

## 2015 IGRA RODEO RULES

### RULE I – ASSOCIATION REQUIREMENTS

1. Mailed Communication. Member Associations are only to use their respective acronyms on the outside of contestant packet mailing envelopes.
2. Licensed Veterinarian.
  - A. Have a veterinarian on call for the period the host association permits animals on the rodeo grounds of rodeo weekend and post name and phone number in the barn area.
  - B. WITH NO EXCEPTION. A veterinarian with large animal care experience will be on site during the running of all events, performance and slack, foot parade, and grand entry. Non-compliance will result in the host association/chapter being fined \$1,500.00 for the entire rodeo. A second consecutive rodeo violation will result in the host association/chapter being fined \$3,000.00 for the entire rodeo and be suspended from hosting an IGRA-sanctioned rodeo the next year.
3. Liability Insurance Policies.
  - A. Must provide the Administrative Assistant a certificate of liability coverage on the stock contractor's liability policy. Host Association's legal business name and "International Gay Rodeo Association, Inc." must be listed as additional insured. This must be received by the Administrative Assistant no less than 12 days prior to the first rodeo performance
  - B. Non-compliance to the above will result in the host association being fined one thousand dollars (\$1,000.00). A second non-compliance will result in a two thousand dollar (\$2,000.00) fine and suspension from hosting an IGRA-sanctioned rodeo the following year.
4. Farriers.
  - A. Provide a list of farriers to call for the period the host association permits animals on the rodeo grounds of rodeo weekend and post name and phone number in the barn area and on posting board.
  - B. Must publish in contestant mailing and/or email whether or not an onsite farrier will be available during rodeo events.
5. Approved Rodeo Events.
  - A. Each rodeo must provide:
    1. Three (3) Rough Stock events.
      - a. Bareback Bronc Riding can be added as additional 4th rough stock event.
    2. Three (3) Roping events.
    3. Three (3) Speed events.
    4. Three (3) Camp events.
6. Order of Events and Start Time. Rodeo start time and event running order must be made known to all participants.

7. Rodeo Officials.
  - A. IGRA–certified officials (must be in all arenas of a rodeo).
    1. Arena Director.
    2. Chute Coordinator.
    3. Secretary.
    4. Scorekeeper.
    5. Judges. Must be a minimum of three (3) Judges, two of whom must be Senior Judges. The Rodeo Director will designate one of the Senior Judges as Head Judge. There must be at least one Senior Judge and no more than one Rookie Judge sharing the officiating in every arena in every rodeo event.
  - B. Non–certified officials.
    1. Rodeo Director.
    2. Three (3) Timers.
  - C. Optional non–certified officials.
    1. Arena Crew Coordinator (refer to Standing Rule XXIII).
  - D. Although IGRA is responsible for appointing a certified Rodeo Auditor for each IGRA–sanctioned rodeo, the Rodeo Auditor is also recognized as a certified rodeo official.
8. Lodging and/or Transportation.
  - A. IGRA Rodeo Auditor.
    1. Provide three (3) nights lodging.
    2. Provide round–trip transportation between the local airport and the local housing and between the local housing and the rodeo facility.
  - B. Certified Secretarial Staff.
    1. Provide independent transportation between the rodeo officials lodging and the rodeo facility.
9. Rodeo Safety Personnel.
  - A. Provide professional, qualified and experienced bullfighter for Bull Riding, Steer Riding, and Chute Dogging events.
  - B. Provide minimum of two (2) professional, qualified, and experienced pickup personnel for Bareback Bronc Riding.
10. Emergency Response.
  - A. Must provide Emergency First Responders and access to emergency transport during rodeo events.
    1. Two Emergency First Responders composed from the following:
      - a. BLS (Basic Life Support) First Responders (EMT) with equipment.
      - b. ALS (Advanced Life Support (a.k.a. paramedic) with equipment.
    2. Area to facilitate their equipment and observe events including easy access to the arena.
    3. Official rodeo radio or communication device.
    4. Access to emergency transportation.

- B. Must develop an Emergency Response Plan of Action.
    - 1. Rodeo Director must coordinate a meeting to include the Arena Director, Chute Coordinator, and the Emergency First Responders before the running of the first event to coordinate an emergency response plan of action in case of an emergency.
11. Contestant Event Control Sheets. Post in a specified area convenient to the contestants prior to the first event.
  12. Publish current IGRA rules and regulations or a link to the IGRA rodeo rules page sixty (60) days prior to the first performance of the rodeo.
  13. Media/Photographer Control. Both public and private media/photographer personnel will be controlled by designated certified official and/or their assigned designee in specific designated areas; i.e., arena, chutes, and contestant areas. If any media/photographer personnel are allowed by the host association within the confines of working areas of the rodeo, they must sign a liability waiver, wear long pants and closed toed shoes, and adhere to any rules or locations requested by certified officials. The Rodeo Director and/or their assigned designee shall make the final decision on this matter.
  14. Rodeo Event Results. Post official event results to include official date/time stamp on contestant posting board.
  15. General Rodeo Provisions.
    - A. Regulation size arena (minimum 120' X 195').
    - B. Minimum of three (3) working bucking chutes. No banners that interfere with footholds may be placed on chutes.
    - C. A roping chute.
    - D. Properly equipped horse for finish flag judging.
    - E. Holding pens.
    - F. A solid-floored skid with a minimum dimension of 4' X 8', sturdy enough to remove an injured horse or bull from the arena. Skid must be stored as close as possible to the arena.
    - G. Easy access to the arena (e.g. entrance and exit gates).
    - H. Water and/or sports drink in the contestant area for staff and contestants during the entire rodeo.
    - I. Horse stalls.
    - J. A banner or opaque material must be placed on all animal return gates. Banners must cover the entire length of the gate and be of a minimum height equal to at least two-thirds the height of the gate.
  16. Warm-up Arena.
    - A. When rodeo facilities do not have a safe and adequately graded warm-up area, the Arena Director will ensure that contestants with horses receive a ten (10) minute warm-up in the arena prior to any horse event.
    - B. Contestants are required to stay out of the immediate race pattern.

17. Advertising and Promotional Material. After a rodeo has been sanctioned by IGRA, all advertising and promotional material (except business card size) used by a committee, management, or stock contractor to promote that rodeo shall have the official IGRA emblem displayed. This requirement does not permit the use of the registered trademark on products that are to be sold commercially.
18. Identifying Apparel.
  - A. Must provide long sleeve shirts, vests, or jackets approved by the Board of Directors as follows.
    1. Rodeo Director and Assistant Rodeo Director, BLACK.
    2. Arena Director and Assistant Arena Director, BLUE.
    3. Arena Crew Coordinator, PURPLE.
    4. Chute Coordinator and Assistant Chute Coordinator, GREEN.
    5. Judges, RED.
    6. Secretary, Assistant Secretary, Scorekeeper, Assistant Scorekeeper, ORANGE.
    7. Timers, YELLOW.
19. Rodeo Security. Provide adequate security, volunteer or professional, to only allow those individuals with a required pass to enter the contestant area, secretarial area, stalls, and any other areas designated by the host association. Set-up for grand entry is excluded.
20. Stalls for Horses or Storage.
  - A. Provide at no charge, a minimum of one (1) horse stall per pre-registered contestant entering horse events. Contestants requiring additional stalls for horses may be required to pay a stall fee not to exceed twenty-five dollars (\$25.00) per horse stall for the rodeo weekend.
    1. To reserve a stall, the contestant bringing horse(s) must either complete the horse/stall reservation portion of the mailed entry form, or register online with the online registration form.
    2. Host association may charge a fifty dollar (\$50.00) late fee, per horse stall, to contestants who did not reserve the adequate number of horse stalls on their entry form or who did not pre-register for a rodeo.
    3. Additional stalls requested for tack or other purposes will be charged at the discretion of the host association. This fee must be published prior to the opening of contestant registration and cannot exceed the actual cost of the stall.
21. Additional Fees, Charges, or Deposits. No additional fees, charges, or deposits will be assessed to contestants without a prior approved and published variance from the Board of Directors.

22. Rodeo Survey Form.
  - A. Provide a survey form (Exhibit O) for contestants to give feedback, both positive and negative, on the rodeo and rodeo officials.
  - B. The form will be passed out and collected at the awards ceremony.
  - C. The host association will forward the collected forms to IGRA within thirty (30) days of the award ceremony.
  - D. The IGRA office will disseminate the information to the appropriate committee chair and the President.
  
23. Rodeo Variances.
  - A. Any variance to an IGRA rodeo requirement or rule must be included in the rodeo application or approved by the Board of Trustees no later than ninety (90) days prior to the rodeo.
  - B. Rodeo requirements or rule changes made at Annual Convention affecting an association whose rodeo is less than ninety (90) days may ask for a variance at the Board of Trustees meeting following the close of Annual Convention.
  - C. Approved variances are to be published no less than sixty (60) days prior to the date of the first rodeo performance on the association Web site for contestant notification as well as contestant mailed or emailed packet.
  
24. Registered Contestant Information. Host association must email their rodeo information to those contestants whose online registrations are received at least 14 days prior to their rodeo. Email can also direct contestants to the association Web site for this information. Host association must mail their rodeo information, horse stall information, approved variances, minimum prize money, etc., to those contestants whose mailed entry forms are received at least fifteen (15) days prior to the rodeo. The contestant mailing should be ongoing as forms are received with the last mailing postmarked a minimum of fourteen (14) days prior to the rodeo.
  
25. Contestant/Certified Official Packet. Host association will provide maps on blue paper with the names and locations of the nearest medical facilities to the host hotel and rodeo site and on the reverse side of the blue sheet, one edition of the Health & Safety newsletter, (a.k.a. Horse Sense,) available from the IGRA Web site. Additional maps will be prepared and kept with secretarial to give to those officials and volunteers who request a copy.
  
26. Contestant Checks. The Rodeo Secretary will have forms available for a contestant to sign up at registration if a contestant believes they will not be able to attend the awards ceremony. This form will provide the name of the contestant who will be absent and the person authorized to pick up their check. Checks will only be given out to the name on the check or the authorized person on the form (refer to Exhibit A5). However, if a payoff check is six hundred dollars (\$600.00) or more, an IRS form W-9 must have been completed or else the payoff check will be held by the Rodeo Auditor until the IRS form W-9 is in the hands of either the Rodeo Auditor or the host association treasurer.
  
27. Liability Waivers/Buddy Passes. All volunteer liability waivers and issuance of buddy passes are the responsibility of the host association.

28. Limited Rodeo.
  - A. Association must apply for a "limited rodeo" by including the request on their rodeo application and include all of the following information.
    1. Contestant registration opening and closing dates whether mail or electronic.
    2. Maximum number of contestants (men, women, teams) for each event.
    3. An outline on how contestant registrations will be limited.
    4. An outline of process to be used to confirm or deny contestant registration(s).
  - B. Associations who obtain approval to hold a limited rodeo must publish their "limited rodeo" policy a minimum of 90 days prior to their rodeo, must include all items listed in Section A above, and include a statement that all first-time contestants will be allowed to compete.

## RULE II – CONTESTANT REQUIREMENTS

1. Uphold the IGRA code of conduct, including conduct in the highest regard for professionalism, respect, and support of IGRA's intents and purposes. Any conduct that is viewed as controversial, disrespectful, or unprofessional can lead to disqualification by any IGRA official.
2. May compete in any event, but only once per performance.
3. Contestants hauling livestock bear the responsibility to know the State or Province laws and/or rules regarding health certificates/coggins tests for each State or Province that he/she is traveling in or entering. It is also the contestant's responsibility to have the necessary paperwork (health certificate/coggins certificate) that complies with each State's or Province's laws and/or rules. State laws can be found at Web sites [http://www.aphis.usda.gov/import\\_export/animals/animal\\_import/animal\\_imports\\_states.shtml](http://www.aphis.usda.gov/import_export/animals/animal_import/animal_imports_states.shtml) (U.S.) and [www.inspection.gc.ca](http://www.inspection.gc.ca) (Canada).
4. Must be a member of an IGRA Member or Recognized Association to register and compete in any IGRA-sanctioned rodeo (refer to Article IV). If the Rodeo Secretary is not able to verify an individual's membership either from those lists received from Member or Recognized Associations, a valid membership card, or from their association's Trustee prior to the close of registration, then the individual must join any Member or Recognized Association in order to complete registration and compete.
5. Must register using their legal name and may give a performance name (alias). The legal name will appear only on checks and any other document produced by IGRA and/or the host association, which may require the use of legal names. Legal names will not be released publicly to the Internet, press, or other media without the consent of the contestant. The contestant's performance name will appear on all rodeo-related documentation and will be used by the announcers and may be released to the press or otherwise as may be deemed advantageous in promoting IGRA-sanctioned rodeos. In the event a contestant fails to provide a performance name, the contestant's first name and initial of last name will be considered the contestant's performance name.

