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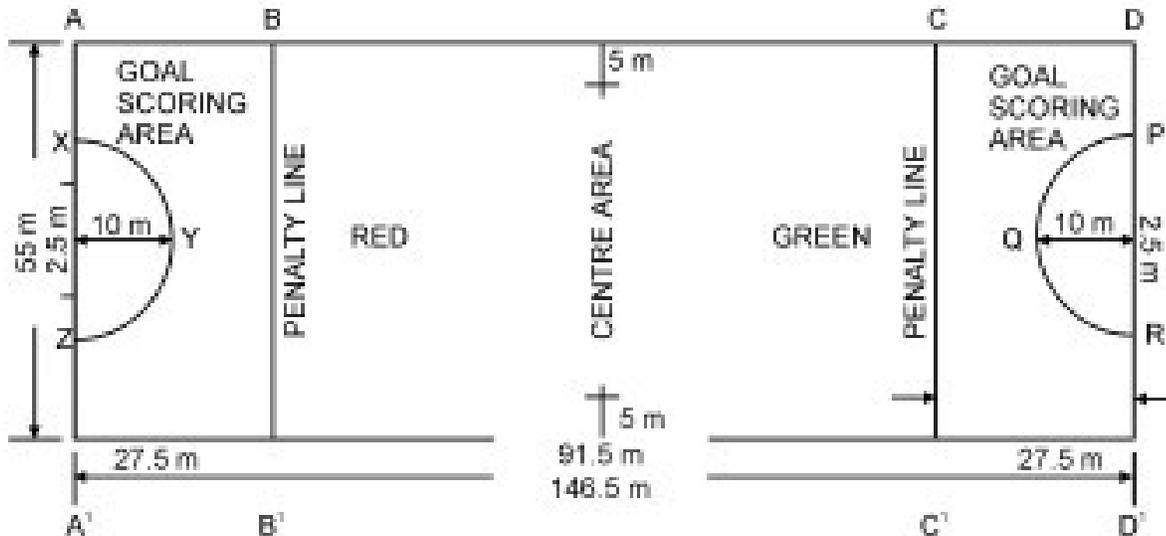
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POLO CROSSE

Rules for NSW Pony Club Competition in Polo Crosse (to be read in conjunction with the rules of the Australian Polo Crosse Association),

1. FIELD LAYOUT



The standard dimensions and playing areas of a Polocrosse field shall be:

Length: 146.5 m

Width: 55.0 m

Goal scoring areas: 27.5 m in length. Goals must be attempted from within the areas AXYZA BB or DPQRD CC. These are termed the "goal scoring areas". It shall not be deemed a goal if it is attempted from outside BB or CC, nor from inside XYZ or PQR.

Only the green "attack" player and the red "defense" player may play in the area AA BB and only the red "attack" and green "defense" in the area DD CC. These are known as the "goal scoring areas".

All players including "centre" players of both sides may play in the area BC CB - this is the only area in which the "centre" players may play. Centre area: 91.5 m in length

Goal posts 2.5 m apart, 3 m high

Radius of goal circle 10.0 m

- The goal posts are to be flexible enough to be pushed over if collided with.
- All lines shall be clearly marked and defined so as to be readily seen by all players and umpires.
- Boundary and penalty lines shall also be marked with suitable flexible markers, which shall be situated 3 m out from the sidelines.

2. DRESS AND GEAR

- As per NSW Pony Club Association regulations (Refer Section 7). (For all other rules, refer to the rules of the Australian Polocrosse Association)
- General purpose or lightweight saddles are recommended. The saddle must be equipped with girth, surcingle and breastplate. Stock saddles may have a single buckle girth and surcingle, or a double buckle girth. Fender saddles are permitted in whatever form they were manufactured (this includes the bosun girth). Breastplates are compulsory on all saddles.

- c. Bits: No protrusions are allowed (e.g. Tom Thumb/FM). Pelham's may be used, providing a rounder is attached. Bits are restricted to those approved by the NSWPCA, as outlined in the NSWPCA Bit Dictionary, as amended
- d. The Polocrosse racquet (stick) may be of any length, but the head shall have an internal stringing area no greater than 216 mm in length by 184 mm in width and shall have no metal reinforcements or any protrusions. In these rules, the terms 'racquet' and 'stick' are synonymous.
- e. Martingales: both running and standing martingales are allowed, and are optional - neither are compulsory.
- f. Spurs: including ball and roller spurs must be those approved for all Pony Club competition, as outlined in the PCANSW Bit and Spur dictionary, as amended.
- g. Bell boots are compulsory on all 4 feet.
- h. Leg protection: horses must have leg protection on all 4 legs. Wrap-around sporting style boots are permitted, but Sports Medicine boots are preferred. Bandages, if worn, must be sown. (Refer Section 4).
- i. Tails: must be plaited up and secured, without the use of bandages or wrap. Electrical tape must not be used around the tail.
- j. Dogger style boots are allowed for all ages.
- k. Whips must be of the proper length and have a flap at the end (max 75cms)
- l. The ball shall be a thick-skinned sponge rubber ball 101.6 mm in diameter with a finished weight of 142-150 grams. The surface should be coloured white.
- m. Players must be correctly numbered with clearly visible numbers, not less than 230 mm high, on their backs.
- n. "Attack" players shall be numbered 1
- o. "Centre" players shall be numbered 2
- p. "Defense" players shall be numbered 3

1. FITNESS CHECK

For horse identification at the Fitness Check (and Presentation Award), horses should be presented exactly as shown on the PCANSW Horse Identification form submitted with their entries. They must NOT be presented in boots, bandages or any other tack that could mask proper identification.

SAFETY OFFICER

A Safety Officer must be appointed for all Championships for full details on the position please refer to Section 5.

2. TEAMS

Teams must consist of 6 riders, with two sections of three players in all matches, (except in the case of a penalty six) plus a reserve rider. These sections shall play alternate chukkas and the total score of the two sections makes up the final score. NO rider may have a reserve horse - 1 horse 1 rider rule applies. Each rider, including the reserve, must play a minimum of 3 games in a competition. All riders must play in the same section they nominate for the duration of the game. The seventh rider may play in any chukka and in any position.

5.1 NOMINATION OF SECTIONS

- a. The team captains shall nominate their team members, their sections, and their positions of play to the Umpire and Scorer immediately prior to any match, and the teams shall ride out in that order from opposite ends of the field, when required to do so by the umpire.
- b. Once nominated in a section for their first match, the players in a team shall play within that section throughout the remainder of the competition.

5.2 CHANGE OF PLAYERS

Players within one section of a team may change positions, but only within their section, during the course of a match provided that:

- a. The change is affected between chukkas.
- b. The umpire is informed.
- c. The opposing captain is informed
- d. The relevant numbers on the players backs are changed
- e. The scorer is informed

5.3 LEFT-HANDED PLAYERS

- a. A player shall not change stick hands during the course of the game.
- b. The Umpire/s must be informed of the presence of left-handed players before the commencement of the match and shall inform all players.

6. OFFICIALS

6.1. TECHNICAL DELEGATE

The Technical Delegate for any PCANSW Championship will be appointed by the Association and is responsible for the smooth and safe running of the competition in accordance with the PCANSW rules (as amended).

6.2 UMPIRE

a. UMPIRE'S POWER TO SUSPEND PLAY

The Umpire shall have the power to suspend play until he is satisfied that the field, horses, players and officials conform to the rules as laid down.

b. TWO UMPIRES

When two Umpires control a game, it is recommended that one shall take one side and one end, and the other Umpire shall take the opposite side and end. Both Umpires shall have the power to blow the whistle at any time during the match. By this method the players shall be between both Umpires, who shall have equal authority at all times.

c. LOSS OF HEADGEAR

If a player loses his/her approved equestrian helmet, (see Section 7) the Umpire shall stop the game to enable such player to recover it. The game shall be restarted by the Umpire giving a free throw to the opposing side, from where the game was stopped.

d. TIME OUT

The Umpire has the right to declare time off for any reason the Umpire considers necessary.

6.3 REFEREE

In matches where two Umpires are controlling the game, a Referee shall be appointed by the Technical Delegate and the Referee's decision, in the event of a disagreement between Umpires, shall be final as far as the game is concerned. The Referee shall also give decisions on protests on rules of play during the game.

The captain of a team, or the captain's deputy in the other section, is the only people who may register a protest to the Umpire but shall not enter into any discussion or argument whatsoever.

Any decision made by the Umpire, or Referee if appointed, shall be final.

6.4 GOAL JUDGES

- a. In all matches, each team shall appoint two Goal Judges (one for each goal), each of whom shall be responsible persons and give testimony to the Umpire, at the latter's request, in respect of goals or other points (especially the 10 m circle) near the goal. The Umpire shall make all final decisions on goals.

- b. The Goal Judges shall wave a flag above their heads to signal a goal or across, below knee level, to signal a miss.
- c. The Goal Judges should stand at least 3 m away from the goal posts (for their own safety) at all times.

6.5 LINE UMPIRE

Penalty Line Umpires may be appointed.

The Umpire or Umpires shall be entitled to over-rule Goal Judges and Penalty Line Judges, notwithstanding any signal from them or the lack thereof.

6.6 TIME-KEEPERS AND SCORERS

An official Time-Keeper and an official Scorer from each team shall be appointed in all games and matches. They shall report the state of the game as regards numbers of goals scored and amount of time left to play, if requested by the Umpire. Each competing team shall have the right to have an official representative with the time-keeper and scorer.

7.0 RULES OF COMPETITION

7.1 COMMENCEMENT OF PLAY

At the commencement of the game, two sections, one from each team, shall line up as follows, on the side of the field indicated by the Umpire:

- a. In two parallel lines, knee to knee, facing the Umpire, with the number 1 (“attack”) players from the 2 competing sections nearest to the throw-in, the number 2 (“centre”) players behind them, and the number 3 (“defense”) players in the rear. All horses shall be no closer together than nose to tail.
- b. The attack players shall be 5 m from the side-line and at least 3 m from the Umpire.
- c. Each section shall line up on the side of the field, nearest the goal it is defending, on the centre line of the field, and facing the side-line.
- d. The Umpire shall throw the ball in by hand (over-arm) within reach of the players’ racquets, and above the players’ heads, between the opposing lines of players. The Umpire will hold the ball down until the moment of throw. In the event of the ball not being thrown in correctly, the Umpire should blow the whistle and repeat the throw.
- e. No player may make any move for advantage in the game until the ball has left the Umpire’s hand.
- f. After each goal is scored, the Umpire shall throw the ball in from the alternate sideline.

