contestants will be fined or suspended for attempting to fix, threaten, bribe, verbally abuse or harass the judge(s), rodeo organizing committee, CRL employees.

(a) Violators of this rule shall be reported to CRL by the judge(s) or management involved.

5. No contestant may talk to a judge or timer in any instance, while an event is going on and this includes asking about re-rides.

(a) Such questions may be addressed to the judge only at the end of the section of that event for that performance.

(i.) Any contestant violating this regulation will be reported to the RMG office by the arena director or judge or stock contractor of that rodeo where the violation occurred.

6. Any person who has their name on the CRL suspended list as of January 1 of the current rodeo year will be prohibited from rodeoing during that calendar year unless he/she wishes to pay his fine plus a \$50.00 fine

7. Any contestant found on the CRL suspended list three times during the current rodeo year will be required to post a \$500.00 cash bond to compete further. The contestant will forfeit that bond to the CRL should he appear on the CRL suspended list on a fourth occasion.

8. Any contestant not wearing proper western attire, including long sleeved shirt with collar, with sleeves rolled down, boots and cowboy hat in the rodeo arena and working area of rodeo during the one hour prior to, and one hour after rodeo time and during the paid and slack performances will be fined \$25.00 dollars. Judges and CRL employees may levy this fine.

9. Anyone wishing to dispute a fine must submit letter of complaint in writing accompanied with \$100.00 administration fee. If the CRL decides to reverse the fine you will be refunded your money with interest of 10% per annum.

TELEVISION RIGHTS

CRL retains all rights in and to the filming, taping, radio or television broadcasting or reproduction in any manner or form of any of its approved rodeos or any part thereof. All proposals for filming or television of sanctioned rodeos, including local, cable or educational television must be cleared through the head office of the CRL 30 days prior to the first performance of the specific rodeo. Legitimate news coverage exempted.

EVENT RULES

A. SADDLE BRONC RIDING

1. Stock used in the event must be furnished by the stock contractor.

2. Stock contractors must furnish their own standard halters and contestants must use them, unless agreement is made between contestant and stock contractor, subject to the approval of the judges on the fitness of the halters.

3. Riding is to be done with a plain halter; one rope rein and an association saddle (see specifications). Stock contractor may call judges to pass on suitability of the saddle.
4. (a) Horses must be saddled in the chute, with the saddle not to be set too far ahead on the horse's withers.
(b) Contestant may cinch his own saddle or examine same to determine if it is satisfactory.
5. Middle flank belongs to the contestant, but the stock contractor may have the contestant put the flank cinch behind the curve of the horse's belly. The flank cinch may be hobbled.
6. Either the stock contractor or the contestant shall have the right to call the judges to pass on whether or not the horse is properly saddled and flanked to buck its best.
7. Unless requested by the contestant, his saddle bronc horse cannot be prodded after that contestant sits down in the saddle.
8. To qualify, the contestant must have his spurs over the break of the horses shoulders and touching the horse when the horse's front feet hit the ground on the first jump out of the chute.
9. The contestant must ride with one arm free at all times. The riding rein and riding arm must be on the same side.
10. Saddle bronc riding shall be timed for eight seconds, with time to start when the inside shoulder of animal crosses the plane of the chute.
11. The matter of re-rides shall be decided by the judges.
12. A contestant will be disqualified for not following contesting rules or for violating Contestant Disqualification rules.
13. Contestant saddle specifications: Saddle should conform to the measurements below with a reasonable added thickness for leather covering.
 - (a) Rigging: 3/4 double-front edge of dee ring must pull not further back than directly below centre point of swell. Standard E-Z ring type saddle dee must be used and cannot exceed 5 and 3/4 inch outside-width measurement.
 - (b) Swell undercut: Not more than two inches. One inch on each side.
 - (c) Gullet: Not less than four inches wide at centre of fork of covered saddle.
 - (d) Tree: Saddles must be built on standard association tree.
 - (i.) Specifications: Fork 14" side; height 9" maximum; gullet 5 and 3/4 wide; cantle 5" maximum height, 14" maximum width.
 - (e) Stirrup leathers must be hung over bars.
14. No freak saddles allowed.

