



EAST COAST YOUTH RODEO ASSOCIATION

RULE BOOK

OUR GOAL

The East Coast Youth Rodeo was started by a group of people that wanted to bring rodeo into every young child's life from beginners up to the more experienced. So, we are super excited about the start to our new season. Our goal is to take our youth, who are new and experienced with the sport of rodeo and enhance their skills in and out of the rodeo arena.

THE RODEO YEAR

The rodeo season will begin in August and ends in April with finals being in May-June. Points are accumulated throughout the season and count toward finals qualification and year end awards. If we have a rain out date it will automatically be the 4th weekend of the month.

NONPROFIT ORGANIZATION

The E.C.Y.R.A. shall be a nonprofit. Any donation or sponsorship given to E.C.Y.R.A will go towards our end of year finals for awards and other prizes for all qualifiers.

LOCATION

All E.C.Y.R.A. Rodeo's will be held throughout Florida and/or Georgia.

DIRECTORS

- Directors will be voted on by all parents of paid members and will be responsible for assisting with one event.
- Directors will assist judges by preparing the arena for their event. This may include setup and take down.
- Should there be a dispute in any event the contestant will take it to the arena director then he will take it to the judge if necessary.
- Arena director and judges' decisions are final!
- Event directors will be responsible for checking in the contestants that are assigned to work that event.

AGE REQUIREMENTS/EVENTS

- The E.C.Y.R.A will be open to ages 19 and under. Everyone must show a birth certificate at first rodeo of each rodeo season. Your division will be determined by your age as of the first rodeo of season.
- Peewee division age is 4 and under.
- Junior division age is 5-9.
- Senior division age 10-13.
- High School division age 14-19.
- Contestants may only compete in their age division, but should an event have less than 2 contestants they shall be moved into the next division up in that event only.
- We at E.C.Y.R.A will not do report cards. You also do not have to be in school. You just need to meet age requirements.
- All High School members will be required to work at least one event at each rodeo for the remainder of the year. You will be assigned an event at the first rodeo and begin working that weekend.

MEMBERSHIP FEES

\$100 per PW/JR/SR/HS

3 or more kids \$225 (must be brother/sister)

- Each rodeo will have a \$10 per day/\$20 per family (Brother/Sister ONLY) grounds fee for the weekend.
- **Entry fees are due in cash;** However, if a check is written, you will be charged a \$50.00 fee for ALL returned checks; after the 1st returned check. This fee and the amount of the returned check will be due before the contestant can participate again.
- **Raffle Ticket Fundraisers:** There will be one required fundraiser. The requirement is \$200 for each contestant. The tickets will be issued to the family at 1st or 2nd rodeo. All raffle tickets and money is to be turned in at the November rodeo. The drawing will be held at our January rodeo.
- **Optional opt out of selling Raffle Tickets-** Each contestant is required to obtain one bronze level sponsorship or higher due by the September rodeo if choosing this method. Meeting this requirement will eliminate you from having to sell the \$200 raffle tickets. While maintaining eligibility for membership requirements.
- It is the responsibility of the Queen & Princess to sell 50/50 Raffle Tickets a total of 4 times throughout the season. The President will direct them when to sell 50/50 tickets.

PERMIT RULE

- A contestant wishing to ride on a permit may do so for a permit fee of \$10 per rodeo (not per weekend) plus entry fees and grounds fees.

- Permit riders must prepay before the rodeo weekend. A square invoice will be sent to the email of the payee the day after call-in. Payee will have until Wednesday at 9:00 pm before the rodeo to pay the invoice or they will be taken off the books and will not participate for that weekend's rodeo.
- Permit riders WILL NOT be eligible for points, but eligible for their winnings.
- Permit riders wishing to join E.C.Y.R.A. Your points will only count if you buy your membership before the rodeo begins.
- All permit riders are required to call-in during call-in time for each rodeo they wish to compete in.

