

NATIONAL LEAGUE OF LEGENDS SPORTS AND RODEO LLC

RULES AND REGULATIONS

ENTRIES & FEES

In submitting entry, contestant, and parents and/or guardians agree to permit use of all publicity, photographs, radio, television broadcasts, motion pictures, newspaper, magazine accounts, and website.

- It is the contestant's responsibility to enter events in the proper age group. Contestants must be prepared to show acceptable proof (school record, state issued ID, birth certificate, etc.) to substantiate age.
- All entries and fees will be processed online during a specified entry period, unless otherwise noted on event flyer. All pre-entries are non-refundable.
- If late entries are accepted, there will be a \$50 late fee per entry.
- Onsite entries, if allowed, will be in cash only.

DISQUALIFICATIONS

- Any inhumane equipment or cruel training devices used by a contestant will result in disqualification for the contestant.
- If the contestant is not present and prepared to compete when called, he/she shall be disqualified.
- Anyone who hits the electric eye will be disqualified.
- Exceeding time limits.
- A contestant must be mounted at the completion of his/her time in an event unless as an integral part of the competition, the contestant must be on foot as in tie down, goat tying, and steer wrestling. Falling off your horse in any event will result in a disqualification; you may not remount to continue.
- In all timed events, using a start/finish line, contestant will be disqualified for re-crossing the start/finish line prior to finishing the prescribed pattern.
- Contestant must declare him/herself by pulling up. Any attempt to compete after interference or foul will negate any claim for a re-run.

RE-RUNS

- Mechanical failure of arena equipment (chute, barrier, electric eye).
- Interference from neck rope or barrier rope – contestant must declare him/herself by pulling up.
- If the stock goes down (to his knees or belly) prior to the score line and contestant declares him/herself, a re-run will be awarded.
- If the goat comes loose from the tether or the tether breaks. A goat becoming untethered after the contestant begins a "throw and tie" does not warrant a re-run.
- All reruns will be done bringing the same stock back unless the animal cannot be competed on if stock is drawn. If stock is not drawn, rerun will be on next stock.
- Any attempt to compete after interference or foul will negate any claim for a rerun.

BARREL RACING

- The objective for this event is for the contestant to race their horse through a clover leaf barrel pattern in the shortest time possible.
- Time starts when the contestant crosses the start line and ends when they cross the finish line. Electronic or "electric eye" timers will be used.

- Knocking over a barrel will result in a 5 second penalty being assessed. If a barrel is knocked down and then stands back up, it is still considered a knocked down barrel.
- The contestant may reach down and touch a barrel to keep from falling over if she chooses to and is able to do so.
- The barrel pattern will be raked or dragged at even intervals.
- Payouts for “D” Races will be paid as follows unless otherwise noted on flyers: 3D will be 1 second splits; 4D will be .5 - .5 - 1; 5D will be .5 second splits
- Disqualifications in addition to those previously listed:
 - Broke patterns. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the cloverleaf pattern and/or passing the plane of the barrel on the off side.

BREAKAWAY ROPING

- The objective for this event is to rope a calf from the back of a horse with a rope, which is tied to the saddle horn with a piece of string and breaks away from the saddle horn in the shortest time possible.
- Time starts when the calf releases the barrier rope and ends when the field judge drops their flag after roper has caught calf and the rope breaks away from the saddle horn. Time limits is 30 seconds. Jackpots will run with an open gate at the end of the arena.
- Bell collar catch only (Bell collar is defined as any loop passing over the calf’s head and slack is drawn around the neck only) for 15U, 19U, and OPEN divisions. All other age divisions require loop to pass over calf’s head and may draw up on any part of the calf’s body behind the head.
- The calf will be given a head start to a preset score. A 10 second penalty will be assessed for breaking or beating the barrier.
- Rope must be tied to the saddle horn with nylon string provided by the producer at the very end of the rope. A cloth no shorter than 6” must be tied to the end of the rope also.
- There will only be one loop allowed.
- Disqualifications in addition to those previously listed:
 - Breaking the string by hand rather than letting the calf pull the rope from the saddle horn.
 - A dropped loop is considered a thrown loop.

