

**4 States Youth Rodeo Association
Rule Book
2023-2024**

This rule book of 4 States Youth Rodeo Association “4SYRA” and the 4SYRA bylaws govern the operation of the organization and events.

The association shall issue all 4SYRA members a rulebook each year via website/social media.

Membership

Membership for 4SYRA is open to any boy or girl in the US, Canada, or Mexico who is 19 (nineteen) years of age or under and has never been married or annulled. The association shall provide a membership application form to a prospective member who desires one.

4SYRA events are open to members and non-members. Non-members must pay fees as outlined on the 4SYRA entry form and are not eligible for year end prizes or 4SYRA finals.

Age Groups

4SYRA offers competitive events for the following age groups:

8 & under
9-11
12-14
15-19

Ages are determined as of August 1st of the current rodeo season.

Contestants must compete in their age group. Contestants may only enter up an age group if an event is not offered for that contestant in his or her age group. Any event entered up will not count towards the all-around.

Contestants must furnish a copy of their birth certificate and a notarized minor’s release before they are eligible to compete at any rodeo.

Membership Due and Entry Fees

Membership Dues for all age groups is \$100.00 per year for each child. Membership packets will also contain information regarding advertising and fundraising requirements, if any.

Entry fees and charges for each rodeo will be set forth in the entry blanks provided in the membership packets. All members **MUST** turn in their entry form and payment for the next rodeo at the secretary's table. There will be a designated call-in time for members that were not at the previous rodeo and non-members. All call-in entries must pay **CASH** at the rodeo prior to competing.

All entry fees must be paid prior to competition for members and non-members.

Point Award System

Only members are eligible to receive points at any rodeo.

Points will be figured up to a 10-point system for all age groups as follows:

1st place - 10 points
2nd place - 9 points
3rd place - 8 points
4th place - 7 points
5th place - 6 points
6th place - 5 points
7th place - 4 points
8th place - 3 points
9th place - 2 points
10th place - 1 point

When two or more contestants tie or split two or more placings, then the points that should go to the respective places that are tied, should be added together and divided by the number of contestants that tied for them.

Non-member contestants will not be eligible for points. There will be two placings: (1) for jackpot and (2) for 4SYRA members' points.

4SYRA Finals and Year End Awards

The 4SYRA finals are open to only members that have attended 6 rodeos, completed required fundraisers, and completed required work requirements.

At least one point must be earned throughout the regular season in an event in order to be eligible for the finals.

Contestants must attend and participate in 6 of the points rodeos in each said event, excluding the finals. A contestant will be allowed 1 turnout that will still count towards rodeo count.

Contestants will be required to complete required fundraisers (raffle tickets, sponsorships, etc) for the 4SYRA in order to be eligible to compete at finals. Required fundraisers will be determined each year by the board of directors.

Contestants (or a parent) are required to work 2 "events" per semester (total of 4) in order to be eligible for finals. You must sign up prior to the rodeo at the secretary's table and check in with the event director in order to be counted for. Should a contestant choose not to work the required number of events, then said contestant may pay \$200 and opt out. All work must be completed prior to finals. Some events may have age groups linked together depending on number of runs per age group/events. The only contestants that are exempt from this rule are those that have parents on the board of directors.

In the event of illness or injury of a contestant that has qualified for the finals, he or she may pay all entry fees at the finals to be eligible for year-end awards. In the event of a conflict with a UIL school event, a contestant may pay fees and turn out of the finals and still be eligible for year-end awards.

All members participating in the finals must pay entry fees and compete both days to be eligible for the year-end awards.

Finals will consist of two go-rounds with points given in each go-round. Jackpot money will be paid to each go-round.

Average points will be given at the finals based on a 10 point system.

Awards will be given to the top point earners for the year in each event. Points will be added from each rodeo, each go-round of finals, and average to determine top point earners in each event.

In the event of a tie in the year-end points, tie will be broken and placement determined by the contestant winning the most 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th. If the tie still exists, the association will average times.

Payoff of Prize Money

All entry fees in the event will be paid back in prize money as follows:

1-5 entries -	100%					
6-10 entries -	60%	40%				
11-15 entries -	50%	30%	20%			
16-20 entries -	40%	30%	20%	10%		
21-25 entries -	30%	25%	20%	15%	10%	
26 or more entries -	29%	24%	19%	14%	9%	5%

Jackpot payout will be 80% payback after stock charge.

If not enough contestants qualify for the number of places to be paid in any event, those contestants qualifying will be according to the payoff schedule.

