

Freestone County Youth Rodeo RULES

Wednesday, June 12, 2024

1. Falsification of names, age or signature of parents or failure to comply with Freestone County Youth Rodeo rule book will result in disqualification.
2. Cheating or attempting to cheat. The attempt to fix, threaten, bribe or harass the judges at any time between opening and closing dates of the rodeo, in or out of the arena will result in disqualification.
3. Conduct or speech of any kind detrimental to the sport of rodeo in or out of arena, including motels, hotels, restaurants, etc. such as profanity, drinking alcoholic beverages, fighting or quarreling, failure to pay bills, bad checks, vandalism, theft, mistreatment of stock in or out of the arena will result in disqualification.
4. Failure to enter the arena for a speed event after 1 min or call for roping/rough stock after 3 minutes from name being called will result in a no time.
5. NO TOLERANCE for disrespect towards volunteers OR other parents.
6. NO TOLERANCE for mistreating livestock.
7. The use of electronic devices or hot shots on horses in or out of the arena by contestants or others will result in disqualification.
8. Entering pens of drawn stock without consent or presence of judges will result in disqualification.
9. Smoking in the arena is NOT allowed. Contestants are not allowed to smoke in or around the arena.
10. **MISCONDUCT OF ANY NATURE IS TO BE REPORTED TO ANY FREESTONE COUNTY YOUTH RODEO DIRECTOR OR THE RODEO SECRETARY AND RULED ON BY DIRECTORS PRESENT.**

- If an incident arises that is not specifically covered by this rule book then the board of directors will meet to discuss how to handle the situation.
- Age - As of January 1st.
 - Age Groups
 - 6 & Under
 - 10 & Under
 - 11-14
 - 15-19
- Requirements - Negative Coggins and Birth Certificate
- Contestants plus ONE companion get in the rodeo free.
- Must be paid up by ONE hour prior to Rodeo beginning.
- Team Roping WILL NOT count in all around points.

- Participants are REQUIRED to be in dress code. (Parents are not)
 - Strictly western attire in the arena at all times, including slack performances.
 - Shirts must have a collar and button or snap.
 - Shirts must be long sleeved and cuffed and be worn with sleeves down and cuffs buttoned or snapped with no rolled up sleeves.
 - Shirts must be tucked in pants at the beginning of run or ride.
 - Western hats ONLY.
 - No caps, curlers, or curler caps are to be worn.
 - Western boots must be worn in all events, by all competitors.
 - There is no penalty for losing the hat inside the arena.
 - The rodeo judges and /or the Board of Directors may change or suspend these rules at any time.
- A contestant can compete up.

Clover Leaf Barrels-

- I. Pattern:
 - A. Contestants will enter through the back alley and start from behind the starting line, run around barrel number one, then around barrel number 2, and continue around barrel number 3, finishing by crossing the starting line on the way back.
 - B. This pattern may be altered by starting with the number 2 barrel, then to number 1.
 - C. ALL FORWARD MOTION.
 - D. The time starts when the contestant crosses the starting line and stops when they cross it on the way back after running the pattern.
- II. Penalties:
 - A. A five (5) second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
 - B. Disqualification & "No Time"
 1. Contestant breaks the pattern.
 2. If any one, other than the contestant, whips or strikes at the contestant's horse in the arena to start the horse. (Alley, warm up area and boxes are part of the arena.
 3. If the contestant does not remain mounted for the entire run.

Pole Bending -

- I. Pattern:

- A. Contestants must enter through the back alleyway and may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
 - B. ALL FORWARD MOTION.
 - C. If the contestant backs up, it is considered a broken pattern.
- II. Penalties:
- A. Five (5) second penalty for each pole knocked over.
 - B. Disqualifications & "No Time"
 - 1. If the contestant crosses the starting line during the run.
 - 2. Contestant breaks the pattern
 - 3. 4) If anyone, other than the contestant, whips or strikes at the contestant's horse in the arena to start the horse. (Alley, warm up area & boxes are part of the arena.
 - 4. If the contestant does not remain mounted for the entire run.

Goat Ribbon Pulling -

- Contestant must enter through the back alleyway and ride horse into the arena into the general area of the staked goat
 - Contestants must dismount and go to the goat; pull off the ribbon and run across the designated line to the flag judge.
 - 60 Second time limit
- I. Penalties:
- A. Contestants will receive a ten (10) second penalty if the horse hits the goat and/or the goat rope while the contestant is still mounted. Contestant is considered mounted until both feet are on the ground.