7.2 SCORING A GOAL

A goal is scored if:

- a. The ball is thrown (from his racquet) by the “attack” player from within the goal scoring area
- b. 1.1 (above) and passes through and between the goal posts at any height.
- c. The ball is thrown (from his racquet) by the “attack” player and hits in passing the opposing defense, or the defense’s horse, even if the defense is inside the 10 m circle, and the ball passes through the goal posts;
- d. Provided always that whilst the ball is in the net of the “attack’s” racquet it does not pass over the centre line of the horse, and the horse’s feet are not on or over the 10 m circle;
- e. Provided always that the “attack” does not throw his racquet and the ball through the goal posts.

7.3 RE-START OF PLAY AFTER AN ATTEMPT AT GOAL HAS FAILED

- a. **THROW-IN** : Should an attempt at goal fail, the defending defense player shall throw the ball into play from just behind the penalty line, at a position in a direct line from where the ball crossed the back line. The Umpire shall indicate the spot on the penalty line from where the throw is to be taken. The ball in this instance must be thrown at least 10 m in any forward direction.

No player is to be within 10 m of the spot from where the throw is to take place except the attack of the opposing side, who shall follow (horse's nose to horse's hip) the defense out but only at such a distance as not to obstruct the throw being executed.

Should the throw not travel 10 m, the Umpire shall throw in from the nearest side line, in centre field.

b. OBSTRUCTION OF THROW-IN: Penalty 1

Should the attacker obstruct the thrower, or should the other members of the attacking section not observe the 10 m exclusion zone, a penalty shall be given.

7.4 RESULTS

- a. The team that scores the most goals wins the game.
- b. In the case of a draw, the section off the field shall continue the game until the next goal is scored on a chukka basis.

7.5 DURATION OF PLAY

The duration of play per match shall be as per the schedule with a maximum eight (8) chukkas of a maximum of eight (8) minutes each, with intervals of two minutes after each chukka. Each section shall play alternate chukkas. Each section of a team shall change over and play in the opposite direction in successive chukkas. The number and length of chukkas played shall be determined by PCANSW.

No horse may play in excess of fifty-four (54) minutes in one day.

Termination of chukka - each chukka shall end at the expiration of the prescribed time.

7.6 FOUL ON TERMINATION OF CHUKKA

In the event of a foul being committed before the expiration of time, but where insufficient time is available to execute the penalty, that penalty shall be awarded at the commencement of that section's next chukka. The penalty cannot be carried forward to any section other than that to which it was awarded.

7.7 UNFINISHED GAMES

In the event of a game being stopped by the umpire due to darkness, weather or any other cause during play, it shall be resumed at the same point as regards score, game time, chukka and position of the ball where it stopped. If the conditions prevent further play on the prescribed day or days of the competition, the game shall be deemed abandoned and reorganization be left to the Technical Delegate in consultation with the host Zone organizing committee.

8. INFRINGEMENTS

8.1 CROSSING THE PENALTY LINE: Penalty 1

The ball must not be carried over the penalty lines BB or CC. A player carrying the ball up to the penalty line must throw the ball over the line, so that it hits the ground on the opposite side of the line, and so that the player does not have possession whilst the player's horse is crossing the line. However, the ball may be thrown by one player from one side of the penalty line and may be caught on the full by another player on the opposite side of the penalty line.

If a foul is committed by a player carrying the ball over the penalty line, the spot from which the penalty is to be taken shall be in the area to which the player was proceeding.

8.2 BALL OUT OF PLAY

a. BALL ON PENALTY LINE. Penalty 1

If the ball or hoof is on the line, the ball is deemed “out of play”. When carrying the ball the player shall be judged in or out of play by the position of the player’s horse’s feet or foot and not the position of the ball relative to the boundary line or any other line. **Penalty 1.**

A ball resting on the penalty line shall only be picked up by the players in centre field.

b. BALL PUT BACK INTO PLAY BY UMPIRE

If the ball is deemed out, then it shall be thrown in by the Umpire at the exact spot where it went out. Both teams shall line up correctly and shall not stand within 3 m of the umpire. A reasonable amount of time must be allowed for the teams to line up.

c. PLAYER ALLOWED TO RE-ENTER FIELD. Penalty 1

Any player deliberately riding outside the boundary of the field or any player being ridden off and forced outside the boundary line must be allowed by the players to re-enter the field at the point at which the player went out and/or was forced out. That player may not re-enter the field at any point closer to that player’s goal.

d. DELIBERATELY OVER-RIDING BOUNDARY LINE. Penalty 1

A player must not deliberately over-ride the boundary line with the ball in the player’s possession.

e. PLAYER CARRYING BALL OVER LINE. Penalty 1

If a player carrying the ball is being ridden off and over-riding the boundary line seems inevitable, the player shall throw the ball back into the field before over-riding the boundary line and must not ride over it with possession of the ball.

8.3 BACK LINE PENALTY

A penalty given for a player ridden out over, or deliberately riding out over, the back line or sideline within the penalty area and who is in possession of the ball. Such penalty shall be taken from the spot where the player crossed the back line or sideline within the penalty area and shall be thrown at least 10 m in any direction.

To execute this penalty, a player may move up to the spot on the back line or sideline nominated by the Umpire from outside the perimeter of the field.

8.4 DELIBERATE THROW OUT

- a. A player shall not throw the ball out over a boundary line of the field, or cause, by use of the player’s racquet or person, a ball to go out over a boundary line of the field. The penalty shall be given from the spot where the ball crossed the boundary line. If a player causes a ball to go over the boundary line from a throw, pick up or from having the racquet hit whilst in possession, then a free throw is awarded to the other side.
- b. A penalty given for a player causing the ball to go out over the back line or boundary line within the penalty area shall be taken from the spot where the ball crossed the back line or boundary line within the penalty area and shall be thrown at least 10 m in any direction.
- c. Where a ball goes out off a horse or accidentally crosses the back line or boundary line, the play will recommence with a lineup at the exact spot where the ball crossed the line. Both teams shall line up correctly.

8.5 PLAYER OVER-RIDING THE PENALTY LINE. Penalty 1, 2, 3 or 4

A player who is not permitted to play in the goal scoring area may over-ride the penalty line provided that:

- a. That player does not carry the ball over the line.
- b. That player pulls out of the way immediately, so as not to hinder in any way the players permitted in the area.
- c. Leaves the area immediately.

8.6 CROSSING. Penalty 1, 2, 3, 4 or 6

- a. No player may cross another player except at such a distance as does not involve the possibility of collision or danger to either player or horse.
- b. Two players following the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction.

8.7 POSSESSOR OF THE BALL. Penalty 1, 2, 3, 4 or 6

That player is in possession of the ball who is riding in the direction in which it was thrown on or at the least angle to the line of the ball.

8.8 POSSESSOR OF THE BALL GIVEN WAY TO. Penalty 1, 2, 3, 4 or 6

- a. If two players are riding from different directions to pick up the ball and a dangerous collision seems probable, then the player in possession of the ball must be given way to. **Penalty 1, 2, 3, 4 or 6**
- b. A player riding in the direction in which the ball is travelling at an angle to its line has possession rather than a player riding to meet the ball at an angle to its line.
- c. As between players both riding to meet the ball that player is in possession of the ball whose course is at the least angle to the line of the ball. **Penalty 1, 2, 3, 4 or 6**

8.9 LINE OF THE BALL

- a. The line of the ball is the line of its course or that line produced at the moment any question arises.
- b. No player shall enter the line of the ball in front of a player in possession except at such a distance as does not involve the possibility of collision or danger to either player. If a player enters safely on the line of the ball a player shall not ride into that player from behind.
- c. No player shall be deemed to be in possession of the ball by reason of that player being the last thrower, if that player shall have deviated from pursuing the exact course of the ball. **Penalty 1, 2, 3 or 4**
- d. No player shall pull up across the line of the ball if by doing so that player endangers himself or a player on the line of the ball.
- e. If the ball has no line of travel the player closer to the ball has possession when a collision becomes possible.

8.10 LINE OF BALL OVER PENALTY LINE. Penalty 1, 2, 3 or 4

The "defense" and "attack" players, when following a ball from the goal scoring area towards and/or over the penalty line, have the line of the ball. Those players in centre field must give way.

8.11 DANGEROUS RIDING. Penalty 1, 2, 3, 4 or 6

No player shall ride dangerously, as for example:

- a. Bumping at an angle dangerous to a player or horse.
- b. Bumping with sufficient force to dislodge a horse bodily from its line of travel.
- c. Pulling across or over a horse's forelegs in such a manner as to risk tripping the horse.
- d. Pushing across a horse's loins or neck.
- e. Jostling or bumping during time off or when the umpire has stopped play.
- f. Intentionally losing contact with the reins during play.

8.12 SANDWICHED PLAYER — dangerous play. Penalty 1, 2, 3, 4 or 6

No player shall ride dangerously, such as occurs when one player is sandwiched between two players with dangerous contact between the three horses concerned. The team of the third horse to make contact incurs the penalty against that team.

8.13 ROUGH PLAY. Penalty 1, 2, 3, 4 or 6

No player shall seize with the hand, strike or push with the head, arm or elbow. But a player may push with the arm above the elbow, provided the elbow be kept close to that player's side.

8.14 HORSE'S HEAD. Penalty 1, 2, 3 or 5

No player shall permit the horse's head to contact another player, if in so doing it is likely to cause injury or interference to the other player.

8.15 SWINGING STICK WILDLY. Penalty 1, 2, 3, 4 or 6

a. No player shall swing a racquet wildly so as to intimidate or injure horse or rider. Any attempt to hit an opponent's racquet which in the Umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.

b. The swinging of a stick in more than one consecutive circle whilst trying to dislodge the ball from an opponent constitutes dangerous play.

c. No player shall be allowed to swing at an opponent's racquet whilst coming from behind until that player's body is level with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing.

8.16 STRIKING HORSE WITH STICK. Penalty 1, 2, 3, 4 or 6

No player shall be allowed to hit or prod a horse intentionally with a Polocrosse racquet.

8.17 WRONGFUL USE OF SPURS OR WHIP. Penalty 1, 2, 3, 4 or 6

No player shall use a whip, stick or spurs to intimidate or injure another horse or rider.

8.18 REMOVAL OF SPURS OR WHIP

The Umpire may, after ordering a player to remove spurs or whip for injury to a horse, prevent that player from using any spurs or whip for part or the remainder of the game.

8.19 CARRYING THE BALL. Penalty 1

Any player carrying the ball must carry it on the racquet side and not across the horse's neck or back, to the opposite side. It is permissible to pick the ball up on either side, provided that the racquet is immediately brought back to the carrying side.

8.20 TWO HANDED THROWS. Penalty 1

Two handed throws are not allowed.

8.21 THROWING OR PASSING OF RACQUETS

a. A player in possession of the ball shall not throw or pass his racquet with the ball in it to another player.

b. No player shall deliberately throw that player's stick either at the opponent's stick or at the ball in flight.

c. If a racquet is dropped in the scoring area a team mate may not ride into the area to hand the player a replacement stick.