6. Must be of legal age of majority to sign contracts as prescribed by the regulations of the principality having legal jurisdiction over the geographical area where the host association(s) will hold the IGRA-sanctioned rodeo and its related events by close of registration.
7. Prior to the close of registration, contestant or contestant's representative must notify the Rodeo Secretary of arrival beyond the close of registration due to unforeseen circumstances. A contact phone number for the secretary must be included in the preregistered contestant information. Registration may be allowed with the approval of the Rodeo Secretary. All entry fees and signatures must be collected prior to the start of the first rodeo event.
8. Rodeo Event Entries.
  - A. Must enter a minimum of
    1. One (1) event per go-round, or
    2. Two (2) events on one day.
  - B. Pre-registration must be accompanied by a non-refundable deposit of fifty dollars (\$50.00).
  - C. Must reserve the appropriate number of horse stall(s).
  - D. If required, prepay for all additional horse stalls (\$25.00 per additional stall) with pre-registration.
  - E. Non-refundable deposit (\$50.00) will be forfeited to the host association if the contestant fails to show for the rodeo.
9. Contestants are provided one (1) stall at no cost. Contestants reserving additional stalls may be required to pay a stall fee not to exceed twenty-five dollars (\$25.00) per additional stall for the rodeo weekend if published by the host association prior to that rodeo's registration deadline.
10. Any pre-registered contestant who fails to complete contestant registration will forfeit their preregistration deposit(s).
11. Must complete and sign an IRS form W-9 prior to their receiving any payoff checks of six hundred dollars (\$600.00) or more.
12. Shared Rigging/Horse.
  - A. Contestants sharing a rigging in Rough Stock Riding events.
    1. Must complete in full a Shared Rigging/Horse form prior to the close of registration.
    2. Must include the names of both contestants sharing the rigging and the preference of who goes first.
    3. Rigging may only be used twice per event, per gender.
  - B. Contestants sharing a horse in Speed Events.
    1. Must complete in full a Shared Rigging/Horse form prior to the close of registration.

2. Must include the names of both contestants sharing the horse and the preference of who goes first.
  3. Horse may only be used twice per event, per gender.
  - C. Secretarial must separate those contestants who fill out Shared Rigging/Horse forms in a manner to provide time to safely set up for their runs.
  - D. If a contestant fails to complete the form, secretarial and the Arena Director will assist as best possible to assure animal and rider safety.
13. Mandatory New Contestant Meeting.
- A. New contestants are required to attend a mandatory new contestant meeting.
  - B. Rodeo Secretary must post the time and place of the new contestant meeting in a conspicuous place during contestant registration.
  - C. Any new contestant who fails to attend this mandatory meeting will be disqualified and all entry fees will be forfeited.
  - D. Arena Director will conduct this meeting and conduct a roll call for all new contestants before the start of the first day of rodeo performance.
  - E. Items to be discussed will include, but not limited to...
    1. Contestant dress code,
    2. Alcohol and drug influence,
    3. Rough stock riding safety and pullers,
    4. Shared riggings,
    5. Knowledge of rules,
    6. Animal safety and welfare,
    7. General information,
    8. Introduction of rodeo officials, and
    9. Questions or rule clarifications.
14. Rough Stock Event Contestant Dress Code.
- A. Required to wear long-sleeve shirt, long pants, western hat or protective helmet, and boots that minimally cover the ankle and have a heel.
  - B. Western hat or protective helmet must be on head while in the bucking chute and when entering the arena to compete.
  - C. Sleeves cannot be rolled or pushed up, with the exception of the riding arm(s) in Bull Riding, Steer Riding, and Bareback Bronc Riding.
  - D. Clothing must not allow any contestant's genitalia to be exposed.
15. Roping and Speed Event Contestant Dress Code.
- A. Required to wear long-sleeve shirts, long pants, western hat or protective helmet, and boots that minimally cover the ankle and have a heel.
  - B. Must maintain a western hat or protective helmet on head when they enter the arena to compete, including the roping box(s), or any designated runway.
  - C. Sleeves cannot be rolled or pushed up past the wrists.
  - D. Clothing must not allow any contestant's genitalia to be exposed.
  - E. Contestant must not allow hat or helmet to touch the ground throughout his/her time in the arena for Mounted Break-Away Roping, Team Roping, and Speed events.

Failure to do so will result in a five dollar (\$5.00) fine payable to the Rodeo Secretary.

16. Camp Event Contestant Dress Code.
  - A. Required to wear closed-toe shoes.
  - B. Clothing must not allow any contestant's genitalia to be exposed.
  - C. Refer to Rule VI.4.C.5.b for dress code requirements for the "drag" in the Wild Drag Race.
  
17. Rough Stock Riding Requirements.
  - A. Have all required equipment for their events.
    1. Appropriate rigging for the event in good condition.
    2. Glove for riding hand.
    3. Bull bell and bell loop to attach bell to rigging loop.
    4. Nylon latigos for Bareback Bronc Riding.
    5. Pre-arranged assistant to help pull your rigging.
    6. Pre-arranged assistant to act as "safety" while setting your ride.
  - B. Filled out shared rigging form for all events they are sharing a rigging for.
  - C. Know all rules posted in the IGRA rulebook, under their events, the Timers, Scorekeepers, and Judges sections as well.
  - D. Ensure their animal is rigged when the Chute Coordinator or line-up coordinator assigns the contestant their animal.
  - E. Make sure the rigging is set correctly to allow the "puller" to be able to pull. This should ensure there are no twists in the loop of the rigging.
  - F. Properly adjust the "loop" in the rigging to adjust for varying sizes of stock and to be sure when you "wrap" you have enough tail.
  
18. Finals Rodeo Invitation Acceptance.
  - A. As soon as the final standings have been determined by IGRA, the IGRA Executive Office will begin to notify contestants of their eligibility for Finals Rodeo. Contestants not in good standing with IGRA as identified in Article IV, Paragraph D, or who owe money to IGRA, must resolve the issue before being allowed to accept the invitation.
  - B. Notification will be made via publication to the IGRA website and followed up with email and/or postal letter within five (5) days after the last rodeo of the season.
  - C. Because of the short timeframe before Finals Rodeo all eligible contestants must respond YES or NO via email or phone to the executive office by the twelfth (12) day after the last rodeo of the season to accept or decline the invitation.
  - D. If a contestant says NO, they will not be allowed to change their mind. Notification begins on the date that the results are published to the IGRA website or the fifth (5) day after the last rodeo of the season, whichever is later.
  - E. No response will be considered to be an answer of NO.
  - F. Contestant must register at Finals Rodeo for each event they accept an invitation to. Failure to register at Finals Rodeo for any accepted event will result in the following:
    1. Fifty dollar (\$50.00) fine per event on the first occurrence.

2. One hundred fifty dollar (\$150.00) fine per event on any subsequent occurrence.
3. Two hundred dollar (\$200.00) fine per event for any third occurrence and referral to the EPRB.

Contestant may request this fine be rescinded by contacting the IGRA Secretary with a request to be added to the next scheduled Board of Directors meeting agenda.

- G. Fines from Rodeo Rule II, number 18, section F must be paid to the IGRA Treasurer within 60 days. Failure to pay this fine will render the contestant ineligible to compete in any IGRA-sanctioned event until the fine is paid and verified by the IGRA Treasurer. Fines from Rodeo Rule II, number 18 collected will be directed to the Finals Rodeo General Fund for the next Finals Rodeo.

### RULE III – REGISTRATION

1. New contestants wishing to compete in any IGRA-sanctioned rodeo are encouraged to pre-register with the IGRA office a minimum of thirty (30) days prior to the first rodeo they wish to compete in. The office contact information will be listed on the IGRA Web site.
  - A. Within one (1) week following receipt of a new contestant's preregistration, the IGRA office will discuss with the new contestant the following two options:
    1. Mail-in registrations. Location of forms and rodeo information as well as instructions for mailing in rodeo entry forms.
    2. Electronic registration. Set the new contestant up for online registration, including instructions on how to register for a rodeo, and provide directions on where to find Member Associations information.
  - B. Contestant will be offered the option to receive a current rodeo rulebook from the IGRA office or to access the rodeo rulebook located on the IGRA Web site.
  - C. Contestant will be informed that their association must verify their current membership to the IGRA office prior to competing at any IGRA-sanctioned rodeo.
2. Entries.
  - A. Event entries will open thirty-five (35) days prior to each rodeo's first performance.
  - B. For a limited rodeo, event entries will open no less than sixty (60) days prior to the first rodeo performance.
  - C. Contestants with an assigned IGRA number must mail a completed IGRA Event Entry form with a postmark date no less than twenty-two (22) days prior to the rodeo's first performance or complete an online registration form with a date-time stamp no less than fifteen (15) days prior to the rodeo's first performance to compete in that rodeo.
  - D. It is the contestant's responsibility to assure their entry form includes all team member names (and IGRA numbers if possible) by close of registration.
    1. Non-compliance with the completion of team entries will result in the contestant(s) not participating in the event.

2. In the event of a dispute regarding team members, those entry forms with matching team members will be recognized as a complete team, and those not matching will be refunded their entry fee for that event.
- E. The registration process must be for a minimum of two (2) hours up to three (3) hours and cannot end less than three (3) hours prior to the beginning of the first event. The timeframe must be published via Web site and/or mailed packet.
- F. Late Registration.
  1. Associations must publish their "IGRA Contestant Late Registration Policy" on their own Web site a minimum of ninety (90) days prior to their rodeo.
  2. Information must include if late registrations will be accepted, if fees will be assessed, and the amount assessed.
  3. Fee cannot exceed fifty dollars (\$50.00).
  4. Late entry fees apply only to contestants who have been assigned a four (4) digit IGRA contestant number greater than 30 days from the registration date.
- G. Pre-registered contestants adding events.
  1. Associations must publish their policy on pre-registered contestants adding events at registration a minimum of ninety (90) days prior to their rodeo.
  2. This information must be included in the contestant information mailer/email.
  3. Fee cannot exceed fifty dollars (\$50.00).
  4. Additional event late fees apply only to contestants who have been assigned a four (4) digit IGRA contestant number greater than 30 days from registration date.
3. Entry fees for IGRA-sanctioned rodeos will be twenty-five dollars (\$25.00) per person, per go-round.
4. Entry fees for Finals Rodeo will be twenty-five dollars (\$25.00) per event, per go-round, per person and will be combined with any contestant money held in escrow. All of this money will be distributed as contestant day money.
5. Except for the fifty dollar (\$50.00) non-refundable entry fee deposit, all prepaid monies are eligible for refund if notified prior to the close of registration.
6. Waivers.
  - A. In order to compete, volunteer, or work at any rodeo in any capacity, all contestants, contestant buddy pass holders, staff, volunteers, or media/photographers must complete the following:
    1. Standard IGRA liability waiver,
    2. Additional international sponsor waiver(s),
    3. Additional host association required waiver(s), and/or
    4. Valid photo ID is required as proof of age when questioned.
7. Voluntary Medical Form.
  - A. All staff, volunteers, and contestants may complete a medical form.
  - B. The medical forms will be placed in a self-sealing #10 security envelope and sealed by the individual.

- C. The outside of the envelope must state the following: "Confidential – to be opened by authorized medical personnel only."
  - D. The individual or staff will print the individual's name on the front of the envelope.
  - E. Envelopes will be placed in alphabetical order in a file box.
  - F. The file box will be kept in a secured designated area in secretarial during the running of the rodeo.
  - G. In the event of an injury or illness where the participant is not alert and oriented as determined by the EMS personnel, the EMS will have authorization to open the envelope for the purpose to obtain information to treat the individual.
  - H. After the completion of the rodeo weekend, the staff, volunteer, or contestant may pick up their personal envelope. Any envelopes not picked up will be shredded to fulfill HIPAA and PIPEDA requirements.
8. Rodeo Numbers and Access Badges.
- A. Contestant rodeo numbers must follow these guidelines.
    - 1. Minimum 8" (eight-inch) by 10" (ten-inch) white background.
    - 2. Minimum 4" (four-inch) high black numbers of Arial or Helvetica font.
  - B. Contestant will be provided a material rodeo number at each rodeo's registration. These will be on reinforced tear-resistant white material and follow the guidelines above. These numbers will be issued in numerical sequence 100 to 998.
  - C. Contestant will be provided a Rodeo Access Badge to include their Rodeo Number.
9. Rodeo Numbers and Access Badges.
- A. Contestant may use their 4-digit IGRA number as their assigned rodeo number for competition purposes. Use of their IGRA number must follow the guidelines above.
  - B. Assigned rodeo number must be visible on the contestant's back for roping and speed events.
  - C. Chest protectors may be worn over the contestant number in rough stock and camp events. Rodeo official(s) may request to verify that the number is on.
  - D. Failure to comply with any of the above will result in disqualification from that event.
  - E. Access badge displaying contestant number will gain admittance to the grounds and contestant and chute areas.
  - F. Missing rodeo number and/or badge can be replaced for a five (\$5.00) dollar fee paid to the Rodeo Secretary. Fee will remain with the association.