Goat Tying -

- Boys must use a piggin string.
 - The contestant must be mounted on a horse and must enter through the back alleyway, ride from the starting line to the goat, dismount, throw goat by hand and tie any three (3) feet together with leather string or pigging string, and stand clear of goat.
 - The goat must remain tied for at least five (5) seconds. 3) Legs must be crossed and tied to qualify as a legal tie. There will be one or more wraps, a half hitch, or tied.
 - Time will start when the mounted contestant crosses the starting line and will stop when the flag judge signals the completion of the tie.
 - No parents allowed in the arena with the kids.
 - 30 Second Time Limit
- I. Penalties:

- A. Contestants will receive a ten (10) second penalty if the horse hits the goat and/or the goat rope while the contestant is still mounted. Contestant is considered mounted until both feet are on the ground.
- B. Disqualifications & "No Time"
 1. If the goat does not remain tied for five (5) seconds.
 2. If the goat breaks loose from stake, the contestant may receive a No Time or a Re-Run at the judge's discretion.
 3. If the tie is ruled illegal.
 4. The contestant must step away from the goat before qualifying time starts (5 seconds).
 5. Once a contestant has signaled their tie complete, he or she may not again touch the tie or the goat.
 6. Any attempt to enhance competitive opportunity after signaling for time will result in disqualification.

Chute Doggin -

- There is a 45 second time limit.
- Chalk timeline in front of the chute will be (10) ten feet or the end of the chute gate. Judges decision. When the nose of the steer crosses this line, time will start.
- Contestants cannot touch the right horn of steer until the nose of the steer crosses the starting line or it will be +10.
- If a steer falls or stumbles, a rerun will be determined by the judges.
- One person on the ground, no other contestants are allowed beyond the start line.
- Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight, going in the same direction.
- A steer falling in the opposite direction the chute-dogger is attempting to throw him to the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
- Tailer is optional; tail must be released when time starts.

Ribbon Roping -

- *Roper:*
 - Only the roper will pay the entry and receive points.
 - It will be up to the roper to secure a mugger, if no other participating contestant is available then a sibling can mug.
 - Contestants must compete on calf drawn.
 - CATCH AS CATCH CAN with rope from horse and rope must hold the calf until ribbon is removed or until roper has his hands on the calf.
 - Neck rope MUST be used. See Clarification under "Tie down Roping".

- *Mugger: 14 & Under*
 - Since no entry fee is paid by the mugger, he/she may assist more than once.
 - The mugger will be on foot.
 - Muggers may choose where they wish to stand in the arena.
 - After the calf is roped, mugger assists roper by holding the calf so roper can safely pull the ribbon from the calf's tail.
 - Mugger does not have to be touching the calf before the ribbon is pulled.
 - After the calf is roped, the roper removes the ribbon from the calf's tail and runs across the flag line.
 - If the roper or mugger sees there is no ribbon of the calf's tail, he/she should call attention to it immediately.
- *Runner: 15 & Up*
 - Since no entry fee is paid by the runner, he/she may assist more than once.
 - The runner will be on foot. Runners may choose where they wish to stand in the arena.
 - After the calf is roped, the roper DOES NOT have to have hands on the calf before the runner pulls the ribbon.
 - After the calf is roped the runner may remove the ribbon to run back across the flag line.
 - If the roper or the runner see there is no ribbon on the calf's tail, he/she should call attention to it immediately.

Breakaway Roping -

- Loop must go over the calf's head.
 - All age groups MUST be BELL COLLAR CATCH.
 - The rope must be tied with a string to the saddle horn.
 - A rag/handkerchief of contrasting color to rope must be attached to rope at the rope's points of attachment to the saddle horn.
 - Contestants must compete on calf drawn.
 - Contestants must stay mounted until the calf breaks the string.
 - ONE Loop for all ages.
 - Calf must break the string.
- I. Penalties:
- A. A ten (10) second penalty for breaking the barrier.
 - B. Disqualifications & "No Time"
 1. If the roper fails to rope the calf.
 2. If the roper breaks the string with hand.
 3. If the contestant is not mounted when the calf breaks the string.
 4. If a rag/handkerchief is not attached as required.

5. If the person pushing the calf follows the calf out of the chute in the act of tailing.
6. If rope goes on the calf before the neck rope comes off.

