

MOUNTED GAMES RULES

NOTE: The term “pony” is used in these rules to denote a horse or pony of any height.

PART M1 GENERAL INFORMATION

1.1 DRESS/SADDLERY

Refer to PCASA General Rules. Part G3 3.4 page 33

Normal Pony Club uniform applies, however the organising committee may authorise variations such as the removal of jumpers.

Whips and spurs are not permitted.

1.2 INDIVIDUAL MOUNTED GAMES

Individual Mounted Games will be run under Novelty Riders Association rules except for dress and saddlery.

PART M2 TEAM GAMES

Where a matter is not covered by this book then reference is made to the current International Games Rules.

2.1 GENERAL RULES FOR THE RUNNING OF TEAM GAMES

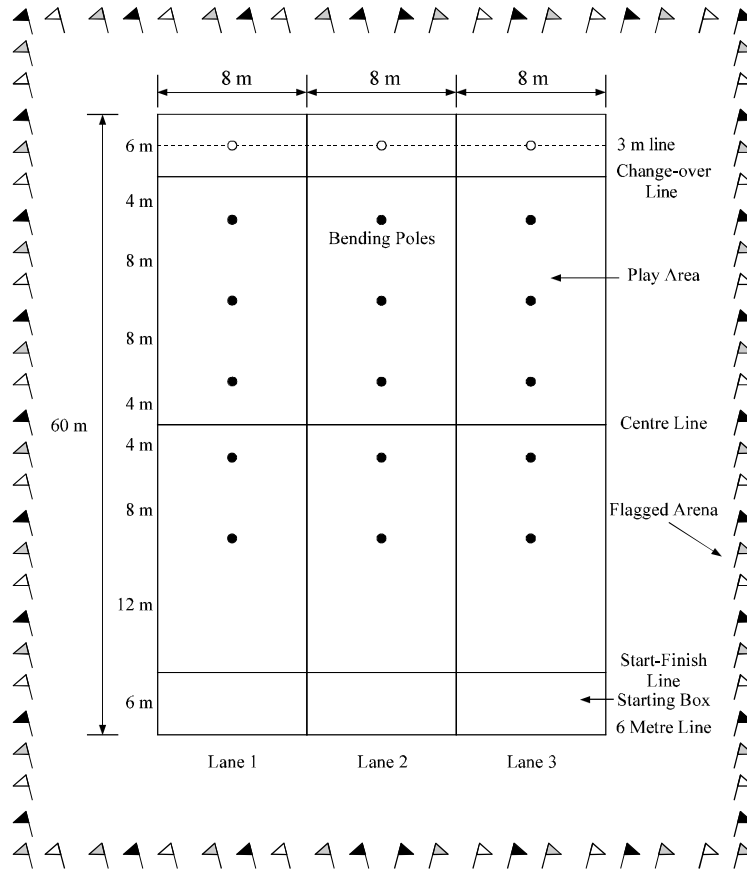
1. Games will be played in the order decided by the Chief Steward based upon the convenience of erecting and dismantling equipment.
2. Any pony that is lame, or becomes lame, will be excluded from taking part in the competition.
3. If for any reason a game cannot be run, it may either be replaced by another game or be declared void at the discretion of the Chief Steward.
4. The signal to start will be the dropping of a flag. The starter may order an unruly pony to stand or be held behind the 6 metre line. The starter alone is responsible for the start to be fair. If after dropping the flag he considers the start unfair he must immediately raise the flag again and recall the riders by whistle.
5. The result of a race will be decided by the order in which the ponies' heads cross the finish line (when ridden) or the riders cross the line (when dismounted). When the ponies finish in pairs, it is the head of the second pony which counts.
6. If for any reason the Judges cannot decide one or more of the placings in a game, only the teams concerned must run the game again.