8.22 HITTING OF RACQUET. Penalty 1 or 2

a. A player may hit the opponent's racquet, but only in an upward direction to dislodge the ball or prevent the opponent from gaining possession of the ball, but only from the "stick (racquet) side". The "stick (racquet) side" is deemed to be that side on which a player carries his racquet at the instant an opponent attempts to hit it. Penalty 1, 2 or 3

b. The racquet shall not be hit unless the player is in the act of gaining possession or has

possession of the ball. Penalty 1 or 2

- c. A player shall not reach across or under an opponent's horse's neck or body in order to dislodge the ball from the opponent's racquet.

8.22 OVERHEAD THROW

A ball may be caught or thrown overhead but not struck.

8.23 BALL TAPPED ALONG. Penalty 1

A ball may be tapped along the ground, but the racquet must not be raised above the hock or knee in doing so.

8.24 PENALTY

A player shall not catch or hit the ball with anything but that player's racquet. That player may block it with any part of the body.

8.25 CARRYING BALL

A player shall not carry the ball other than in his racquet. The player must not hold the ball in the racquet by the use of the player's body or that of the player's horse. In the event of a ball lodging against a player, horse or its equipment, it must be dropped immediately.

8.26 DISMOUNTED PLAYERS

No dismounted player shall interfere with the ball or the game in any way. Similarly, no dismounted player shall be obstructed in any way.

8.27 ACCIDENTS

If a horse or rider falls, or a player or a horse is injured, or in case of an accident to a horse's gear which in the opinion of the Umpire involves danger to the player or other players, the Umpire shall stop the game.

8.28 BROKEN BANDAGES

- a. The Umpire shall stop play for broken or lost bandages if the situation is considered dangerous. Play shall commence with a free throw to the opposition.
- b. When the game has been stopped on account of injury to a player or broken gear, the Umpire shall re-start the game directly the injured player is fit to play or the gear put right. The Umpire shall not wait for any player who may not be present.

8.29 NEUTRAL POSITION

The Umpire should wait until the ball is in a neutral position before stopping the game for broken gear.

8.30 DROPPED OR BROKEN STICK

The Umpire shall not stop the game for a broken or dropped stick.

8.31 INFRINGEMENTS, FOULS AND BALL DEAD

Any infringement of the rules constitutes a foul and the Umpire may stop the game by the use of the whistle. If the Umpire blows the whistle, the ball becomes dead and the Umpire must recommence the game by throwing the ball in or awarding a free throw.

8.32 UMPIRE'S POWER OF DISCRETION — ADVANTAGE RULE

It is within the discretion of the Umpire not to stop the game for the purpose of inflicting a penalty if the stopping of the game and the infliction of the penalty would be a disadvantage to the fouled side.

8.33 RE-START

If for any reason other than a foul the game is stopped, it shall be re-started by the Umpire throwing the ball in from the nearest sideline. However, where the game is stopped for broken

gear or injury to horse or player, the game shall be re-started by the Umpire giving a free throw to the side in possession of the ball at the time the game was stopped.

8.34 ASSISTANCE TO PLAYERS. Penalty 1

No person, except the players and Umpires, is allowed on the ground during play for any purpose whatever. A player requiring a racquet or other assistance from an outside person must ride to the ends of the field or the sideline to procure it.

8.35 DEAD-LOCK

In the event of a dead-lock (two opposing players unable to make any progress with the ball) lasting more than ten seconds, the Umpire shall stop the game and throw the ball in from the nearest boundary line.

8.36 FOULS

All free throws must travel at least 10 m in a forward direction.

8.37 INCIDENTS NOT PROVIDED FOR IN RULES

Should any incident or question not provided for in these rules arise, such incident or question shall be decided by the Umpire or Umpires and their decision shall be final. If the Umpires disagree, the Referee's decision shall be final.

9. PENALTIES

Penalty 1

- a. A free throw, from the spot at which the foul was committed, to the side fouled.
- b. Any player may take the throw, the ball must travel at least 10 m in any direction, and no player shall approach closer than 10 m from the spot where it is to be taken. This throw, if not accepted as a pass, must hit the ground before the thrower can touch the ball.
- c. No player shall attempt to touch the ball, or interfere with the player taking the throw, until that player and ball have travelled 10 m.
- d. If the throw does not travel 10 m in any direction, the Umpire shall throw the ball into play from the nearest boundary line.
- e. The player may throw from a stationary or moving position, provided the throw is executed from the spot nominated by the umpire.
- f. A free throw shall not be executed by a player until directed to do so by the umpire. The throw shall be executed within a reasonable time.

Penalty 2

- a. A free throw, taken from within centre field, from a central spot on the penalty line.
- b. The defense player may defend his goal but must not be within 10 m from the spot at which the throw is to be taken.
- c. Sub-sections (c), (d), (e) and (f) of penalty 1 apply. The ball must be thrown in a forward direction.

Penalty 3

A free throw at goal from a central spot outside the 10 m line. The ball must be thrown at the goal.

- a. The defense has the line of the ball but cannot stand closer than 8 m from the spot where the throw is taken.

Penalty 4

If, in the opinion of the Umpire, a player commits a dangerous foul, the side fouled shall be awarded one goal. The game shall be recommenced by the Umpire throwing the ball into play in the centre area of the field.

Penalty 5

The Umpire may exclude a player from the game for part of the match, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. A substitute player may not be played. In the event of a player being sent off, the captain of that team has the right to re-organize the section affected to the best advantage. The sidelined player shall not re-enter the playing field until such time as indicated by the Umpire. The sidelined player must come onto the field into the vacant position. A player cannot be sidelined for more than a maximum of three minutes playing time in any one period.

Penalty 6

The Umpire may exclude a player from the game for the whole of the competition, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. A substitute player may be played. In the event of a player being sent off, the captain of that team has the right to reorganize the section affected to the best advantage with the use of the reserve player. In all instances the player sent off may be subject to discipline.

Single Section Competition:

There will be a single section (3 riders) competition for riders not taking part in the Championship competition. These teams will not be eligible for Championship awards or points but will be eligible for ribbons.

BACKGROUND VAULTING RULES

Vaulting is the sport of gymnastics on the moving horse. It is used in the mastering of equestrian sport and dates back to the training of warriors by ancient civilizations such as the Minoans. Throughout history vaulting has been used to train horsemen to achieve agility, balance and strength. It is currently used in many European countries to introduce young people to riding. Many continue with the sport until they reach world championships where vaulting is one of the five F.E.I. equestrian disciplines contested every three years.

Vaulting can be a useful addition to general pony club activities in many ways. Not only will the intrinsic physical benefits become rapidly apparent but also the psychological benefits such as increased confidence and enhanced self-esteem from the ability to progress quickly through the early phases of the sport. As a team sport member work closely together solving problems, creating new movements and learn to generate complete trust in one another as each will be responsible for the others' safety on numerous occasions.

As with general gymnastics, co-ordination, balance, suppleness, strength, and agility continue to be challenged as the vaulters go further and tackle the more difficult movements. Initial training is done at the walk with competition mostly at the canter as it is easier than the trot. Possession of natural talent will result in spectacular progress. However, one of the most appealing aspects of vaulting is that almost anyone can achieve most of the basic movements in a very short time.

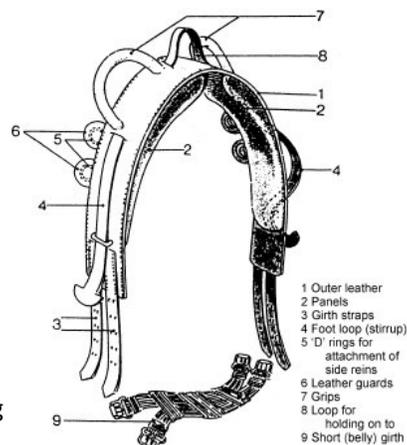
For a rainy-day activity vaulting can be practiced in a shed or clubhouse using a static drum. It is also useful for clubs with a shortage of instructors or area in which to work, as one instructor and an area half the size of a dressage arena will suffice.

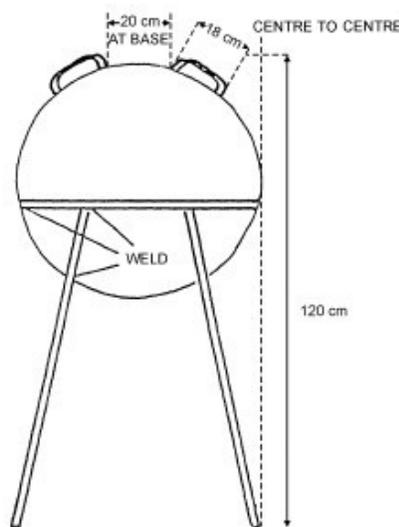
Perhaps one of the most important advantages of vaulting is the increase in general safety. This is a result of riders learning how to fall and not injure themselves and becoming proficient in recovering their balance from awkward situations. Learning to tumble and roll gives confidence, defeats the fear of a fall and increases substantially the riders' area of balance. In Europe and America vaulting competitions are conducted almost every weekend.

1. EQUIPMENT

A very valuable and useful piece of equipment is a gymnastic vaulting horse. The dimensions to build such a horse from a 200 litre drum appear below. It is padded with carpet or similar material and a substitute for handles can be made by placing the roller around the drum. This is used for the majority of training, experimentation and refining of technique. One of these goes a long way in saving the horse's back.

Construction of a Vaulting Barrel





The equipment used on the horse includes the lunge rein, Cavesson (optional), bridle, side reins, roller, and back pad. A lunge whip is also required.

Lunge rein — must be of good quality with the attachment being a snap hook or leather buckle. The leather buckle type is preferable as it is less likely to come undone accidentally.

Cavesson — is the standard three ring type. The bridging across the nose should not be rigid but flexible as it needs to fit very firmly. The strap under the jaw should be padded and adjusted so as not to allow any slip on the face. The throat lash should be firm enough to draw cheek straps away from the eye but must be set below the jaw. The middle ring should always be able to swivel in the nose band.

Bridle — a snaffle bridle with a drop noseband can be used with or without the Cavesson. The lunge rein can be attached straight through the rings of the bit and fastened to the outside ring.

Roller — if no other can be found the cheaper Indian type will suffice. However, the following shows the design for a competition roller which is essential for serious training.

Back pad — must cover the horse from neck to hips and be made of substantially shock absorbent material. The underneath surface should be of a moisture absorbent cloth and the upper surface should be of a non-slip type (leather has been found to be suitable). Above all the pad should be made from a substantially Shock absorbent material.

Lunge whip — is necessary for maintaining the horse on a true circle and controlling the pace.

Side reins — are used to encourage the horse to maintain a steady even pace.

Gymnastics equipment — various pieces of equipment can be used for training purposes. However, it is advisable to have the services of a knowledgeable gymnastics coach to teach Techniques which can be utilized for vaulting.