#### RULE IV – RODEO LIVESTOCK REQUIREMENTS

1. All associations producing an IGRA-sanctioned rodeo must have a signed, dated, stock contractor contract on file and must provide a copy to the checklist Trustee during the pre-rodeo meeting.
2. Rodeo Rule IV (Rodeo Livestock Requirements) must be included in the stock contractor's contract.

3. Stock contractors bear the responsibility to know and follow all State or Provincial laws and/or rules regarding health certificates and/or coggins tests for each State or Province that he/she is traveling in or entering, and must have the necessary paperwork that complies with each State's or Province's laws and/or rules, in regards to all of his stock. State laws can be found at Web site <http://www.aphis.usda.gov/vs/sregs/>.
4. IGRA contestants are of an amateur ability and bucking stock provided must never exceed the level used in a high school rodeo.
5. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod and never while in a closed chute.
6. Livestock Requirements.
  - A. Bulls, minimum of 1,200 pounds, non-horned (preferred) or with horns blunted to a minimum diameter of a fifty-cent piece, with smooth, rounded, and non-jagged edges. Bulls must be identifiable by brand, paint, chalk, or other means acceptable to the stock contractor and Chute Coordinator. Pen of bulls will not to be used as junior bulls if Junior Bull Riding is offered.
  - B. Broncs, minimum of 1,000 pounds, been previously bucked, and proven capable of the event.
  - C. Riding steers, minimum of 900 pounds, non-horned (preferred) or with horns blunted to a minimum diameter of a quarter, with smooth, rounded, and non-jagged edges. Cows and/or heifers may be used for Steer Riding if riding steers are not available of the proper weight. If cows and/or heifers are used, then steers may not also be used.
  - D. Team Roping steers, 400–500 pounds, and must have minimum of seven-inch horns, blunted to the minimum diameter of a dime, with smooth, rounded, and non-jagged edges. These steers cannot be used for any other event, must have been previously roped, and wear protective horn wraps during the event.
  - E. Chute Dogging steers, 400–500 pounds, and must have minimum of seven-inch horns, blunted to the minimum diameter of a dime, with smooth, rounded, and non-jagged edges. These steers cannot be used for any other event, must have been previously dogged or wrestled, and have not been previously used for Team Roping.
  - F. Camp event steers, 400–500 pounds with horns of uniform length, blunted to the minimum diameter of a dime, with smooth, rounded, and non-jagged edges, and have been previously handled. No bobbed or partial tails.
  - G. Calves, no more than a 30-pound difference between animals in the herd. Prefer they not have horns.
  - H. Common goats, similar in height and size.
    1. No more than 10-pound difference between animals.
    2. Height of 25–30 inches at shoulder.
    3. No Billy goats or fainting goats.
  - I. No animal with steel reinforcing bar or plaster on the horns shall be allowed in the competition.

- J. The utilization of steers in the above specified events is for safety considerations. All steers are expected to follow the guidelines of the veterinary community for proper castration. Host association must request for proof of castration if a stock contractor brings young bulls for any event that specifically states the use of steers. IGRA Rodeo Resources has a reference document titled *Castration in Cattle – Welfare Issues*. An excerpt follows. "Castration is deemed a necessary practice in U.S. cattle production systems. The procedure is primarily advocated to reduce damage to animals, humans, and facilities by decreasing aggressive male behavior. Several techniques have been developed for castration. Less pain has been associated with early castration (younger than 2 months of age) and is, therefore, recommended."
  - K. Host association will be fined \$100.00 per intended use for the utilization of stock not meeting stock requirements and will be responsible for any replacement costs associated with obtaining the required stock.
7. Grouping of steers. The Chute Coordinator and stock contractor shall determine which animals are in each group and pen accordingly. One group for Chute Dogging, a second group for Team Roping, and a third group for camp events.
  8. All stock must be run through the event chutes and through the arena prior to the start of the rodeo while the Arena Director and/or Chute Coordinator are present to inspect all stock.
  9. The Arena Director and/or Chute Coordinator will inspect stock prior to each rodeo performance.
    - A. No green (overly aggressive), sore, lame, sick, diseased, or injured animal, or animal with defective eyesight, will be used.
    - B. An animal with any of the above noted characteristics will be referred to as "unfit" and are to be visibly marked and removed from competitive status.
    - C. Inspect horned animals to see that they follow the guidelines in #6 above.
    - D. Any animal not meeting the horn requirements must be visibly marked and pulled from competitive status or blunted appropriately.
    - E. Arena Director and/or Chute Coordinator must inform the stock contractor if they decide to pull an animal for the above reasons.
  10. Any livestock concerns should be addressed to the Arena Director and/or Chute Coordinator.
  11. If an animal is injured during an event, it shall be removed as soon as possible from the arena to a place as isolated and comfortable as possible to reduce stress to the animal. Each rodeo shall provide a method and the equipment necessary to remove injured animals from the arena.
  12. Stock contractors and their staff cannot compete as contestant(s) or perform in any exhibition event during an IGRA-sanctioned rodeo in which they are working.

## RULE V – OFFICIALS' INSPECTION OF BUCKING CHUTES AND ARENA

1. Safety to all animals is paramount to IGRA and its mission statement. The Arena Director and/or Chute Coordinator must inspect these listed areas to assure the safety of all animals. This physical inspection must be done prior to each rodeo performance to identify where any animal could be exposed to potential hazards and remove the hazard.
  - A. Bucking chutes and loading areas.
  - B. Holding/loading pens.
  - C. All alleyways and entrance/exit gates.
  - D. Roping chutes and loading areas.
  - E. All panels and fencing.

## RULE VI – ANIMAL CHARACTERISTICS AND CARE

1. Our commitment to animal safety is a priority. IGRA does not tolerate any intentional harm or any attempt to affect the well-being of any animal involved in rodeo. It is also the goal to provide animals that create a safe, even penned, and competitive nature.
2. Any animal that becomes injured during an event must be isolated to a safe area away from the rodeo and other animals with utmost urgency.
  - A. The means to move an injured animal must be readily available (solid skid that can be quickly connected to a truck or trailer)
  - B. Immediate assessment and care must be provided by the veterinarian on site.
  - C. The owner of the animal must be involved in all care decisions.
3. If any animal during the rodeo becomes dangerous in character (repeatedly kicks, charges, or becomes dangerous to itself or others), the Arena Director and Chute Coordinator must discuss the competitive status of the animal.
4. If the decision is to remove the animal, they are to be visibly marked and held in a separate pen and must not be used in any rodeo event.

## RULE VII – APPROVED EVENTS

1. Rough Stock Events.
  - A. Bull Riding.
  - B. Bareback Bronc Riding.
  - C. Steer Riding.
  - D. Chute Dogging.
2. Roping Events.
  - A. Calf Roping on Foot.
  - B. Mounted Break-Away Roping.
  - C. Team Roping.
3. Speed Events.
  - A. Barrel Racing.
  - B. Pole Bending.
  - C. Flag Race.
4. Camp Events.
  - A. Steer Decorating.
  - B. Wild Drag Race.
  - C. Goat Dressing.

## RULE VIII – RULES FOR EVENTS

### 1. ROUGH STOCK EVENTS.

#### A. General Rules for Rough Stock Riding Events.

1. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries to jump out of the chute, or in any way appears to be in danger of injuring itself or the contestant, should be released immediately and pulled from competition by the Chute Coordinator and Arena Director and the rider given a new animal.
2. All animals used in the bucking chutes must face the hinged end of the gate before exiting the chute in their respective event.
3. It is the contestant's responsibility to have all necessary equipment needed for their respective rough stock riding events and be fully prepared for their event when called on by the Chute Coordinator. Refer to the outline in rodeo resources titled *Rough Stock Riding Requirements*.
4. Providing that the Scorekeeper and Announcer are notified prior to the change, actual exit order from the chutes may be changed by the Chute Coordinator in consideration of contestant/stock/staff safety, equipment failure, or overall flow of the rodeo.
5. At the Chute Coordinator's discretion, any rough stock riding animal stalling in the chute may be pulled from competitive stock for the remainder of the rodeo and the contestant given a new animal.
6. A qualified ride will be timed for six (6) seconds.
  - a. Time begins when the animal's inside shoulder passes the plane of the chute gate. The inside shoulder is the shoulder farthest from the gate.
  - b. One non-rookie Judge shall serve as the official timer, second Judge is backup timer. The backup stopwatch will only be used if the Judge with the official stopwatch time was unable to obtain an accurate time for any reason.
  - c. Time will stop once the contestant touches the ground or has been disqualified. Judges shall stop their stopwatches when, in their opinion, the contestant has been disqualified for any reason. In either instance where time is six (6) seconds or more, contestant shall be entitled to a score.
  - d. If the horn, whistle, or buzzer sounds earlier than the required six (6) seconds, the contestant will be scored if there are at least four (4) seconds on the official stopwatch. If there are less than four (4) seconds on the official stopwatch, the contestant will be offered a ride or no score.

7. An audible horn will sound the completion of the required time (plus one second). Rider will be scored additional points for spurring, and fewer points for any loss of control. Rider will receive a score if he/she is in the air but has not hit the ground at the completion of the official time as determined by the Judge(s).
8. It is recommended, but not required, that all contestants planning on participating in either Bull Riding or Bareback Bronc Riding, have successfully completed two (2) qualified rides at a previous IGRA-sanctioned rodeo in Steer Riding, attended an IGRA-approved rodeo school, or have previous experience in these events outside of IGRA.
9. If a rider makes three (3) valid efforts to get out on a chute-fighting animal and is unable to do so, the contestant will be offered a new animal by the Chute Coordinator and/or Arena Director.
10. A qualified ride shall be scored a maximum of fifty (50) points by each Judge; one (1) to twenty-five (25) points for the animal and one (1) to twenty-five (25) points for the rider. Judges may use .1 through .9 along with regular score (e.g. Bareback Bronc Riding, 17.2 for contestant, 17.4 for animal, for a total of 34.6). This will help eliminate ties in these events. A score of zero (0) will be used for a no ride, and a "DQ" for a disqualification. If one Judge gives a "DQ" then the contestant is disqualified. The reason for the disqualification shall be noted on the Judges' score sheet.
11. Hooks, rings, or knots will not be used on bull ropes.
12. No hot shots will be used on an animal once it is loaded in the chute. Hot shots may not be used to enhance the performance of an animal.
13. The Chute Coordinator must disqualify a contestant who has been assigned an animal and cannot provide rigging (unless registered shared rigging is used) or who has been advised he/she is next to go and he/she is not over their assigned animal with glove on when the previous animal and/or contestant leaves the arena. No more than two (2) contestants may share a single rigging in any event.
14. Contestants competing in rough stock riding events are allowed one person to pull their rigging and another person to act as "safety" behind the chute. It is the contestant's sole responsibility to provide these individuals.
15. No one will be allowed to "ride the gate" as it is being opened.
16. Rough stock events require two (2) Judges.

B. Rerides.

1. If the Judge declares that a contestant is eligible for a reride, the Judge shall inform the contestant of their score and an option of a reride prior to the next contestant competing. Contestant may refuse the reride and take the score. Contestant must notify the Judge immediately of their decision to accept or reject the option. Rerides must be completed during that go of that event and contestant should be moved to the end of the running order for that event.
2. Possible rerides.
  - a. Stock contractor's equipment fails (e.g. flank strap breaks or comes off animal) or flanker admits that animal was not properly flanked. Rider must make a qualified ride and be in control of the ride while attempting to make the animal perform.
  - b. Performance of the animal is inferior (e.g. animal stops for an excessive time). A reride will be offered if the contestant makes a qualified ride while in control.
  - c. Performance of the animal is hindered (e.g. animal stumbles to its knees or falls, animal's head or horn(s) caught in gate or fence, rider is told by a Judge to get off the animal due to an injury of the animal). Rider must make a qualified ride up to the point of animals' hindered performance. Once the animal has stumbled to its knees or fallen, or caught its head or horn(s), the rider may continue to ride with the possibility of a score, a disqualification, or a score of zero (0) (e.g. bucked off). In all cases, the rider has the option of a reride as long as they had a qualified ride up to the point of animal's hindered performance.
  - d. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the ride, the contestant will receive a reride at the Judges' discretion. The contestant has the option of keeping their original score, if a qualified ride was made, or accepting the reride. However, if the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified ride in order to get another chance.
3. If a contestant believes that he/she has been fouled by the animal in the chute or on the chute gate, the contestant may continue to attempt to make a successful ride. The Judges will then decide if the contestant was actually fouled (e.g. injured or knocked off balance so as to lose control of the ride). If a Judge observed a foul, then the contestant will be notified of their current score and their option for a reride.
4. If, in the opinion of a Judge, any arena personnel interfere with a rough stock ride before the qualified time has elapsed, contestant will be given a score with an option of a reride, providing the contestant made a qualifying ride up to the point of the interference.