15. Front cinch must be at least five inches wide.

B. BAREBACK RIDING

1. Stock used in the event must be furnished by the stock contractor.
2. Contestants must ride with the use of a one-hand rigging (see specifications). Stock contractors have the right to have judges pass on whether or not Riggins are objectionable.
3. (a) Riggins must lie flat on the horse's back while the rigging is being cinched so there is an even distribution of pressure at all times.
(b) A one-inch thick pad must be used under the bareback rigging.
(i.) The stock contractor must have pads available in case the contestant does not have one.
4. The Stock contractor may call a judge to pass on whether or not the rigging is being set and/or cinched in a way that might hurt the horse's back. The contestant will have the right to call a judge to pass on whether or not his horse is properly flanked and cinched.
5. Unless requested by the contestant, his bareback horse cannot be prodded after that contestant sits down.
6. The contestant will not be allowed to use tape or any other adhesive material or substance, other than dry rosin, on his rigging and/or glove, nor may the contestant take any kind of finger tuck or finger wrap.
7. To qualify, the contestant must have his spurs over the break of the horse's shoulders and touching the horse when the horse's front feet hits the ground on the first jump out of the 33 chute.
8. The bareback bronc must be ridden for eight seconds, with time to start when the inside shoulder of the animal crosses the plane of the chute.
9. If the bareback rigging comes off the horse (for any reason) before the whistle, the contestant will be disqualified.
10. The matter of re-rides shall be decided by the judges.
11. The contestant will be disqualified for not following the contesting rules or for violating Contestant Disqualification rules.
12. A bareback rider who hangs up for more than two jumps may be fined \$200 at the discretion of the judges.
13. Bareback rigging specifications:
 - (a) Width at the hand hold must not exceed ten (10) inches.
 - (b) The "D" ring width must not exceed six (6) inches.
 - (c) All riggings must have sheepskin or sponge rubber underneath, but no metal, fiberglass or other objectionable material will be permitted underneath the rigging.
14. No freak riggings will be allowed.

15. All cinches must be at least five (5) inches wide.

C. BULL RIDING

1. Stock used in the event must be furnished by the stock contractor with no use of yaks allowed.
2. No bull may be put into the draw until his horns have been tipped to the size no smaller in diameter than that of a quarter.
3. (a) Riding to be done with one hand and loose rope, with or without hand hold; no knots or hitches to prevent rope from falling off bull when rider leaves him.
(b) Rider will be disqualified if rope does not have bell.
(c) Bell must be under belly of bull.
4. Rider not to use sharp spurs or lock rowels.
5. No more than two men may be on chute to pull contestants rope.
6. Contestant will have the right to call judges to pass on whether or not bull is properly flanked to buck to the best of his ability.
7. Unless requested by the rider, no bull can be prodded after the rider sits down.
8. Bull will be ridden eight seconds; time to start when the inside shoulder of the animal crosses the plane of the chute.
9. The matter of re-rides shall be decided by the judges.
10. If rider makes qualified ride with any part of rope in riding hand, he is to be marked.
11. A contestant will be disqualified for not following contesting rules or for violating Contestant Disqualification rules.

E. TIE DOWN ROPING

1. Calves for roping must weigh no less than approximately 150 pounds and no more than three hundred fifty pounds and must be strong and healthy.
2. Automatic barrier must be used at all rodeos for tie down roping and there must be a score line at the point where barrier trips.
3. Neck ropes must be tied with string.
4. At indoor rodeos, length of score must be no longer than the length of the roping box minus three feet unless other arrangements are approved by the tie down roping appointed representative.
5. (a) All fresh calves must be tied down and numbered in the arena on the

day of the rodeo at least two hours before rodeo time.

(b) If, after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at the rodeo they will not be considered fresh.

(c) Fresh calves being roped and tied down must be handled by hand without the use of a horse and must not be snubbed to a corral or chute post and may be tied three times if necessary.

6. (a) One loop will be permitted and should the roper miss he must retire and no time will be allowed.

(b) Roping calf without releasing loop from hand is not permitted.

7. There will be a twenty-five second elapsed time limit in the tie down roping. A whistle indicating "no time" shall be blown by the timer at the end of the twenty-five second time span.

If the contestant is in the process of tying the calf, he may finish the tie but will receive no time.

8. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf.

(a) If a horse drags a calf more than 6 feet after the tie has been completed, the calf roper will be flagged out

9. Contestant must receive no assistance of any kind from outside.

(a) This is a catch as catch can event and the roper may rope any part of the calf, but rope must be on calf until roper gets his hand on the calf.

10. (a) Rope may be dallied or tied hard and fast - either is permissible; contestant must dismount, go down rope and throw a calf by hand and cross and tie any three feet with at least one wrap and a half hitch.

(b) If a calf is down when roper reaches it, the calf must be let up to his feet and thrown by hand. If the calf regains front or back feet, it will be considered as up.

(i.) If roper's hand is on the calf when the calf falls, calf is considered thrown by hand.

(c) Tie must hold until passed on by the judge, and roper must not touch calf after giving finish signal until the judge has completed his examination.

(i.) If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will be marked No Time.

(ii.) Untie man must not touch calf until signaled to do so by flag judge.