DRESS CODE

- **Contestants-** A WESTERN HAT, Boots and a long sleeve shirt with collar and buttons snaps down the front must be worn and tucked in. Approved riding helmets may also be worn. **Current Year ECYRA back numbers** must be worn on your **back** for the entire rodeo, failure to do so will result in a disqualification. That means till the last contestant rides. **Full western attire must be worn while in the arena at all times. NO EXCEPTIONS.**
- **Hat & Back Number Rule-** Western hat must be on contestant's head & a current year ECYRA back number pinned to contestants back (in plain site) when they enter the plane of the arena during a run. If the hat falls off or back number is not on before the contestant has entered the plane of the arena, the contestant will receive a verbal warning for their 1st offense. For their 2nd offense, they will receive a \$25.00 fine paid to ECYRA no later than the completion of that rodeo. If it is not paid by competition of the rodeo, contestant will receive a no time for that run. For a 3rd offense, contestant will receive a no time for that run and any other offense made hereinafter.
- **Parents/Guardians/Volunteers-** Must be in Full Western attire when in the arena at all times or they may wear an ECYRA cap and an ECYRA t-shirt.
- **Safety gear-** Each contestant is responsible for providing and using any protective gear needed for that event. Should any contestant not have or wear the protective gear, they will compete at their **OWN RISK** and will take complete responsibility for any injuries. No one from ECYRA will be held accountable.

CALL IN/OUT

- The first initial call-in will be held in July for the first rodeo in August or any time throughout the year will call you in for the remainder of the year for the events that were entered. If we switch to an online entry system, you will have to enter online for each rodeo event and pay dues upfront.
- Contestants must call in or out (whichever needed) for rodeo entry /call out. Call in or out will be Monday before rodeo from 6-9 pm (904) 845-7353. **THEIR WILL BE NO ENTRIES OR CHANGES AFTER BOOKS CLOSE. NO EXCEPTIONS!!!!** If we go into an online entry system and for some unforeseen circumstances with a serious vet note or medical release, there may be a call out option within 24 hours of the rodeo.
- Anyone not calling in or out will be responsible for their fees before they may compete at next rodeo.

LIVESTOCK DRAW

- All stock will be chute ran for all rodeos during regular season.
- We will draw all stock at Finals.
- Goats for goat tying will be rotated on a regular rotation determined by the arena director and/or judge.

MISCONDUCT

- **Misconduct by any individual member, or parent of member shall be considered by the ECYRA officers and event directors, and if necessary, the membership of the contestant shall be suspended. A contestant may be suspended for the following:**
- Profanity, use of alcohol or drugs, falsification of name, age, or other such acts will not to be tolerated and will result in immediate suspension at the discretion of the board.
- Contestant or parents of members caught fighting in arena or on rodeo grounds will result in suspension.
- Contestant will be disqualified for being in pen with livestock without supervision of judge, director, or stock contractor.
- Mistreatment of rodeo stock or contestant's horses in or outside of arena will cause for automatic disqualification for the weekend.

POINT SYSTEM

1 ST	10 POINTS
2 ND	9 POINTS
3 RD	8 POINTS
4 TH	7 POINTS
5 TH	6 POINTS
6 TH	5 POINTS
7 TH	4 POINTS
8 TH	3 POINTS
9 TH	2 POINTS
10 TH	1 POINT

***Headers and Heelers will be considered as individuals not as a team**

RODEO PAY TABLE

1 - 4	1	100%
5 - 9	2	60%, 40%

10 - 15	3	50%, 30%, 20%
16 - 21	4	40%, 30%, 20%, 10%
22 – up	5	34%, 27%, 20%, 13%, 6%

