

**General Rules:**  
**Article I**

1. All members and their parent/guardians must abide by the Rules and Regulations of the C&C RODEO PRODUCTIONS, INC. rodeo. All members and their parents/guardians are responsible for reading and fully understanding the Rules and Regulations of the C&C RODEO PRODUCTIONS, INC. rodeo. Not understanding said Rules and Regulations will be no excuse for noncompliance with said Rules and Regulations.
2. All members and their parents/guardians must accept the decision of the judges and/or arena director (or designee) as final. Misconduct of a contestant or representative may cause a disqualification of said contestant. This includes arguing with the judge. If at any time a parent or contestant argues with a judge, the judge first warns the parent or contestant of possible consequences and if the argument persists the contestant can be disqualified for the remainder of the rodeo.
3. Call in: Monday and Tuesday before each rodeo 7-9 pm 941-776-2762
4. Draw outs Thursday prior to performance 7-9pm 941-776-2762
5. Rough Stock Events – all contestants must wear protective vest and mouthpiece. Helmets are required in the mutton busting.
6. Any rules not covered by C&C RODEO PRODUCTIONS, INC. rules, shall refer to the rules and guidelines set up by the Florida High School Rodeo Association..

**Article II**

1. All events will be open to kid's ages 6-17 years old. The rough stock event will be open to boys and girls. Calf riding ages 8 years and under, steer riding ages 9-11, mutton busting ages 6 and under or 60lbs or less, barrel racing, pole bending, goat tying, breakaway roping ages: tots 8 and under, juniors 9-13 years, seniors 14-17 years.
2. During ALL events, ONLY contestants and arena help will be allowed in the arena. Contestants will be allowed in when it is their turn. Contestants will be allowed to have a parent, other adult, or contestant in the arena to assist them.
3. Points will be awarded to the top ten contestants in each event. Points will be distributed according to placing in each event.
  - a. 1<sup>st</sup> place will receive 10 points
  - b. 2<sup>nd</sup> place will receive 9 points
  - c. 3<sup>rd</sup> place will receive 8 points
  - d. 4<sup>th</sup> place will receive 7 points
  - e. 5<sup>th</sup> place will receive 6 points
  - f. 6<sup>th</sup> place will receive 5 points
  - g. 7<sup>th</sup> place will receive 4 points
  - h. 8<sup>th</sup> place will receive 3 points
  - i. 9<sup>th</sup> place will receive 2 points
  - j. 10<sup>th</sup> place will receive 1 point

- k. In the case of a tie, each contestant will receive the same points.
  - l. Ties: Both contestants will receive a prize. In the case that we are short on prizes, a coin toss will determine which contestant will take home the prize until others are received.
4. There will be an All-Around Cowboy and All-Around Cowgirl in each age group at the end of the series, determined by points over the 9 month series. In order to be eligible for the All-Around Award, the contestant must enter at least 3 events at the rodeo and must attend at least 5 rodeos.
  5. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestant or bystanders.
  6. All contestants will be ready for their event(s). Contestants will be called 3 times for their event. If said contestant is not ready at the entry gate, that contestant will receive a NO TIME.

### **Article III Mutton Bustin**

1. Time limit
  - a. The sheep will be ridden for 6 seconds.
  - b. Two times will be kept, one for 6 seconds and one till the rider falls off.
  - c. In cases where there are no 6 second rides, the back up time of the longest ride will determine the winner.
  - d. The time will start when the animal's inside front shoulder passes the plane of the chute.
  - e. Helmets must be worn.
  - f. The contestant will have one (1) minute from the time he/she sits on the sheep till the gate is open, provided the sheep is ready. If the contestant does not call for the gate before the time is up, they will be disqualified. This is at the discretion of the judges and arena director.

### **Article IV Calf Riding**

1. Time limit
  - a. The calf will be ridden for 6 seconds.
  - b. The time will start when the animal's inside front shoulder passes the plane of the chute.
  - c. Two times will be kept, one for 6 seconds and one till the rider falls off.
2. Event rules
  - a. No finger wraps, no knots or hitches to prevent the rope from falling off the steer when the rider leaves him are allowed.
  - b. No more than one person may be on the chute to pull the contestant's rope.
3. Scoring and penalties
  - a. The ride and the animal are to be marked separately.

