

National Youth Ranch Rodeo Association 2023-2024 Rulebook



The Association:

The National Youth Ranch Rodeo Association (NYRRA) was founded on the philosophy that the preservation of the working ranch significantly contributes to the prosperity of our country. The mission of the NYRRA is to lead, educate, and mold future leaders through the heritage of American cattlemen in the sport of rodeo and Christian values. Hard work, integrity, and talent is encouraged and rewarded in contestants in a fair and competitive environment.

The Official Rulebook:

The rulebook is designed to govern and foresee all legal and Association matters to better the equality of the competition.

AGE DIVISIONS & EVENTS

Age divisions are determined by contestant's age on January 1, 2023.

- Contestants may compete on two teams per division with a maximum of three teams total.
- Contestants competing on two teams in the same division must swap out three members.
- Contestants may not exceed the age limit for any division they compete in.

PEE WEE DIVISION (NON-COMPETITIVE)

- 8 years old and under
- 4 man teams
- Events: Goat Branding
Sorting (Cattle Drive)
Goat Doctoring
Stray Gathering (Goats)

JUNIOR DIVISION (COMPETITIVE)

- 10 years old and under
- 4 man teams
- Events: Goat Dummy Branding or Dummy Branding (event used will be announced by 1/1/24)
Sorting
Goat Doctoring
Stray Gathering (Breakaway)

INTERMEDIATE DIVISION (COMPETITIVE)

- 14 years old and under
- 4 man teams
- Events: Calf Branding
Sorting
Doctoring
Stray Gathering

SENIOR DIVISION (COMPETITIVE)

- 18 years old and under
- 4 man teams
- Events: Calf Branding
Doctoring
Sorting
Stray Gathering

GENERAL RULES

It is the responsibility of parents and contestants to read and understand this rulebook. Rule interpretation is decided by Corporation Members. It is not the judge's responsibility to notify a team or team member of any rule violation during the event worked.

1. Cowboy conduct is expected in and out of the arena, any unnecessary roughness to animals (yours or ours), including horse to horse contact, running over stock, running stock into fence, jerking stock over backwards with all four feet straight in air or unsportsmanlike conduct towards other competitors, spectators, and/or judge, and the use of any profanity can result in a 20 second penalty for that event at Judge's discretion.
2. To accumulate points, two original team members must be present.
3. Teams may not swap out members once rodeo has started.
4. All judges' calls are final.
5. No contestant, parent, or spectator may address the judge, timekeeper, or announcer at any time when a team is working. If a team wants clarification on a call, the team members must remain in the arena and contact the judge. Once the team leaves the arena, the judge's decision is final.
6. Any incident not covered in this rulebook will be decided by Board Members at that time.
7. Cowboy attire must be worn in the arena at all times by all team members. This includes hat, boots, long pants, and long sleeve button down shirts.
8. Riding double is not allowed. Parents may pony children in the Pee Wee Division.
9. Horses must be saddled to enter the arena.
10. Judges reserve the right to bar horses with just cause. I.E: stallion, kicking horse, bucking horse, or runaways.
11. Time of previous ranch should be announced prior to start of the next ranch team.
12. There must be at least two timekeepers with separate timers per performance.
13. Cattle will be randomly selected for all events.
14. Third Call Rule: If working team does not enter the arena upon third call, No Time penalty will be assessed by judge.
15. Non-team members cannot be in the arena while team is working (excludes brandings and Pee Wee Cattle events).
16. Cattle must be standing to be roped. Animal may be tailed up by team or judge at his discretion.
17. Must dally in roping events, no tie-ons.
18. Once time has started a non-team member cannot assist until completion of event. A 20 second penalty will be assessed.
19. A herd consists of 3 or more cattle.
20. "Clear Your Rope" Rule. Ropes must be cleared before dismounting. Ropes (spend or unspent) that remain on dismounted horses after judge's flag has dropped will result in a 20 second penalty each. This rule applies to any event in which a horse has been dismounted.
21. "Timed Start" Rule. In sorting events, once announcer has given number, contestants have 20 seconds to cross chalk line before time begins or will be given a 20 second penalty.
22. "Dead Rope" rule. If a rope is discarded (for having a front leg, lost dally, etc.), the rope remains alive until another rope is thrown. At that time discarded rope becomes dead. Ropes may be passed from member to member. No illegal catch loops may be recovered from animal or arena floor and reused.
23. "Trash Cow" is defined as any wrong numbered cattle crossing chalk line.
24. "Legal Head Catch" is defined as both horns, neck, or half head. No front legs or figure 8's.
25. "Legal Head Catch with Control" includes dally.
26. A ranch may choose to compete with three members but full entry fee for four must be paid.
27. Breaking barrier will be a 20 second penalty.
28. Riding in behind the judge rather than in front of the judge will result in a 20 second penalty.
29. Times that are put over the limit by the addition of 20 second penalties result in No Times.
30. If a team gestures for time and flag is dropped, they will receive a no time if head catch is not legal.