11. The fines for busting a calf in the Tie down roping shall be as follows:

(a) Calves used for the tie down roping must have been roped off a horse and tied three times and of suitable weight; maximum of 300 lbs to a minimum of 150 lbs. The pen is to be approved by a representative appointed by the director.

(b) The fines for busting a calf in the tie down roping shall be as follows; automatic disqualification from the event for any offence at the discretion of the judge.

c) A bust will be defined as when a calf is jerked over backwards between 10 o'clock and 2 o'clock and lands with all four feet in the air.

(d) A roper can be fined \$200.00 for any unnecessary roughness to the calf. Re-occurrence after a second offense is to be dealt with by RMG.

12. The field flag judge will flag time from the time the rope horse takes his first step forward after roper has remounted.

(a) Rope will not be removed from calf until field judge has dropped flag.

13. Field flag judge must watch calf during remount to watch when a calf kicks free to determine whether calf was tied long enough to qualify.

14. Roper who does not leave rope slack until tie is passed on or jerks rope or drags calf will be disqualified.

15. Under any circumstances, roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.

16. There will be no rerun awarded for a broken rope or other equipment.

17. Unsatisfactory calves at one rodeo cannot be used at any further rodeos, subject to the discretion of the judges and RMG.

18. Tie down roper's belt line may not exceed fourteen feet in length. A fine of \$25.00 shall be levied for first offence. For second offence, the fine shall be doubled. After the third offence, this rule infraction shall be dealt with by RMG.

19. Catch will be considered good if legal loop is on before calf enters alley. Horse can not enter alley.

20. Calf must stand on min 3 feet and thrown by hand. 3 of 4 legs must dangle straight down. You can throw, leg, or mug calf.

F. STEER WRESTLING

1. Arena conditions will determine score. Length of score to be set by judges, contractor, and event director or representative, if present, subject to the conditions set forth herein.

2. In steer wrestling the score may be longer than the length of the steer

wrestling box minus six feet unless other arrangements are approved by the steer wrestling representative or a man of his choice.

3. (a) Animals used for this contest should be closely inspected and objectionable ones eliminated.

(b) Contestant will not be required to compete on a crippled steer or a steer with a broken horn.

(c) If a contestant jumps at his stock he accepts him as sound.

4. Contestant will be disqualified if he attempts in any way to tamper with stock or chutes.

5. (a) Contestant must furnish own hazer and horses.

(b) Only one hazer allowed.

(c) Hazer will not render any assistance to contestant while contestant is working with steer; i.e., setting up the steer by grabbing at its horns; or touching, holding, batting or striking the cattle in any way. (Waving the dogging horse off is not giving assistance.) Contestant is considered working the steer when steer leaves the box

(i.) Failure to observe this rule will disqualify contestant.

6. (a) Stock must be caught from horse.

(b) If stock gets loose, contestant may take no more than one step to catch steer.

After catching cattle, wrestler must bring it to a stop or change direction and twist it down.

(d) If stock is accidentally knocked down or thrown down before being brought to a stop or is thrown by contestant putting animal's horns into the ground, it must be let up on all four feet and then thrown.

(e) Stock will be considered down only when it is thrown on its side or back, all four feet and head straight after changing direction.

(f) Contestant must have hand on stock when flagged

(g) The fairness of the catch and throw will be left to the judges, and their decision will be final.

7. When a barrier is used for steer wrestling, an automatic barrier is to be used and there must be a score line at the point where the barrier trips.

8. There must be at least a 12-foot box.

(a) If box is shorter than 12 feet, the steer wrestling must be timed lap and tap.

9. (a) Neck ropes must be tied with string.

(b) No metal snaps or hardware shall be used on neck ropes in the timed events.

10. A 10 second penalty shall be assessed in any case in which a flag judge rules that the contestant's feet touched the ground before the score

line is crossed.

11. Steer wrestler is allowed one jump only.

(a) Contestant must make jump within twenty-five seconds or he will receive a "no" time.

(b) Contestant must have steer thrown inside of two minutes of crossing the score line or he will receive a "no" time.

12. No penalty for breaking horn.

13. Dogging stock must not weigh more than 550 pounds and have a minimum of 8-inch horn at the first spring rodeo.

14. Any steer wrestler unnecessarily abusing or leaving a steer with horns stuck in the ground, after being flagged, will be disqualified by the field flagman.

15. Steer wrestling cattle to be ear tagged as of their first rodeo.

G. LADIES BARREL RACING

1. Ladies Barrel Racing event must be run on a horse ridden by a female contestant only.

2. The regulation Barrel Pattern for the Ladies Barrel Race shall be 90 feet between barrel No. 1 and barrel 2 and 105-foot arc between barrel 1 and barrel 3 and barrel 2 and barrel 3. The score line shall be a minimum of 30 feet and a maximum of 60 feet. Barrel 1 and barrel 2 must be a minimum of 18 feet off the fence and barrel 3 must be a minimum of 25 feet off the fence. Stopping distance must be 45 feet on a closed gate or 30 feet on a safe open center gate.