The vaulting horse — it is important to carefully consider the horse to be used for vaulting as the wrong conformation or temperament will mean much time wasted.

The horse is not necessary to commence vaulting. While a suitable horse is being trained the riders can commence training on the gymnastics horse or barrel. Acquisition of a suitable horse is usually not too difficult. With a little sorting out and sensible training no great problem should be encountered in finding at least one or two suitable horses within the average pony club. The Section 13 Polocrosse, Vaulting Rules, Pony Club NSW Tetrathlon Rules, Western Riding, Tentpegging, Horseball 16

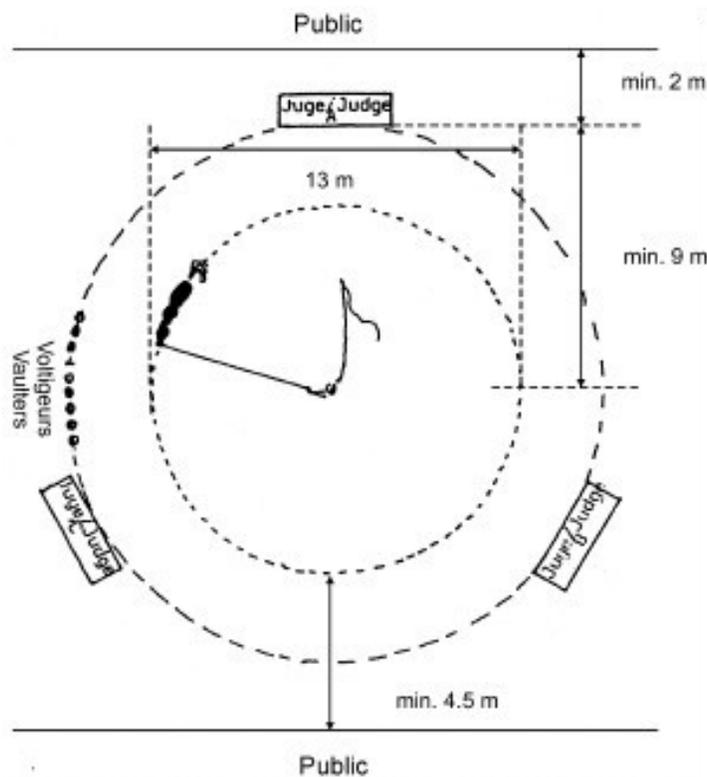
primary consideration is that the horse will good-naturedly tolerate or resign itself to anything which occurs on his back.

Size should be 15 – 17 hands as this is ideal to allow for team work where 2 or 3 riders work on the horse at any one time.

Conformation — horse should tend to be broad in the back and be well balanced. The ability to canter on the circle is important as the horse will be able to take vaulters through all levels of competition. Good gait and a well-set neck are an advantage. A high croup with the tail set low indicates a strong back which may lead to avoiding future problems.

The vaulting arena — the arena needs a shock absorbent surface and be firm and flat. A combination of sand and sawdust is ideal. The following diagram shows the dimensions of a competition arena. Care should be taken to ensure that the horse does not lunge too close to the wall or solid objects so as to allow vaulters to tumble and roll off the horse.

VAULTING ARENA/PISTE DE VOLTIGE



Clothing — should be of stretch type material to allow freedom of movement, e.g. jodhpurs or track suit pants. Loose flapping clothing, jewelry of any kind and long hair not tied back are all hazardous and must not be permitted.

Pony Club riders training in vaulting must wear approved ASNZS, ASTM, and EN protective headwear when working with the horse. It is recommended that this headwear be worn when learning on the “wooden horse” also.

Safety — is the responsibility of the instructors to ensure the vaulters do not progress too rapidly and put themselves at risk through lack of experience.

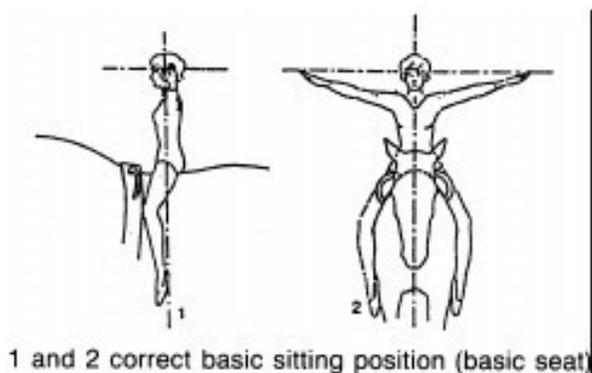
2. TRAINING

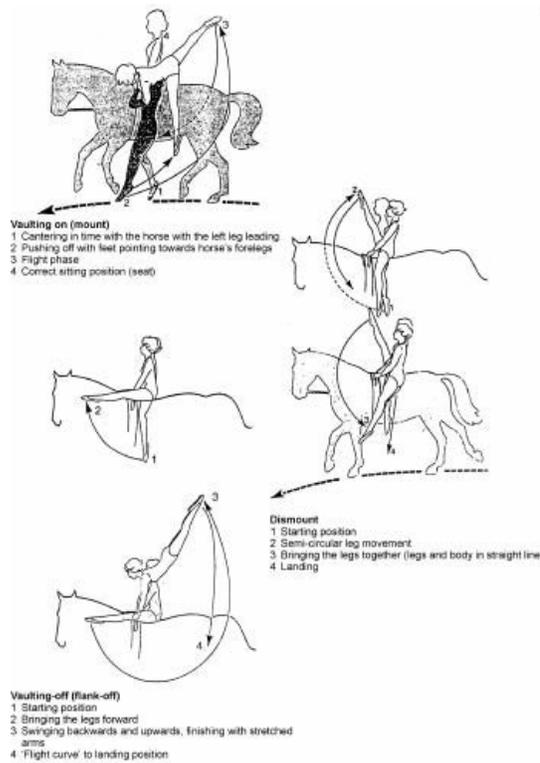
The horse is taught to lunge quietly with balance and rhythm. The next step is to accustom the horse to the vaulters both on its back and on the ground moving with the horse while it is moving.

One of the most difficult stages is to teach the horse to ignore the vaulters and respond only to the commands of the lunger. The lunger is solely responsible for the behaviour of the horse and it is critical that the lunger keeps the horse going smoothly. Vaulters walk with the horse on the lunge staying close by the shoulder of the horse and keeping one hand on the handle of the roller, until the horse learns the vaulters are not asking for any response and he need not pay attention to them.

Mounting is initially attempted at the walk with a leg up from a second person. Very agile vaulters may be able to mount without assistance at the walk. However, primary consideration must always be given to avoiding stress and discomfort to the horse. Once accustomed to this the horse can be pushed on to trot and canter. Canter is a far easier pace to vault than trot. Therefore, only as little time as necessary should be spent at the trot.

As vaulting progresses, the horse’s degree of tolerance should increase whilst any sensitivity is lessened if training is done correctly. It is always a good idea to give consistency in training to allow the horse to become accustomed to the same person lunging each session. It is preferable that the instructor is not the one to lunge as it is very difficult to coach and effectively control the horse at the same time. However, with any horse sport it is wise to expect the unexpected and never take the horse’s kind and calm nature for granted. Vaulters should be trained to have “an emergency exit” planned and practiced for every movement.





3. VAULTERS

Warm-up exercises are a must as they greatly reduce the risk of injury. *Fitness is also important*, and vaulters should be encouraged to pursue a personal fitness program. Work on the barrel and games are also valuable for warm-up exercises and about 20-30 minutes should suffice. Advice from a gymnastics instructor, sports physiotherapist or other competent person is ideal. The following are some examples of warm-up exercises.

Warm-up Exercises



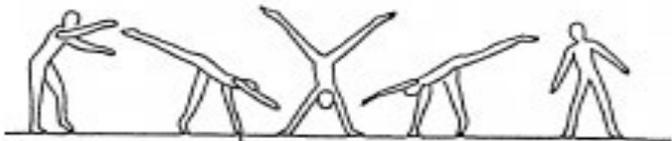
1. Forward Roll



2. Back Roll



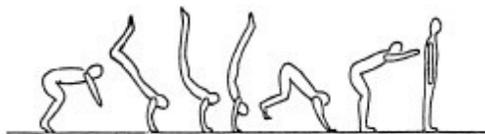
3. Dive Roll



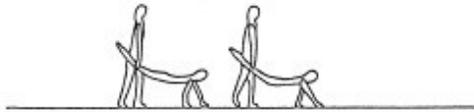
4. Cartwheel



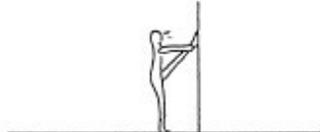
5. Leapfrog



6. Donkey Kicks



7. Wheelbarrow



8. Splits Against Wall



9. Hurdlers Stretch



10. Flag (static)



11. Flag (swinging)



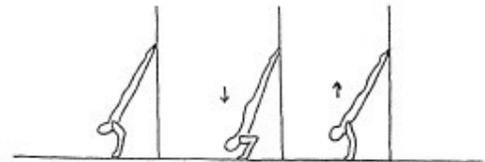
12. Mill Over Vault



13. Rotation Leg Lifts



14. Push Ups



15. Inverted Push Ups

In order to progress further, and learn the various movements, it is advisable to obtain one of the books listed below.

1. Vaulting The Official Instruction Handbook of the German National Equestrian Federation. Threshold books 1987.
2. Vaulting The Art of Gymnastics on the Moving Horse. Elizabeth Friedlaender. The Stephen Greene Press
3. Rules for Vaulting Events

The official Rules of the Federation Equestre Internationale (FEI) 1990

PONY CLUB TETRATHLON RULES

In general these rules governing the pony club Tetrathlon will apply to all competitions held. Organizers are reminded that rules may be changed or modified to satisfy any particular or local circumstance that may require consideration.

The four phases listed are:

1. Cross country riding
2. Cross country running
3. Swimming
4. Shooting

If the shooting phase is difficult to arrange, any suitable event may be substituted. There are more advanced rules available suitable for the experienced competitor.

AGE DIVISIONS

Ages taken as at the first day of competition:

Sub-junior - 10 and Under 13 years

Junior – 13 and Under 17 years

Senior – 17 and Under 26 years

1. ELIGIBILITY OF HORSES

All horses should have been regularly ridden by the member or a member of the rider's own pony club.

2. DRESS

An approved equestrian helmet with correct retention harness must be worn. Pony Club uniform is to be worn (Refer section 7).

3. GEAR AND SADDLERY

Refer section 7.

4. RULES

Please see Pony Club Australia National Tetrathlon Rules for full details

5. DISQUALIFICATION

The Technical Delegate may disqualify a competitor at any stage of the riding phase:

- a. for dangerous riding or
- b. if in his/her opinion the horse is lame, sick or exhausted or
- c. for misuse of whip or spur or ill-treatment of the horse or
- d. for any breach of the rules.