FINALS QUALIFICATIONS

- **Attendance rules-** To qualify for finals, contestant must **compete** in 10 of the scheduled rodeos (Saturday/Sunday Qualifies as (2) Rodeos). To qualify for that event, contestant must compete in that event at 8 rodeos. The attendance requirements will run from AUGUST through the last rodeo in APRIL.
- **End of year awards-** To qualify for year-end awards contestant must have joined the ECYRA, sold the required amount of raffle tickets and meet the attendance requirements of 10 rodeos. The contestant who meets the qualification for finals and does not compete the weekend of finals, will only receive the finalist buckle he/she earned. No other finalist awards will be given.
- **Finals points-** Points are earned throughout the rodeo season and accumulated and carried through the finals. The finals will consist of 2 go rounds which points will be given as regular & then the times from everyone from both days will be added together to determine our average places. 1st -10th in average will receive points.
- **Tie breaker-** In the event of a tie for awards placing at finals there will be a runoff or rope off following the last round. The runoff for barrels and poles will consist of 1 run fastest time wins, rope off will consist of a 3-head average. Stock will be drawn by head judge and both contestants will run the same calves and/or steers.
- **Qualifiers-** Must be in the top 20 in that event to qualify for finals.

EVENT RULES

- **All Events-** All events will have a 60 second time limit except the high school division. They will have a 30 second time limit.
- **Dismounting-** The peewee division will be the only division able to have assistance mounting or dismounting their horse in that event.
- **Peewee division-** Is now eligible for year-end awards but no event payout. All peewee contestants will qualify for finals if they meet attendance and fundraiser requirements above.
- **Year End Awards-** Are based on attendance and participation in that event.
- **Issues-** All issues that arise during an event will need to be handled in the following manner: 1) Ask to have the rodeo paused and 2) Ask to speak to the area director. The arena director and/or judge's decision is final call no matter the circumstance.
- If a parent/guardian/friend (whomever) comes upstairs to complain and/or question the secretaries about a call and/or a time made incorrectly by anyone in the birdhouse, then that parent/guardian will

have their contestant disqualified for the remainder of the day. **Please refer to steps for resolving issues above.**

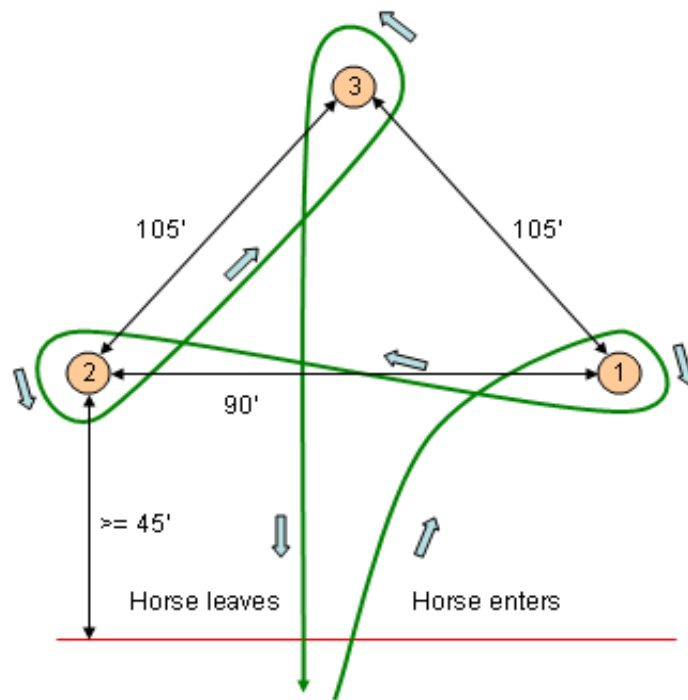
- If a call by the arena director or judge is questioned, you must see the arena director (Clif Geiger) before 2 more contestants have ran in that event. If you fail to do so, the call is **Final**. Any attempt after that will result in the contestant receiving a no time.
- In any event if a contestant is called 3 times and has not showed, they will be turned out and given a no time for the day in that event.
- **Horse usage:** A horse can be used more than once in every event except barrels and poles for the JR/SR/HS **NO EXCEPTIONS!!!** A barrel or pole horse may be used by more than one person only if they are in different divisions.