(a) In all outdoor arenas that are NOT large enough for the regulation pattern barrel 1 and barrel 2 must be a minimum of 15 feet off the fence and barrel 3 must be a minimum of 18 feet off the fence. Score line will be a minimum of 30 feet and a maximum of 60 feet. Stopping distance same as regulation pattern. Distance between barrel 1 and barrel 2 and the distance of arc to barrel 3 may vary to a maximum of 25 feet according to arena size. Any outdoor arenas that are very small or the same size as an indoor arena use the guidelines for indoor arenas.

(b) In all indoor arenas, barrel 1 and barrel 2 will be a minimum of 15 feet off of the fence and barrel 3 will be a minimum of 18 feet off the fence, Score line will be a minimum of 30 feet and a maximum of 60 feet. Distance between barrel 1 and barrel 2 and the distance of arc to barrel 3 may vary to a maximum of 25 feet. Stopping distance, the same as regulation pattern.

3. (a) Barrels and score line must be permanently staked for the entire contest.
- (b) When barrels are marked for Ladies' Barrel Racing the barrel measurement slip must be signed by the judges.
4. Barrels to be metal drums of 45-gallon size and must be closed at both ends.
5. A five second penalty will be given for each barrel knocked over per run.
6. (a) The electric timer must be used whenever available. Times are to be timed to the one-one hundredth of a second (1/100). It must also be backed up by two timers using watches to the one-one hundredth of a second. Both sets of times are to be recorded. The electric eye time is to be recorded by a judge. When the electric timers are used, and a minority of the contestants is missed, the stop watches times will be used for them only. If the electric timer fails to operate for more than half of the contestants, the stop watch times will be considered as the official times for all contestants.
- (b) To ensure the electric timer is ready to use at each performance of a rodeo it shall be the responsibility of the two judges in that performance or slack to make sure the timer is operational and set up for the barrel racing. The judges are responsible for taking the timer down and putting it away at the end of the event.
7. Official time taken when any part of horse crosses score line start and finish.
8. After official racing time begins, reruns are not allowed.
9. Either barrel #1 or barrel #2 may be taken first, but contestant will be disqualified for not following the clover leaf pattern or for not being ready to contest when name is called.
10. Contestant will be ineligible from average payoff if she is absent from a run.
11. (a) A horse can be ridden more than once in a go round and/or performance by different girls, but a girl may only ride one horse in a go round, thereby allowing contestants to change horses between go rounds.
- (b) If a contestant is injured during a competition, a substitute contestant cannot take her place.
- (c) Contestants may not change order of run in a performance or slack as specified by RIDE without the approval of both judges.
12. Contestants may from a riding position hold barrel from falling.
13. Wherever arena conditions permit, contestants may come into the arena and start the race on the run or they may start from a standing position.
14. Arena gates are to be left open for all contestants or closed for all

contestants during a race with the exception of a contestant wanting the gate closed when open for the other contestants. The decision is to be made based on arena conditions, by the Stock contractor and the Judge before the race starts.

15. The use of bats and spurs is allowed, however, excessive use of the bat prior to the race, during the race, or after the race, will mean automatic disqualification for that particular race.

16. The rider may use both hands on the reins or may hang onto the saddle if she desires.

17. All timed events must be flagged by a judge

18. (a) Practice runs must be made a minimum of ten feet from barrel markers.

(b) Practice runs will be not be allowed in arena one hour before rodeo time or at intermission.

19. If more than one-barrel racer falls due to hitting cement or ice, the barrel racing will be postponed until ground conditions are fixed.

20. Youth Barrel Racing will be run after Ladies Barrel Racing.

21. Timer Charge: A one dollar per entry charge will be levied on all contestants entering Ladies Barrel Race.

22. Bars in alleyway of rodeo arena must be covered with a sufficient amount of dirt to allow safe running and stopping surface for barrel horses. Also, there must be a minimum height of eight feet of inside dimension from ground to first overhead bar.

23. A set rake draw will occur at every CRL rodeo. The Judges will set the rake draw prior to the first performance of each rodeo based on weather and ground conditions. This set rake draw will then be posted at the onsite rodeo office. The rake will occur based on the number of contestants on paper and not by the number of contestants that have actually ran. Turn outs, vets, and medicals will not affect when the rake will occur. (ie: Regardless of how many turn outs there are, if the judge has set the rake to occur after every 7 contestants, the rake will occur after the 7th contestant listed in the draw, not after the 7th contestant has actually ran)

24. Rules for the Youth' Barrel Racing shall be the same as those established for the Ladies' Barrel Racing.

H. TEAM ROPING

1. (a) Header will start from behind a barrier.