C. Bull & Steer Riding.

1. Rider will be disqualified if he/she does not have the animal rigged and ready to go when called by the official.
2. Quick release buckle is optional on bull rope on the off-side.
3. If the rider chooses the use of spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.
4. Contestants must ride one handed.
5. Contestants will have the right to ask the Judge to check on whether or not the animal is properly flanked to buck to the best of its ability. A soft metal collapsible bell must be attached to the contestant's bull rope and be positioned under the belly of the animal. No steel bells will be allowed.
6. No more than two (2) people may be on chute to pull contestant's rope.
7. Rider will receive a score of zero (0) for being bucked off prior to six (6) second and will be disqualified for any of the following offenses:
  - a. Touching the animal, equipment, hat, ground, or person with the free hand or arm. The Judges will give consideration to a rider who is sitting up and in control if they touch the head or horns of a bull or steer (that slings or throws its head) in a manner not to regain balance or aid their ride.
  - b. Grabbing hold of the fence or chute gate or pushing on the fence or chute gate to regain balance and assist the ride after crossing plane of the chute gate.
  - c. Using sharp spurs.
  - d. Placing spurs or chaps under the rope when the rope is tightened.
  - e. Using suicide wraps.
  - f. Not having a bell on bull/steer rope for the full six (6) second ride.

D. Bull Draw.

1. A joint "poker draw" will be performed for men and women by Secretarial Staff and Chute Coordinator for Bull Riding.
2. Draw location and time for each performance must be announced in advance.
3. Prior to the "poker draw" the secretarial staff shall do a random draw for running order of the contestants.
4. Bull riders are invited to observe the "poker draw."
5. Secretarial staff shall draw numbers or names corresponding to the bulls from a receptacle held above the head of the drawing official.

6. The first number drawn is the bull for the first contestant and so on.
  7. If there are more contestants than bulls, all of the bull numbers will be placed back in the receptacle after the first cycle has been completed. This will be done as often as necessary to match bulls with contestants.
  8. If there are more bulls than bull riders, at the discretion of the stock contractor and Chute Coordinator, the bulls that were not used in the first performance will be drawn for the second performance prior to the availability of the other bulls.
  9. After all contestants have had a bull drawn for them; the contestants will be required to leave while the secretarial staff conducts a draw for possible rerides. The running order for ride animals will be kept secret until after the contestant has made his/her decision regarding a possible ride.
- E. Bareback Bronc Riding
1. Rider will be disqualified if he/she does not have the animal rigged and ready to go when called by the official.
  2. Quick release buckle is optional on bareback rigging.
  3. There will be no tape or any other adhesive material or substance other than dry rosin used on rigging handhold(s) or on a rider's glove(s), which will be a plain glove with no flaps, rolls, wedges, or gimmicks. Rider may have a single layer of sheepskin or leather under the handhold(s), which will extend at least one inch (1") on both sides of the center of the handhold(s) not to be shaved and either one end shall be glued down. Only two-inch (2") nylon latigo will be used, no leather latigos attached to the "D" ring will be permitted. Violators will be disqualified.
  4. Rigging must lie flat on the animals back while it is being cinched; only two-inch nylon latigo will be permitted. Stock contractor may request that a Judge check on whether rigging is being set or cinched in a way that might hurt the animal's back. There will be no fiberglass or metal in the rigging or the handholds. Only leather or rawhide is allowed for handholds; the only other metal allowed will be in the "D" rings. All riggings must have enough sheepskins or sponge rubber, underneath to cover the bars. Pads used under riggings must be leather-covered on both sides. If they are hair pads, they must be at least one inch (1") thick; and if they are foam pads, they must be at least one and one-quarter inch (1¼") thick. Pads will extend at least two inches (2") behind the riggings.
  5. If rider chooses the use of spurs, loose rowel spurs must be used. Rider is not to use sharp spurs.
  6. Cinches on bareback rigging shall be at least five inches (5") wide.

7. A bareback contestant may elect to ride with one (1) or two (2) hands. If the rider starts with one hand, the rider will be disqualified for using the second hand. If the rider starts with two hands, the rider will be disqualified if one hand releases the grip for any amount of time. Riding with one or two hands is judged the same way with five (5) points deducted by each Judge for riding with two hands.
8. If a bareback contestant chooses to ride with two hands, the contestant must use a two-handed rigging.
9. Judges may require rider to take his/her hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request such action to be taken.
10. Judges may disqualify riders for the following reasons.
  - a. If rigging comes off the horse.
  - b. Touching the animal, equipment, hat, ground, or person with free hand or arm.
  - c. Grabbing hold of the fence or chute gate or pushing on the fence or chute gate to regain balance and assist the ride after crossing plane of the chute gate.
  - d. Riding with locked rowels.
  - e. If, in the Judge's opinion, the rider's rowels are too sharp.
  - f. Not following the Judges instruction to take feet from the neck of the horse stalled in chute.
  - g. Spurring behind the break of the horse's shoulders.
11. The rider should have the spurs or boot heels over the break of the horses' shoulders and touching horse when horses' front hooves hit the ground on the first move out of the chute. A five (5) point penalty shall be assessed on each side for which the rider does not have the correct foot position. Contestants have the right to ask Judges to decide whether the horse is properly flanked.

F. Chute Dogging.

1. This event is set up in the bucking chutes.
2. The event has a sixty (60) second time limit.
3. Event requires three timers.
4. The finish line shall be drawn 10 feet from and parallel to the closed chute gate.
5. Event has two (2) judges.
  - a. The start Judge will drop a flag when the animal's shoulder farthest from the gate crosses the plane of the chute gate.
  - b. The line/finish Judge will blow a whistle when the nose of the steer has crossed the 10-foot line and will drop the flag once the steer has been dogged.
6. Contestant shall position themselves in the chute with the steer and signal for the gate to be opened.
7. Once time has started the contestant will move the animal to the 10-foot line to dog the steer.
8. Steer will be considered dogged only when it is lying flat on its side, or on its back, with all four hooves pointed in the same direction and the head in a natural position.

9. A disqualification (DQ) will be given for any of the following.
  - a. If the steer is dogged prior to the judge's whistle.
  - b. Unnecessary roughness or intentional harm to the steer.
  - c. Tripping or flipping in an unskilled and dangerous manner.
  - d. Utilization of steer's head and/or horns in the dirt in a manner to flip the steer.
  - e. Contestant coach touching the animal while or after the chute gate has been signaled by the contestant to be opened.
  
10. Reride. Judge will grant a contestant the option of a reride for any of the following.
  - a. Interference.
  - b. Injured animal.
  - c. Arena equipment failure.
  - d. Official or arena personnel error.

If the contestant legally completed a go and a reride is offered, the contestant will have the option of taking their recorded time or taking the reride. In the event that a time is not available for a legally completed go, the contestant will be offered the option of a reride or maximum time for the event. If the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified go in order to get another chance.

#### G. Rough Stock Animals

No rough stock animals will be allowed to remain in the arena during any rough stock event. Any rough stock animals must be cleared from the arena before the next go.

## 2. ROPING EVENTS.

### A. General Rules for Roping Events.

1. Lap and tap timing will be used. Two (2) Judges will be used to start and stop time. The Start Judge will flag the barrier line at the chute. Time starts when calf or steers' nose clears the chute gate. The finish Judge will be mounted on horseback and positioned in the arena to flag the finish of the event for mounted roping events. In Calf Roping on Foot, the finish Judge must be on foot and positioned in the arena to flag the finish of the event. The positioning of the finish judge and the requirement to be mounted may be waived by the Arena Director due to unusual arena conditions or safety concerns.
  
2. If a roping contestant is interfered with in the arena during a run, or if the calf or steer is injured or gets out of the arena, Field Flag Judge will drop flag stopping time, and the roper will get an animal back in the chute. Contestant will have the remaining loops not used (i.e., in Break-Away Roping, if one loop has been thrown, the contestant will have one loop to throw. If no loops have been thrown, the contestant will have two loops. Lap and tap time will start again and be added to the time taken when the Field Flag Judge dropped the flag on the first run. If the contestant is interfered with before throwing his/her first loop, he/she must "declare" interference immediately before throwing the first loop. If contestant is interfered

with while throwing the first loop or before throwing the second loop, he/she must "declare" interference immediately and before throwing the second loop. If contestant is interfered with while throwing the second loop, he/she must "declare" interference immediately.

3. It is the privilege of a contestant to allow other people within the confines of the timed event box to assist with contestant's horse or lining out calf or steer.
4. It is the roper's responsibility to tell the gate person their signal for release of the animal and to make certain the Judges are ready before signaling for release of the stock. Animal belongs to the contestant when he/she calls for it regardless of what happens except in cases of mechanical failure. If the gate malfunctions, but the animal is still released, the contestant can cross the barrier line without penalty. However, the contestant must not throw the loop. Once the contestant throws the first loop, he/she has accepted the conditions and a reride will not be granted for the malfunctioning gate.
5. If the Judge determines that the catch is legal and no time is recorded, the contestant has the option of taking the maximum time allowed or having a reride. If the Judge determines that the catch is legal and only one time is recorded, the contestant has the option of accepting that time or taking a reride. The decision must be made immediately.
6. If, for any reason, a lap and tap time is not recorded when there is interference, or an animal is injured or escapes from the arena, the contestant will get a complete reride of the event.
7. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the event, the contestant/team will receive a reride at the Judges' discretion. The contestant/team has the option of keeping their original time (if a qualified catch was made) or accepting the reride. However, if the contestant/team has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant/team must make a qualified catch in order to get another chance.
8. If the Field Finish Flag Judge flags out a contestant/team that still legally have one or more loops coming, the contestant/team will receive a reride.
9. All animals are randomly loaded and given to contestants per the running order of secretarial event sheets at the start of the go-round. Providing that the Scorekeeper and Announcer are notified in advance of the change, actual exit order of contestants or teams from the roping box may be changed by the Chute Coordinator or Arena Director only in consideration of equipment failure or injured horse.

B. Calf Roping on Foot.

1. Back return gate must remain open during this event.
2. Contestant has a maximum twenty (20) second time limit, not including possible penalties to complete their go.
3. Each roper is allowed to throw one (1) loop.
4. Contestant will be positioned behind a clearly-marked barrier line, which will be approximately parallel with and located one foot (1') behind the chute gate hinge posts, and another line perpendicular to the main line located two feet (2') from the chute gate hinge post.
5. Contestant must verify the Judges are ready, and notify the chute gate puller on their signal for the release of the calf. When ready, contestant signals for the calf.
6. As calf's nose clears chute gate, Judge will drop flag to start time.
7. Contestant must throw their loop so it is released from their hand and then goes completely over the calf's head, and then catch neck, body, leg(s), belly, or combination of these body parts.
8. Once calf is roped, slack has been pulled out of the rope, and the rope has left the hands of the contestant, Judge will drop flag to stop time.
9. Following the stop of time, Judges will determine the validity of the throw and catch and assess penalties or disqualifications.
10. Penalties.
  - a. A ten (10) second penalty will be assessed for stepping on or crossing over the barrier line before the calf's nose clears the chute gate.
11. Disqualification.
  - a. Signaling for release of calf when Judges are not ready.
  - b. Roping calf without throwing or releasing the rope in a manner to snare or place loop around calf's head.
  - c. Not releasing loop from roper's hand prior to having any portion of the calf's head within the loop.

C. Mounted Break-Away Roping.

1. Contestant has a maximum forty-five (45) second time limit, not including possible penalties.
2. Time starts when contestant signals for release of calf and when calf's nose clears the chute gate.

3. Once the legally-roped calf pulls rope and breaks the string attached to the saddle horn, Judge drops flag to stop time.
4. Contestant must remain mounted on horse during their go.
5. Two (2) loops are permitted. If a contestant intends to use two loops, contestant must carry two ropes and must use the second rope for the second loop. A loop that touches the ground is considered to be an expended loop.
6. Ropes must be secured to the saddle horn with string with no excess slack in string. If the string securing either rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
7. Calf must break rope from saddle horn to be a legal catch. An easily visible piece of cloth or plastic flagging must be attached within three feet (3') of the end of the rope to enable the Field Flag Judge to flag the breakaway more accurately. If the second rope falls from the saddle before it is used, the first rope may not be used to build a second loop.
8. Catch as catch can. Clean catch. The loop must go completely over the calf's head and then catch around the neck, leg(s), belly, or any combination of these body parts. Calf must break rope from the saddle horn. If calf steps out of loop before rope is broken from the saddle horn, the roper may use the second loop.
9. Loop must be thrown. Roping the calf without releasing the loop is not permitted. Roper cannot ride up and snare or put the loop around the calf. The loop must be released from the roper's hand prior to having any portion of the calf's head within the loop.
10. In case a reride is granted and if any loop was already thrown prior to the reason for the reride occurring, that thrown loop will be subtracted from the total loops allowed to be thrown during the reride.
11. Penalties. Ten (10) second penalty assessed if crossing the barrier line before the calf's nose clears the chute gate.
12. Disqualification.
  - a. If the string securing rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
  - b. Abusive treatment of any animal during the event.
  - c. Roping the calf without releasing rope after the catch.
  - d. Accidental or intentional dally or hang up of rope.
  - e. Not having an easily visible piece of cloth or plastic flagging attached within three feet (3') of the end of the rope.
  - f. Roping the calf before the horse's tail has cleared the barrier line.
  - g. Dismounting or falling off horse before time is stopped with a legal catch.