Conduct

- Misconduct will be handled as follows: 1st Offense-verbal warning
2nd Offense-offender barred from next event (no substitutes allowed)
3rd Offense-offender barred from rodeo
- Any contestant caught with alcoholic beverages, tobacco products, or drugs during an NYRRA rodeo will be asked to leave rodeo grounds.

Substitutions

- A team may use one sub for any reason. The same substitute must be used for the entire rodeo and may not be switched out if a standard team member arrives late, etc.
- If a sub is needed for both days of the rodeo, team must use a different sub each day.
- Any sub used at the NYRRA finals must hold an NYRRA card for a division younger than the division they are subbing for. Pee Wee teams are an exception.
- Substitutes used must not already be competing in the same division. Pee Wee teams are an exception.
- If any rider is found to be competing for a team outside of age or substitute regulations, all events completed with illegal rider will be forfeited. The entire division points will be recalculated to reflect the No Time scores.
- Once rodeo has begun, in event of injury or other circumstance that prevents a teammate from finishing, a request for a sub can be made to judge.
- At least two original team members must be present for the team to compete. In this instance, the team will compete as a three-man team consisting of two original teammates and one substitute.

Re-Draws and Re-Runs

1. Re-draws and re-runs will be given in the following events:
 - Mechanical errors including timekeeping failure, stake coming up, no ribbon tape, pen collapses.
 - Wrong number given.
 - Unworkable cattle (animal caught in any part of arena requiring assistance from outside the team to free animal, animal escapes arena, animal exhibits illness not observed during settling, animal deemed a danger to contestants).
 - Judge signals final flag in the roping event and there has not been a legal head catch.
 - Other animals escape into arena and interfere with the team's run.
 - In case of accident involving judge where judge cannot give final flag.
2. Same animal will be used in re-runs where applicable.
3. Animal that becomes aggressive or unworkable due to excessive chasing by team will not be considered grounds for re-run.
4. Team may request a rest before re-run is taken. Re-run must be taken before end of the event for the division.
5. Previously acquired penalties will carry over.

Points

1. The number of teams in each division will determine the number of points given to the first-place team in each event (I.E. 9 competing teams would mean first place team is given 9 points, second would be given 8, and so on). A team receiving a 'No Time' in an event will receive 0 points in that event.
2. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally. I.E. 9 points; tie between 1st/2nd=17 pts (9 points for first and 8 points for second) both teams will receive 8 ½ points.
3. In case of tie in the average at a rodeo, tie breaker will be the branding. If teams are tied in the 'tie breaker', each team's time will be added for all events. Team with the lowest cumulative time for that rodeo will lead. Full time will be inputted for any No Times.
4. NYRRA scores will be determined by the following:
 - A) Each team's points from the two finals rodeos will be added together.
 - B) Team with the most points will be awarded first place, the next highest scoring team will be awarded second, and so on.
 - C) In case of tie in the average of overall scores, tie breaker will be the branding. Times for both rodeos will be combined. Full time will be inputted for any No Times. Team with the lowest cumulative time will lead.
5. Event year end scores will be determined by the following:
 - A. Each team's event points from the finals rodeos will be added.
 - B. Team with the most points will be awarded first place in that event, the next highest scoring team will be awarded second, and so on.
 - C. In case of a points tie in an event, times from each event will be used. Full time will be imputed for any No Times. Team with the lowest cumulative time will lead.

Finals Qualifications

Each contestant shall fulfill the following to qualify for the NYRRA finals.

1. Each team must attend 5 NYRRA sanctioned rodeos (or 4 with one buy out of \$120/team).
2. All team members must hold an NYRRA card for the appropriate division by April 21st.
3. NYRRA cards are \$175/member for the division they are competing in. Cards purchased for additional divisions for the same contestant are discounted to \$125.
4. Substitutes must hold an NYRRA card for any division lower than the one they are subbing for.
5. Each contestant must be in good financial standing with NYRRA sanctioned associations.
6. Each competitive contestant must pay their \$50 entry fee for each finals rodeo (total of \$100) by 14 days prior to finals rodeo. Mailed checks must be post marked no later than 14 days prior to first finals rodeo. Entry fees paid after this cutoff will incur a \$15 fee.
7. Each Pee Wee contestant must pay their \$40 entry fee for each finals rodeo (total of \$80) by 14 days prior to finals rodeo. Mailed checks must be post marked no later than 14 days prior to first finals rodeo. Entry fees paid after this cutoff will incur a \$15 fee.
8. Pee Wee Contestants may opt out of attending both days of the finals rodeo but are still responsible for fees for both days.