(b) There will be a twenty-five second elapsed time limit in the team roping. A whistle indicting "no time" shall be blown by the timer at the end of the

twenty-five second span.

2. (a) Arena conditions will determine score line, length of score to be set by the judges, contractor and event director or representative.

(b) Stock belongs to the roper after it crosses the scoreline, regardless of what happens, with one exception; if steer gets out of arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. (Barrier will be drawn for lap and tap but will not count against time.)

3. Each team will be allowed a total of two throws.

4. Roping stock without releasing loop from hand will be considered no catch.

(i.) No tied ropes allowed.

5. Steer must be on its feet when it is being roped by the head or heels.

(c) Time will be taken when animal is roped by both head and heels, with both horses in line facing steer. Heeler's rope must be dallied and tight; header may have rope in hand but does not need to have rope tight nor dallied. Header may use option to dally if he/she chooses.

6. The roper will not get an extra loop for a broken rope or a dropped rope. He will receive a "no time".

7. (a) Any changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chutes.

After stock is loaded, ropers must rope in order listed.

8. Roping teams must be entered in both names and each contestant may only enter once.

9. (a) Head must be caught before heels.

(b) Any heel catch behind shoulders is legal if rope goes up heels.

(c) Only three head catches are legal:

(i.) Head or both horns.

(ii.) Half a head

(iii.) Around the neck

(d) If hondo passes over one horn or if rope crosses itself, catch is illegal.

(e) A five second penalty will be assessed if only one hind foot is roped.

(f) Catch is illegal if time is taken when horse or horses are tangled in any way with rope.

10. Any question as to catches in this contest will be decided by the judges.

11. Stock used in the team roping must be horned cattle, with the use of attachable, artificial horns to be permitted. If the artificial horns come off, the team ropers will get that same steer back.

12. The header must change the direction of the steer before the heeler can throw his rope.

(a) Direction of animals hips must be changed before heel rope is thrown.
13. If you enter a rodeo in the team roping as a header or heeler you rope as that. If not you will be disqualified. If your partner medicals or turns out, you rope as you are entered if you pick up another partner

I YOUTH BARREL RACING

- 1.The rules governing the Ladies Barrel Race shall apply, except Youth males may compete.
2. All Youths must wear a helmet while competing.

J. YOUTH STEER RIDING

- 1.The rules covering Bull Riding shall apply, except that two (2) hands may be used instead of one hand. If a contestant starts with one hand he must finish with one. If he starts with two he may change to one but then rides under the one hand rule.
- 2.No entries for this event shall be accepted under the age of eight (8) years or over the age of fifteen (15) years.
- 3.In the event that a Youth Steer Rider's safety is obviously in jeopardy, and the rodeo clown or judge intervenes prior to a qualified ride, a re-ride will be at the judges' discretion.
- 4.Flack jackets and helmets are mandatory.

K. BREAK-A-WAY ROPING

- 1.The contestant must furnish their own horse.
2. If horned cattle they are not to exceed a maximum span of 14.5 inches
3. Break a way calves shall be Minimum weight of 180 lbs.
4. This event is for ladies only and boys that are youth qualified.
5. This will be conducted with open gate.
6. The rope shall be tied to the saddle horn with mason string. The rope shall have a knot at the end of the rope with string tied at knot. There shall be no tail. A flag shall be released from the contestants or judge and must be attached to the knot end of the rope.
7. The rope shall not run through the bridle, tie down, neck rope or any other device.
8. The rope must go over the head of the calf to be considered a legal catch.

The rope must be released from the contestant's hand to be a legal catch. The contestant shall not pull the rope so as to break the connection to the saddle horn.

For a qualified run a solid neck catches the rope cannot go past the shoulder

L. POLE BENDING RULES

1. Ladies Pole bending must be run on a horse ridden by female rider or Youth boy or girl.

2. Contestant starts from running start. timing will be done same as Ladies Barrels.

3. Pole Bending pattern consists of 6 poles. Each Pole is 21 Ft. apart and the first pole is to be 21 Ft. from the score line. end Pole is to be 21 Ft from fence. In an arena size 177 Ft. on an open gate and 222 Feet on a closed gate or larger, Diagram A is to be used.

4. Measuring is to be done from mouth of chute to back of fence.

5. Stopping distance must be 45 Ft. on a closed gate and 30 Ft. on a safe open centre chute from score line.

6. In all outdoor/indoor arenas that are NOT large enough for the pattern in Diagram A, timers will be placed inside the pole bending pattern to the minimum stopping distance requirements and override of the electronic eye will be used. This would be any area less than 177 Ft. on an open gate or 222 feet on a closed gate, Diagram B is to be used.