3 contestants qualify	50%	30%	20%
1 contestant qualify	100%		

If no one qualifies, 50% of the money will be divided evenly among all who competed, but this money shall be considered ground money. The other 50% will go towards the 4SYRA running account.

General Ground Rules

Every effort will be made to provide adequate judges, timers, and flagmen.

All contestants are required to read the rules carefully, particularly those relating to the contestants and events in which they will enter. Failure to understand rules will not be accepted as an excuse.

The management, its agents, or employees of the 4SYRA approved rodeos assumes no responsibility or liability for injury or damage to the person, property, or stock of any owner, contestant, or assistant. Each participant by the act of entering, waives all rights or claims against the management, its agents, or employees, for injuries he or his property may sustain. All 4SYRA members must have a notarized minor's release on file prior to competing.

Contestants must be on hand to answer calls of the directors and must comply with all reasonable rules of the management of each particular contest or exhibition held under auspices of the 4SYRA as long as they do not conflict with 4SYRA rules. When in the opinion of the event director, a sufficient number of contestants is present for an event, there will be no delay because of other contestants.

Upon notification of the secretary of the 4SYRA by the officials of any approved rodeo, that if any of the following offenses have been committed, a contestant shall automatically be suspended as of the date of commission of the offense, until reinstated by a majority vote of the board of directors. If a parent tries to influence or interfere with a judge or official in any manner, the contestant will automatically be disqualified. This includes judges, timers, secretaries, or officials.

The following offenses will not be tolerated and will be enforced by all board of directors and judges. These offenses are subject to automatic disqualification and suspension of a parent/guardian and/or contestant.

- 1. Drinking of alcoholic beverages on rodeo grounds.**
- 2. Possession or use of illegal drugs or any other type of intoxication.**
- 3. Rowdiness or quarelling in the actual domain of the arena or on grounds.**
- 4. Mistreatment of stock.**
- 5. Refusing to contest an animal draw.**
- 6. Cheating or attempting to cheat in any way.**
- 7. Misconduct of parent/guardian of any contestant.**
- 8. Should any contestant fail to meet any financial obligations of a membership rodeo, the facts shall be reported to the secretary of the association, and the contestant shall be barred from participation in any membership rodeo until obligations are met.**

Call-in entries must be paid in cash prior to competing. Contestants that are members **MUST** leave their entry and payment for the next rodeo at the secretary's table. *For example: While at rodeo #1, contestant must leave their entry form and payment with secretary for rodeo #2. Checks will not be deposited until the week prior to rodeo #2.

Call-in is ONLY for any non-members or members that were not at the previous rodeo. Any contestants who missed the entry deadline, may enter until Wednesday at 12:00 noon with a \$100 late fee. If you enter late, you will go last in the speed events and first in the goat tying, chute doggin', and roping events!

No entries will be accepted after Wednesday at noon. **No exceptions!**

It is each member's responsibility to find out when they are to perform.

Contestants may draw out of any event up to 24 hours prior to start time of rodeo. After that time, contestants may draw out with verification of illness or injury to the contestant or extreme emergency. Contestants will forfeit the office charge when drawing out. If no verification of illness or injury, then a contestant will forfeit all fees and not be allowed to compete at another rodeo until paid in full.

Any contestant entered in a 4SYRA rodeo who is not competing in the proper age group will be put on the suspended list and will not be allowed to compete at any rodeo until all money won in that age group has been refunded.

Any members who give a bad check shall be fined \$50 fine plus the charge of the bank. After the second offense, the association will no longer accept a personal check from that contestant. Contestants will not be allowed to compete at any rodeo until all fines, fees and charges have been paid.

Contestants may enter only their age group. Contestants may not enter multiple age groups in the same event. Contestants must remain in the same age group for the entire rodeo season. Contestants may enter an event in another age group if that specific event is not offered in their own age group. Contestants may only enter up in an age group and not down. Any points earned will count toward the event only and not the all-around.

The contestant entered in the event must wear complete western attire during the performance. This includes riding boots, jeans, long sleeve collared shirt and cowboy hat/helmet. Sleeves must be down. Cowboy hat/helmet must be on when the contestant starts a run. No caps allowed in the arena. Parents/assistants do not have to be in full western dress code but must dress accordingly.

The 4SYRA board of directors and rodeo judge will decide upon any rule not covered. Judge's decision is final on all calls.

All stock will be numbered and drawn for goat tying and calf roping events. Chute dogging and team roping will be chute run.

All contestants must have a current coggins on all horses at all rodeo grounds.

General Speed Event Rules

Electric timers will be used at all rodeos and a second electric/manual timer will be used as a back up.

