

MOUNTED GAMES DIVISION Modified IMGA Rules

The following International Mounted Games Association rules will govern the Mounted Games Division. Please note that in addition to modifying some existing rules and excluding other rules, we have added games of our own design.

Competitors in this division are responsible for knowing these rules BEFORE they enter Games classes!

GENERAL RULES

Teams, Pairs and Individuals

- GR1.2. Pairs consist of two riders and two ponies only, with the exception of the Rescue Race in which both riders share one pony.
- GR1.3. Individuals consist of one rider and one pony only.

Ponies

- GR2.2. The size, weight and experience of a rider must correspond to the size, build and experience of the pony. If the Judge deems a rider to be overweight or unsafe, that rider will be eliminated from the competition. Horses and riders for Mounted Games must adhere to the height/weight restrictions as follows:
- Any rider over 117 pounds in weight may not ride a pony 12.2 hands or under
 - Any rider over 150 pounds in weight may not ride a pony 13.2 hands or under
 - Any rider over 190 pounds in weight may not ride a pony 14.2 hands or under

Saddlery

- GR3.1. Leather or synthetic saddles with a full tree must be used. These must be complete with stirrups and a girth with two buckles on each side.
- GR3.3. The Judge may inspect the tack of a pony at any time. His/her ruling as to the safety and/or severity will be final.
- GR3.4. Blinkers are not permitted.

Dress

- GR4.1. Approved riding trousers and boots must be worn by all riders.
- GR4.2. Approved and correctly fitting riding helmets must be worn by all riders. The helmet must be fitted with a secure chin strap or approved harness.
- GR4.3. The chin strap or harness of the helmet must be fastened at all times during a race or when mounted in the arena. If the chin strap or harness becomes unfastened during a race, the rider must immediately refasten the strap or harness and resume the race from the point where the strap or harness originally became unfastened. Failure to comply incurs elimination.

Judge

- GR5.1. All competitions are under the overall control of the Show Judge, whose decision, in all matters, is final.

Objections

- GR6.1. No objections or representations to any of the officials in charge of a competition are permitted after the briefing.

Spurs and Whips

- GR9.1. Spurs and whips are not permitted.

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- GR9.2. At no point during a race may a pony be hit with anything other than a rider's legs and then only when mounted. This includes using equipment as a substitute for a whip or a rider's hand. Any infringement incurs elimination.
- GR9.3. Waving a piece of equipment by the side of the pony is permissible, provided that the pony is not hit by the piece of equipment.

Bad or Unsportsmanlike Behaviour

- GR10.1. Unsportsmanlike behaviour by a rider, trainer or supporters, including intimidation of officials, incurs elimination of the team, pair or individual concerned.
- GR10.2. What constitutes unsportsmanlike behaviour is at the discretion of the Judge but includes abuse of equipment and use of foul language or abusive behaviour.

Stimulants

- GR11.1. The use of any artificial stimulants for either riders or ponies is strictly forbidden.

COMPETITION RULES

Broken Equipment

- CR2.1. Breaking any piece of equipment by a team, pair or individual incurs elimination.
- CR2.2. Broken equipment is defined as being unsuitable for future use (except where specified under CR 2.4).
- CR2.4. Broken flags or loss of a flag from a flag cane is not defined as broken equipment.

Assistance

- CR4.1. No rider may help another rider unless they are both actively involved in that race or it is in an attempt to recapture a loose pony. To be active a rider must have started but not yet completed their part of that race.

Dropped Equipment

- CR5.1. If any piece of equipment is dropped by a rider when attempting to put it on/in or take it off/out of any container, holder or pole, the rider may dismount to put the piece of equipment into/onto or take it out/off the container, holder or pole, dismounted. The rider must however remount to continue the race.
- CR5.2. The rider may continue with any piece of equipment, not necessarily the one that he/she was originally carrying.
- CR5.3. If a piece of equipment is displaced after the last rider has crossed the finish line, no elimination is incurred.

Dislodged Equipment

- CR6.2. Equipment may be steadied, where necessary by hand.

Upset Equipment

- CR7.1. If a rider upsets or takes away the equipment of another, the offending team, pair or individual is eliminated from that race. The race may be stopped and rerun at the discretion of the Judge.
- CR7.2. In the event of a rerun under CR 11.1., the offending team does not take part in the new race.