MUTTON BUSTIN

- **Ages 6 and under max weight of 50 LBS (scales will be provided).**
- This is a great event for our young kids to gain experience in rodeo.
- The contestant who rides the longest wins.
- Time stops when any body part touches the ground.
- If the sheep stands still for 3 seconds or more, the contestants' time will end.
- Contestants **may not** grab sheep around neck. Must grab hair on back or legs of sheep.
- If a contestant is held by parent or guardian when the gate is opened, will result in a no time.

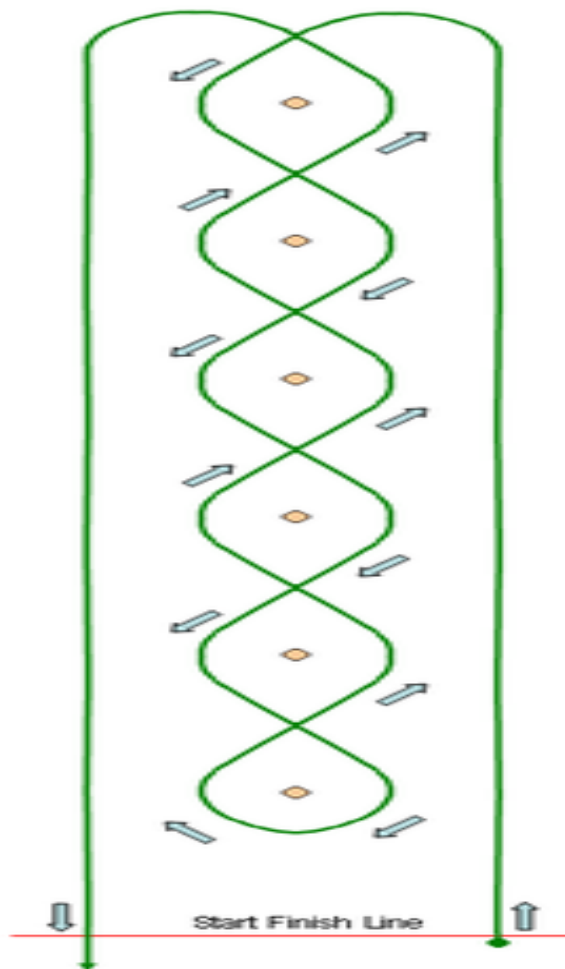
BARRELS

- Contestant may start on either right or left barrel. When starting on the right barrel there will be one right and two left turns around the barrels, and when starting on the left, there will be one left and two right turns around the barrel. (See pattern) Cloverleaf barrel patterns only. Any additional turns will result in a no time.
- The barrels must be at least 15 feet from the fence. The starting and finishing line must be no less than 15 yards from the end of the arena.
- There will be a 5 second penalty for each barrel knocked down, even if it bounces back upright.
- Horse and rider must maintain forward motion at all times, or the pattern will be considered broken and result in a no time.
- We will drag the arena according to the conditions of the ground.
- When a contestant starts a timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-runs.
- If electric eyes fail to work, we will take the stopwatch time from timekeeper. If the electric eye fails 3 times, we will take stopwatch time on all contestants in that event and division.
- This event is available for boys and girls in all divisions except High School. Only girls that are in High School Division can run barrels.



POLE BENDING

- The pole bending pattern is to be run around six poles. Each pole is to be 21 ft. apart and the first pole is to be 21 ft. from the starting line.
- A horse may start either to the right or left of the first pole and run the remainder of the pattern accordingly.
- Poles should be at least six feet tall with rubber bases.
- There shall be a 5 second penalty for each pole knocked down.
- Horse and rider must always maintain a forward motion or pattern will be considered broken and result in a no time.
- We will drag the arena according to the ground conditions.
- When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.
- If electric eyes fail to work, we will take the stopwatch time from timekeeper. If the electric eye fails 3 times, we will take stopwatch time on all contestants in that event and division.
- This event is available for boys and girls in all divisions except High School. Only girls that are in High School Division can run poles.