6. OTHER

Unforeseen circumstances are decided according to association rules. Cross country phase of O.D.E. rules to apply.

Any decision of the Technical Delegate and Advisory Committee will be final.

WESTERN RIDING RULES

Western Riding is neither a stunt nor a race. It is a competition in the performance of characteristics of a good, sensible, well mannered, free and easy moving station horse which can get its rider round on the usual station chores, over the trails, giving a quiet, comfortable, and pleasant ride in open country through and over obstacles.

Horses will be judged on riding qualities of gaits (walk, jog and lope) and change of leads. Response to the rider, manners, disposition, and intelligence. Entries will be scored on the basis of 60 to 80 with 70 denoting an average score.

1. **FAULTS** — the following will be scored as faults:

- a. Changing hands on the reins.

Note: It is permissible to change hands to negotiate the gate, but rider must return to original rein hand.

- b. Loss of stirrup or stirrups.
- c. Touching the saddle with the free hand.
- d. Touching the horse with the hands while the horse is in motion.
- e. Knocking over markers or obstacles.

2. **FALLS** — a fall is cause for disqualification.

General rules for tack and appointments.

General rules for penalties and disqualifications.

WESTERN CLASSES

This is a new optional innovation in pony club for those with particular interests in this area. It is intended that any western riding in pony club is for training purposes only and is to be carried out under normal pony club conditions with normal pony club uniform, saddles and bridles and the wearing of an ASNZS, ASTM, and EN approved equestrian helmet with retention harness in place is compulsory. Although not prohibited for this type of event, children enjoying these events are not expected to have western saddles. The rules for biting are the same as general rules for biting but for Western Riding only reining and/or western bits may be used.

There are a number of western patterns and events which can be enjoyed under normal pony club rally conditions.

WESTERN RIDING PATTERN

The eight small crosses (x) represent markers (witches' hats). These must be separated by a distance of not less than 10 m and not more than 14 m. The crisscross rectangle represents a log or rail not higher than 30.5 cm (12") but sufficient to break an animal's stride. The log or rail must touch the witch's hat or marker. The long and sometimes broken line indicates the direction of travel, (.....) indicates a walk, (---) indicates a jog, (_____) indicates a lope.

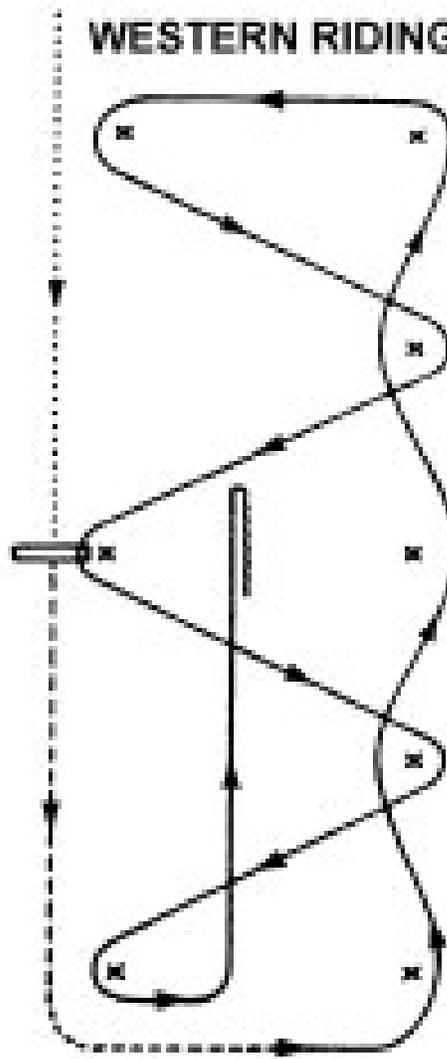
Refer diagram for pattern key.

On completing the pattern, the competitor shall ride to the judge as indicated for inspection. The judge may require a competitor to repeat any part of the routine. This is a judged, not timed, event.

NOTE: Flying changes are compulsory where directional changes are indicated in the pattern at the lope.

NOTE: Direction of pattern may not be reversed.

WESTERN RIDING PATTERN



- WALK
- JOG
- LOPE
- LOG
- MARKER
- BACK

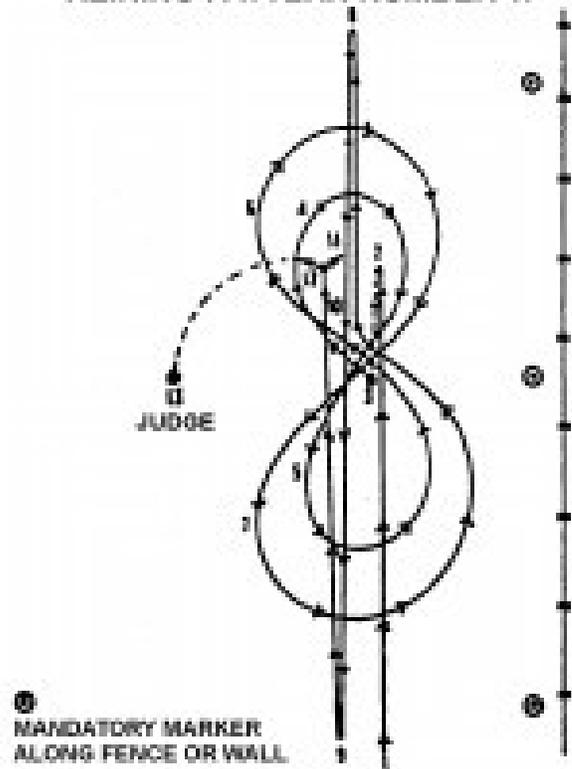
REINING PATTERN NUMBER 1

All arenas or plots should be approximately 20 x 40 m in size and the judge will indicate where to place the markers.

Ride pattern as follows:

1. to 2. Run with speed past centre marker.
2. Stop and back up to centre of pattern.
3. Settle horse for approximately 10 seconds. Start lope to the right. Figure 8 should be made inside the end markers.
4. and 5. Ride small figure 8 at slow lope.
6. and 7. Ride a larger figure 8 at a faster lope.
8. Left roll back over hocks (should be made past far end marker).
9. Right roll back over hocks (should be made past near end marker).
10. Stop (should be made past centre marker) let horse settle and in approximate area of stop do the pivots.
11. Pivot right or left no more than 90 degrees.
12. Pivot opposite direction no more than 180 degrees.
13. Walk to judge and stop for inspection until dismissed.

REINING PATTERN NUMBER 1.



REINING PATTERN NUMBER 2

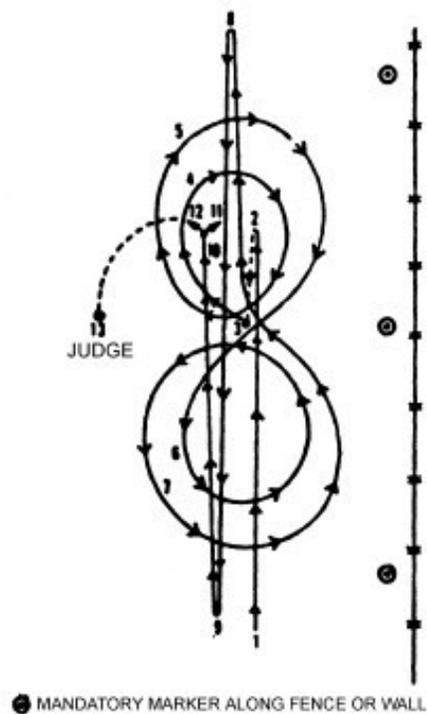
The arena or plot should be approximately 15.25 m x 45.75 m (50' x 150') in size.

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.

Ride pattern as follows:

1. to 2. Run with speed past centre marker.
2. Stop and back up to centre pattern.
3. Settle horse for approximately 10 seconds. Start lope. Circles should be made inside the end markers.
4. and 5. Ride two circles to the right first circle small and should be slow and second circle larger and faster.
6. and 7. Ride two circles to the left first circle small and slow and second circle larger and faster.
8. Left roll back over hocks (should be made past far end marker).
9. Right roll back over hocks (should be made past near end marker).
10. Stop (should be made past centre marker). Let horse settle then in approximate area of stop do the pivots.
11. Pivot right or left no more than 90 degrees.
12. Pivot opposite direction no more than 180 degrees.
13. Walk to judge and stop for inspection until dismissed.

REINING PATTERN NUMBER 2.

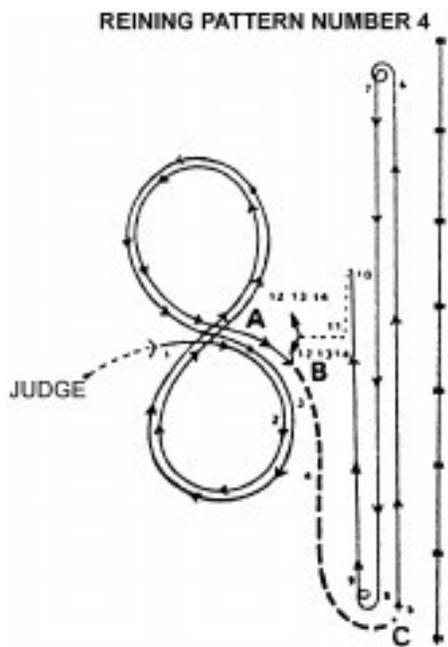


REINING PATTERN NUMBER 4

The arena or plot should be approximately 15.25 m x 45.75 m (50' X 150') in size.

1. Begin work to the right.
2. First figure eight slow.
3. Second figure eight faster (lead change must take place at Point A).
4. Proceed from point B to point C at walk or trot.
5. Begin run.
6. Sliding stop.

7. Turn away from the rail do a spin and a half no hesitation.
 8. Sliding stop.
 9. Turn away from the rail do a spin and a half no hesitation.
 10. Sliding stop.
 11. Back over slide marks. Face judge, walk a few steps.
 12. Half turn (180 degrees) left or right.
 13. Half turn (180 degrees) in opposite direction.
- NOTE: Spin and a half at 7 and 9 is optional at judge's discretion.