Safety Rules

Safety of participants always comes first. Directors/Judges have the right to assist if safety is an issue with no penalty given. Judges have the right to stop time and address a safety issue if deemed necessary. Time will re-start when issue has been resolved.

EVENT RULES

PEE WEE DIVISION

Pee Wee Goat Branding

1. Judge will raise flag to declare line ready.
2. Contestants will line up behind starting line, with at least one contestant at the branding iron.
3. Line judge will call out goat colors.
4. Judge will drop flag to start time when first contestant crosses line into pen.
5. Contestants will flank two goats according to color (goat must be lying on its side with all four legs facing the same direction).
 - *Goat must be daylighted (clear of ground) before a team can work it. If goat is lying on the ground, contestants must tail up the animal before flanking.
6. Once goat is flanked, brander will run from branding pot to goat with iron. Brander will brand goat and return branding iron to pot.
7. Contestants will repeat for second goat (iron must be returned to pot between brandings).
8. Judge will drop flag to signal time stop when both goats have been branded and iron has been returned to pot.

Pee Wee Cattle Drive

3 Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind starting line.
3. Cattle will be released.
4. Judge will drop flag to start time when first horse's nose crosses line.
5. Contestants will push cattle down arena, around panels and back.
6. Judge will stop time when both cattle have crossed into out gate.

Pee Wee Stray Gathering

2 Minute Time Limit

1. Contestants will line up behind starting line.
2. Two goats will be released and time will start.
3. Time will stop when two goats have been headed and heeled.
 - *The same goat may be headed/heeled twice.

Pee Wee Goat Doctoring

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind starting line.
3. Judge will drop flag to start time when first horse's nose crosses line.
4. Contestants will ride to dismount line, dismounting before crossing the line.
 - *20 second penalty will be given for any contestant that crosses dismount line horseback.
5. Contestants will run across line and flank two goats (goat must be lying on its side with all four legs facing the same direction).
 - * Once flanked, contestants will mark their goat with chalk anywhere on the body.
 - *Goat must be daylighted (clear of ground) before a team can work it. If goat is lying on the ground, contestants must tail up the animal before flanking.
6. Judge will drop flag to signal time stop when both goats have been marked.

JUNIOR DIVISION

Junior Goat Branding

3 Minute Time Limit

(Alternative to Junior Calf Branding. Event to be used will be announced prior to 1/1/24)

1. Judge will raise flag to declare line ready.
2. Contestants will line up behind starting line, with at least one contestant at the branding iron.
3. Judge will call out goat colors.
4. Judge will drop flag to start time when first contestant crosses the line.
5. Contestants will flank two goats according to color (goat must be lying on its side with all four legs facing the same direction).
*Goat must be daylighted (clear of ground) before a team can work it. If goat is lying on the ground, contestants must tail up the animal before flanking.
6. Once goat is flanked, brander will run from branding pot to goat with iron. Brander will brand goat and return branding iron to pot.
7. Brander will repeat for second goat (iron must be returned to pot between brandings).
8. 20 second penalty will be assessed if contestants let goats of pen while time is running.
9. 20 second penalty will be assessed if two goats were not properly flanked for branding when time stops.
10. Judge will drop flag to signal time stop when both goats have been branded and iron has been returned to pot.

Junior Calf Dummy Branding

3 Minute Time Limit

(Alternative to Junior Goat Branding. Event to be used will be announced prior to 5/1/24)

1. Judge will raise flag to declare line ready.
2. One teammate will be mounted behind line, three teammates will work the ground.
3. Judge will drop flag to start time when horse's nose crosses the line.
4. Rider will ride in a horseshoe pattern around panels beginning on the left side.
5. Once rider is on the other side of the panels and again facing the starting line, rider, remaining horseback, will pick up coils for rope that is attached to the dummy.
6. Rider will dally and drag dummy across the line.
*Loping in this event will result in a 20 second penalty.
*If the rope is dropped before the dummy crosses the line, it will be picked up by arena crew and handed back to the rider.
7. Flankers may not work calf until it has been drug completely across line.
8. Calf dummy must be on its side with flankers in place and rope off horse before branding iron can leave the fire.
*Flanking position is as follows:
Facing the calf dummy's back, one teammate will put one or two knees on the dummy's neck while holding the top front leg with two hands.
The second teammate will brace one or two feet against dummy's bottom hind leg while stretching the top hind leg to him/herself with both hands.
9. Calf must be branded on hip.
10. Judge will drop flag to stop time when iron has returned to pot.
*If the flag is dropped to stop time and flankers were not in flanking position while dummy was branded the team will receive a 20 second

