



**Church in the Dirt  
Family Rodeo**

**Rodeo Rules 2023**

**\*\*\*Negative Coggins test is required and must be provided upon request. \*\*\***  
**\*\*\*\*\* CASH ONLY for entry fees\*\*\*\*\***

Age classes will be determined by contestants age as of **January 1<sup>st</sup>, 2023**. The payout will be a regular rodeo payout. The rules for these events have been drawn up to cover any situation that might arise, however, the judges have the right to change or add to these rules to cover any specific case where the rule, as printed, does not suit the situation. The judges' decision will be final, and no protest will be accepted or considered after their decision is made.

**Age Classes:**

**Peewee = 10 and younger**

**Juniors = 11-15**

**Open = 16 and up**

Contestants will participate in their age class for points. They can also participate in an upper class, for **day money only**, if they pay the fees for that class. (Example: Peewee can enter their peewee class for points and enter the junior class for day money.)

**ORDER OF EVENTS**

10 AM Poles  
Goats  
1 PM Church Serves  
Grand Entry  
Barrels  
Calf Riding (if applicable)  
Steer Riding (if applicable)  
Break Away Roping  
Ribbon Roping  
Tie Down  
Team Roping

**FEES**

Peewee - \$5 plus stock fee when applicable.  
Juniors - \$10 plus stock fee when applicable.  
Open - \$20 plus stock fee when applicable.

**\*\*\* CASH ONLY ACCEPTED.** We pay out according to what we take in for entry fees. Paying by check and large bills makes this more difficult to do.

**\*\*\*CND staff reserves the right to request proof of age at any time to verify age. Failure to comply with age guidelines will result in disqualification.**

**\*\*\*\*In speed events, a contestant can only enter each event one time per class.**

**\*\*\*\*In speed events a horse can only be ridden one time, per event, per class (exception is Pee Wee class).**

**Pee Wee CLASS ONLY:** Rider may be led in or ponied in and still receive a time. Horse can be ridden more than one time, per event, **IN THIS CLASS ONLY.**

**Membership:** No membership fee required. Must attend 2 of 6 rodeos to be eligible for prizes. We will be doing year end awards using a point system. Awards will be done on a point system from 10 points for 1<sup>st</sup> place down to 1 point for 10<sup>th</sup> place.

### **General Rules:**

All complaints must be placed to the arena judge (Jay Ham) before the beginning of the next run starts.

- Arguing with judges will not be tolerated. Failure to comply will result in disqualification.
- The decision of any judges, flagmen, or timers will be final.
- Each contestant is allowed one helper in the arena.
- All contestants and helpers must leave the arena immediately after competing.
- No person shall be allowed in the arena during a rodeo performance unless they are arena staff, entered in an event, or as an assistant appointed by rodeo staff.
- Any abuse of animals will not be tolerated.
- Contestants must be ready when their name is called. After 3<sup>rd</sup> call the contestant will be disqualified.
- All contestants must make an effort when competing in the arena. If an effort is not made, it shall result in disqualification.
- Contestants must be signed up and paid for prior to that event being called. If you are running late to the rodeo please contact us so we can get you signed up and please come to tent and pay as soon as you get there.

### **Conduct:**

A person shall be disqualified for any of the following offenses:

- Quarreling or fighting around the arena or on any of the premises where rodeo is being held.
- Cheating or attempting to cheat.
- **Any known belittling or bullying behavior of other contestants or their parents/family will not be tolerated.**

### **Description of Events**

**Barrels:** When running barrels, the horse and rider must keep a forward motion. Crossing back across the timer, broken pattern, or turning horse in a backward motion will result in a no time. A hit barrel will result in a 5 second penalty per hit barrel.

The contestant may start on either the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns. When starting on the left barrel there will be one left turn and two right turns.

- If all barrels are standing when the contestant crosses the score line after completing a run, it is considered a qualified run, even if the barrel falls AFTER the contestant crosses the score line.
- If the contestant's horse runs past the first barrel and runs along the fence, the contestant must turn the horse in the direction that is required for turning that particular barrel. If contestant

turns horse the opposite direction, making an extra turn other than the 3 turns allowed for barrel racing, this will be considered a broken pattern.

**RERUNS:**

- No rerun will be given due to faulty or broken equipment furnished by contestant.
- If the timer malfunctions, the contestant will be given a rerun at a time designated by the judges. The rerun time will be given even if there is a penalty. This is with a timer malfunction only.

**Poles:** When running poles, the horse and rider must complete the pole pattern. **They must keep a forward motion.** If the pattern is broken this will result in a no time. A broken pattern shall be defined as breaking their forward tracks to finish the pattern and/or passing the plane of the pole on the offside. If a pole is knocked down, this will result in a 5 second penalty per hit pole.

- Touching poles is permitted by horse or contestant.
- A horse may start either to the right or the left of the first pole and then run the remainder of the pattern.

**RERUNS:**

- No rerun will be given due to faulty or broken equipment furnished by the contestant.
- If the timer malfunctions, the contestant will be given a rerun at a time designated by the judges.
- Contestants will carry any penalties with them if they are granted a rerun.

**Goat Undecorating (7 years old and younger only):** Horse and rider will enter the arena and go to the goat that is designated to them. They will dismount their horse, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line. The judge will call time when the contestant runs back across the finish line.