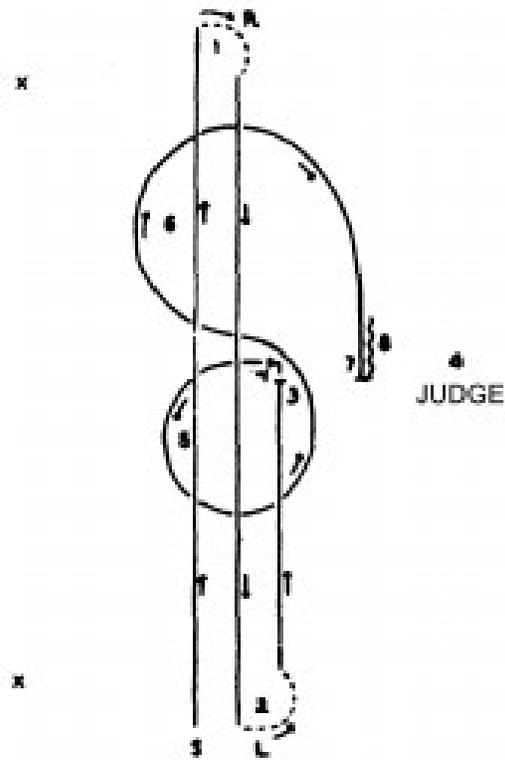


REINING PATTERN NUMBER 6

Ride pattern as follows: Start-run with speed.

1. Stop-pivot to right and run with speed.
2. Stop-pivot to left and run with speed.
3. Sliding stop.
4. Quarter turn to left.
5. Begin slow circle to the left in correct lead.
6. Ride circle to right with speed in correct lead.
7. Sliding stop — settle horse.
8. Back.
 - a. Ride to judge for inspection.
 - x. Pivot markers on arena wall.
 - s. Start.

REINING PATTERN NUMBER 6

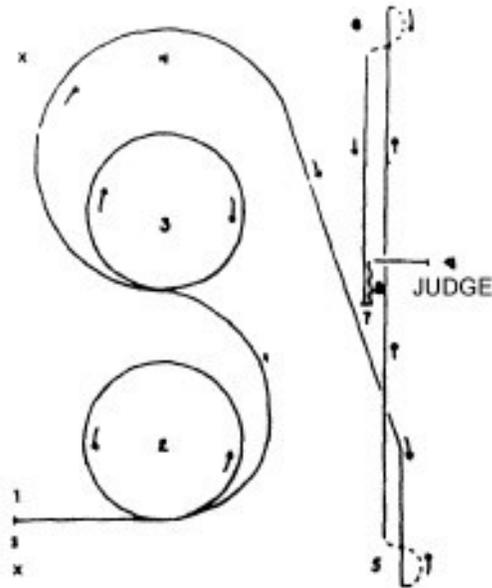


REINING PATTERN NUMBER 8

Ride pattern as follows:

1. Start at lope.
2. Ride circle to left — slow.
3. Ride circle to right with speed.
4. Ride circle in correct lead with control.
5. Left roll back.
6. Right roll back (stay at least 7 metres from arena wall).
7. Sliding stop — settle horse.
8. Back.
 - a. Ride back to judge for inspection.
 - x. Roll back markers on arena wall.
- s. Start.

REINING PATTERN NUMBER 8

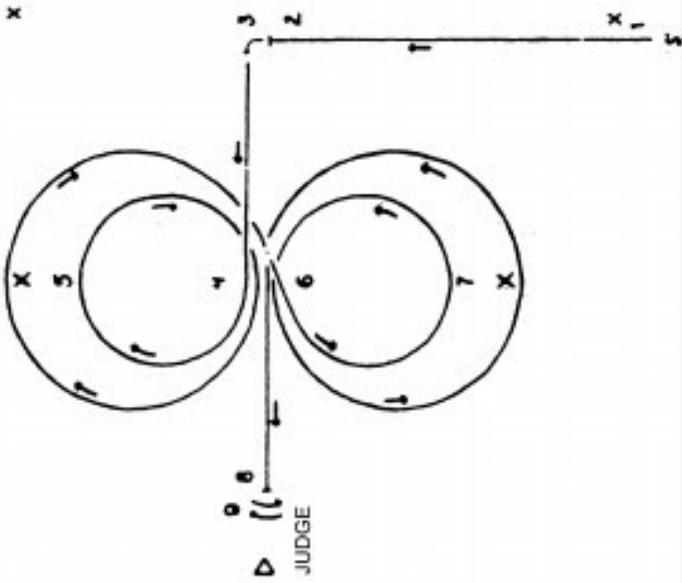


REINING PATTERN NUMBER 9

Ride pattern as follows:

1. Run with speed.
2. Sliding stop — settle horse.
3. Quarter turn to left.
4. Ride small circle to right — slow.
5. Ride large circle to right — with speed.
6. Ride small circle to left — slow.
7. Ride large circle to left — with speed.
8. Sliding stop — settle horse.
9. Pivot left — pivot right.
 - a. Ride to judge for inspection.
- x. Markers in middle of arena.
- s. Start.

REINING PATTERN NUMBER 9



TENTPEGGING

(Junior Rules)

These rules shall apply to individual and pairs events for lance only.

1. A pair shall consist of two competitors. The age shall be as specified by the association.
2. All members shall be similarly armed with a lance. The weapon will be of a type approved by the association; and shall not be shorter than 2.15 m (7'), or exceed 2.30 m (7' 6").
3. A pair may consist of two left handers, or two right handers, or one left and one right hander, provided the left hander rides No. 1 position.

4. TENTPEGS

- a. Pegs used shall be made of polystyrene and measure 17.5 cm (7" x 10 cm (4") x a minimum of 2.5 cm (1") in depth.
- b. An approved peg holder made from "no. 10" fencing wire, or an equivalent gauge, will be used with one only ground spike.
- c. Pegs of smaller dimensions will be used at the discretion of the judge to determine the winner, or winners, of any competition.

5 Pegs shall be placed in the ground 1.5 m (5') distance from each other in single file and 2.5 m (8'2") intervals in pairs abreast.

6. a. A round shall consist of at least one run in single file, followed by one run in line abreast. (A competitive event shall consist of at least 3 rounds.)

6. b. The judge(s) of the competition will order a run off to separate teams in accordance with rule 4(c) to determine winner or placings.

7. The terms of scoring points shall be:

"Carry" 6 Points Peg removed 20 m (65'7") or more, distance to be measured from the point at which the peg was placed. In single file run, there shall be two carry markers each one being 20 m (65'7") from its respective peg.

"Draw" 4 Points Peg removed from the ground, but not carried 20 m (65'7").

"Strike" 2 Points Peg struck, but not removed from the position in the ground.

NOTE: 1 Pegs must be struck on the face of the peg by the point of the weapon.

8. The judge may allot up to 4 bonus points (with provision for half points), for each round for drill, pace and style of the run. Drill points are allotted as BONUS points ONLY, and must not be deducted from the pegging points. The judging of drill will commence from the time of salute at the beginning of the round, not when in the marshaling area, but prior to start flag and finish when lances are returned to the carry position after removal of pegs after the two abreast run. The judge will nominate a point of commencement of drill.

9. The pace required shall be a full gallop, which must be attained at the 40 m gallop marker "A" and maintained by all riders until reaching the 40 m marker "D" (refer attached diagram). Appropriate drill points will be deducted for slow pace.

10. a. Each member shall retain their numerical position in the section throughout the contest in both single file and line abreast. The pair will be numbered from the right and the run in single file must be

carried out in numerical sequence and at approximately 20 m (65'7") distance between files. Similarly no. 1 must be on the right of his section for the run in line abreast.

10. b. If a competitor rides out of sequence, there shall be no peg points allotted for the rider in that run, or drill points for the team, over the complete round.

10. c. If a competitor rides at a distance greater than 40 m (131'3") in single file OR if the first and last rider in line abreast have more than 20 m (65'7") distance between them at the pegs, then no drill points shall be allotted for the complete round.

11. a. Each competitor must engage rider's own peg. In single file, no. 1 takes the first peg rider meets, no. 2 the second peg in line abreast, no. 1 takes the right hand peg, no. 2 the second from the right. If a rider takes another's peg, rider loses any score achieved and prevents the other rider from scoring as well. Rider who took peg will also lose three points for drill.

11.b. If rider engages another's peg but misses it, three points shall be deducted for drill.

11.c. The rider, whose peg is accidentally dislodged from the ground (i.e. by a horse's hoof), may still attempt to pick up the peg, and if successful will be credited with the full points (carry only) but 2 drill points will be deducted from the offending rider.

12. LANCE DRILL

In the approach to a peg in either single file or line abreast the lance will be carried in a uniform position at the "Carry" or at the "Trail"—after reaching marker flag "A" the lance is to be presented by pushing forward in a vertical position, approximately midway along the horse's neck. At marker flag "B" the lance is lowered to engage the competitor's peg. After engaging the peg, the lance is to be returned with a smooth recovery through the "present" to the "carry" or "trail" position. (See Standard Procedures.)

13. HORSES

The changing of horse or rider throughout a competition will not be allowed except due to injury to horse or rider. Under these circumstances a reserve rider and horse may take the place of the injured horse and/or rider.

In circumstances where an injured or sick horse or rider is replaced, one replacement only will be permitted for the injured or sick horse or rider, and must occupy the vacated position.

14. Horses or riders may not be exchanged within a team during the currency of any competition.

15 If in the opinion of the judge, a competitor mistreats his/her horse, he/she may be disqualified from the competition.

16. SAFETY EQUIPMENT

a. ASNZS, ASTM, EN approved equestrian helmet (as per current Pony Club Rules) must be worn in all Tentpegging competitions. A competitor who loses his/her helmet or retention harness during the course of a round must replace same before continuing the competition, and two drill points will be deducted. If the rider continues without replacing the helmet the rider is eliminated from that section.

b. Each horse used in a competition must be fitted with an approved breastplate.

c. Tentpegging weapons must have a protective cover over the point while not being used in competition.

d. Swords (short lance) used in Tentpegging of approximately 38 inches (95 cm) in length and 1" (2.5 cm) in diameter shall be made out of either aluminum or cane.

17. a. BROKEN GEAR

Time off for broken gear may be permitted, IF PRACTICAL, at the judge's discretion, however, such fault will incur a penalty of 2 drill points.

17. b. No rider shall be permitted to continue if in the opinion of the judge(s) it constitutes unsafe practice.

18. DISARMED COMPETITOR

a. A disarmed competitor shall be one who loses his weapon at any time from the commencement of the run, until the completion of the round (as per rule 6). He/she will not be re-armed before completion of the round, but may score points prior to being disarmed or during the process. He/she will be penalized for faulty weapon handling with an automatic loss of three drill points.

b. A competitor who breaks his/her weapon cannot be re-armed during the round and will not be granted a re-run.

A broken weapon shall be one that all or more than the taper of the original point of the weapon is broken off or any portion of the shaft is broken.

19. DISMOUNTED COMPETITOR

A competitor who is dismounted whether by his mount falling or stumbling, etc., at the commencement or during the run is disqualified until the completion of the round with an automatic loss of three drill points. However, he may score points prior to being dismounted or during the process.

20. A competitor who uses offensive language during the competition round and is heard by the judge or judges will be penalized with appropriate loss of drill points.