GOAT TYING

- The objective for this event is for the contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw, and tie any three legs in the shortest time possible.
- Time starts when the contestant crosses the starting line and ends when the field judge drops their flag after contestant has signaled that she is finished by raising her hands in the air. Time limit is 30 seconds.
- If the goat is down when the contestant reaches it, it must be let up or lifted up high enough to be given an opportunity to regain its feet and then thrown by hand or the contestant will be disqualified.
- The contestant must step back at east 3 feet from the goat and the goats legs must remain crossed and tied for 6 seconds once contestant has backed up. Ties not holding for 6 seconds will be disqualified.
- Disqualifications in addition to those previously listed:
 - The horse makes contact with the goat.
 - Touching goat or tie after signaling completion of tie.

POLE BENDING

- The objective for this event is for the contestant to run their horse through the pole bending pattern in the shortest time possible.
- Time starts when the contestant crosses the start line and ends when they cross the finish line. Electronic or “electric eye” timers will be used.
- Knocking over a pole will result in a 5 second penalty being assessed. If a pole is knocked down and then stands back up, it is still considered a knocked down pole.
- The contestant may start on either side of the pole pattern.
- The contestant may touch a pole to keep from falling over if she chooses to and is able to do so.
- The pole pattern will be raked or dragged at even intervals.
- Disqualifications in addition to those previously listed:
 - Broke patterns. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pole bending pattern.

STEER WRESTLING

- The objective for this event is for the contestant to transfer from the back of a horse to a steer and then to throw the steer to the ground by hand in the shortest time possible. Steer will be considered thrown when the head and all four feet are in the same direction and no feet are underneath the steer.
- Time starts when the steer releases the barrier rope and ends when the field judge drops their flag. There will be a 30 second time limit.
- The steer will be given a head start to a preset score. A 10 second penalty will be assessed for breaking or beating the barrier.
- No reruns for steer hanging horns in chute.
- If steer gets loose from contestant’s grasp after the contestant has caught him, the contestant may take no more than one step to re-catch the steer on foot.
- No re-mounts once rider has dismounted in an attempt to throw steer.

TEAM ROPING

- The objective for this event is for 1 team member to rope a steer by the head from the back of a horse, and the other team member to rope the steer by the back legs from a separate horse, and then to stretch the steer between them and to do this in the shortest time possible.
- Time starts when steer releases barrier rope and ends when both contestants have caught the steer, ropes are tight and dallied, and contestants are faced until the field judge has dropped his flag. Time limit is 30 seconds. Jackpots will run with an open gate at end of arena. Electronic eyes will be used for team roping.
- The steer will be given a head start to a preset score. A 10 second penalty will be assessed for breaking or beating the barrier.
- Legal head catches are around the horns, around the neck, or “half head.” Legal heel catches are 2 hind legs, even if they are figured eight, and 1 hind leg catch, but will be assessed a 5 second penalty.
- A team will only be allowed a combined total of 2 loops. A dropped loop is considered a thrown loop.
- Disqualifications in addition to those previously listed:
 - Illegal head catch: anytime a loop crosses over itself or “figure 8’s” as part of the catch, one horn, or a front leg or legs in loop.

- Crossfire – if the heeler throws his loop prior to the steer completing the initial switch (which is when the steer makes any move from straight to being towed or in tow to the left as defined by PRCA) as determined by flagger.

TIE DOWN ROPING

- The objective for this event is for the contestant to rope a calf from the back of a horse, catch as catch can, dismount, go down the rope and throw the calf by hand, and cross and tie any 3 legs together in the shortest time possible.
- Time starts when the calf releases the barrier rope and ends when the field judge drops their flag after roper has signaled that he is finished by raising his hands in the air. Time limit is 30 seconds. Jackpots will run with an open gate at end of arena.
- The calf will be given a head start to a preset score. A 10 second penalty will be assessed for breaking or beating the barrier.
- The contestants' horse must have a neck rope with a rope run through it to keep the horse facing the calf while the roper is on foot. Rope must be tied to saddle horn.
- The catch must hold until the roper gets a hand on the calf. If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand or the contestant will be disqualified. If the roper's hand is on the calf when the calf goes down, it is considered "thrown by hand".
- A legal tie shall be one or more wraps around any 3 of the calf's legs and finished with a half hitch or "hooey".
- The contestant must get back on his horse and calf must remain tied for 6 seconds once contestant rides up, putting slack in the rope. Ties not holding for 6 seconds will be disqualified.
- There will be only one loop allowed.
- Disqualifications in addition to those previously listed:
 - Jerk down of calf as determined by flagger.
 - Touching calf or tie after signaling completion of tie.
 - Any intentional dragging of calf as determined by flagger.