PEEWEE GOAT RIBBON PULL

- Contestant will start at the provided chalk line in the arena and will run on foot to the goat that is staked 12 feet away and pull the ribbon off the tail and run back to the starting line.
- Time starts when contestant crosses the chalk line and will stop when contestant grabs ribbon and crosses the finish line.

JR GOAT RIBBON PULL

- Contestant will cross the starting line on horse.
- Race to where the goat is staked, remove ribbon from goat's tail and run to the designated bucket provided. Place ribbon inside the bucket and that will stop the time.
- If contestant misses bucket with the ribbon, they will then have to pick up the ribbon and place it in the bucket for the time to stop.
- If ribbon is on ground when you get to the goat, grab the ribbon and put it in bucket.

- This event is available for boys and girls.
- If any part of the ribbon is in the bucket that will count as a qualified time.

GOAT TYING

- Time will start when the contestant crosses the starting line and will stop when she/he signals the completion of the tie.
- Should the horse cross or come in contact with the goat or goat rope any time during the run, then a ten (10) second penalty will be assessed. If the goat should breakaway because of the fault of the horse, the contestant will receive a no time for that run.
- Contestant must ride mounted on a horse from starting line to goat, dismount from horse, throw goat by hand, cross and tie any 3 legs with tie string.
- The tie will be passed on by the judge and if it is not secure for 6 seconds the contestant will receive a no time.
- After signaling completion, contestant must step back at least 3 feet from the goat and wait for the 6 second struggle free period. After the 6 second struggle free period is done, contestant will remove string from goat upon judge's approval.
- If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.
- If contestants' hand is on goat when goat falls, goat is considered thrown by hand.
- Judge's decision will be final say.
- When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.
- Any Junior goat tiers may use a goat string or piggin string in this event.
- If a contestant gets his or her leg wrapped in the rope during the run, contestant may ask judge to remove leg. Failure to ask judge will result in a **no time**.
- This event is available for boys and girls in all divisions except High School. Only girls that are in High School Division can goat tie.

PEEWEE DUMMY ROPING

- Each contestant will rope from designated line.
- Placement points will be awarded based on catch.
- A steer head will be used for this event.
- 3 points for slick horns.
- 1 point for half head.
- 2 points for neck.
- If contestant crosses the line, no points will be awarded.
- Contestants will have 3 loops and scores will be added.
- In case of a tie their will be a rope off until a winner is decided.

JR DUMMY ROPING

- Each contestant will rope from a designated line.
- Points will be awarded based on catch.
- A steer head will be used in this event.
- 3 points for slick horns.
- 1 point for a half head.
- 2 points for a neck.
- No points for any other combination.
- If contestant crosses the line, no points will be awarded.
- Contestants will have up to 4 loops and points will be added on each loop they catch.
- Contestant will rope from 1st line, if they catch points will be given and they move to 2nd line. If the contestant catches at the 2nd line, points will be given and will advance to the 3rd line. If contestant catches at 3rd line, points will be given, and they will move to the 4th line.
- Contestant must have a legal head catch at each line to advance to the next. Failure to do so results in a no score for that event.
- Scores will be added and placing will be awarded from high point to low point. In the event of a tie they will be a rope off until a winner is decided.
- All contestants will be allowed one flip of the rope to complete a catch. Failing to do so will result in a miss.

SR CHUTE DOGGING

- One judge will start the time by dropping his flag and the other judge will stop the time by dropping his flag.
- Points will be awarded on fastest time not to exceed time limit.
- Stock will be steers.
- The tail man may not past the break of the chute.
- Time will start when steer breaks the plain of line.
- Contestant may grab horn at line and begin to throw steer.
- Time will stop when steer is thrown with all 4 legs out to the one side.
- Contestant may wrap right arm around steers neck and grab left ear with left hand or keep left hand in air. Any contact to horns before line, will result in a 10 second penalty.
- Once contestant loses contact with steer, it will result in a no time.
- If contestant goes to horn before second line it will be a 10 second penalty added to time.
- This event is open to boys or girls.