Tie Down Roping -

- Double Mugging Rules -
 - Time taken between two flags
 - Catch as catch can. Roping the calf without releasing the rope from hand is NOT permitted.
 - Rope must be tied “hard and fast” to the saddle horn. The contestant must rope the calf, dismount the horse, and go down rope at which time mugger will flank calf and roper must cross and tie three feet. If the calf is down when the mugger reaches it, it must be led to its feet and thrown by hand. If a mugger's hand is on the calf when the calf falls, calf is considered thrown by hand. Rope must hold the calf until mugger gets hands on calf.
 - After roping the calf, the roper must dismount and wait for the mugger to throw the calf by hand. The Mugger must flank the calf, they can hand the leg to the roper but do not have to assist with that. At this time, a mugger can assist in holding the calf down in a way that the calf is unable to gain its feet. After the roper has completed the tie and throws hands in air signaling time, mugger must step away from the calf. Muggers cannot aid the roper in gathering calf's legs to enable roper to tie calf.
 - Muggers may remove rope from the calf (before roper has finished the tie) if necessary for safety reasons. This will not disqualify the run, however, after the roper has signaled for time the rope may not be removed until the judge has expired the 6 second tie rule. 6. A neck rope must be used and contestants must adjust rope and reins in such a manner that will permit the horse from dragging calves.
 - Tie must hold until passed on by the judge and roper and mugger must not touch the calf after giving a finish signal. If tie comes loose before the tie has been ruled a fair one, the roper will be given no time.
 - Calf must be crossed and tied with at least one wrap and hooey.
 - The flag judge will pass on the tie of the calf by use of stopwatch, timing 6 seconds from the time roper has remounted (may have assistance from mugger) and given slack to rope. Rope will not be removed from the calf and rope will remain slack until the field judge has passed on the tie.

- Flag judge is to stop the watch when the calf kicks free, using the time on the watch to determine if the time limit of 6 seconds was reached to qualify time.
- Mugger may be a contestant of rodeo from the 15-19 boys age group or a parent of a contestant. If the mugger is a contestant, he must be in full western attire. If the mugger is a parent, he does not have to be in western attire, but he must wear a western hat.
- Judges discretion as to who may mug if a certain age group or parent of the contestant is unavailable.
 - Tie Down -
- Only One loop will be permitted.
- CATCH AS CATCH CAN with rope from horse, roper must hold calf until roper has his hands on calf.
- Must adjust rope/rein in a manner to prevent the horse from dragging the calf.
- Contestants cannot receive any outside assistance of any kind.
- Rope must be tied hard and fast.
- After roping the calf, the roper must dismount, go down rope and throw the calf by hand and cross any three (3) legs and tie.
- A legal tie shall consist of one (1) or two (2) wraps and a half hitch.
- If the calf is down when roper reaches it, calf must be cleared to the satisfaction of the judge and be thrown by hand.
- If a roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
- Tie must hold until passed on by the judge, and roper must not touch the calf after the finishing signal has been given, until the judge completes examination.
- The Field judge will pass on the tie, timing six (6) seconds from the time the roping horse takes his first step forward after the roper has remounted and put slack in rope, In the event a contestants catch rope is off the calf after the completion of tie, the six (6) second time period is to start when roper clears calf.
- Rope will not be removed from calf and rope must remain slack until the field judge has passed the tie.
- Contestant must compete on calf drawn.
- NECK ROPE is to be used. If the judge notices the contestant has no neck rope when in the box, the contestant receives a "No-Time" and is not allowed to run calf.

I. Penalties:

A. Disqualifications & "No Time"

1. If roper fails to rope calf
2. Lost or broken rope
3. If the person pushing the calf follows the calf out of the chute in the act of tailing.
4. If rope goes on the calf before the barrier neck rope comes off.
5. If tie comes loose or calf gets up before the time is ruled fair 8) If the tie is ruled illegal
6. If roper misses with first loop
7. NO NECK ROPE
8. INTENTIONAL ABUSE OF LIVESTOCK.
9. INTENTIONAL DRAGGING OF LIVESTOCK

Team Roping -

- Roper is permitted one (1) rope; each team is allowed two (2) loops. Header must remain header; Healer must remain healer (may not change ends)
- Contestants are not allowed to change catch by rubbing rope over horn or nose by hand to make a bad catch legal.
- Loops may be changed by fishing only.
- Header of the team must come from behind the barrier, arena conditions permitting.
- Contestants may enter twice as header and twice as heeler. Contestants may rope with the same partner or partners but must change sides. Cannot enter as header with same heeler twice and cannot enter as heeler with same header twice.
- Animals must be on feet when roped by either end.
- Contestants must compete on steer drawn.
 - **Legal Head Catches:** 1) Around the horns 2) Around the neck 3) Half a head 4) All other head catches are illegal
 - **Legal Heel Catches:** 1) Any heel caught behind both shoulders is legal if rope comes on from around the heels. 2) Dew claw catches are legal if rope holds for the judge's inspection.

I. Penalties:

A. Disqualifications & "No Time"

1. If the animal is not on its feet when roped by either end.
2. Using more than two (2) loops per team.
3. Failure to head steer before heeling.
4. Unnecessary rough treatment of steers.
5. Lost or broken rope.
6. If either contestant dismounts during the contest run.
7. Front foot in heel catch.
8. If the header fails to catch.

9. Cross firing. This consists of roping heels of steer before its direction has changed by one full jump. The Header must rope and change the direction of the steer.