Junior Sorting
3 Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Announcer will call out a number.
4. Judge will drop flag to start time when first horse's nose crossed the line.
*Timed Start rule applies
5. Contestants will work together to sort out two head in consecutive order, starting with the lower number and working up (I.E. 8 and then 9) across chalk line. All contestants may cross line.
*Only one sorter can enter the herd at a time.
*No Time will be given if ropes or aids are used during sorting, this includes throwing hat in front of an animal to change it's direction.
*Loping in herd will result in a 20 second penalty.
*Team is allowed two Trash Cows. Any other wrong numbered cattle crossing the line will result in a No Time.
*If sorted cattle cross back over chalk line, team will receive a No Time
6. Judge will drop flag to signal stop time when numbered cattle have crossed over and sorting horse's nose crosses the line.

Junior Goat Doctoring
2 ½ Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind starting line.
3. Judge will drop flag to start time when first horse's nose crosses line.
4. Contestants will ride to dismount line, dismounting before crossing the line.
*20 second penalty will be given for any contestant that crosses dismount line not completely clear of horse.
5. Contestants will run across line and flank two goats (goat must be lying on its side with all four legs facing the same direction).
*Goat must be daylighted (clear of ground) before a team can work it. If goat is lying on the ground, contestants must tail up the animal before flanking.
7. Once flanked, contestants will tie down goat.
*Two feet of the animal must be tied, one front and opposite back. Three legs may also be tied.
6. Judge will drop flag to signal time stop when both goats have been tied and team calls for time.
*Animal must remain tied for 6 seconds. If animal breaks free of tie team will be given a No Time.

Junior Stray Gathering (Breakaway)
2 Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind starting line.
3. One steer/heifer will be released into the arena.
4. Judge will drop flag to start time when first horse's nose crosses line.
5. Rope must be thrown, it cannot be dropped onto steer/heifer's head.
6. Judge will drop flag to stop time when steer has been caught with a legal head catch, slack has been pulled tight, and rope has cleared contestant's hand.

INTERMEDIATE DIVISION

Intermediate Calf Branding

2 Minute Time Limit

11. Judge will raise flag to declare line ready.
12. One teammate will be mounted behind line, three teammates will work the ground.
 - *Only one rope may be carried.
13. Judge will drop flag to start time when horse's nose crosses the line.
14. Roper must rope one calf by one or two back feet, no neck loops.
 - *If calf is roped above the hock, herd handlers only will enter pen to lower rope below the hock before calf can be drug across line to fire.
 - *Dead Rope rule does not apply.
 - *Loping in herd will result in a 20 second penalty.
15. Flankers may not work calf until it has been drug completely across line.
16. Calf must be flanked, on its side, with rope off calf before branding iron can leave the fire.
17. Calf must be branded on hip.
18. Judge will drop flag to stop time when iron has returned to pot.

Intermediate Sorting

3 Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Announcer will call out a number.
4. Judge will drop flag to start time when first horse's nose crossed the line.
 - *Timed Start rule applies
5. Contestants will work together to sort out two head in consecutive order, starting with the lower number and working up (I.E. 8 and then 9) across chalk line. All contestants may cross line.
 - *Only one sorter can enter the herd at a time.
 - *No Time will be given if ropes or aids are used during sorting, this includes throwing hat in front of an animal to change it's direction.
 - *Loping in herd will result in a 20 second penalty.
 - *Team is allowed one Trash Cow. Any other wrong numbered cattle crossing the line will result in a No Time.
 - *If sorted cattle cross back over chalk line, team will receive a No Time.
6. Judge will drop flag to signal stop time when right numbered cattle have crossed over and sorting horse's nose crosses the line.

Intermediate Doctoring
2 Minute Time Limit
90 Seconds Legal Head Catch

1. Judge will raise flag to declare line ready.
2. Two contestants will line up horseback behind line, two will be afoot in possession of chalk.
3. Steer/heifer will be released into arena.
4. Judge will drop flag to start time when first horse's nose crosses the line.
*Contestants must cross in front of judge and not behind. 20 second penalty will be assessed.
5. Rope must be thrown, it cannot be dropped onto steer/heifer's head.
6. Legal head catch must be made in 90 seconds.
*Heeling is optional
*Dead Rope rule applies
7. Steer/heifer must be under control before groundcrew can mark it.
*Clear Your Rope rule applies
8. Judge will drop flag to end time when contestants have marked steer/heifer and called for time.
*If no mark is visible, team will receive a No Time.