HS CHUTE DOGGING

- One judge will start the time by dropping his flag when the steer breaks the plane of first line, second judge will stop the time when steer has been thrown and 4 legs are out to one side.
- Points will be awarded to the fastest time not to exceed the time limit.
- Stock will be steers.
- Contestant will have one hand around neck and one in the air when chute is open and until any part of the steer crosses the line.
- There will be no tail man just someone to help to make sure steer leaves in a forward motion.
- Contestant may grab horn and proceed to throw steer once crossing first line.
- If contestant loses contact with steer, this will result in a no time.
- Contestant may wrap right arm around steers neck and must keep left hand in air. Any contact to steer with left hand before line, will result in a 10 second penalty.
- This event is open to boys only.

CALVES, STEERS, AND BULL RIDING

- A qualifying time for JR and SR age division is 6 seconds and 8 seconds for HS.
- Points will be awarded off scores first, if more than one qualified ride.
- In the JR and SR division points will be given off seconds rode. HS will be off qualified rides only.
- Must have a qualifying time to be eligible for payout.
- This event is available for boys and girls in all divisions except High School. Only boys that are in High School Division can ride bulls.

TIE DOWN CALF ROPING

- Roping calf without releasing rope from hand is not permitted.
- Catch as catch can.
- A neck rope must be used in this event, if horse starts to drag calf then the judge may stop horse.
- There shall be no outside help. If so, this will result in a no time.
- Rope must be tied off to saddle horn.
- Contestant must cross and tie 3 feet.
- If the calf is down, he must be stood up and thrown down prior to tying.
- You can rebuild your first loop if calf is missed.
- Rope must be in contact with calf when roper gets to the calf. If not, this will result in a miss and will receive a no time.
- Contestant must mount horse, ride forward, releasing tension from calves' neck. Then the 6 second struggle free period will begin.
- Tie must hold until passed by judge.
- Contestant cannot touch calf after giving finish signal. If tie come loose before the 6 second struggle free period, the roper will receive a no time.

- The flagger/Judge will have a stopwatch to pass the tie.
- The flagger/Judge is to stop his watch when calf kicks free to determine if it is a qualified time.
- Contestant may ask to see watch in a respectful way.
- Contestant can have 2 loops, but they must rebuild the same rope.
- This event is available for boys and girls in all divisions except High School. Only boys that are in High School Division can calf rope.

JR/SR/HS BREAKAWAY ROPING

- The rope must pass over the calf's head.
- Rope must be on calf when it breaks free from saddle horn for time to count.
- Contestant cannot break the rope free.
- Two loops may be used but contestant cannot rebuild loop.
- If a barrier is used, it must remain the same till all contestants have ran.
- If a change to the barrier is required, all prior contestants in that division will be given reruns.
- All contestants must have a white cloth tied on the end of their rope or ropes. If not, this will result in a no time.
- This event is available for boys and girls in all divisions except High School. Only girls that are in High School Division can breakaway.

TEAM ROPING

- There will a team roping meeting at first rodeo. This will allow ropers to meet each other.
- Points will be awarded how to you place. 1st-10th will receive points but each contestant will only receive one set of points per rodeo. If you place twice in the top 10, the highest place will only receive points.
- You must declare yourself a header or a heeler. You cannot pick both for points.
- Points will only be awarded once. However, ropers may enter twice.
- We will have a draw pot for headers and heelers. If your name is drawn, it will be put back into pot so the other ropers will have the same opportunity.
- Payout will be based on paid entries.
- This event can have 3 loops only for header or heeler.
- If rope comes out of hand it is considered thrown.
- There are only 3 legal head catches; slick, half head and whole head. All other catches will receive a no time.
- There will be a 5 second penalty for one leg and a 10 second penalty for a broken barrier.
- Crossfire Rule- After the header makes his catch, he must turn the steer to the left and be in forward motion before the heeler releases the rope. If heeler release his rope before the steer is in tow to the left and in a forward motion, this will result in a no time.
- This event is open to boys or girls in all divisions.