Measuring on this pattern is to be done from the back of the fence towards the chute with score line to be 30 Ft on open gate or 45 Ft. on closed gate from the mouth of the chute.

Definition of Override of the electronic eye in any arena that does not permit proper placement of the score line 21 Ft. below the bottom pole:

Once the horse and rider cross the score line upon entering the arena, the override on the eyes will be manually depressed by the timers to avoid eye shut off half way through the pattern. Eyes are to be reactivated once the horse and rider are approaching final pole for the turn to run home.

7. A horse may start either to the right or left of then first pole and then run the remainder of the pattern accordingly.

Knocking over a pole shall carry a 5 second penalty. Failure to follow the course shall result in disqualification. A contestant may touch the pole with any part of their body in an effort to keep it upright as long as they do not physically lift it from the ground to place it on a vertical axis. Poles shall be set on top of the ground, 6 Ft. in height, and mounted in bases 14 " in

diameter. Poles shall be PVC pipe, and bases shall be rubber or plastic. Preferred colour is natural white, with Red Blue white stripes allowed

9. Scoreline must be permanently staked for competition.
10. After official time starts re runs are not allowed.

M RESCUE RACE

The Rescue Race was designed to show the skills of the soldiers that were in the field needing to be evacuated from the war zone in the early days.

RAM and CASE IH will feature this event at rodeos as an event. At the rodeo this is a timed event with a Rider picking up a Passenger as the horse circles the barrel. It is called the RESCUE RACE. There will be 2 divisions. Adult and Youth. (Central Rodeo League ages apply)

Rules

1. A contestant can enter once as a Rider and once as a Passenger if desired. But they must declare at entry time. The contestant's points will only count for the position they won on.
2. Points and Winnings will be awarded to individuals. ie: Rider Points – Passenger points /winnings.
3. Rider enters arena. through centre chute.
4. Rider races straight to the barrel. Timer starts when they break the electric eye.
5. Rider must go around barrel while picking up the passenger. Passenger must be on the ground and cannot use the barrel or any other device to assist mounting
6. The horse must run straight down and back. No going back in direction. A rider can chase the horse and try to get on until the 10 ft flag.
7. Both the Rider and the Passenger must be sitting astride the horse before crossing the 10-foot flag from timer coming home
8. The passenger is not allowed to touch the ground between the 10-foot marker and crossing the finish line timer. This will force disqualification.
9. Horse will circle at end with closed gate and the passenger will dismount
10. Passenger must exit arena on foot after race.
11. If they knock down a barrel they will receive 5 second penalty.

12. Youth Division will receive points which will count towards entry into the Finals. Adult Division will receive Winnings which will count towards entry into the Finals.
13. Top 6 Riders and Top 6 Passengers will qualify for RAM Rodeo Tour Finals. Both Youth event and Adult.

N. YOUTH RODEO LEAGUE

At RAM –CASE IH rodeos there will be an opportunity for youth to compete in actual rodeos while learning their sport.

CRL offers Youth events for competitors aged 15 and under (as of Jan 1). Youths can compete in either Youth or adult events. If a Youth chooses to compete in adult in any event they cannot go back to competing in Youth. For Youth, there will be no memberships required, just a \$20 entry fee+\$10 stock fee + central entry charges. Youth Bulls and Youth Barrels will have a \$20.00 entry fee+ \$10 stock fee + central entry charges, with \$200.00 in added prize money.

All youth runs will count for youth points with a youth Year End Champion Buckle and Jacket awarded in each event. All Youth must wear helmet while competing in arena.

This is designed to offer youths an affordable way to enter rodeo. Runs will be drawn in the regular rodeo show or slack performances of the rodeo.

1. Contesting rules for events are subject to Central Rodeo League rulebook. Bucking horses and Bull Riding in youth events will only require a six second whistle for the ride to be considered complete.

2. Events for Youth are:

a) Youth Steer; Youth Barrels \$20.00 entry fee plus central entry charges - \$200.00 added

b) Break A Way; Team Roping; Pole Bending; Bucking Horses; Steer Wrestling; - There will be no memberships required, just a \$20 entry fee+\$10 stock fee + central entry charges. Points count for year End Buckle and Jacket. Team Roping may enter with Sr. Partner. SR. POINTS DO NOT COUNT

3. Open to contestants 15 years old and under as of January 1 of current year.

4. Youth entering Bull Riding must have competed in minimum 3 Youth Steer competitions or attended a recognized bull riding school.

5. Once a Youth enters adult events, they can not return to Youth.

O. NOVICE BUCKING HORSES

The Central Rodeo League is excited to lead and innovate new opportunities for cowboys and cowgirls to improve and enjoy the sport of rodeo. The Novice Bucking Horse program is designed to encourage new participants to the sport of bareback and saddle bronc.