- b. The ride will be marked according to how much the contestant spurs the animal.
  - c. Figures used in marking: the riding events shall range from 1-25 on both the bucking animals and the contestants and use the full spread.
  - d. If the contestant makes a qualified ride with any part of the rope in the riding hand, he is to be marked.
  - e. Contestants will receive no score for any of the following offenses:
    - i. Being bucked off
    - ii. Touching the animals with the free hand
    - iii. Placing spurs or chaps under the rope when the rope is being tightened
  - f. Judges may disqualify a contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous steer leaves the arena.
  - g. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestants or by-standers.
4. Re-rides
- a. The matter of re-rides shall be decided by the judges.
  - b. Contestants shall not influence the judges by asking for a re-ride at any time.
  - c. If a re-ride is given, the judges shall inform the contestant immediately of his score and the option of a re-ride.
  - d. A contestant may refuse a re-ride and take his marking.
  - e. Contestants must make his decision immediately.
  - f. No ride will be given due to faulty or broken equipment furnished by the contestant in any event.
  - g. Re-rides may be given only when stock fails to break, stops or fouls the rider.
  - h. If in the opinion of the judges, a rider makes 2 honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride.
  - i. Contestants who are fouled at the chute will be entitled to a re-ride at the judge's discretion.
  - j. A contestant may be given a re-ride if the flank comes off or breaks provided the contestant completed a qualified ride.
  - k. If a rider takes the same animal back, he must take the markings given on the re-ride.

## **Article V Steer Riding**

1. Time limit
- a. The steer will be ridden for 8 seconds.
  - b. The time will start when the animal's inside front shoulder passes the plane of the chute.

- c. Two times will be kept, one for 8 seconds and one till the rider falls off.
2. Event Rules
- a. No finger wraps, no knots or hitches to prevent the rope from falling off the steer when the rider leaves him are allowed.
  - b. Stock will be drawn for each contestant.
  - c. No more than one person may be on the chute to pull the contestant's rope.
3. Scoring and penalties
- a. The ride and the animal are to be marked separately.
  - b. The ride will be marked according to how much the contestant spurs the animal.
  - c. Figures used in marking: the riding events shall range from 1-25 on both the bucking animals and the contestants and use the full spread.
  - d. If the contestant makes a qualified ride with any part of the rope in the riding hand, he is to be marked.
  - e. Contestants will receive no score for any of the following offenses:
    - i. Being bucked off
    - ii. Touching the animals with the free hand
    - iii. Using sharp spurs
    - iv. Placing spurs or chaps under the rope when the rope is being tightened
  - f. Judges may disqualify a contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous steer leaves the arena.
  - g. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestants or by-standers.
4. Re-rides
- a. The matter of re-rides shall be decided by the judges.
  - b. Contestants shall not influence the judges by asking for a re-ride at any time.
  - c. If a re-ride is given, the judges shall inform the contestant immediately of his score and the option of a re-ride.
  - d. A contestant may refuse a re-ride and take his marking.
  - e. Contestants must make his decision immediately.
  - f. No ride will be given due to faulty or broken equipment furnished by the contestant in any event.
  - g. Re-rides may be given only when stock fails to break, stops or fouls the rider.
  - h. If in the opinion of the judges, a rider makes 2 honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride.
  - i. Contestants who are fouled at the chute will be entitled to a re-ride at the judge's discretion.
  - j. If an animal falls down out in the chute, a contestant will be given a re-ride at the judge's discretion.

- k. A contestant may be given a re-ride if the flank comes off or breaks provided the contestant completed a qualified ride.
- l. If a rider takes the same animal back, he must take the markings given on the re-ride.

## **Article VI Barrel Racing**

- 1. Time limit
  - a. A contestant has 2 minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If over 2 minutes, this will result in a NO TIME.
  - b. A contestant will be allowed 15 seconds from the time they enter the arena until the time is started by the automatic electric timer.
  - c. Contestants are required to be checked in the holding area behind the alley at least 5 riders before they run.
  - d. Only 5 riders are allowed in the holding area at a time.
- 2. General Rules
  - a. The horse's nose will be timed as it crosses the starting line.
  - b. A contestant may enter the arena at the speed of his/her choice.
  - c. During the barrel racing event, the arena will be dragged at regular intervals to be determined by the director.
  - d. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the horse is under control.
  - e. It is up to the contestant to make the call if the arena is ready.
  - f. The starting gate will remain the same throughout the entire rodeo.
- 3. Scoring and Penalties
  - a. Knocking over a barrel is a 5 second penalty per barrel knocked over.
  - b. Not following the cloverleaf pattern will receive a NO TIME.
  - c. If the horse re-crosses the starting line at any time before the pattern is completed the pattern will be considered broken and the run will receive a NO TIME.
  - d. If the contestant's horse breaks the timer light by backing through it before starting the pattern, time will be considered started.
  - e. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestants or by-standers.
- 4. Re-runs
  - a. No re-run will be given due faulty or broken equipment furnished by the contestant.
  - b. If a time is missed due to a timer's fault or malfunction of timers the contestant will receive a re-run at a time so designated by the judge's and the arena director.