21. Pegging up will be carried out by either the reserves of competing teams or by the stewards appointed by the controlling body. Judges will be responsible to see that pegging up is carried out correctly.

22. The diagram of the "LAYOUT OF THE COURSE" shall be complied with in all competitions (refer diagram).

23. The current association approved score sheet shall be used in all team competitions (refer diagram).

24. Officials in the centre of the ring shall be limited to an absolute minimum.

25. All competitors shall be familiar with the contents of the: Rules for Tentpegging.

26. Procedures for Ring and Peg as set out. c. 'Standard Procedures' for Tentpegging as set out.

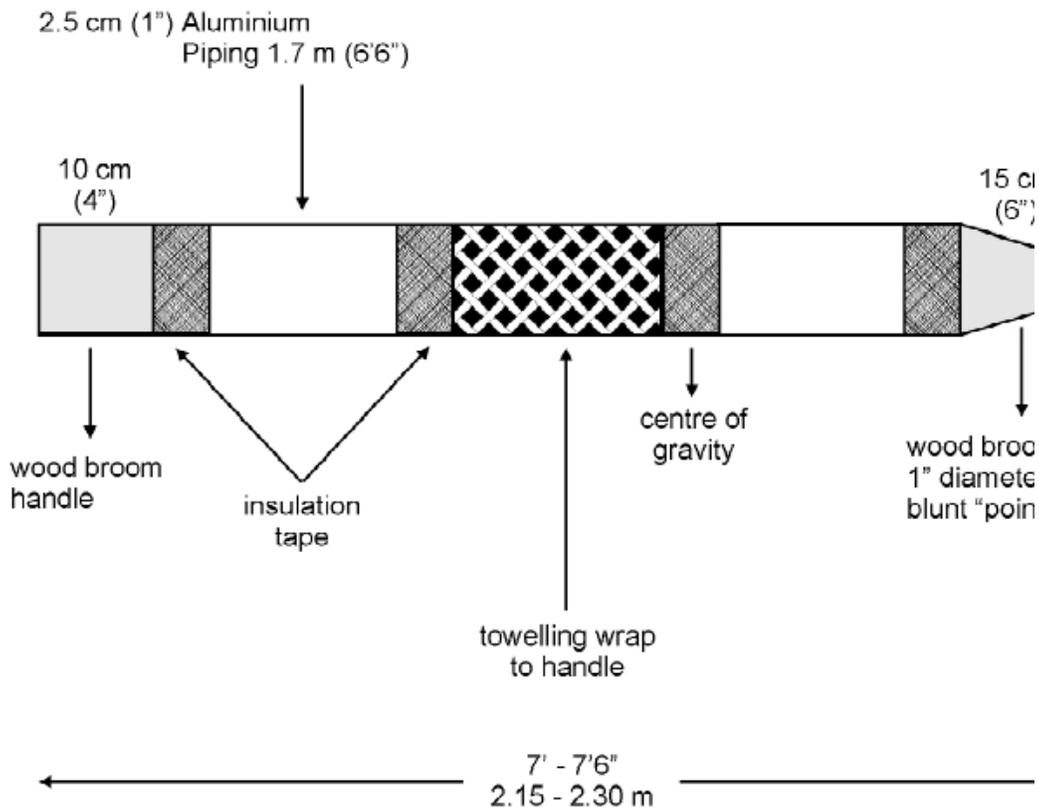
27. Protests — refer section 4.

JUNIOR RINGS AND PEGS EVENT (LANCE)

EQUIPMENT

Two gallows with a suspender strap of light material, with a ring holder at a height of 2.15 metres (7ft) from the ground. Rings 6 cm inside measurement. Gallows to be 15 metres apart and a peg 20 metres beyond and in line. (Cross-bar dimensions 2.5 metres wide and 2.75 metres high.)

LANCE FOR TENTPEGGING



STYLE

- Lance must be at carry position prior to start, on commencing run, lance to be carried at the trail (point to be lowered left front, over horse's near ear, level with the rider's eyes: hand resting on the right thigh, knuckles down and elbow slightly forward — opposite for left hand riders).
- On reaching 40 m flag "A", the lance must be brought to a horizontal position (under the arm, elbow bent — opposite for left hand riders).
- On reaching 20 m flag "B", the lance must be carried forward to the extent of the arm, with lance above the arm, back of the hand inclined to the inside.
- Engage both rings, and lower lance to engage peg, with normal lance recovery.

POINTS

Rings carried on lance — (6 each), Peg — Carry (6), Draw (4), Strike (2), Drill (4) (style and pace).

STANDARD PROCEDURES — JUNIOR RULES

LAYOUT OF THE COURSE:

- Pegs will be laid out in accordance with rule 5 of the rules; judges must check this and also ensure that pegs are:
 - Unmarked, or if marked, the marks are clearly distinguishable from those which will result from subsequent strikes. This may be achieved by ringing them with a biro or pencil.
 - To be white on one side and clearly visible to competitors.
 - Driven firmly into the ground to above the level of the wire ground spike and at an angle of about 35 degrees to the vertical.
- Flags should be placed about 5 m to the right of a line through the 2 pegs for the run in single file and about 5 m to the right of the right hand peg in line abreast. Judges will check that these flags are in position before the event begins.

3. A suggested layout is shown in the rules.

DUTIES OF OFFICIALS

4. The following is a list of officials normally required:

- a. **Technical Delegate:** Responsible for the overall conduct of the event.
- b. **Marshall or Steward:** Responsible for taking charge of competitors as they enter the arena, marshaling them in their correct order of running, and releasing each pair from the marshaling area on a signal from the judge.
- c. **Two Peg Stewards or Assistant Judges:** In charge of the pegs in single file and line abreast. Responsible for seeing that pegs are in proper condition and driven properly into the ground. They are also responsible for keeping a written record of peg scores for each run. Doubtful decisions must be referred to the judge. Pegs should be numbered from 1 to 2 with an identification mark for each team. This will ensure that scores are credited correctly.
- d. **One or Two Peg Orderlies: (usually reserves of competing teams):** Responsible for collecting used pegs and driving in fresh ones. Should no assistant judges be available, the peg orderlies will ensure that the judge sees each peg at the conclusion of each run. Where a peg has been drawn and has dropped from the point of the lance, it will not be moved until the judge has checked whether it is a draw or a carry.
- e. **Two Orderlies:** One at the end of each run, responsible for removing pegs from lances.
- f. **One Recorder:** Responsible for recording the scores of each competitor and pair.
- g. **The Judge:**
 - i. He/she is responsible that all is in order before each team commences its run. He/she will not signal for the release of the competitors until he/she is satisfied that pegs and flags are in place, assistant judges ready and the course clear of officials.
 - ii. He/she will normally concentrate on drill, pace, horsemanship, weapon handling and general style throughout the complete round, leaving the routine scoring to his two assistants. Should no assistants be available, he/she will personally check all pegs after each run.
 - iii. He will award points for drill, pace, horsemanship, etc. at the conclusion of each round.
 - iv. Should there be any doubt as to whether a peg has been fairly drawn or fairly split, the judge will adjudicate.
 - v. He/she will keep a tally of the scores of each individual and each team which he will check with the recorder at the conclusion of each run.

5. The above is the maximum number of officials who should be in the arena during the event. During runs in single file, the judge should take up a position approximately midway between the 20 m flag and the pegs to the inner flank so that he/she can observe the distance between horses, pace during the approach, weapon handling and individual style. For the run in line, he/she should place himself/herself opposite the pegs so that he/she can observe the uniformity of weapon handling and dressing, particularly during the vital distance from the 20 m short of the pegs, to 20 m past the pegs. Pegs stewards and orderlies should take a crouching position well clear of the pegs so that they will neither obscure the view of spectators, nor distract the competitor or his mount.

TENTPEGGING IN SINGLE FILE

6. **Preliminary Moves.** When the judge is satisfied that the course is in order and that officials are in readiness, he will signal the marshal to release the first competitors. The competitors, who will have been standing at the halt in line with lances at the carry will, on the orders of the team leader, move in line to the starting flag. In order to assist control, the team leader will usually ride no. 1

LANCE DRILL

7. *The Start:* When the competitors have reached the starting point, no.1 will pick up his/her line on the pegs and when ready set off at a hand gallop, and attain a full gallop before reaching flag "A", riding on a line that will take him approximately 45 cm to the left of the line of pegs. After marker flag "A", he/she will then thrust his/her lance forward in a perpendicular position to full arm's length, arm pointing straight to the front and level with the shoulder, back of hand to the right and thumb extending along the lance and pointing upwards.

8. *The Engage:* At marker flag "B" the point of the lance is lowered to the front in an even sweep so that the point reaches the level of the peg an instant before it strikes. At this time, the rider is leaning slightly to the off-side, the right hand near the level of the knee, back of the hand inclined outwards and thumb along the shaft of the lance. "Reaching" (1) will be penalized by loss of points for style, as will "ploughing" (2) or "jabbing" (3) "scooping" (4) (common weapon handling faults).

9. *The Strike and Recovery:* At the instant the peg is struck, the eye will be on the peg and the point of the lance. As the peg is passed, the arm is kept straight and the lance is allowed to swing back to at least a horizontal position, pointing to the rear and level with the right shoulder. The eyes are still on the point of the lance. This causes the head to turn out of the path of the butt of the lance and so saves the back of the head from being struck. The lance is then swung forward in a graceful underhand sweep to the upright position (slight pause) and brought back to the "carry" or "trail". A full gallop will be maintained until flag "D" is passed

10. *The Halt:* The rider will bring his mount to a halt at the end of the course and bring his lance to the "carry".

TENTPEGGING IN LINE

11. When pegs have been removed, the competitors will approach the starting flag for the run in line at right angles to the line of advance and wheeling around the flag together. This method is easier to control but has the disadvantage that individuals are not opposite their pegs at the beginning of the run. Alternatively, the team may approach in single file at 1 m distance in the order no. 2 and no. 1. When the leader is opposite his/her peg, he/she gives the order and all turn simultaneously on haunches and break into a gallop. This method is spectacular, but requires a high standard of control and has the advantage, if the drill is properly carried out, of bringing each rider opposite his/her peg.

12. The Run:

a. The purpose of the run in line is to test the skill not only of the individuals, but of the pair as a whole and its ability to function as a team. Individual procedures are the same as for the run in single file, but dressing is of the greatest importance and lances should move in unison, ideally striking the pegs simultaneously.

b. During the run, the pair should dress by no. 1. In order to achieve uniformity of arms drill, the leader should call "out" at flag "A", when the pair will thrust out their lances to the perpendicular position and begin the downward sweep of the lance, at flag "B".

13. *The Halt:* After the pegs have been engaged, the competitors must remain under control and dressed as they approach the halt. They need not necessarily halt on the line of the run. When pegs have been removed, the competitors will move in line and at the walk to the marshaling area. This completes the round.