- h. Running the calf into the fence or return gate while demonstrating blatant disregard for safety of the calf as ruled by the Judge.
- i. Roper breaks rope away from the saddle horn.
- j. Roping calf without throwing or releasing the rope in a manner to snare or "place" loop around calf's head.
- k. Not releasing loop from roper's hand prior to having any portion of the calf's head within the loop.
- l. Signaling for release of calf when Judges are not ready.

D. Team Roping.

1. Team has a maximum sixty (60) second time limit, not including possible penalties.
2. Contestant can rope twice in this event per day, once as a header and once as a heeler. Contestant's highest placing will only be used for points towards all-around, Finals Rodeo, and World Champion calculations.
3. All changes in lists of roping order due to sharing horses must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order listed.
4. Each contestant will be allowed to carry only one (1) rope. Each team is allowed three (3) throws in all. "Dally" is defined to mean at least one complete turn around the saddle horn.
5. There are only three (3) legal head catches.
  - a. Both horns.
  - b. Half a head.
  - c. Around the neck.
6. A loop dropped to the ground is considered to be an expended loop. A loop will not be considered expended if it touches the ground during the process of remaking a loop after a miss.
7. Team will start behind the barrier with one roper in each box.
8. Header will signal for steer in order to begin the event.
9. Time starts when steer's nose clears the chute gate, and is flagged by the start Judge.
10. Header must throw the first loop at the steer's head. If first loop is a miss, header may rebuild loop and throw a second attempt\_or heeler may move into header position and throw team's second loop at steer's head.
11. After one contestant has made a legal head catch, dally is required to secure the steer and then header must turn the animal left across the arena.

12. Heeler may then throw their loop, but the steer must be moving when the heel loop is thrown.
13. For a clean legal catch, the heeler must rope both hind feet of the steer.
  - a. Any heel catch behind both shoulders is legal if rope goes up both heels.
14. Heeler must then dally. Option: Heeler tie–on rule. A heeler may "tie on" but must use a quick release device. Roper may not dally over tie on. Tie on roper must finish the run as started.
15. Time is stopped when steer is roped, secure between both partners, and both horses are facing the steer with ropes dallied and tight. Both horses' front feet must be on the ground and ropers must be mounted.
16. Finish Judge will then flag the stop of time.
17. Any question as to catches in this contest will be decided by the Judge.
18. Rerides.
  - a. If the header's loop is on the steer and the steer is injured or escapes the arena, the team will get lap and tap time with another steer with the rope on it in the chute. The rope will be placed on the steer in a similar manner as it was on the first–roped steer. Judge shall make sure that the rope will not catch on the roping box upon release of the steer. Time will resume when the steer makes its initial move out of the chute. The header has the option of restarting in the roping box or within the arena. The heeler will restart in the roping box.
19. Penalties.
  - a. Ten (10) second penalty assessed by the Barrier Judge if either horse breaks the box before the steer starts.
  - b. Ten (10) second penalty assessed by the Barrier Judge if the header horse's tail does not clear the box before the loop is thrown.
  - c. Five (5) second penalty assessed by the Finish Judge if only one heel is caught when run is completed.
20. Disqualification.
  - a. Hondo passes over one horn and the loop goes over the other horn.
  - b. Loop crosses itself in head catch.
  - c. Cross fire catches. If, in the opinion of the Finish Flag Judge, a heel loop is thrown before the header has dallied and changed the direction of the steer.
  - d. Header catches one or both front feet or legs in the loop and the header dallies.
  - e. Dismounting or falling off horse before time is stopped.
  - f. Abusive treatment of any animal during the event.
  - g. Ropers must throw the loop. The loop must be released from the roper's hand prior to having any portion of the animal within the loop.
  - h. Tied ropes (exception of Heeler Tie–on Option).

- i. Header accidentally jerks steer off its feet or steer trips or falls, header may not drag over eight feet (8') before steer regains its feet.
- j. A broken rope.
- k. Header's loop hangs up on a horn or the horn wrap, catches a front hoof or hooves, shoulder, or body of the steer.
- l. Heeler catches a front hoof or hooves in the heel loop.

### 3. SPEED EVENTS.

#### A. General Rules for Speed Events.

1. Arena.
  - a. Tractor must be removed from the active performance arena area during contestant runs, unless a variance, which specifies a safe location, has been approved.
  - b. Arena Director may designate the alley or runway as "part of the arena." Arena Director must inform the secretarial staff so this information can be posted along with the Event Control Sheets prior to the start of the rodeo.
  - c. Arena Director may waive speed event disqualifications due to unusual circumstances for that particular arena and/or event. This waiver will be posted along with the Event Control Sheets.
  - d. If any of the speed events are run back-to-back and arena size and conditions permit, the pattern must be moved so as to not have barrel #3 (in Barrel Racing) or the end pole (in Flag Race and/or Pole Bending) in the same place.
  - e. After a maximum of ten (10) riders, the travel area around all barrels and end poles must be machine-raked.
2. Timing.
  - a. Speed events are timed events.
  - b. IGRA-sanctioned rodeos are required to use an electronic timing light for all speed events and three (3) stopwatches as backup.
  - c. Electronic timing light shall be placed, where at all possible, against the fence.
  - d. Judge will drop their flag when any part of the rider or horse breaks the plane of the start/finish line according to the prescribed pattern.
  - e. Timers must start and stop their stopwatches when Judge drops the flag.
  - f. Scorekeeper will record only the electronic timing light time.
3. Timing Light Malfunction.
  - a. If the electronic timing light malfunctions for a contestant, Scorekeeper will record all stopwatch times and ensure that the contestant is advised immediately of the situation.
    1. If three stopwatch times are available, the high and low hand stopwatch times are not used, and the stopwatch time in the middle will be used.
    2. If only two stopwatch times are available, the average time will be used with no round offs.
    3. If only one stopwatch time is available, that time will be used.

- b. Arena Director (or designee) will inform contestant of the stopwatch time, be given the option of accepting the stopwatch time, or re-running the event. Contestant must make this decision immediately.
  - c. If the electronic timing light permanently fails as determined by the Arena Director, hand stopwatch times will be used for all remaining contestants in the event for that go-round (refer to Rule IX, Scorekeeper & Timers, paragraph 5).
4. Events.
- a. Contestant is allowed a running start.
  - b. Contestant may request the choice of an open or closed gate at the start and end of the run, if in the opinion of the Arena Director, the gate position will not create a dangerous situation for the horse and/or rider.
  - c. Contestant running order may be changed by the Arena Director (or designee) only in consideration of equipment failure or injured horse. Arena Director must inform the Scorekeeper and Announcer in advance of the change.
5. Disqualification.
- a. Contestant fails to respond to Arena Director (or designee) in staging area or "arena line-up area" after three (3) calls has been attempted. Contestant must be mounted and ready to compete.
  - b. Dismounting or falling off the horse during the timing of the event.
  - c. Broken pattern or crossing traveled path.
  - d. Any part of the rider or horse breaks the lane of the start/finish line other than according to the prescribed pattern.
  - e. Excessive use of a bat, crops, whip, rope, or spurs, at the Judge's discretion.
  - f. Taking more than 90 seconds to cross the electronic start line after being signaled from the Arena Director (or designee) to begin their run.
6. Reride Options.
- a. Contestant will receive a reride at the Judges' discretion in case of interference, arena equipment failure (see Rule VI.3.A.3 for Timing Light Malfunction), rodeo official's error, or other arena personnel's error during the event. Contestant has the option of keeping their original qualified time or accepting a re-ride. If the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified run in order to get another chance.
  - b. If the arena has not been machine-raked after ten (10) contestants, any contestant's affected by this non-compliance will be granted a reride.
  - c. Timing light malfunctions (see #3 above).

B. Barrel Racing (refer to Exhibit P, Barrel Racing diagram).

1. Fifty-five (55) gallon closed metal barrels must be used. Barrels must be brightly colored or covered with barrel wraps.
2. The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced, depending on the arena size.
  - a. All measurements are taken from top center of barrel
  - b. Minimum distance of fifteen feet (15') from each side wall to barrel one and barrel two.
  - c. Minimum distance of thirty feet (30') between barrel three and the back wall.
  - d. Minimum distance of thirty feet (30') between barrel one and the start/finish line.
  - e. Recommended minimum stopping distance of at least forty feet (40').
3. When measuring the arena for the barrel course, ample room must be left for horses to complete their turns and stop at the finish. The barrels shall be placed consistently in relation to the marker and made as level as possible.
4. When called by Arena Director (or designee), contestant will run one of the prescribed patterns in Exhibit P.
5. Knocking over a barrel shall carry a five (5) second penalty. A contestant may touch the barrel with his/her hands in Barrel Racing.

C. Pole Bending (refer to Exhibit Q, Pole Bending diagram).

1. Pattern is to be run around six (6) poles.
  - a. Each pole is to be twenty-one feet (21') apart.
  - b. The first pole is to be twenty-one feet (21') from the starting line.
  - c. Poles shall be set on top of the ground six feet (6') in height, with a base between twelve inches (12") and fourteen inches (14") in diameter.
  - d. Poles must fit firmly into the bases so that if the pole is bumped it will move the base as well.
  - e. Minimum distance of thirty feet (30') from the back wall.
  - f. Recommended minimum stopping distance of at least forty feet (40').
2. When called by Arena Director (or designee), contestant will run one of the prescribed patterns in Exhibit Q.
3. Knocking over a pole shall carry a five (5) second penalty.
4. Contestant may touch pole with his/her hand. However, if pole is picked up and moved from the set pattern, contestant will receive a five (5) second penalty.
5. A knocked down pole does not alter the pattern of the course.

- D. Flag Race (refer to Exhibit R, Flag Race diagram).
1. Fifty-five (55) gallon closed metal barrels must be used. The barrels must be brightly colored or covered with barrel wraps.
  2. Pattern is to be laid out in the same manner as the regular barrel pattern with the substitution of a pole in place of barrel three (see Section B, Barrel Racing, above for pattern details).
  3. A five (5) gallon pail measuring fourteen and one-quarter inches (14 $\frac{1}{4}$ " ) +/- (plus or minus) one-half inch ( $\frac{1}{2}$ " ) tall inside dimension and eleven and one-quarter inches (11 $\frac{1}{4}$ " ) +/- (plus or minus) one-half inch ( $\frac{1}{2}$ " ) across inside dimension with fill mark on the exterior and/or interior of the pail filled three-quarters ( $\frac{3}{4}$ ) full with any pellet feed measuring three-sixteenths inches ( $\frac{3}{16}$ " ) in diameter (e.g. cattle or horse pellet feed) will be placed on top of barrels one and two. A proper level must be maintained throughout the event. Should a pail be knocked over by a contestant, it shall be refilled as described, not scooped up from the arena floor. Flag poles shall be set seven inches (7") into the pellets, and pole shall be marked from the bottom accordingly.
  4. A two and one-half-foot long (2 $\frac{1}{2}$ ' ), round one inch (1") diameter pole with one end sharpened to a point and an eight and one-half by eleven inch (8 $\frac{1}{2}$ " x 11") solid red flag attached to the other end will be used.
  5. Pattern may be run either left or right and contestant must call placement of flag before entering the arena. Contestant crosses start/finish line, proceeds to first barrel, passes on the outside picking up the flag, passes around the pole and on to next barrel where he/she puts the flag into the five (5) gallon pail with sharpened end down and returns to the start/finish line. Flag pole may pierce the bucket after going in and still be considered a good time.
  6. Penalties/Disqualifications.
  7. Knocking over the first barrel and/or pail will result in a five (5) second penalty.
  8. Knocking over the pole or picking up and moving the pole from the set pattern will result in a five (5) second penalty.
  9. Knocking over the second barrel or pail will result in disqualification.
  10. Contestant will be disqualified for striking horse with flag.
  11. Flag not staying in the last pail results in no time.