RIBBON ROPING

- In this event there will be a runner and a roper. The roper is required to rope the calf, dally around the saddle horn and hold the calf while the runner removes a ribbon from the calf's tail and carries that ribbon across the barrier line of the box the roper left from and to do this in the shortest time possible.
- This event is only eligible for the SR and HS Division.
- You must declare yourself a roper or a runner. If you swap from one to the other your points will not carry over and will start back at zero.
- The roper is to start from the right-hand box as you face the arena.
- A team may consist of (one) 1 boy and (one) 1 girl, 2 boys or 2 girls. Contestants must indicate partner on entry form. Each contestant may enter and compete only (one) 1 time per rodeo.
- Runners must start from a designated spot determined by the field judge. It is recommended that it is (sixty) 60 feet from roping box. A (ten) 10-second penalty will be assessed if the runner leaves the designated area prior to roper calling for calf and documented by the field judge. Designated area will be posted at each arena.
- A (ten) 10-second penalty will be assessed for breaking the barrier.
- The ribbon for the calf's tail is to be a uniformly colored unbreakable ribbon, (one) 1 inch wide and (twelve) 12 inches long, tied to the calf's tail with a rubber band that is strong enough to hold the ribbon in place but weak enough to break easily when grabbed by a contestant. Suggested is #12 rubber band.
- Roper must dally and hold the calf immediately after roping. No trailing or hazing calf back to score line before dallying so that the runner can get ribbon off of calf's tail.
- Runner must remove the ribbon from the calf's tail and carry the ribbon back to the box the roper left from. Time will run from the time the calf releases the barrier rope until the barrier judge flags the runner crossing the barrier line.
- The roper may carry only (one) 1 rope but may rebuild (one) 1 loop if no catch is made with the first loop. Only (two) 2 loops total are allowed in the Senior & High School Division.
- If the ribbon comes off the calf's tail after the roper has made his/her catch, the roper must dally off and hold the calf; however, the runner must go to where the ribbon came off, pick it up and then carry it back across the barrier line. Roper must hold dally until the runner has picked up the ribbon.
- You may be disqualified for the following: 1) Failure to complete and hold a dally. 2) Dropping or losing rope. 3) Runner touching rope or calf before roper is dallied. 4) Roper dragging calf to runner. When roper makes a catch, he/she must dally off and wait for the runner. 5) Runner crossing barrier line without ribbon.
- If the ribbon comes off the calf's tail prior to the roper making the catch or if the ribbon does not get put on the calf's tail to begin with, re-run is granted with same calf back.

JR SLED ROPING

- Contestants will be allowed one loop in this event.
- Contestants will start in the roping box for their run. The Contestant must start anywhere in the calf roping box, facing forward.

- The contestant must throw their loop from a position behind the breakaway sled. Riding up beside the sled and "hooking" the dummy or "laying" a loop on the sled is unacceptable.
- The time limit for the event is **30 SECONDS**.
- Fishing is allowed within the events time limit.
- In Breakaway Sled Roping, the end of the rope will be tied to the saddle horn with a piece of string. The string will be provided and will be available by the roping boxes. The time for the event will start when the contestant leaves the roping box, and the time will be stopped when the contestant catches and the rope breaks from the saddle horn.
- Clean Neck Catch Required.

INTERNATIONAL FINALS YOUTH RODEO QUALIFICATIONS

- The member of our association must be a freshman in high school to the age of 19 (Ages 14-19) by the first IFYR Performance.
- The member must be in the top 5 position by April of the current rodeo season to be eligible.
- The member must be in good standing and good faith in attendance to be eligible.
- The member must have sold their raffle tickets and met ECYRA Finals qualification to be eligible.
- The member must stand out with helping during the current season. They must also work 1 (one) fundraising event (i.e. Barrel Race, Team Roping, etc.) throughout the rodeo season.
- The member must sell a bronze sponsorship level or higher to be eligible by finals.