- Once time has started if the ribbon falls off the goat's tail before the contestant dismounts, they will be issued a rerun. If the ribbon falls off after the contestant has dismounted, the contestant will pick up the ribbon and run to the finish line with ribbon in hand.
- Riding bareback is not allowed. It must be saddled.
- The goat will be held by a handler facing the starting point.
- Time will start when the contestant's horse crosses in front of the timer and stops when the judge drops his flag as the contestant crosses the finish line.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope a 10 second penalty will be assessed.

**Goat Tying:** Horse and rider will enter the arena and go to the goat designated to them. Rider will dismount their horse and tie their goat. The judge will indicate with flag when to stop the time. The goat must stay tied for 6 seconds. 6 seconds will start when the rider throws hands in the air. Rider will receive a no time if their goat does not stay tied for 6 seconds.

- Goat handlers must stand directly behind the goat. Judges will position themselves so they have a clear view of the goat rope and horse.
- The goat should be tied to a stake with a rope 10 feet in length.
- Stake should be completely in the ground so that no part of it is visible above ground.
- All officials must stand to the left of the goat so that contestant will have clear space to dismount horse.
- Riding bareback is not allowed. Horse must be saddled.

- The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand with at least 3 feet together with a leather string, pigging string, or rope. No wire is to be used in the goat string.
- Contestant must stand clear of the goat when the tie is finished.
- Legs must remain secure for 6 seconds after completion of the tie. While the judge is performing the 6 second procedure, the contestant will make no noises or motions to distract the goat. This will result in disqualification.
- Time will start when the horse's nose crosses the starting line.
- Time will stop when contestant signals the completion of the tie.
- The contestant must move back away from the goat before the judge will start the 6 second time limit on the tie.
- Timed event judge will not flag contestant out until time is recorded.
- Judge is to flag time, then flag contestant out if run is not legal.
- If tie is not secure for 6 seconds they will receive a no time.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope a 10 second penalty will be assessed.
- If the goat is injured as a result of the contestant's horse, contestant will receive a no time.
- If the goat should break away due to the fault of the horse, the contestant will receive a no time.

#### **RERUNS:**

- No rerun will be given due to faulty or broken equipment furnished by the contestant.
- If the goat should break away, it will be left to the judge's discretion whether contestant will get a rerun.
- If timer malfunctions, the contestant will get a rerun and any penalties will apply.
- If the judge sees that he has made an error in flagging, he must declare a rerun before contestant leaves the arena.
- Must use leather string, pigging string, or rope.

#### **Ribbon Roping:**

- Roper must dally.
- If the rope is dropped, the runner can hand the rope back to the roper but must be dallied before the runner can grab the ribbon.
- Contestant shall have 2 throws and a 60 second time limit.
- There will be a 10 second penalty for a broken barrier.
- If there is a mechanical failure and the calf is released before you call for it, you must declare it then by pulling up. If you pursue the calf, it is yours.
- Time will start when the contestant crosses the barrier (barrel) and will stop when the runner crosses back across the barrier.
- The rope must pass over the head of the calf and must still be attached to the calf for the time to count.
- Runner can be any age class.

#### **Breakaway Roping:**

- The roping box shall be part of the arena during roping events.
- The contestant shall have 2 throws and a 60 second time limit.

- There will be a 10 second penalty for a broken barrier.
- If there is a mechanical failure and the calf is released before you call for it, you must declare it then by pulling up. If you pursue the calf, it is yours.
- The loop must pass over the head of the calf and break away from horn to be a clean run.
- The rope must still be attached to the calf for the time to count.
- Contestants must have a flag on the end of their rope.

**Team Roping:** Peewee, and junior classes may have mentor partners for team roping. Mentors do not have to pay an entry fee or stock fee. Mentors are not eligible for payout.

- All age divisions roping contestants will be called from the announcers stand. They will be called according to sign up sheet. There will be no bickering or arguing with announcer.
- Roping box shall be part of the arena for roping events.
- If there is a mechanical failure and the calf is released before you call for it, you must declare it then by pulling up. If you pursue the calf, it is yours.
- Contestants can rope a total of 10 times. They can rope five times each end but must not exceed 10 total runs.
- Contestants must pay fees due for the age class they are entering prior to the start of roping events begin.
- Juniors and open must dally.
- There will be a 10 second penalty for a broken barrier.
- Contestants will be flagged on the heeler.
- 3 legal head catches:
  - Slick horns
  - Half head
  - Neck
- Legal catch is two feet. There will be a 5 second penalty for one leg.

**Stock Fees -** Goat undecorating and goat tying is a \$3 stock fee. Stock fees are \$5 per person for calves and \$5 per person on steers for Break-away and Ribbon roping. Team roping is \$10 for the team (each contestant pays \$5). However, Pee Wee and Jr will pay \$5 stock fee with a mentor roper. The mentor roper does not have to pay a stock fee. The contestant is responsible for the stock fee.

### **Payout**

Payout is 70% payback and will be regular rodeo payout.

- 1-4 entries = 1 place = 100% of payout
- 5-7 entries = 2 places = 60%, 40%
- 8-11 entries = 3 places = 50%, 30%, 20%
- 12 or more entries = 4 places = 40%, 30%, 20%, 10%