#### 4. Camp Events.

##### A. General Rules for Camp Events.

1. All camp events will be started by flag and whistle by the Judge.
2. Teams must be complete before the close of registration. It is not the responsibility of the Rodeo Secretary to provide team members.
3. Roughing of Timers and/or Judges will result in disqualification.
4. All camp events to have a one (1) or two (2) minute time limit at the discretion of the host association.
5. Each Goat Dressing and Steer Decorating team will have one (1) Timer and a certified Scorekeeper/Secretary. Each Wild Drag Race team will have two (2) Timers. The second Timer in Wild Drag Race can be a Scorekeeper/Secretary.
6. For Steer Decorating and Goat Dressing, if the Timer realizes that the stopwatch was stopped late, for whatever reason, (e.g. malfunctioning watch, Timer watching wrong Judge), but the time is within the time limit, the team has the option of taking the recorded time or having a complete reride. If the Judge determines that the event was completed within the time limit but no time is recorded, the team has the option of taking the maximum time allowed or having a complete reride. The decision must be made immediately.
7. In Wild Drag Race, the official time will be from the primary Timer with the back-up stopwatch used only if no time is recorded by the primary Timer. If either Timer realizes that the stopwatch was stopped late for their stopwatch for whatever reason (e.g. malfunctioning watch, Timer watching wrong Judge), then that stopwatch time will be dropped and the other stopwatch will be used. If both Timers realize that their stopwatches were stopped late but the time is within the time limit, the team has the option of taking the primary stopwatch recorded time or having a complete reride. If neither of the Timers records a time and the Judge determines that the event was completed within the time limit, then the team has the option of taking the maximum time allowed or having a complete reride. The decision must be made immediately.
8. A team will be disqualified if any of the team members' feet step on or cross the start line before the start of the event by the Judge.
9. Once a team is offered a rope, they are responsible for it. Rerides will not be offered for getting entangled in a rope.

10. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the event, the team will receive a reride. The team has the option of keeping their original time (if a qualified run was made) or accepting the reride. However, if the team has no way of knowing that something did not happen or function correctly and they continue to compete, the team must make a qualified run in order to get another chance.
11. The Arena Director or his/her designee may declare a team a "No Show" after that team has been called three (3) times and they are not present and ready in the arena line-up area.
12. All camp event animals are considered to be luck-of-the-draw. There shall be no rerides or lap and tap because of an animal lying down and not getting back up unless it is proven that the animal was injured.
13. No more than two stock animals will be allowed to remain in the arena during any event run. More than two animals must be cleared from the arena before the next go.

B. Steer Decorating.

1. Steers are to be positioned in alternating (every other) chutes, if possible, and always facing the hinged end of the chute.
2. Host association must supply a soft, cotton twenty-five-foot (25') +/- (plus or minus) one foot (1') long by three-quarters inch ( $\frac{3}{4}$ " up to one and one-half inch ( $1\frac{1}{2}$ " diameter rope to include a metal ring with an inside diameter of two and one-half inch ( $2\frac{1}{2}$ ") to three-inch (3") metal ring is to be used for the event. No knots in rope are allowed.
3. The end of the rope with the ring is to be attached on the horns of a horned steer such that the ring end of the rope is behind the steer's horns and the ring end of the rope points away from the arena side of the chute. The rope is not to be tightened around the horns of the steer before the start of the event.
4. Event requires horned steers that meet the stock specifications.
5. Ribbon must be a minimum of seven-eighths inch ( $\frac{7}{8}$ ") to a maximum of one and one-quarter inch ( $1\frac{1}{4}$ ") in width and twenty-four inches (24") in length minimum and must be made of prefab cloth ribbon with a finished edge. Ribbon will be made available to all teams at the beginning of the event.
6. The team.
  - a. Team is comprised of two (2) contestants.
  - b. One team member stands ten feet (10') from the chutes holding the rope.
  - c. Second team member stands at least forty feet (40') from the chutes holding the ribbon.

7. The event.
    - a. Time begins and steer belongs to the team as the Judge blows the whistle and drops the flag.
    - b. When the chute gate opens, contestants must haze steer across ten-foot (10') line. Chute gate will remain open until completion of each heat.
    - c. Once all four (4) feet have crossed the ten-foot line, the following must occur.
      1. Contestant with ribbon must tie ribbon on steer's tail, and
      2. Contestant with rope must remove the loop from the steer such that no part of the loop is encircling any part of the steer's body.
    - d. Once both of the above have been completed, the contestant with the ribbon must tag the timer in the chute they started in.
    - e. Time ends when the contestant with the ribbon has tagged their respective timer's hand.
  8. If a team loses their steer, they must recapture their own steer.
  9. If chute gate "hangs up" but the steer is still released, the team must immediately drop the rope and request a reride from the Judge. If the team continues to compete, they have accepted the conditions and a reride will not be granted for the gate "hanging up."
  10. Disqualification.
    - a. Contestant tags Timer before the loop of the rope is completely removed from the steer's head.
    - b. Ribbon is not tied to steer's tail when Timer is touched.
    - c. Ribbon is not tied by the contestant who started at the forty-foot (40') line.
    - d. Capturing another team's steer.
    - e. Attempting to decorate the steer or remove the loop from the steer before all four (4) feet of the steer clear the ten-foot (10') line.
    - f. Contestant touches unassigned Timer.
    - g. Any action deemed as abusive to the animal (kicking, slapping, whipping).
- C. Wild Drag Race.
1. Team event with three (3) contestants on each team. A maximum of two (2) teams will be allowed to compete at the same time.
  2. Steer is positioned in bucking chute facing the hinged end of the gate.
  3. Host association will provide a minimum of six (6) halters and 6 cotton ropes with the following dimensions.
    - a. Twenty-five feet (25') long +/- (plus or minus) one foot (1').
    - b. From three-quarter inch ( $\frac{3}{4}$ " ) to one and one-half inch ( $1\frac{1}{2}$ " ) diameter.
    - c. Knots are not allowed in rope.
    - d. Rope must be securely attached to halter.
    - e. No spring snaps other than large "bull clips" permitted.
  4. The finish line shall be seventy feet (70') from the chutes.

5. The team.
  - a. Shall be composed of three (3) contestants of the following: one male, one female, and the third of either gender referred to as the "drag."
  - b. The "drag" must wear female-type clothing (minimum of a one-piece dress, pantsuit, or skirt and top) and a wig.
6. Start positions.
  - a. Female contestant stands ten feet (10') from chute holding the rope attached to the steer.
  - b. Male contestant stands forty feet (40') from chute.
  - c. "Drag" contestant stands seventy feet (70') from chute.
7. Start Judge starts the event in a position where he can observe all contestants at the start and will drop his flag and blow his whistle to signal the start.
8. The event.
  - a. When the chute gate opens, the male and the drag may run to assist the female in bringing the steer across the seventy-foot (70') line.
  - b. Once all four (4) hooves cross the seventy-foot line the first time, the drag may then mount the steer.
  - c. The drag must then be legally mounted before the steer has any hoof on or across the finish line.
  - d. Time stops when all four (4) hooves of the steer, with legally-mounted drag, cross the finish line in the direction toward the chute.
9. Steer belongs to the team at the whistle/flag start.
10. If chute gate "hangs up" but the steer is still released, the team must immediately drop the rope and request a reride from the Judge. If the team continues to compete, they have accepted the conditions and a reride will not be granted for the gate "hanging up."
11. Male and female may assist to help get the steer with mounted drag across the finish line. If team loses their steer, they may recapture their own steer. Capturing another teams' steer will result in disqualification.
12. There is one way for the drag to be legally mounted on the steer, and that is straddling the steer's backbone with one leg (which is at least that portion of the leg extending from the knee down) on each side of the steer and below the ridge of the backbone. The drag may be facing forward or to the back of the animal. If the drag is sliding off the steer, the drag must still maintain the minimum mounted position described in this section.
13. If the drag touches the ground before the steer has completely crossed the finish line, the team must bring the steer back across the finish line in order to make another attempt.

14. Each team in the Wild Drag Race shall have a Finish Judge and the Finish Judge shall be placed in a position at the finish line that would allow an unrestricted view of the finish line.
15. A reride will be given if the Judge drops the flag because of an injured animal, animal escaping the arena, or equipment failure.

D. Goat Dressing.

1. Event requires two (2) Judges.
2. Event is run in heats.
3. Team event with two (2) contestants on each team.
4. Timer will straddle the start/finish line approximately ten feet (10') to the side of the starting point.
5. All shorts shall be the same size, style, and breed.
6. Goats must be adequately spaced to avoid interference. Goats shall be tethered with a ten-foot (10') +/- (plus or minus) three inches (3") soft cotton rope to a weighted object, which the goats cannot drag.
7. Dog harnesses will be used to tether the goats.
8. Goats must be held stationary at the point furthest away from the start line.
9. Contestants competing in subsequent heats shall remain in back of a line that is fifteen feet (15') behind and off to the side of the start/finish line.
10. Contestants will stand at starting line fifty feet (50') from the point at which the goat is tethered.
11. Time begins when the start Judge drops the flag and blows the whistle.
12. Team runs to their goat and as one member of the team holds the goat, the other team member puts shorts on both back legs with one leg of the goat in each leg hole of the shorts.
13. Time stops when all four (4) feet of the contestants have crossed the start/finish line.
14. Each Timer must give a hand signal to the Judge when they stop the time.
15. Arena Director has sole discretion to change the goat(s) at any time up to a maximum of eight (8) heats.

16. Disqualification.
  - a. Throwing the goat or unnecessary roughness.
  - b. Both legs of the goat are in one leg of the shorts.
  - c. The shorts are not over the tailbone of the goat when contestants cross the finish line.
  - d. Crossing the finish line behind the Timer.

## RULE IX – GENERAL RULES

1. Gender Classification.
  - A. A contestant is eligible to register and compete under the gender classification with which the individual identifies and lives on a daily basis.
  - B. A contestant may change his/her gender classification on the IGRA Event Entry form one time within any rodeo year.
  - C. Gender may be verified with a legal driver's license or ID card that indicates gender.
  - D. If a contestant changes his/her gender classification on the IGRA Event Entry form, he/she will forfeit any points previously earned towards qualification for Finals Rodeo, and may not reverse his/her decision regarding his/her gender classification for competition purposes.
2. Members of Member or Recognized Associations, independent contractors, all other volunteers, and if necessary, their parents or legal guardians...
  - A. Acknowledge that rodeo is a dangerous activity and that participation in a rodeo as a competitor, official, independent contractor, or volunteer exposes the participant to a substantial and serious risk of property damage, personal injury, or death.
  - B. Acknowledge that participation in IGRA-sanctioned rodeos will expose a participant to such hazards.
  - C. Release IGRA, Member, and Recognized Associations, sponsors, rodeo production entities, their affiliates, related or subsidiary companies, and the officers, directors, employees or agents from liability and punitive damages for any and all property or personal damages incurred while participating in an IGRA-sanctioned rodeo.
3. Members of IGRA, Member and Recognized Associations, independent contractors, all other volunteers, and if necessary, their parents or legal guardians, shall not now or at any time in the future, directly or indirectly, commence or prosecute any action against the parties listed in 2.c above. This provision shall be binding upon each member of a Member or Recognized Association, independent contractors, volunteers, his/her lover, significant other, life partner, spouse, legal representative, heirs, successors, and/or assigns.

4. Safety during the running of rodeo events.
  - A. While in the rodeo arena or secured working areas, rodeo participants – contestant, buddy pass holders, stock contractor and/or personnel, volunteers, officials, security, royalty – must not be...
    1. Under the influence of alcohol or illegal drugs of any kind, or
    2. In possession of an open container of alcohol or illegal drugs of any kind.
  - B. If the Rodeo Director and Trustees present determine any rodeo participant is in violation of the above, they are to remove the participant immediately from the arena and secured working areas.
  - C. Rodeo Director and Trustees will determine if a contestant should be disqualified from an event, day, or rodeo.
  - D. Checklist Trustee must communicate with all certification chairs if an official is found in violation of the above.
  - E. Disciplinary action may include disqualification, and/or loss of certification.
  - F. All violations of this rule must be noted in the checklist report.
5. There shall be no smoking in the arena, working chute areas, or secretarial area while the rodeo is in progress. The host association shall enforce this rule or any other local smoking ordinances.
6. The Rodeo Director or any certified rodeo official may disqualify a contestant/team from an event for both go-rounds after observing excessive roughness or intentional harm to an animal, such as kicking, hitting, slapping, etc., before, during, or after the event. Appeals by the contestant/team may be made through the Rodeo Review Procedures (refer to Rodeo Rule VIII).
7. Contestant Running Order in Events.
  - A. Will be assigned through random drawing by the Rodeo Secretary. For Bull Riding, see Bull Draw (refer to Rodeo Rule VI, number 1, letter D).
  - B. Must be posted a minimum of thirty (30) minutes prior to the scheduled start of the first event of each go-round.
8. Assignment of Contestants to Chutes/Animals.
  - A. Chute Coordinator must apply Rodeo Secretary's order to the contestant assignment of chutes/animals.
  - B. First contestant in Secretary's order must be assigned the first chute to be emptied or animal to be used.
  - C. Second contestant in Secretary's order is assigned the second chute to be emptied or animal to be used, and repeated accordingly.
  - D. If split chutes are used, one side should be assigned and completed prior to moving to the other side.

