

Southern NSW Team Sorting Rules

Effective from 06/09/2024

General Rules

1. All competitors will comply with the Southern NSW Team Sorting Code of Conduct.
2. Use of foul language while in arena will be cause for disqualification.
3. Competitors must have a country or cowboy style hat, helmet or cap when in the arena.
4. Competitors must be dressed in a button up shirt with cuffs and a collar - no tank tops, polo shirts or short sleeves permitted.
5. No whips, crops, draw reins, or fixed head checks are allowed in the arena.
6. The use of martingales with rings is permitted only if the bridle has split reins.
7. Consumption of alcohol by competitors while competing or on horseback is not permitted.
8. Spotting cattle or fanning cattle from outside the arena will result in disqualification of that team.
9. Riders under 18 are not to ride or handle stallions.
10. Riders under the age of 18 years must wear properly fitted helmets at all times whilst mounted (including use of the chinstrap).
11. Helmets must comply with the following standards and be less than five years old from the date of manufacture:
 - a. Current Australian standard AS/NZS 3838 provided they are SAI Global marked.
 - b. New Australian standard ARB HS 2012 provided they are SAI Global marked.
 - c. Current American standard ASTM F1163 (2004a or 04a onwards) provided they are SEI marked.
 - d. Current American standard SNELL E2001.
 - e. Current British standard PAS 015 (1998 or 2011) provided they are BSI Kitemarked.
 - f. Interim European Standard VG1 (01.040: 2014-12) with or without BSI Kitemark.
12. A junior rider is classed as 16 and under at the commencement of the competition season and can remain in the junior division for the entire season.
13. Junior riders are only allowed to ride in one class at an event (open or juniors).
14. Junior riders must be capable of riding unassisted in the arena (no leads permitted).
15. Fill in riders are permitted when a member of a team is not available to complete their run. Fill in riders will be nominated by the committee or judge on the day and will only be allowed to fill in once a day.
16. Riders or Teams that pull out on the day or 7 days prior to an event will not be refunded, unless they have a vets or doctors certificate.
17. In accordance with the Southern NSW Team Sorters Code of Conduct, any abuse towards judge or officials may be cause for disqualification or disciplinary action.
18. Disputes are to be taken to a committee member and riders are not permitted to approach the judge or timekeeper with the dispute.
19. The judge's decision is final (*see Disputes above*).
20. Requested changes or amendments to these Rules are to be given to members of the Southern NSW Team Sorting Inc committee 1 month before the Annual General Meeting (AGM).
21. All competitors must sign a waiver before entering the arena. The run will be disqualified if a team member has not signed their waiver.
22. Prize money will be awarded to the teams that sort the highest number of cattle in the quickest time per run for each day of an event, with the exception of the finals.
23. Points are accumulated towards final qualifications based on the total number of cattle sorted at each event throughout the season. Only financial members are eligible to accumulate points.

Animal Welfare

1. Abuse of cattle or horses will be cause for disqualification.

2. A competitor may be directed to dismount and cease competing on a horse if an Animal Welfare Officer deems the horse is not fit for competition.
3. Excessive speed used on cattle will not be tolerated.

2 Man Team Sorting Rules

1. Each competitor is limited to 3 runs per round, changing partners for each run.
2. There will be 10 cattle at the end of the arena marked with numbers from 0 to 9.
3. Competitors who are deemed a fill in may have one additional run per round and may collect prize money for that run but will be ineligible for points for the run.
4. Once the cattle are settled and competitors are in the arena, the judge will draw a starting number for the team.
5. Teams are to start sorting cattle with the starting number and continue sorting in numerical order. For example, if you are drawn number 6, you first must sort number 6 then 7,8,9,0,1,2,3,4,5.
6. The team will have 5 seconds to cross the line, before the clock starts. If riders start before 5 seconds, the clock will start once the first horse breaks the line of the gate eg nose crosses the line.
7. Cattle are considered sorted when the beast fully crosses the gate eg hind legs have crossed the line.
8. If any cattle fully cross the line of gate out of sequence, the team will be judged a no time and the run will cease.
9. If cattle that have already been sorted come back through the gate, the team will be judged a no time and the run will cease.
10. Teams will have a time limit of 2 minutes, with a warning whistle at 90 seconds.
11. Time will stop when the 10th beast fully crosses the line, or 1 or both team members raises their hand & calls for time.
12. To call time, both riders must stop their horses and the cattle must not be moving towards the gate.
13. Horses must not break the line of the gate after the last beast has crossed, or it will be judged a no time.
14. Contact with a beast is not allowed in the arena and will result in disqualification.
15. When a team is called to the gate 3 times and have not presented for their run, they will miss that run.

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