Should for any reason the barrels or poles are not placed on the correct stakes, the age group affected will be rerun.

Should both times fail, a rerun will be awarded with any penalties being carried over to the rerun. No additional penalties will be added to any carried over penalties.

Contestants will be allowed legitimate time from the time he/she enters the arena until his/her time starts by the judge or electric eye. The alley is considered part of the arena.

Western type equipment, including saddle, must be used in all events.

The drag will be after five (5) names on the draw no matter the actual amount of runs on the ground. There will be a drag between age groups.

It will be at the judge's final discretion if forward motion is broken.

Barrel Racing

The contestant may start on either the right or left barrel, but when starting on the right barrel there will be one right turn and two left turns around the barrels. When starting on the left barrel, there will be one left turn and two right turns around the barrels.

The barrels must be at least fifteen (15) feet from the fence and the start/finish line must not be less than fifteen (15) yards from the end of the arena.

The distance between barrels should be set accordingly to the arena size.

There will be a five (5) second penalty for each barrel knocked over, even if it bounces back upright.

Starting line and all barrels must be marked permanently for the entire rodeo. The manner in which it is usually done is to take a short length of rope three (3) feet and tie several knots in one end. Dig a hole 1-1 ½ feet deep. Tamp down dirt around the rope and leave the excess rope sticking above the ground. Barrels may be on lasers at any arenas that have them.

There will be a disqualification for not following the pattern.

Pole Bending

A contestant may start on either the right or the left side.

Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the timers.

There will be a five (5) second penalty for each pole that is knocked over, even if the pole bounces back up.

You may not go past a pole and then come back to weave it or you will receive a no time. There will be a disqualification for not following the pattern.

Goat Tying

There is not a set distance from the starting line to the goat, but a distance of approximately 100 feet is desirable. Arena conditions will determine this distance.

The goat should be tied to a stake with a rope ten (10) feet in length. Stakes should be pounded completely into the ground so that no part of it is visible. Goat is to be held at the end of the rope facing the starting line. When the flag is dropped at the starting line, the goat will be released. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, flank the goat by hand, cross, and wrap any three (3) legs together with a goat string or piggin string and stand clear of the goat.

If the goat is down when the contestant reaches it, the goat must be cleared “day-lighted” off the ground before tie is made. If the contestant’s hand is on the goat when the goat falls, the goat is considered thrown by hand.

No more than five (5) consecutive runs will be made on a goat in each age group.

Contestants must compete on the goat number drawn for him/her.

The tie will be passed on by a field judge and the goat must remain tied for six (6) seconds. Should the goat become untied before the six (6) seconds, the contestant will receive a no time. Contestants can not touch the goat or the string after declaring time.

Timing will start when the contestant crosses the starting line and will stop when the contestant signals the completion of the tie.

If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be added to the contestant's time.

If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away any other time, it will be the field judge's discretion whether the contestant will receive a rerun.

If rerun is given, it must be taken in the same drawn position.

Contestants will receive a no time for touching the goat or tie string after signaling he/she is finished.

In the 8&under and 9-11 age groups, all contestants (boys and girls) will compete against each other and may tie like a girl or boy. Boys will be required to tie with a piggin string and the tie must be completed like a calf tie in the 12-14 boys.

All Age groups in the goat tying will have a 45 second time limit.

General Roping & Chute Dogging Rules

There shall be two or more timekeepers, a field judge, a scoreline judge and as many other officials as the local management finds necessary. Arena conditions will determine start and scoreline.

If the automatic barrier fails to work, contestants or team will get stock back only for a qualified time. Should the barrier break at any other point, the decision is up to the barrier judge. If the contestant obviously beats the barrier, or the barrier rope is broken and string unbroken, the barrier judge may assess a ten (10) second penalty. If the

short end of the barrier rope is lying any distance from the chute post, it will be considered a broken barrier. The barrier judge may overrule this if it is evident that the barrier malfunctioned. The starting flag must be tied to the barrier across the front of the roping box. No one will be allowed past the score line. Pusher may not follow the calf/steer out of the chute until the neck rope breaks and the roper has passed the barrier line. If an automatic barrier fails to work and stock is brought back, the contestant must have the same animal over during or immediately after the same performance. If the barrier fouls contestant, contestant must pull up and declare the foul.

Under no conditions can a roper build a second loop in the arena, except in the team roping. Even though a second loop may be carried on the saddle at the finals, it can, under no circumstances, be rebuilt if it touches the ground. Roping without releasing the loop from hand is not permitted.

Once the roper/dogger calls for their stock, he belongs to the roper/dogger. Roping box is part of the arena.