9. Contestant Scratching an Event.
  - A. If contestant scratches an event prior to an animal being loaded into their assigned chute, contestant falls out of the running order and assignment of animals.
  - B. If contestant scratches an event after an animal has been loaded into their assigned chute, the animal will be turned out and not used for that go.
10. All official personnel, including the announcing staff, shall adhere to the same dress code and rules as rodeo contestants. All other arena volunteers are encouraged to wear the same type of attire but will not be prohibited from assisting because they are not wearing the required attire. Chute personnel – hat style optional. Personnel wearing headsets may alter hat style, i.e., baseball cap. The host association may require volunteers to follow a stricter dress code.
11. If inclement weather is affecting the contestants, staff, or performance, the Arena Director has the option of waiving attire requirements for either a particular event or day.
12. The checklist Trustee shall collect and submit to IGRA all injury reports of animals, contestants, volunteers, and spectators using the appropriate form. The Chute Coordinator shall report any and all problems encountered with the stock and/or stock contractor to the checklist Trustee completing the rodeo checklist.
13. All times and scores shall be announced during rodeo competition to the best ability of the announcer. Announced times and scores are unofficial. Every effort will be made to announce contestants' sponsors. The Rodeo Secretary shall provide the announcer with a copy of the Saturday results on Sunday morning to assist with score comparisons.
14. Contestant scratch.
  - A. Only a contestant may scratch him/herself from any or all events.
  - B. Secretarial staff must be notified of such scratch as soon as possible.
  - C. If it is known that a contestant is missing because of a medical emergency (injury or illness) whether personal or related to a family member, close friend, or relationship, that contestant will be considered a scratch.
  - D. In team events, another registered contestant not already entered in the affected event may replace a contestant scratched due to a medical emergency.
  - E. If scratches affect two or more teams, members of different teams may be allowed to combine.
  - F. In the case of the Wild Drag Race, teams may only combine so long as an original member of a team, who has not scratched for reasons mentioned above, is not displaced from competition.
  - G. One or more teams not performing due to the combination of team members are then considered a scratch, but for the purpose of prize money and placements, the number of teams entered in any effected event remains the same as at the close of registration.
  - H. If a contestant returns from the medical emergency, he/she may continue the rodeo as registered.

15. Disqualified contestant.
  - A. If any IGRA official determines a contestant is unfit to understand his or her own safety, the contestant may be disqualified from any or all further events.
  - B. The determining official shall inform the contestant when this determination has been made after consulting with the contestant, the Rodeo Review Chair, and one other IGRA official.
16. No pets will be allowed in the rodeo arena, chutes, holding pens, or other areas specified by the rodeo facility or host association. Pets in authorized areas must be under the owner's control. If pets are not allowed anywhere at the facility, a contestant will not be allowed to compete until the pet is removed from the facility or kept in a vehicle or horse trailer. If the pet is seen anywhere on the facility after being warned of the "no pet rule," the contestant responsible for the pet being at the facility will be disqualified from the rodeo by the Rodeo Director.
17. All timed events that have a time limit for the contestant to compete in must have a horn, whistle, or buzzer signaling the end of the time allowed for that event.
18. No rerides or rerides will be given because of unexpected noise or movement that occurs outside of the arena. Examples are: livestock being loaded in the chutes and pens, bulls and horses kicking in the chutes, vehicle headlights flashing into the area, or someone is sitting on the fence.
19. Each contestant/team must be notified when the arena is set/clear for their competition by:
  - A. Arena Director or their designee for speed events.
  - B. Chute Coordinator for rough stock events.
  - C. Start Judge for roping and camp events.
20. Any contestant/team that elects to perform their event before being notified that the arena is set/clear, will be disqualified from that event.
21. The Arena Director or their designee will time the 90-second rule for speed event contestants to enter the arena from the time the contestant is notified.
22. For all horse events, the arena must be cleared of animals and contestants not immediately participating in the go of any particular event. The contestant must not be offered the arena until all interference is removed.
23. If, in the opinion of the Judge, a contestant/team appears to stop competing because of exhaustion, frustration with a difficult animal, or other similar reason, the Judge can wave the contestants out of competition, and no rerides will be given.
24. Any director or officer of IGRA shall have access to any part of the rodeo enclosure or arena when identification is presented. However, if an IGRA director or officer is a contestant, he/she is excluded from entering the secretarial area unless invited by the secretarial staff.

25. All key personnel (Rodeo Director, Assistant Rodeo Director, Arena Director, Assistant Arena Director, Chute Coordinator, Assistant Chute Coordinator, Judges, Timers, Scorekeepers, Announcers, Secretary and staff, stock contractor and staff, bullfighter, veterinarian, and ambulance crew) cannot compete as a contestant or exhibition performance of any type (except for Grand Entry), where there is a risk of injury, in an IGRA-sanctioned rodeo in which they are officiating or working.
26. Video tapes and/or photographs cannot be used as evidence in Rodeo Review Requests and/or judging decisions.
27. If arena conditions are deemed at any time prior to the rodeo start time or during the running of the rodeo to be unsafe, competition may be stopped until the arena conditions are deemed satisfactory. The determination of unsafe arena condition will be decided by the Arena Director, Rodeo Director, and stock contractor. Contestant concerns should be considered. In these situations, refer to the Rodeo Resources guidelines.
28. All certified officials must stay 30 minutes after the completion of each performance.
29. A meeting under the direction of the Rodeo Secretary will be held within thirty (30) minutes after the close of rodeo registration. The following rodeo personnel and their assistants will attend: Judges, Scorekeepers, Timers, Announcers, Arena Director, Chute Coordinator, Rodeo Director, Rodeo Review Trustee, and the Rodeo Checklist Trustee. Any of these officials unable to attend this meeting due to unforeseen circumstances (e.g. flight delay, etc.) will be briefed by another rodeo official prior to the start of the first rodeo event on any discussions that took place. The purpose of this meeting will be to clearly inform and define each person's duties and responsibilities and to make known any special situations that may take place.
30. Rodeo participants (contestants, buddy pass holders, stock contractors and their personnel, volunteers, officials, security, and royalty) must not be in possession of or bear firearms while attending rodeo registration, rodeo events, and awards. This does not include contracted security staff.
31. Announcement of Rerides.
  - A. The official granting a reride shall communicate the reason for the reride to the Arena Director, who shall communicate to the Rodeo Announcer the name(s) of the individual or team being given the reride along with the reason for the reride.
  - B. The Rodeo Announcer shall announce every reride and the reason that was communicated by the Arena Director.

## RULE X – RODEO REVIEW REQUEST PROCEDURES

1. The Rodeo Review Process exists to ensure appropriate interpretation and application of rules by all rodeo officials, to track any rodeo official errors for ongoing improvement, and to direct procedural problems to the affected committees for review, improvement, and feedback.
2. The Rodeo Review Request can only be completed on decisions involving misinterpretation or misapplication of the rules and procedures of rodeo.
3. Officials' decisions are subject to review only by the Rodeo Review Trustee who has received a Rodeo Review Request form from a contestant.
4. Contestants and Trustees should use this process to assist in improving our officials' competency and professionalism.
5. Rodeo Review Request forms (Exhibit J) will be available at each rodeo next to the Event Control Sheets.
6. During the pre-rodeo meeting, Trustees will appoint one (1) or two (2) Rodeo Review Trustee(s) for each rodeo, whose name(s) will be posted next to the Event Control Sheets. The Rodeo Review Trustee(s) should be situated in an area that allows unobstructed view of the events, yet convenient to the contestants. They should make a concentrated effort to view all goes of all events.
7. Procedure.
  - A. Contestants may submit a Rodeo Review Request only in an event in which the contestant competes. A Rodeo Review Request must be presented to the Rodeo Review Trustee no later than 30 minutes after the posting of the results for the event for which a review is being requested. Contestant must use the official Rodeo Review Request form.
  - B. Rodeo Review Trustee will contact the involved official(s) and present the concern or decision. This should be done as quickly as possible, without a serious delay of the rodeo, but with fairness and equality to all involved.
  - C. Rodeo Review Trustee will document the response from the official on the Rodeo Review Request. Rodeo official(s) may also respond in writing to the Rodeo Review Request and ask that it be added to the form.
  - D. Rodeo Review Trustee will contact contestant(s) that requested the review with the officials' response.
  - E. If the contestant disagrees with the official's response, the Rodeo Review Trustee can call a Trustees meeting to discuss the situation and its resolution. Only the Trustees, as a group, can determine the best positive outcome to the situation, and this decision will be final. Any Trustee that is a contestant and files a review as a contestant shall be removed from the Trustees meeting as Trustee of said review and not allowed to discuss or vote as Trustee.
8. The Rodeo Review Report must be completed in detail, presented at the Rodeo Review Board meeting, and be included in the meeting minutes. Trustee chairing the Rodeo Review Board meeting must send all submitted Rodeo Review Request forms to the IGRA Secretary within 5 days from the end of the rodeo. The IGRA Secretary will provide a copy of each Rodeo Review Report to the Rodeo Rules committee chair(s) and all affected committee chairs within 15 days from the conclusion of each rodeo.

## RULE XI – SCOREKEEPER AND TIMERS

1. All back-up hand stopwatches used must be the same type and produce the same type of display.
2. Timed events will be timed to the thousandth (three (3) decimal places).
3. Timed events will be recorded by the Scorekeeper to the thousandths of a second and will be recorded in the computer to hundredths. Thousandths will be used to break ties in the event of a tie recorded by the computer.
4. Times will be recorded as hundredths in the computer by entering the first two (2) places after the decimal, not by rounding off using the third (3rd) place digit. Stopwatches to the hundredths will be used.
5. Hand stopwatches will be used as the official time for events where an electronic timing light is not to be used.
  - A. For camp events, there will be one (1) or two (2) stopwatches per team (refer to General Rules for Camp Events).
  - B. For rough stock riding events, the official time will be a stopwatch held by one of the Judges.
  - C. For roping events and Chute Dogging, there will be three (3) hand stopwatches used.
  - D. All times will be recorded.
  - E. The high and low hand stopwatch times are not used, and the hand stopwatch time in the middle is the official time.
  - F. If only two hand stopwatch times are available, the average time will be used with no round offs.
  - G. If only one hand stopwatch time is available, the contestant will have the option of accepting that time or reride the event. The contestant must make their decision prior to any other contestant competing in the event.
6. If a contestant has been flagged by the Finish Flag Judge, those times must be recorded. If a Judge imposes a penalty or disqualification, then a "DQ" or the amount of the penalty must be noted on the scorekeeper's sheet.
7. Timers will work from the same position during all contesting of that event for the duration of the rodeo.
8. Timers for a rodeo may not be changed after the first performance except for sickness or injury, or at the request of an IGRA official because of the Timer's incompetence.
9. The Timer who times the first performance of a riding event must time that riding event for the duration of that rodeo except as previously stated.

10. Roping events, horse speed events, and Chute Dogging shall have only three (3) designated official Timers. The Scorekeeper will record only those three designated official times for roping events and Chute Dogging. For horse speed events, the scorekeeper will only record the electronic timing light time. If at any time an electronic timing light is not available for an individual run, refer to General Rules for Speed Events.
11. It is the responsibility of the Timers to audit the Scorekeeper to ensure that times are recorded for the correct contestant and they match the times on the stopwatch.
12. Lap and tap timing is used in roping events and is called by the Judge. The Judge will drop his/her flag but not wave off the event as would be done for a "no time." The watch or watches affected are to be stopped as usual, but not to be cleared. After the Scorekeeper has confirmed that the "buzzer" watch and at least two Timer watches are still effective, the Starting Judge will continue the event by dropping his/her flag at the appropriate time, and the Timers will restart their watches at that time.
13. When lap and tap is invoked, the remaining time shall be determined from the clock/watch controlling the horn, whistle, or buzzer. The official time is still held by the three Timers in roping events or the one Timer in camp events, which will continue their watches when notified by the Start Judge.
14. It is mandatory that the Scorekeeper hold a training session with the Timers and Assistant Scorekeeper(s) before or immediately following the Secretary's officials meeting. The purpose of this meeting will be to inform and define each person's duties and responsibilities and to test the accuracy of the hand stopwatches.

## RULE XII – JUDGES

1. All Judges must be IGRA–certified for the current rodeo year and in good standing.
2. A Judge has the authority to request that any person be removed from the arena if that person, in the Judge's opinion, is interfering with the contestant event.
3. Rookie judges shall not be assigned to finish flag any roping event or Chute Dogging or as the official timer in a rough stock riding event.
4. Every reasonable attempt should be made by Judges with the assistance of the Scorekeeper and Announcer to notify contestants of any penalties or disqualifications immediately after they complete competing in an event.
5. Judges must note the rough stock riding score sheet with the reason for the disqualification. It would be beneficial to quote the rule that was not followed, if possible.
6. Barrier Judges must keep a record of all barrier penalties. Judges will be furnished a complete list of contestants by the Rodeo Secretary and their records and the Scorekeeper's must correspond.
7. Pattern Judges must keep a record of all penalties and broken pattern disqualifications. Judges will be furnished a complete list of contestants by the Rodeo Secretary and their records and the Scorekeeper's must correspond.

RULE XIII – RODEO AWARDS

1. Day Money.

- A. Classification of competitive groups. Cowboy and cowgirl can compete together but will be scored separately in all events except team events and will receive separate awards.
- B. Contestant entry fees are defined as "Day Money" and will be distributed back to contestants based upon formulas found in 1.D. and 1.E. below. Non-awarded Day Money from a rodeo will be held in escrow by IGRA for the Finals Rodeo Contestant Day Money.
- C. Host association advertises all entry fee Day Money to be paid back in each event up to the first eight (8) places per go-round depending on the number of entries per event as follows.