7. Points will be awarded on the basis of one in excess of the number of teams competing; for example, in a four team competition points will be 5, 4, 3 and 2. One point for elimination, 0 if disqualified.
8. In the event of equality for the final placing a "Tie Breaker" game will be used to decide. This game will be selected in advance and will be one of those used in the competition. Each Team manager will select a game. These will go into a random draw from which the Chief Steward will pick the "Tie Breaker".
9. The penalty for infringement of Rules 11-23 inclusive may be elimination at the discretion of the Chief Steward.
10. A disqualified team shall receive no points. (Refer rules 23 and 24)
11. In the event of elimination for any reason, or failure to complete the game, the team will receive points for elimination. (Refer rule 7).
12. The reins must be over and not under the pony's neck when ridden. Reins may be knotted, but if knotted the buckle must be undone.
13. Except where the rules allow riders to dismount, riders must remain mounted (legs astride the saddle). Should a rider fall off they must remount immediately and continue the event from the same point they fell.
14. At a hand-over, the next rider to start is allowed to take up position in the starting box. The remainder of the team must be behind the six metre line. The rider in the starting box must go next and may not be replaced by one of the others for any reason.
15. Hand-over's or changeovers from one rider to the next must take place behind the line. That is, the whole of the next out going rider and their pony (all four hooves) must be behind the line. Should the next rider cross the line too soon, their team will be eliminated unless they return to correct the error.
16. No rider may help another unless they are both involved in a hand-over.
17. Should a rider drop an article that they have to carry, hand over, or put into or take out of a container (or place on or take off a table, post etc.) they may dismount to pick it up. They may place it where it has to be put whilst dismounted, after which they must remount to resume the game. At a hand-over the incoming rider must pick up any dropped equipment and may hand it over dismounted. No item of equipment is to be carried in the mouth.
18. Should a rider knock over a container, table, post etc. mentioned in Rule 17, that rider must immediately set it up again and replace all the articles that should be in or on it, except the one being collected which need not be replaced.

The rider can dismount and do this by hand or remain mounted if they wish. The penalty for infringement is elimination of the team from the game. When correcting an error, dismounted riders must continue to hold the pony by the rein throughout.

19. In all games in which the riders weave round bending posts the following will apply:
 - a) The riders may leave the first post on their left or right. Thereafter they weave alternately to the left and right of successive posts.
 - b) The following faults will incur elimination of the team from an event:
 - [i] Passing the wrong side of the post unless corrected.
 - [ii] Failure by the rider concerned to replace a post they have knocked down.
 - [iii] Breaking a post.
20. A Rider who commits an error during a game may return to correct it, even after crossing the hand-over or finishing line, provided the rider has not left the arena or the judges have not declared the game to be over. Should the rider go back, the rider may not "hand-over" or "finish" until they again cross the line after correcting the error.
21. The use of a baton, reins or other articles as a whip shall incur elimination of the team from the game.
22. If a pony runs loose away from its rider, the team may be eliminated from the game at the discretion of the Chief Steward. Leaving the arena entails elimination. No person may enter the arena to catch a loose pony. Only the line stewards of the team involved, the team or the Arena party may help and then only when the pony has left the "play area". The team may then continue with the game.
23. If any rider or their pony interferes with another team during a game, the offending team may be eliminated or, in serious cases, disqualified, at the discretion of the Chief Steward. Riders and ponies must remain in their allotted lanes, or risk elimination by the Chief Steward. Games will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race.
24. Rough or dangerous riding, deliberate interference or unseemly behaviour may be penalised by disqualification of the rider or the team from the game concerned, or from the whole competition, at the discretion of the Chief Steward.
25. Riders must leave the play area immediately they have finished their part in a game, but not ride down the course until all teams have completed the game.
26. Only team managers are allowed in the arena. No one else is allowed in the play area with the teams other than at the discretion of the Chief Steward.

2.2 ARENA PLAN



2.3 OFFICIALS

2.3.1 CHIEF STEWARD

The Chief Steward shall ensure that the competition is conducted safely and in accordance with the laid down rules. The Chief Steward should be a person experienced in the running of Mounted Team Games. Their duties are to adjudicate on objections and decide on eliminations.

The results of each game must be announced at the completion of each game. Any queries throughout the competition must be directed to the Chief Steward by the Team managers only, prior to the start of the next game.

The Chief Steward's decision is final and binding.