Contestants must compete on calf and/or steer number drawn for him before time will be official.

Roper must start horse from the back corner of the box. Judge may flag contestant out for failure to do so.

In any timed event, if the animal escapes from the arena, the flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent, plus any penalty, will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final. Roping/Dogging box is considered part of the arena.

In all timed events, a penalty of ten (10) seconds will be assessed for breaking the barrier. Barrier equipment must be inspected before each event. If equipment is faulty, it must be replaced.

In no case may stock of a different general size be substituted for a complete go-round after one go-round has been completed. This is to eliminate one contestant on one size stock and other contestants on another size stock in the same go-round, this making unfair competition.

If the roper is in the box and the chute opens without the ropers nod, he/she must pull up and not continue the run. The contestant will be given another run after the judge confirms the call. All calls are final by the judge.

Roping the calf without releasing the loop from hand is not permitted. Roper cannot rope calf before barrier neck rope comes off.

Breakaway Roping

The 4SYRA will furnish the breakaway string for all age groups. The rope must be tied with string so when the calf is roped, rope will break from the saddle horn. The loop must go over the calf's head and the time will stop when the string breaks from the saddle horn. The field judge shall be able to consult an appointed helper (mounted or dismounted). Calf must break string with no assistance from roper or roper will be flagged out.

A white flag must be tied next to the saddle horn at the end of the rope to assist the flag judge in flagging breakaway. The breakaway string must be as strong as the barrier string used at the rodeo.

The back gate will be closed on the 8U, 9-11, 12-14, and 15-19 age groups with a forty-five (45) second time limit. In all of these age groups, rope must go over the head.

In the 8U age group, the rope must go over the calf's head first, but a bell collar catch is not mandatory. In the 9-11, 12-14, and 15-19 age groups, a bell collar catch is required. At the finals, 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

Ribbon Roping

A neck rope must be used, and rope must be tied on.

Catch as catch can, any catch that holds the calf is legal.

Roper must rope calf, dismount, and remove ribbon with mugger assisting in holding the calf and run back across the finish line. Calf does not need to be flanked.

Roper must cross the finish line to get time. Flag judge will flag time when roper crosses finish line with ribbon in hand and give ribbon to judge.

Ribbon must be removed by the roper. Any part of the ribbon is legal. If there is no ribbon on the calf when the roper gets to it, for whatever reason, the roper should touch the calf's tail then run back to the finish line.

Anyone may be a mugger for all age groups (parent or contestant). Roper will be the runner in all age groups. It is up to the roper to secure a mugger.

All age groups will have a closed gate, one loop with a forty-five (45) second time limit. At the finals, 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

Finish line will be set at the judge's discretion.

Double Muggin

A neck rope must be used, and rope must be tied on.

Catch as catch can, any catch that holds the calf is legal.

Roper must rope the calf, dismount the horse and go down the rope at which time the mugger will flank the calf and roper must cross and tie any three (3) legs.

If the calf is down when the mugger reaches it, the calf must be stood up to its feet and thrown by hand. Should the contestant/mugger choose to not get the calf up and flank it, there will be a 10 second penalty added to time. If the mugger's hands are on the calf when the calf falls, the calf is considered thrown by hand. The rope must hold the calf until mugger gets hands on the calf.

After roping the calf, the roper must dismount and wait for the mugger to flank the calf. Mugger holds foreleg and gives foreleg to the roper. At this time, a mugger can assist in holding the calf down in a way that the calf is unable to gain to its feet. After roper has completed the tie and throws hands in the air signaling time, mugger must step away from the calf. Muggers cannot aid roper in gathering calf's legs to tie the calf. Feet must be crossed and tied with at least one wrap and a hooley.

Muggers may remove rope from the calf (before roper has finished the tie) if necessary for safety reasons only. This will not disqualify the run, however, after roper has signaled for time, the rope may not be removed until the judge has expired 6 second tie rule.

Field judge must watch the calf during the six (6) second period tie rule and will stop watch when a calf kicks free to determine whether the calf was tied long enough to qualify.

Under any circumstances, roper will be disqualified for removing the rope from calf after signaling for time, until the tie has been passed on by the field judge.

Contestants are allowed only 1 loop throughout the regular rodeo season for safety reasons. At the finals, 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

No excessive dragging will be allowed at judge's discretion.

It will be up to the roper to secure a mugger. Anyone may be a mugger (parent or contestant).

The back gate will be closed with a forty-five (45) second time limit.

Tie-down Calf Roping

A neck rope must be used, and rope must be tied on.