Falls

- CR8.1. If a rider falls off and loses his/her pony, and the rider is unhurt, he/she must return to the place where he/she lost the pony before continuing the race with his/her pony again.
- CR8.2. A loose pony may be recaptured by any individual within the arena but must be held outside the playing area when recaptured and waiting for collection by its rider.

Contact

- CR9.1. A rider must be in contact with his/her pony at all times unless the pony is being held by a fellow team member who is active in the race.
- CR9.2. If a rider loses contact with his/her pony, then he/she must return to the place where contact was lost before continuing the race.

Correcting Errors

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- CR10.1. Any rider may return to correct his/her error, even after crossing the finish line, providing that the Judge has not declared the race to be over.
- CR10.2. Errors must be undone and then corrected in the right sequence before proceeding.
- CR10.3. The Judge may declare a race to be over by blowing the whistle.

Obstruction

- CR11.1. If a rider and/or their pony strays from his/her lane and obstructs an opponent, the team, pair or individual causing the obstruction is eliminated. An obstruction is deemed to have occurred when a rider or pony inhibits the intended progress of another rider.

Elimination

- CR12.1. If a team, pair or individual is eliminated, they are not placed for that race.

Bending Poles

- CR13.1. When the rules of a race require riders to weave in and out of the bending poles, the following incur elimination if not corrected:
- A. Passing the wrong side of a bending pole.
 - B. Knocking down a bending pole and failing to replace it. A pole is deemed to be down when the top of the pole is touching the ground/grass or if the spike point is clear of the ground.
 - C. If a pole is knocked over, then the rider(s) must replace the pole and then resume the race by passing either side of the replaced pole.

Injuries

- CR14.1. If an injury occurs, the Judge may choose to stop the race and rerun it once the injury has been attended to.
- CR14.2. When the race is rerun any teams, pairs or individuals to have already completed the race at the time it was stopped, will not take part and their original finishing positions will stand. The team, pair or individual suffering the injury will also not take part in the rerun and will be awarded the lowest points available for that race unless the injury was a result of an obstruction by a rider from another team, pair or individual. Any teams, pairs or individuals to have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points.

Adverse weather

- CR15.1. The Judge will decide if cones, bins, buckets etc. should be weighted in blustery conditions. Should this be necessary, then all subsequent heats in the session should be the same.
- CR15.2. If weights are added to a piece of equipment due to adverse weather conditions, then the weights become a part of the equipment for that race

Tampering with equipment

- CR16.1. Interference with the equipment, or the correct positioning of the equipment, by any trainer, rider or their associated arena party, incurs the elimination of that team, pair or individual from that race.

Leaving the arena

- CR17.1. A pony, ridden or loose, leaving the arena, incurs elimination of the team, pair or individual concerned.

Positioning of equipment

- CR18.1. It is the responsibility of the Judge to ensure that equipment is set out in an identical fashion for all teams, pairs or individuals.
- CR18.2. The Judge may stop and rerun a race if equipment is found not to be identical.

The start

- CR19.1. The signal to start in all races is the drop of a flag, or by other signal notified by the Judge at the briefing.
- CR19.2. The Judge alone decides whether the start is fair. If it is not, the Judge blows the whistle and the race is restarted.
- CR19.4. Any pony which crosses the start line before the flag is dropped is sent back behind the 10yd line by the Judge.
- CR19.8. All riders must be mounted at the start of all races except where specified in the rules of that race.
- CR19.10. If a rider is not ready, he/she may raise his/her hand. A Judge will not start a race if a rider has his/her hand raised.

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The finish

- NOTE: In the event that the entrants in a game exceed the number of available lanes, riders will be individually timed in each heat to determine final placing.
- CR20.1. Riders must be in the saddle with feet astride, but not necessarily in the stirrups, when crossing the start/finish or changeover line during their part of a race.
- CR20.2. All races are decided by the order in which the head of the pony of the last member of each team crosses the finish line.
- CR20.4. When a rider finishes a race carrying a piece of equipment, that rider must cross the finish line carrying the equipment in his/her hand.
- CR20.5. At the end of a race, any riders who are at the changeover end of the arena may only return to the start/finish end when signalled to do so by the Judge. Any infringement incurs elimination.
- CR20.6. If one team or rider is still playing a game when all other teams or riders have finished, then the Judge may blow his/her whistle to end the race. In this case, the team, pair or individual concerned receives the lowest available points for that race.

The most important rule: Have Fun!

The start and finish line will be the same line at one end of the arena, with the changeover line at the other end, (Line A is start/finish, Line B is the center line, Line C is the changeover line.)

GAMES ARENA