The event will be open to competitors that have not competed for more than 3 years in either event or have not qualified for finals.

Novice saddle bronc and bareback will be run and judged as one event. There will be 2 events each weekend. A person can enter for each day of the rodeo, giving them an opportunity to ride multiple times during the weekend as a chance to improve themselves. Each day will have separate entry fees and pay out.

Entry fees are \$40.00 each day (plus \$10 stock charge, plus central entry, \$10 finals fee) with \$100.00 added money in each event daily.

Championship buckle and jacket will be awarded to the year-end champion. Top 2 money earners will get automatic bye into year end RAM Rodeo Championships.

Novice Saddlebronc –

- 1) 6 second rule will apply to Saddlebronc and bareback
- 2) Mark out rule will be cancelled
- 3) Rider can hold one hand to cantle and other to rope.

RAM ROPING TOUR RULES

(The following rules will be followed. If rule is not here refer to PRCA rulebook.)

(Roping Tour will have electronic barriers)

TEAM ROPING

Membership – The Roping Tour will not require a membership. A Finals Fee of \$10.00 per Contestant will be collected. 100% of Final Fees collected will be put in payout for contestants at RAM Finals. RAM will match total dollar for dollar.

PICK 1/DRAW1 – Enter twice (You enter with a partner and one partner is drawn. You can do this twice) or
STRAIGHT DRAW - enter up to 4 times. (\$80.00 entry per contestant applies for 2 runs.) (\$160.00 if you enter two partners with two draws) This roping will be a three-head Average, progressive after one steer. Ropers enter with one partner, and one more will be computer drawn or draw two, may enter two times for a total of four runs or once for a total of two runs.

GENERAL PAYOUT

95% of the roper's pot will be paid in the Average and 5% of the ropers pot will be paid to the fast time overall, which includes through the short round.

GENERAL AVERAGE PAYOUT

The number of places paid in the Average is based on the number of paid teams entered.

1-60 - 4 Places - 40/30/20/10

61-100 – 5 Places – 30/25/20/15/10

101 plus - 6 Places - 29/24/19/14/9/5

COMMISSION AND PRIZES

Producers may charge a stock charge to ropers (to be withheld from entry fees), which shall not exceed 35% of the total entry fees.

ARENA FEE

An Arena Fee of \$20 per Contestant will be applied.

FINALS – The top 10 Headers and Heelers will be invited to the RAM Rodeo Finals

TIE DOWN / BREAK A WAY

Membership – The Roping Tour will not require a membership. A Finals Fee of \$10 per Contestant will be collected. 100% of monies will be put in payout for contestants at RAM Finals. RAM will match total dollar for dollar.

ENTER ONCE – 2 GOES

This roping will be a two-head Average. \$100 per roper.

GENERAL PAYOUT

95% of the roper's pot will be paid in the Average and 5% of the ropers pot will be paid to the fast time overall, which includes through the short round.

GENERAL AVERAGE PAYOUT

The number of places paid in the Average is based on the number of paid Contestants entered.

1-9 - 4 Places – 40/30/20/10

10-15 - 5 Places - 30/25/20/15/10

16 plus - 6 Places - 29/24/19/14/9/5

COMMISSION AND PRIZES

Producers may charge a stock charge to ropers (to be withheld from entry fees), which shall not exceed 35% of the total entry fees.

ARENA FEE

An Arena Fee of \$20 per Contestant will be applied.

FINALS – The top 8 Tie down ropers and Top 8 Break A Way ropers will be invited to the RAM Rodeo Finals.

TEAM ROPING

1. (a) Header will start from behind a barrier.
(b) There will be a twenty-five second elapsed time limit in the team roping. A horn indicating "no time" shall be blown by the timer at the end of the twenty-five second span.
2. (a) Arena conditions will determine score line, length of score to be set by the judges, contractor and event director or representative.
(b) Stock belongs to the roper after he/she crosses the scoreline, regardless of what happens, with one exception; if steer gets out of arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. (Barrier will be drawn for lap and tap but will not count against time.)
3. Each team will be allowed a total of two throws.
4. Roping stock without releasing loop from hand will be considered no catch.
5. Steer must be on its feet when it is being roped by the head or heels. Flaggging will be on heels. Heels must remain tight and dallied at flag. Heeler's rope must be dallied and tight; header may have rope in hand but

does not need to have rope tight nor dallied. Header may use option to dally if he/she chooses.

6. The roper will not get an extra loop for a broken rope or a dropped rope. He will receive a "no time".

7. After stock is loaded, ropers must rope in order listed.

8. Roping teams must be entered in both names

9. LEGAL HEAD CATCHES

(a) Head must be caught before heels.