2.3.2 JUDGES

A minimum of 2 judges to stand in line with the start/finish line are required. Judges will select placings of the finishing teams.

Judges must not over-rule Line Stewards.

2.3.3 LINE STEWARD

There must be two stewards for each lane. The Line Stewards' position is three or four metres beyond the Finish or Changeover line and in line with the lane they are judging.

Any infringement of the rules must be signaled at once by raising a flag high, keeping it up until the end of the race unless the infringement is corrected, when it is immediately lowered again.

When a Line Steward signals an infringement, the Line Steward at the opposite end should also signal.

In the case of an obstruction by any team the Line Steward of the team causing the obstruction does not signal until the end of the race. At this time the flag is raised for the attention of the Chief Steward who will then adjudicate. The Line Steward of the team obstructed does not signal.

Line Stewards must not call back or call instructions to any competitor, but they must answer a competitor's question as briefly as possible.

Line Stewards at the change-over line should ensure that competitors do not ride back down the arena, but wait until the Chief Steward declares "all clear".

If one team's equipment is upset by another team, the nearest Line Steward of the team upset should quickly set this up again if this is possible. Close concentration is necessary throughout each race. Be sure not to be distracted by anything - even a bad upset in another lane. Ensure that only the next rider to go takes up their position on the start or change over line. The others must be behind the six metre line.

Line Stewards are not responsible for the position of the ponies at the start. If an unruly pony has to be held, the Team Manager of the team concerned will do so and must be behind the six metre line. If a pony runs loose, the Line Steward of the team concerned may endeavor to catch it after it has left the playing area.

2.4 GAMES GROUPINGS

Following are the six groups of Mounted Games. Each Year the two groups of games to be played at the State Championships will be ratified at the State Annual General Meeting. The second of the two groups in any year will become the first of the two groups the following year.

GROUP 1.

Bottle Race, Egg and Spoon Race, Nine Ring Race, Three Mug Race, Tyre Race.

GROUP 2.

Ball and Bucket Race, Daily Mail Race, Hi-Lo Race, Hurdle Race, Litter Race.

GROUP 3.

Ball and Cone Race, Old Sock Race, Sword Race, Tack Shop Race, Team Relay Bending Relay.

GROUP 4.

Fishing Race, Postman's Chase, Rope Race, Two Flag Race, Windsor Castle Race.

GROUP 5.

Balloon Bursting, 5 Mug Race, Pony Club Race, Potato Race, 9 Ring Race.

GROUP 6.

Five Flag Race, Pyramid Race, Sack Race, Stepping Stone Dash, Team Relay Bending Race.

UNGROUPED GAMES

Ball and Racquet Race, Egg and Racquet Race, Housewife's Scurry, Potato Picking Scramble, Spiller's Pole Race.

2.5 GAMES, EQUIPMENT AND PLAY

Details of games, equipment needed and method of play for each will be available in a Mounted Pack which is available from the PCASA Office or on the PCASA Website.

Quantities of equipment listed are for **one lane**. These are the minimum requirements and spares should be available in case of loss or breakage. All measurements are approximate, but each lane should be identical.

2.6 STATE TEAM COMPETITIONS

In team events all Pony Club teams must be nominated by their respective Zone Secretaries. All club and zone teams must consist of riders under the age of 26.

Teams in Mounted Games must consist of five members, at least four of whom must be mounted. Riders may compete in either the Club Team Competition or the Zone Team Competition but not both in the same year.

2.6.1 CLUB TEAM COMPETITION

Each zone is entitled to enter one team in this competition. Where possible, this will be the winning team from the Zone Finals. If there are less than eight teams entered for State Championships, a selection panel will invite additional club teams to fill those spots available. Only teams who have competed at zone finals that year may be invited, and team rules apply. There will be a maximum of one invitation per zone.

The selection panel will include the State Mounted Games Coach, plus two additional persons appointed by the State Executive Council. (EG: State President and one of the Vice Presidents or persons nominated b Executive or President if President and one Vice President are unable to attend).

2.6.2 ZONE TEAM COMPETITION

Each zone is entitled to enter one team in this competition. Teams must be made up of riders from two or more clubs.