Catch as catch can, any catch that holds the calf is legal.

Contestants must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestants must receive no assistance of any kind from outside. If a horse drags a calf, the field judge may stop the horse and any penalty for such offense can only be assessed by the flag judge.

Rope must be tied hard and fast. Contestant must dismount, go down rope and throw the calf by hand and cross and tie three feet. To qualify as a legal tie, there shall be at least one wrap around all three legs and a half-hitch. If the calf is down when roper reaches it, the calf must be let up to his feet and thrown by hand. Rope must hold the calf until roper gets hand on the calf. If the calf falls down while the roper's hands are on the calf, he will be considered thrown by hand. Tie must hold and three legs remain crossed until passed on by the judge, and roper must not touch the calf after giving finish signal until the judge has completed his examination. If the tie comes loose or the

calf gets to his feet before the tie has been ruled a fair one, the roper will be marked a no time.

The field judge will pass on the tie of calves through use of a stopwatch, timing six (6) seconds from the time roper has remounted and rode up permitting slack to calf. Rope must be lying on the ground. Rope will not be removed from the calf and rope must remain slack until the field judge has passed on tie. If the contestant's rope is off calf when time is signaled, six (6) second time limit will start when roper clears calf.

Field judge must watch the calf during the six (6) second period and will stop watch when a calf kicks free to determine whether the calf was tied long enough to qualify.

Under any circumstance, roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.

Contestants are allowed only 1 loop in both age groups throughout the regular rodeo season for safety reasons. At the finals, 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

No excessive dragging will be allowed at judge's discretion.

The back gate will be closed with a forty-five (45) second time limit.

Team Roping

Barrier length will be determined by the judge depending on arena conditions.

Contestants may enter with a parent/adult. Contestants will be responsible for securing a partner or a parent/adult, one will not be provided. Contestants may enter twice but will have to switch ends or switch partners/adults. A parent/adult may not rope more than twice in an age group for each rodeo. Should a parent/adult enter with a contestant, they will be required to pay the same entry fee as the contestant. The parent/adult will be eligible for jackpot payout but points will only be awarded to contestants for year end prizes.

A roper must dally at both ends with the exceptions of the heelers that are; under the age of 12 or a female. If the contestant chooses to tie-on, then a "quick-release" device will be required.

Crossfire rule will be the same as PRCA.

Legal head catches are: around both horns, around the neck, and half a head. All other head catches are illegal.

Any heel caught behind both shoulders is legal if rope comes on from around the heels. A five (5) second penalty will be added to time for only catching one hind leg.

Three (3) loops will be allowed for the team, and the loop may be rebuilt. A contestant can not switch ends after the run has started (Meaning: if the header misses, then the heeler can not rope the head to allow the header to rope the heels).

Contestants are not allowed to change catch by rubbing rope over horn or nose by hand to make a bad catch legal. Loops may be changed by fishing only.

Time will be taken between barrier flag and field judge flag when steer is roped on both ends, in a direct line and horse is on all fours. Horses facing steer in "L" or better, with rope tight dallied.

Forty-five (45) second time limit in both age groups (Jr. 14 & under, Sr. 15-19)

Chute Dogging

Start - First Chalk line will be 3 feet from the chute. Flagman starts time when the steer's nose crosses the 1st line. A whistle will be blown by the judge indicating start time. A contestant may not change directions or throw the steer prior to whistling being blown to start time.

If a steer falls or stumbles, a rerun will be awarded at the discretion of the judges.

One person on the ground, no other contestants are allowed beyond the start line.

After crossing the score line, the dogger must bring the steer to a stop or change its directions and twist it down.

Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight, going in the same direction.

If a steer gets loose, the dogger may take no more than one step to catch the steer.

Tailer is optional; tail must be released when time starts.

Contestant will receive a no time if they go to the nose prior to the Score Line/ Second Chalk Line.

Thirty (30) second time limit.

JUDGE'S DECISION WILL BE FINAL. SHOULD ANY RULE NOT BE STATED, THE JUDGE WILL DISCUSS THE SITUATION WITH BOARD OF DIRECTORS AND A DECISION WILL BE MADE BY VOTE OF ALL PRESENT BOARD OF DIRECTORS. TIE OF VOTES WILL BE BROKEN BY THE PRESIDENT.

THIS RULE BOOK WAS COMPILED FOR A PURPOSE AND IT IS MANDATORY FOR TO FOLLOW IT.

IT IS CONTESTANTS AND PARENTS RESPONSIBILITY TO KNOW ALL RULES PRIOR TO COMPETING.