(b) Any heel catch behind shoulders is legal if rope goes up heels.

(c) Only three head catches are legal:

(i.) Head or both horns.

(ii.) Half a head

(iii.) Around the neck

(d) If hondo passes over one horn or if rope crosses itself, catch is illegal.

(e) A five second penalty will be assessed if only one hind foot is roped.

(f) Catch is illegal if time is taken when horse or horses are tangled in any way with rope.

10. Any question as to catches in this contest will be decided by the judges.

11. Stock used in the team roping must be horned cattle, with the use of attachable, artificial horns to be permitted. If the artificial horns come off, the team ropers will get that same steer back.

12. The header must change the direction of the steer before the heeler can throw his rope. Direction of animals hips must be changed before heel rope is thrown.

13. If you enter a rodeo in the team roping as a header or heeler you rope as that. If not, you will be disqualified. If your partner medicals or turns out, you rope as you are entered if you pick up another partner

14. QUESTIONED CATCH

Any questioned catches will be decided by the judges. If a field judge tells the header to hold the steer so the flagger may inspect the head catch, and the header does not do so, the team may receive a no-time.

15. TIE ON RULE

Any heeler 60 years or older may tie on Ladies who heel may tie on. Under no circumstances will any header be permitted to tie on. Children 12 years or younger may NOT tie on. It is illegal to dally over the top of a tied on rope or tie on device, the result is an automatic disqualification.

Furthermore, should a tied on rope inadvertently come loose from the saddle horn or otherwise become detached during the course of a run, the team will be disqualified. In other words, the roper may not reattach his/her rope or dally with a loose tied on rope. CRL encourages tie on ropers to

use a quick release for tied on ropes. CRL reserves the right to grant special tie on permission.

16. ANIMAL ESCAPES ARENA

If any animal escapes from the arena, flag will be dropped, and time stopped. Contestants will get animal back for a lap-and-tap start (no-barrier), and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final.

17. ANIMAL ESCAPES HEADGATE

If the gate fails to open in the first attempt, gateman must stop and wait for another nod from the roper. Whatever happens prior to his nod is not to be considered, (horse cannot break a barrier before the roper calls for the animal). If a steer is inadvertently released or escapes the headgate, the team in the box will be rolled and given another steer (exception: in the short round, the team must rope the next available steer in the chute).

18. VISIBLY INJURED ROPING STOCK

If the roping stock is visibly injured as the run begins, including a broken horn, the team must declare themselves by pulling up immediately. If in the opinion of the judge a non-visible broken horn existed prior to the beginning of a run, he has the option to declare a rerun. However, no rerun shall be awarded where clearly the broken horn was caused by the run itself, or if the judge suspects the broken horn occurred during the run. If run is completed and time taken, even though a broken horn is clearly visible, time shall stand and field judge will remove that animal from the draw.

19. ROPING STOCK

Due to rising concerns of cattle availability heifers will be allowed to be used, so long as they are held to the same quality standards.

20. REMOVAL FROM DRAW

CRL judge and/or officials reserve the right to withdraw any steer from the herd at any time. Head duckers, draggers, stoppers, eliminators, unusually slow cattle and cattle that turn back into the corners shall be pulled from the herd immediately as they surface during the CRL qualification roping. Removal from draw does not result in a rerun for the team roping a steer removed from the herd. However, a rerun may be awarded if in the opinion of the producer, supported by the opinion of the field judge and/or officials working the roping, that a steer in question did not afford a team the opportunity to compete.

21. INSPECTION

Roping Stock will be inspected by the producer prior to the first event. No sore, lame, sick or injured animal, or animal with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or

crippled during the course of the roping, that animal shall be removed from the competition immediately. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.

22.HUMANE TREATMENT OF LIVESTOCK

If a CRL roper excessively abuses an animal by any unnecessary non-competitive or competitive action, he shall be disqualified and forfeit all entry fees. The judge shall immediately inform the announcer that the contestant has been disqualified, and announcer will immediately announce the disqualification due to unnecessary roughness of livestock.

23. HORNWRAPS- All Roping Stock will have horn wraps, which offer protection for both the ears and the base of the horns.

24.PRODDING-No animal shall be treated inhumanely or prodded excessively. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip and shoulder area with prod.

25.FAILURE TO HEED WARNING - Any contestant who fails to heed an initial warning from a field flagger that he is mistreating an animal will forfeit his entry fees in all divisions for the remainder of that event.

26. RUN STOPPED BY THE JUDGE - Judge may stop a run at any time he observes an injured animal, to remove that animal from competition. This action will result in a rerun for contestants.

Tie Down and Break a Way Event Rules
Refer to Central Rodeo League Rule Book