## **Article VII Pole Bending**

1. Time limit
  - a. A contestant has 2 minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If over 2 minutes, this will result in a NO TIME.
  - b. A contestant will be allowed 15 seconds from the time they enter the arena until the time is started by the automatic electric timer.
  - c. Contestants are required to be checked in the holding area behind the alley at least 5 riders before they run.
  - d. Only 5 riders are allowed in the holding area at a time.
2. General Rules
  - a. The horse's nose will be timed as it crosses the starting line.
  - b. A contestant may enter the arena at the speed of his/her choice.
  - c. During the pole bending event, the arena will be dragged at regular intervals to be determined by the director.
  - d. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the horse is under control.
  - e. It is up to the contestant to make the call if the arena is ready.
  - f. The starting gate will remain the same throughout the entire rodeo.
3. Scoring and Penalties
  - a. Knocking over a pole is a 5 second penalty per pole knocked over.
  - b. Not following the pole pattern will receive a NO TIME.
  - c. If the horse re-crosses the starting line at any time before the pattern is completed the pattern will be considered broken and the run will receive a NO TIME.
  - d. If the contestant's horse breaks the timer light by backing through it before starting the pattern, time will be considered started.
  - e. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestants or by-standers.
4. Re-runs
  - a. No re-run will be given due faulty or broken equipment furnished by the contestant.
  - b. If a time is missed due to a timer's fault or malfunction of timers the contestant will receive a re-run at a time so designated by the judge's and the arena director.

## **Article VIII Goat Tying**

1. Time limit

- a. There will be a 60 second time limit.
  - b. The arena gate must be closed immediately after the contestant enters and must be kept closed until the run is over.
  - c. A contestant may enter the arena at the speed of his/her choice.
  - d. The time is to be taken between two flags.
  - e. Time stops when the contestant signals the completion of the tie.
  - f. The timing of the tie will begin when the contestant stands 3 feet clear of the goat.
  - g. The stakes will be a minimum of 100 feet from the starting line.
2. Scoring and Penalties
- a. The timed event judge will not flag the contestant out until the time is recorded.
  - b. The tie will be passed on by the field judge and if it is not secure for 6 seconds, the contestant will receive a NO TIME
  - c. If the horse comes in contact with the goat or rope anytime during the run, whether mounted or dismounted, there will be a 10 second penalty.
  - d. If the goat should breakaway because of the fault of the horse while the contestant is mounted, the contestant will receive a NO TIME. A contestant is still mounted until both feed are on the ground. If the horse runs over the rope with the rider dismounted, then the rider shall receive a flag and then shall be allowed to tie from the accumulated time from the point of foul.
  - e. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the director or judge there is a danger to the contestant, other contestants or by-standers.

## **Article IX Breakaway Roping**

1. Time limit
  - a. There will be a 60 second time limit on Tots
  - b. There will be a 45 second time limit on Juniors
  - c. There will be a 30 second time limit on Seniors
2. General Rules
  - a. The roping box shall be part of the arena during roping.
  - b. Once the score line has been set in timed events it will not change in the rodeo nor can the length of the box be changed.
  - c. If lap and tap – no barrier will be used in this case. The time will start when the animal crosses the line and is flagged by the line judge or the time will start when the animal’s nose clears the gate. This will be up to the director and judge.
  - d. The calf belongs to the contestant when he/she calls for it regardless of what happens, with the following exceptions:

- i. If the calf gets out of the arena, the flag will be dropped and the roper gets the calf back with the lap and tap with the time added which was accrued when the calf left the arena.
      - ii. In cases of mechanical failure
    - e. In breakaway calf roping, a horse must clear the box before the loop is thrown.
    - f. When lap and tap is used, the horse must stand backed into the corner of the box.
- 3. Event Rules
  - a. Two loops will be allowed if two ropes are carried or rebuilding of first loop is permitted.
  - b. The rope must be attached to the horn so that when the calf hits the end of the rope, the rope is released from the horn. This is the contestant's responsibility.
  - c. A white cloth must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
  - d. The catch as catch can rule shall apply after the loop has passed over the calf's head.
  - e. The rope has to be released from the contestant's hand to be a legal catch.
- 4. Scoring and Penalties
  - a. Roping the calf without releasing the loop from the hand will disqualify the catch.
  - b. The contestant shall receive a NO TIME should he/she break the rope away from the saddle horn by hand; however, if the rope should dally around the horn the contestant may ride forward and undally the rope, then stop their horse to make the rope breakaway.
- 5. Re-runs
  - a. See general rules 4 a.
  - b. When there is an electric timer malfunction, the contestant will be given a clean rerun at a time so designated by the judge and the arena director.
  - c. If the judge sees that he made an error in flagging, he must declare the re-run before the contestant leaves the arena.