- 1 – 25 entries/teams pay four (4) places
- 26 – 50 entries/teams pay six (6) places
- 51 + entries/teams pay eight (8) places

For Finals Rodeo, the entry fees and IGRA escrow account shall be paid back to six (6) places according to the table in paragraph D.

- D. Day Money will be divided as follows per placing per go-round in an event.

Places	1	2	3	4	5	6	7	8
1 <sup>st</sup>	100%	60%	50%	40%	35%	30%	30%	29%
2 <sup>nd</sup>		40%	30%	27%	25%	25%	24%	23%
3 <sup>rd</sup>			20%	20%	19%	19%	18%	18%
4 <sup>th</sup>				13%	13%	13%	12%	12%
5 <sup>th</sup>					8%	8%	8%	8%
6 <sup>th</sup>						5%	5%	5%
7 <sup>th</sup>							3%	3%
8 <sup>th</sup>								2%
Totals	100%	100%	100%	100%	100%	100%	100%	100%

- E. If at least one contestant/team places in an event the first (1<sup>st</sup>) day, and no one places the second (2<sup>nd</sup>) day, both go-round's Day Money goes to the contestant(s)/team(s) who placed once provided that the contestants/teams attempted to qualify on the second (2<sup>nd</sup>) day. If at least one contestant/team places the second (2<sup>nd</sup>) day, and no one placed the first (1<sup>st</sup>) day, both go-round's Day Money goes to the contestant(s)/team(s) who placed once provided that the contestant(s)/team(s) attempted to qualify on the first (1<sup>st</sup>) day. Prior to awarding both go-rounds Day Money to a contestant, the Rodeo Secretary shall confer with the Judges to verify that the contestant made a valid attempt to ride. In rough stock events, an "attempt" shall be defined as the contestant crossing the plane of the chute, i.e., no pulling of a contestant prior to animal leaving the chute. If, in fact, no one places after both days, the prize money from international sponsors and Day Money will be held in escrow by IGRA to be used as Day Money at the Finals Rodeo.

2. Prize Money.
  - A. Prize money is any money added either by an international sponsor, local sponsor, or the host association. All prize money may be distributed as determined by either the sponsor or the host association, but only in whole dollar amounts. Prize money can be awarded daily or for the combined days placing.
  - B. Host association advertises minimum prize money from international sponsor(s) to be paid. If the international sponsor does not specify, the host association will determine how the international sponsor's prize money will be distributed (e.g. All-Around Cowboy, Cowgirl, and runners-up; buckle winners in certain events, etc.).
  - C. Host association will publish minimum amount of added prize money prior to the open date of registration for their rodeo.
3. Event Ribbons and Medallions.
  - A. Host association will award ribbons to the first five (5) places per go-round per event and to the All-Around Champions and their four (4) runners-up. Medallions for IGRA-sanctioned rodeo events will be restricted to the World Gay Rodeo Finals.
4. Event Buckles.
  - A. Event buckles will be awarded to the contestants or teams achieving the best combined time or score of both go-rounds. In the event that a contestant or team does not place in both go-rounds, buckles will be awarded to the best time or best score for a single go-round.
  - B. In the event of a tie based on combined times or scores, placement points (refer to Rodeo Rule XII, number 1, letter A) will be used to determine the buckle winner. If a tie still exists, the contestant with the best single go-round time or score will be used to determine the buckle winner. If a tie then still exists, each contestant will receive a buckle. Cash awards in lieu of a buckle cannot be offered.
  - C. Non-awarded buckles will be returned to the buckle sponsor.
5. All-Around Cowboy & Cowgirl Buckles.
  - A. To compete for All-Around Cowboy & Cowgirl, contestant must participate in three (3) of the four (4) categories of events and place first through eighth (1<sup>st</sup> through 8<sup>th</sup>) in two (2) of those categories.
  - B. All-Around Cowboy and All-Around Cowgirl buckles will be based on total points earned. In the event a tie still exists at the end of the process defined in the next paragraph, each contestant will receive a buckle.
  - C. In the event two (2) All-Around contestants should earn an equal cumulative point award, the tie will be broken by giving one (1) point to each contestant for each first (1<sup>st</sup>) place in their events. Contestant with the highest point value will be awarded the All-Around title. If a tie still exists, continue to award one (1) point to each contestant for each second (2<sup>nd</sup>) place in their events. Contestant with the highest point value will be awarded the All-Around title. If a need arises, continue this process in "placing" until the tie is broken.

6. Finals Rodeo All–Around Champions Prize Money.
  - A. Finals Rodeo All–Around Champion top five (5) qualifying cowboys and cowgirls will be awarded the following.

Place	Cowboy	Cowgirl
1 <sup>st</sup>	\$ 700	\$ 700
2 <sup>nd</sup>	500	500
3 <sup>rd</sup>	300	300
4 <sup>th</sup>	200	200
5 <sup>th</sup>	100	100
Total	\$1,800	\$ 1,800

7. Circuit Champion Awards.
  - A. The Circuit Championship will be awarded to the contestant in each individual event that earns the highest cumulative points in that event for the rodeo year, inclusive of Finals Rodeo Day Money.
  - B. The Circuit Team Championship will be awarded to the contestants who earn the highest cumulative points in that team event and position for the rodeo year, inclusive of Finals Rodeo Day Money. Awards will be awarded to the top two (2) Team Ropers, top three (3) Wild Drag contestants, and the top two (2) contestants in Steer Decorating and Goat Dressing.
  - C. The Circuit All–Around Champion Cowboy and Cowgirl will be awarded to the contestants that earn the highest cumulative points in their combined events for the rodeo year inclusive of Finals Rodeo day money. To qualify for this category, the contestant must have competed in at least one (1) event from each category and placed in at least one (1) event from each category during the rodeo year.
8. Payoff Checks.
  - A. If the contestant is not present to receive their check and they have not completed an authorization form from the Rodeo Secretary, the Rodeo Auditor for that rodeo will mail the check on the next business day.
  - B. Following the awards ceremony, the Rodeo Auditor for that rodeo will provide the Rodeo Director with a list of people to whom checks will be mailed.
9. Scores do not become official until the results are certified to the Trustees by the Rodeo Auditor. Such certification to be completed within twenty–four (24) hours after the rodeo.
10. In the event that a rodeo is suspended or cancelled because of an emergency, refer to Standing Rule IX, Section 14.

RULE XIV – FINALS RODEO/CIRCUIT CHAMPION SELECTION PROCESS

1. Point Awards.

A. Finals Rodeo points are equal for all events, and awarded per performance to the first eight (8) places as follows.

1 <sup>st</sup> place	=	50 points	5 <sup>th</sup> place	=	30 points
2 <sup>nd</sup> place	=	45 points	6 <sup>th</sup> place	=	25 points
3 <sup>rd</sup> place	=	40 points	7 <sup>th</sup> place	=	20 points
4 <sup>th</sup> place	=	35 points	8 <sup>th</sup> place	=	15 points

B. Circuit Champion points are awarded per performance in each event to the first eight (8) places as follows.

1 <sup>st</sup> place Points	=	8% of Day Money
2 <sup>nd</sup> place Points	=	7% of Day Money
3 <sup>rd</sup> place Points	=	6% of Day Money
4 <sup>th</sup> place Points	=	5% of Day Money
5 <sup>th</sup> place Points	=	4% of Day Money
6 <sup>th</sup> place Points	=	3% of Day Money
7 <sup>th</sup> place Points	=	2% of Day Money
8 <sup>th</sup> place Points	=	1% of Day Money

C. In team events, each team member will receive full points for placing.

2. For Circuit Champions, only the outlined points (see letter B above) for that contestant's placing will be tracked and will not include unearned Day Money that was added money, added purse, added prize, rolled up to any contestant, or any additional monetary award that an association or individual may choose to add to the event.

3. Each contestant's best six (6) point placements in each event will count towards the Finals Rodeo selection for a maximum of 300 points.

## RULE XV – PROFESSIONAL CONDUCT AND ETHICAL ISSUES

1. Ethical Practices and Review Board (EPRB).
  - A. All participants involved in IGRA–sanctioned events are to uphold the IGRA Code of Conduct including conduct in the highest regard for professionalism, respect, and support of IGRA's intents and purposes. Any conduct that is viewed as controversial, disrespectful, or unprofessional can lead to suspension of IGRA privileges and can be initiated by any IGRA participant – official, contestant, volunteer, etc.
  - B. The EPRB is a separate and distinct process from the Rodeo Review Procedures. The EPRB shall consist of the Trustees, as stated in the Code of Ethics, and shall have complete and final authority in decisions concerning the Code of Ethics.
  - C. The EPRB may take disciplinary action against any IGRA participant including suspension of IGRA privileges for any activity deemed to be detrimental to the image, sportsmanship, or welfare of IGRA (refer to Standing Rule VI).
2. Professional Conduct and Disqualification.
  - A. The Rodeo Director or any certified official may disqualify a contestant and/or team from an event after observing excessive roughness or intentional harm to an animal such as kicking, hitting, slapping, etc., before, during, or after an event. Appeals by the contestant and/or team may be made through the Rodeo Review Request procedures (refer to Rodeo Rule VIII).
  - B. Contestant may be disqualified by a joint decision of the Rodeo Director and another certified official for any of the reasons listed below. A disqualified contestant will forfeit all entry fees and will be ineligible to receive rodeo monies, awards, or points. Written documentation must be filed with the Trustees at the Rodeo Review Board meeting. The following shall be considered reasons for disqualification.
    1. Fighting.
    2. Attempting to fix an event or bribe a Judge and/or rodeo official.
    3. Entering the arena or contestant area under the influence or in possession of alcohol, narcotics, or illegal drugs of any kind.
    4. Inhumane treatment of animals.
    5. Illegal or unauthorized drugging of animals.
    6. Intentionally subjecting the rodeo or IGRA to bad publicity.
    7. Contestants working rodeo livestock other than participating in the event or without authorization from the local rodeo officials.
    8. Any intentional attempt to change the order of livestock.
    9. Sharing of contestant numbers and/or passes.
    10. Unauthorized entry into secretarial area.
    11. Abusive language, gestures, or intimidation of any kind towards any rodeo official, contestant, volunteer, or spectator at registration, during the rodeo, or at the awards ceremony, subject to review by the Rodeo Director.

12. Entering the arena to verify, measure or change any arena setup or pattern without explicit permission from Arena Director.
  13. Appeals by the contestant and/or team may be made through the Rodeo Review Request procedures (refer to Rodeo Rule VIII). Placements, which may have occurred prior to the disqualification, will be recalculated based upon the remaining eligible contestants.
- D. In the event of a disqualification, points accrued and money awarded in team events will stand for the non-disqualified partner(s) in those events earned prior to the disqualification. Those team members may select replacement partner(s) but the replacement partner(s) must be contestants already competing in the rodeo. Points accrued and money awarded in events prior to the disqualification will be recalculated accordingly.
- E. A contestant who is disqualified three (3) times within five (5) consecutive IGRA rodeo years under this rule will be suspended from IGRA-sanctioned rodeos for one (1) calendar year from date of third (3rd) disqualification.
- F. Each IGRA-sanctioned rodeo shall provide IGRA a list of contestants disqualified under this rule. Multiple infractions may result in the Board of Trustees determining that the contestant will be ineligible to compete in IGRA-sanctioned rodeos or referring the matter to the EPRB for further action. Notice shall be sent to the IGRA Secretary by Wednesday following the rodeo where the disqualification occurred. The IGRA Secretary shall then send notification within seven (7) days to the contestant and notify the Rodeo Auditor to make proper notations in the computer.
- G. Any contestant will be disqualified by any rodeo official and will forfeit all monies earned, awards received, and points for any of the following.
1. Bad checks. A returned rodeo-related check (entry fees, stable fees, fines) received by the host association will mean immediate ineligibility for IGRA-sanctioned rodeos and/or events.
    - a. To regain eligibility, the face value of the check, bank charges, and any collection fee must be paid in full.
    - b. Should the check later be determined to be uncollectible, suspension from IGRA may result (refer to Article IV, Section 5, and Paragraph D).
  2. Non-payment of entry fees, stable fees, or any other rodeo fees and/or fines.
- H. Each IGRA-sanctioned rodeo shall provide IGRA a list of contestants disqualified under this rule. Notice shall be sent to the IGRA Secretary by the Wednesday following the rodeo or within five (5) days of the host association being notified where the disqualification occurred. Notification shall also be sent to those Member Associations that are hosting an IGRA-sanctioned rodeo within the next four (4) weeks. The IGRA Secretary shall send notification, within seven (7) days, to the contestant and will notify the Rodeo Auditor to make proper notations in the computer files. Removal of the contestant's name from the disqualified list is the responsibility of the association issuing the disqualification.

**Rodeo Rules revised and amended November 16, 2014.**