

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

1. Each team will consist of the 1 horse/rider that is a participant.
2. Goal width will be 15 feet with the goals placed at each end of the playing surface (width of the indoor arena).
3. Scoring is based on getting ball into opponent's goal. Each goal counts as one point.
4. Each game will be 5 minutes long.
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. When goal is scored, the ball is controlled by the opposing team and moved to the center of play area, where play begins again.
7. Horses may advance the ball with any part of their body.
8. 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.
9. "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.
10. If horse bites or kicks another, a penalty is called and horse/rider loses a quarter (1/4) point from their final score. Play continues. If horse bites or kicks again, the game is called and the horse/rider forfeits the game. The other team wins.
11. Horse may not be intentionally used in an aggressive manner against another horse/rider. If this happens, the game is called and the horse/rider forfeits the game. The other team wins.
12. If rider comes off their horse for any reason, play is stopped immediately until he remounts, then play begins in the center.
13. This will be a single elimination tournament. Each winning team of a game will advance until there is a 1st place winner. Teams that are eliminated will be placed according to how many goals were made in the game(s) they played. If there is a tie between eliminated teams, 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.
14. 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.
15. **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!**
16. Changes may be made to these rules up to 30 days prior to the event, but not after.