

Horsin' Around Expo & Battle of the Bulls 2010
Battle of the Breeds – Horse Soccer Rules

1. Each team will consist of 4 horse/rider combinations.
2. Goal width will be the width of the indoor arena. The distance between goals to be determined.
3. Scoring is based on getting ball into opponent's goal and blocking an opponent's goal (within the goal box). Each goal will be worth 4 points and each blocked goal will be worth 1 point.
4. Each game will be 5 minutes long, with two halves (each half being 2 ½ minutes long). Two horse/rider members of a team will play the first half. The other two horse/rider members of a team will play the second half.
5. Games begin with ball in center of playing area with teams facing each other around ball. When the whistle blows, play begins with each team vying for control of the ball.
6. Only one player at a time may tend goal by maintaining position within the goal. Other players may assist by blocking outside of the goal. If two players occupy goal from same team, a penalty is called and the ball goes over to other team at center of play area.
7. When goal is scored, the ball is controlled by the opposing team and moved to the center of play area, where play begins again.
8. Horses may advance the ball with any part of their body.
9. Riders may not advance the ball with their feet or hands. If they do, a penalty is called and the ball goes over to the other team.
10. "Dead Ball" is called when the ball is caught in a corner or is determined to be in a stalemate position between two defenders. Play stops until ball is freed and then play begins again.
11. If horse bites or kicks another, a penalty is called and horse/rider is removed from game for 30 seconds. Play continues with uneven teams. If same horse bites or kicks two times, the horse/rider is removed from the game.
12. Horsemanship is to be used at all times. Horse may not be intentionally used in an aggressive manner against another horse/rider. If this happens, the horse/rider is removed from the game immediately.
13. If rider comes off their horse for any reason, play is stopped immediately until he remounts, then play begins in the center.
14. Teams will be placed from highest to lowest score, with highest score taking 1st in horse soccer. In case of a tie, then there will be a sudden death playoff between the tied teams. In sudden death playoff, the winner will be determined by the team who first makes a goal.
15. All protests will be placed in writing and submitted within 30 minutes of the incident, together with a \$50.00 **cash** protest fee. If the protest is sustained or no decision is reached, the money will be returned. If the protest is denied, the money will be retained by the expo. Protests will be heard by five (5) members of the Horsin' Around Expo board. This group will assemble as soon as possible and resolve the protest by the end of day that protest is submitted.
16. **If no protests are filed within the 30 minutes of the incident, all places first, second and third are final. Due to the pressing time schedule, any other contested scores and/or complaints will be assessed and will be used to improve next year's competition. However, the results of this competition are then FINAL!**
17. Changes may be made to these rules up to 30 days prior to the event, but not after.