Intermediate Stray Gathering
2 ½ Minute Time Limit
90 Seconds Legal Head Catch

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Steer/heifer will be released into arena.
4. Judge will drop flag to start time when first horse's nose crosses line.
*Contestants must cross in front of judge and not behind. 20 second penalty will be assessed.
5. Rope must be thrown, it cannot be dropped onto steer/heifer's head.
6. Legal head catch must be made in 90 seconds.
7. Steer/heifer must be first headed, and then heeled (one or two feet) horseback.
*Dead Rope rule applies
8. Judge will drop flag to stop time when steer/heifer is pulled tight.

SENIOR DIVISION

Senior Calf Branding

2 Minute Time Limit

1. Judge will raise flag to declare line ready.
2. One teammate will be mounted behind line, three teammates will work the ground.
*Only one rope may be carried.
3. Judge will drop flag to start time when horse's nose crosses the line.
4. Roper must rope two calves by one or two back feet, no neck loops.
*If calf is roped above the hock, teammates will enter pen to lower rope below the hock before calf can be drug to fire.
*Dead Rope rule does not apply.
*Loping in herd will result in 20 second penalty.
5. Flankers may not work calf until it has been drug completely across line.
6. Calf must be flanked, on its side, with rope off calf before branding iron can leave the fire.
7. Calf must be branded on hip.
8. Roper will return to pen for second calf when rope has been removed.
9. Judge will drop flag to stop time when iron has returned to fire after second calf has been branded.

Senior Sort & Pen

3 ½ Minute Time Limit

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Announcer will call out a number.
4. Judge will drop flag to start time when first horse's nose crossed the line.
*Timed Start Rule applies
5. Contestants will work together to sort out three head in consecutive order, starting with the lower number and working up (I.E. 8 and then 9) across chalk line. All contestants may cross line.
*Only one sorter can enter the herd at a time.
*No Time will be given if ropes or aids are used during sorting, this includes throwing hat in front of an animal to change it's direction.
*Loping in herd will result in a 20 second penalty.
*Team is allowed one Trash Cow. Any other wrong numbered cattle crossing the line will result in a No Time.
*Line remains alive until right numbered cattle and rider have crossed over line.
*If sorted cattle cross back over chalk line, team will receive a No Time.
6. Team will pen sorted cattle.
*Any trash must be sorted out of pen.
7. Judge will drop flag to signal stop time when right numbered cattle are penned and first horse's nose breaks plane of gate.

Senior Doctoring
2 Minute Time Limit
60 Seconds Legal Head Catch

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Steer/heifer will be released into arena.
4. Judge will drop flag to start time when first horse's nose crosses the line.
*Contestants must cross in front of the judge and not behind. 20 second penalty will be assessed.
5. Rope must be thrown, it cannot be dropped onto steer/heifer's head.
6. Legal head catch must be made in 60 seconds.
*Heeling is not allowed.
*Dead Rope rule applies
7. Steer/heifer must be under control before groundcrew can mark it between the eyes.
*Clear Your Rope rule applies.
8. Judge will drop flag to end time when contestants have marked steer/heifer and called for time.
*If no mark is visible, team will receive a No Time.

Senior Stray Gathering
2 ½ Minute Time Limit
60 Seconds Legal Head Catch

1. Judge will raise flag to declare line ready.
2. Contestants will line up horseback behind line.
3. Steer/heifer will be released into arena.
4. Judge will drop flag to start time when first horse's nose crosses line.
*Contestants must cross in front of judge and not behind. 20 second penalty will be assessed.
5. Rope must be thrown, it cannot be dropped onto steer's head.
6. Legal head catch must be made in 60 seconds.
7. Steer/heifer must be first headed, and then heeled (one or two feet) horseback.
*Dead Rope rule applies.
8. Steer/heifer can then be mugged.
*Clear Your Rope rule applies.
9. Steer must be tied with at least two feet, one front and opposite back, or three feet.
10. Once tied, legal head catch ropes must then be removed from steer/heifer.
11. Steer/heifer must remain tied for 6 seconds. If steer/heifer breaks free of tie team will be given a No Time.
12. Judge will drop flag to stop time when team calls for time.

Updated 3/16/24 by Board Vote