LANCE POSITIONS

1. CARRY

The lance is held in a vertical position. Butt at the boot or in a lance bucket.

a. For parade purposes hand level with the shoulder, with back of hand to the front.

b. For competition hand approximately midway along the shaft, with forearm and hand

horizontal with the ground with thumb up the shaft.

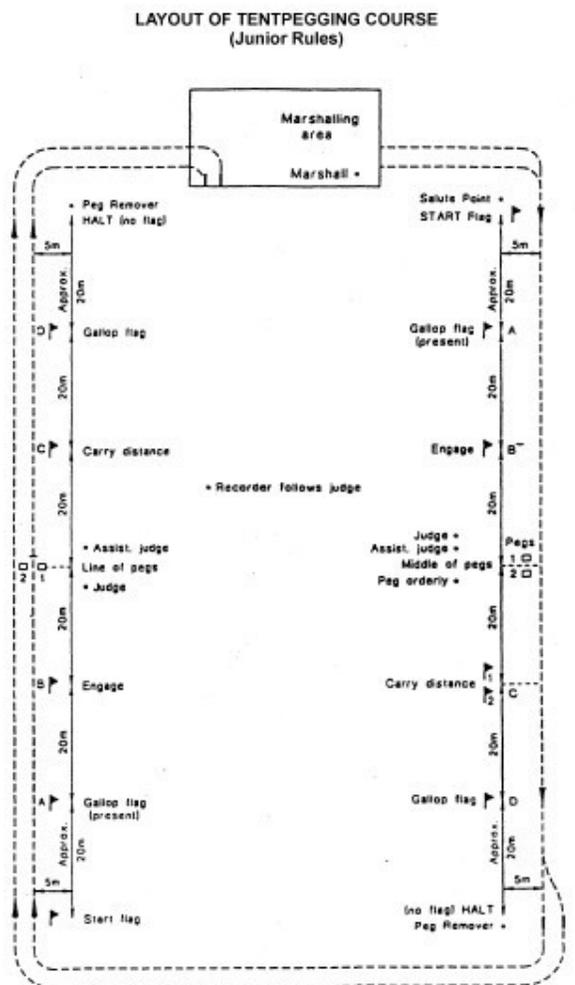
2. TRAIL

Lance held at the point of balance, knuckles down, back of hand facing forward and elbow turned slightly out. The lance should be pointing about 20 cm clear of the horses near ear.

COMMON WEAPON HANDLING — FAULTS

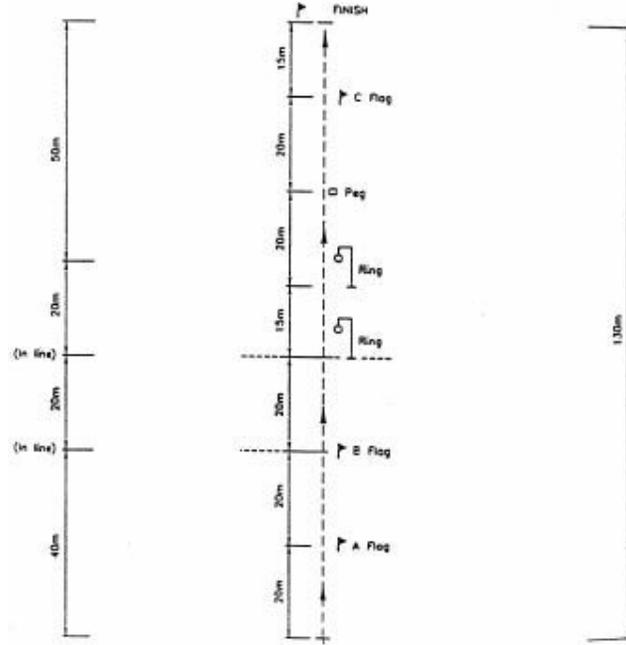
1. "Reaching" is the action of standing in the stirrup and leaning forward with a straight arm to take the peg.
2. "Ploughing" is the practice of lowering the point of the lance quickly to the level of the peg well before the peg is reached and running it along a few mms from the ground until the peg is struck. It is unfair and should be heavily penalized.
3. "Jabbing" is the practice of pushing the lance at the peg, (instead of allowing the pace of the horse to provide the thrust), and then allowing the lance to continue to the front. It is an ugly movement and should also be heavily penalized.
4. "Scooping" is the practice of engaging the peg and then allowing it to run along the ground prior to recovery. Again this fault should be heavily penalized.

The above weapon handling faults should be penalized for poor style and gaining an unfair advantage.



LAYOUT OF RINGS & PEG OR LEMONS & PEG COURSE

130 m (Diagram not to scale)



A.T.P.A. OFFICIAL SCORE SHEET

TEAM NAME: Rider Name	EVENT:		DATE:		PAGE No.	
	Round No. S.F.	SEC.	Round No. S.F.	SEC.	BUFWD TOTAL	CUM. TOTAL
1.						
2.						
PEG SCORE						
ROUND TOTAL						
DRILL SCORE						
TOTAL						
CUMULATIVE TOTAL CHECK						

AREAS FOR DRILL DEDUCTION						
START	INTERVAL DRESSING	WEAPON DRILL	FACE	MISCELLANEOUS (Dropped Lance etc.)	FINISH	DEDUCTION TOTAL
SP						
RI						
AB						
SP						
RI						
AB						
SP						
RI						
AB						

JUNIOR SKILL AT ARMS

Weapons — Junior Lance — Steel pointed wooden pistol.

Equipment — 1st leg shall comprise 2 jumps 35-40cm high at least 2.5 m wide. A balloon holder 1.5 m high to be placed to the right of centre of the 2 jumps —on the left hand side for left handers. A barrel or bucket to be placed at the end of 1st leg approximately 1.2 m above the ground.

COURSE

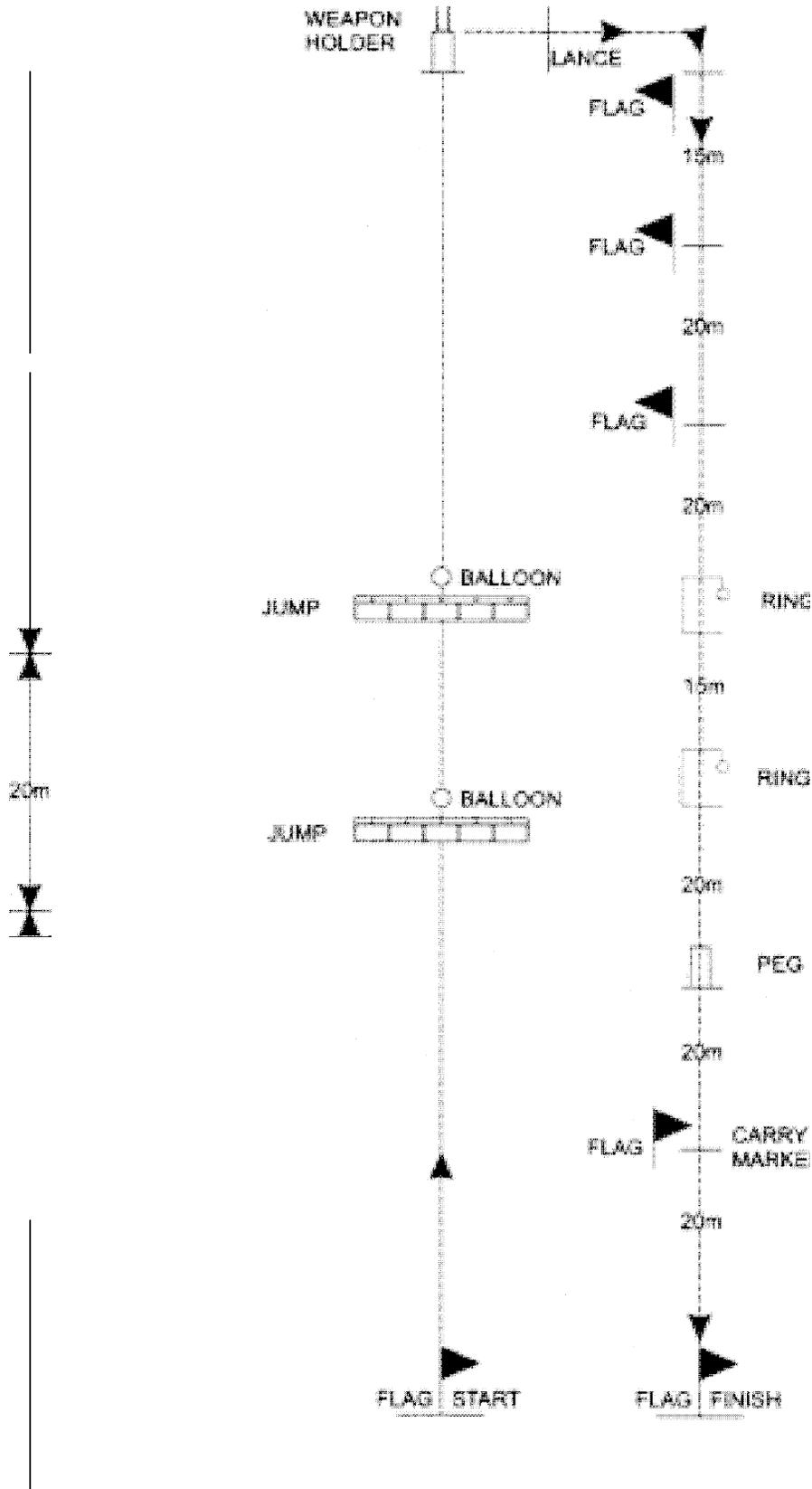
1st leg — start flag 60 m to 1st jump 20 m to 2nd jump 50 m to barrel. Competitor leaves starting position with wooden pistol in a perpendicular position. The balloons to be burst using 1 jab only per balloon. One refusal will be allowed at 1st jump only not 2nd jump. A horse ridden around jumps constitutes a refusal. On reaching the barrel/bucket wooden pistol to be placed on barrel or in bucket.

2nd leg — competitor picks up lance which is placed in a vertical position in the ground between 1st and 2nd leg and completes Rings and Peg leg (see Rings and Peg Rules).

NOTES

1. Wooden pistol maximum length 30 cm from point to “hammer”.
2. Wooden pistol to be placed in the bucket or barrel at end of 1st leg (Pistol thrown on ground — dropped weapon penalty — 3 points).
3. If jumps are not available the 1st leg may be used using balloons only.
4. Elimination will occur if:

SKILL AT ARMS COURSE (JUNIOR) 130m 010 m



HORSE BALL is allowed at Pony Club with members to follow the rules of the Horseball Association and the use of a pick-up strap is allowable to be used when playing or practicing Horseball; pick up straps should run through the loop on the martingale under the horse's belly, i.e., they should not hang unrestricted.