



T.T.E.A SUPER LEAGUE COMPETITION Rules

The Competition

- The competition will take place over 4 legs spread throughout the year.
- Each leg will contain three classes (as below). **Only** Class 1 will have two age divisions; Junior (14 years and under) and Senior (15 years and over).
- As the legs of the competition progress, so will the heights of the jumps within the height range of each class, i.e. the competition will start at the lower end of the height range for each class and build to the maximum.
- After the fourth and final leg, the horse and rider pair with the most points, in each level, will be declared the Rider of the Year of that level (i.e. there will be a Rider of the Year Junior and Senior for Class 1, Rider of the Year Class 2 and Rider of the Year Class 3).

Class 1 – Low League - 0.8m

- The competition consists of 2 rounds (different courses) under Table A at a speed of 325 m/min.
- The first round is not against the clock but with a time allowed.
- The second round is a jump-off against the clock and is only open to competitors who have completed the first round. A competitor eliminated in the 1st round may start in the 2nd round of the same class, however, his/her results will not count towards the final placing.
- The penalties from the first round will be carried forward to the 2nd round.
- Penalties will be governed according to Table A.
- The final score for each competitor is the total penalties after addition of the 2 rounds and the time in the 2nd round.
- The winner will be the rider with the least amount of penalties over the two rounds. If there is an equality of penalties, the rider with the faster time in the 2nd round will be placed higher.
- This class will hold two age divisions – Juniors and Seniors.

Class 2 – Middle League - 0.8m to 0.95m

Class 3 – High League - 0.95m to 1.10m

- Each class consists of 2 rounds (different courses) under Table A at a speed of 350 m/min.
- The first round is not against the clock but with a time allowed.
- The second round is a jump-off against the clock and is only open to

competitors who have completed the first round. A competitor eliminated in the 1st round may start in the 2nd round of the same class, however, his/her results will not count towards the final placing.

- The penalties from the first round will be carried forward to the 2nd round.
- The final score for each competitor is the total penalties after addition of the 2 rounds and the time in the 2nd round.
- The winner will be the rider with the least number of total penalties over the two rounds. If there is an equality of penalties, the rider with the faster time in the 2nd round will be placed higher.

Draw & Starting Order All Classes

- A draw for the first round will take place to decide the starting order.
- The order of starting for all horses and riders in the second round of each competition will follow the reverse order of the number of penalties in the first round i.e. the competitor with the most faults in round 1 will start first in the second round.
- In the event of competitors with equal penalties, those competitors will start in the same order as they did in the first round.
- If a rider is riding more than one horse; the declared horse must be ridden first in all rounds.

Competition Ring Entry

- As with all TTEA events, the first competitor has 5 minutes after the course walk has ended before their name is called. For all competitors, once their name has been called for entrance into the competition ring, the competitor has two minutes to enter the competition ring or the competitor will be eliminated.

Competitors

Age Levels

- In each leg, there will be the two divisions in the Low League - Junior and Senior. These age groups will be Junior - 14 years and under and Senior-15 years and over.
- The age of the competitor will be taken as that on the 1st of January of the year of the competition.

Horse and Rider Combination

- Competitors may compete & earn points for multiple classes on different horses.
- Competitors may ride more than one horse in a class but the score of only one horse will count for points. This horse must be declared before each leg. The declared horse must be ridden first in each of the two rounds.

- A rider may ride the same horse non-competitively in another class directly below or above the rider's declared class.
- A rider has the option to ride a different horse as their Super League horse for each leg but that horse & rider combination must remain at the same level or a higher level. For example, Rider A may ride Horse Z in the High League and Horse X in the Middle League.
- Rider & horse combinations may move up a level in subsequent Super League competitions but will forfeit their points earned previously in the lower levels.
- A rider & horse combination may only drop to a lower level if riding "hors concours" or in a case where they have been eliminated in their last Super League Event and are deemed unsafe by the Management Committee for the horse and rider pair to remain at that level. In this case, the rider & horse pair may drop to one level below the level within which they were competing.
- A horse can be ridden competitively in 2 of the 3 classes but with different riders.
- A horse can go only **once** in each class competitively. Any additional entries in the same class will be "hors concours".

The Course

- The courses will consist of between nine to twelve obstacles including one or two doubles, a wall (if available), and at least two upright and two spread obstacles. There will be no water jump, but obstacles which include a water ditch (called Liverpools) may be used in classes 2 & 3.

Super League Points

- Points will only be awarded for the declared horse and rider pair.
- A rider must declare their competition level(s) at the beginning of the year, only points earned at this level will be eligible for the yearly total except in the case where a horse and rider team are deemed unsafe by the Management Committee and must drop to the level below that of which they were competing. If a horse & rider pair would like to move up a level the rider must forfeit the points earned at the lower levels.
- All riders receive participation points on attempting at least one round of competition.
- Riders that successfully complete both rounds (i.e. are not eliminated in either round) will be eligible for 1st through 9th place points in addition to their participation points. All other placings receive participation points. Any elimination in any round means disqualification from place points.
- The following points are awarded at each of the first three legs of the Super

League:

- 1st place – 100 points
- 2nd place – 90 points
- 3rd place – 80 points
- 4th place – 70 points
- 5th place – 60 points
- 6th place – 50 points
- 7th place – 40 points
- 8th place – 30 points
- 9th place – 20 points
- 10th place or lower – **participation points only**
- participation points – 10 points
- This means, for example, that the first place rider gets 100 points plus 10 participation points for a total of 110 points.
- The fourth and final leg of the Super League will earn the following points:
 - 1st place – 200 points
 - 2nd place – 180 points
 - 3rd place – 160 points
 - 4th place – 140 points
 - 5th place – 120 points
 - 6th place – 100 points
 - 7th place – 80 points
 - 8th place – 60 points
 - 9th place – 40 points
 - 10th place or lower – **participation points only**
 - participation points – 20 points
 - This means, for example, that the first place rider gets 200 points plus 20 participation points for a total of 220 points.

Table A

Article 236 Table A

1. Faults are penalized in penalty points or by elimination according to the tables set out in this Chapter.

First disobedience	4 penalties
Obstacle knocked down by jumping	4 penalties
One or more feet in the water jump or any imprint on the lath defining its limits on the landing side	4 penalties
First fall of horse or Athlete or both in all competitions	Elimination
Second disobedience or other infringement laid down under article 240	Elimination

Exceeding the time limit	Elimination
Exceeding the time allowed in the first and second rounds and jump-offs not against the clock	1 penalty point for every four seconds commenced
Exceeding the time allowed in a jump-off against the clock.	1 penalty for each second or commenced fraction of a second.

2. Penalties for the disobediences accumulate not just at the same obstacle, but throughout the entire round.

- Taken from Rules for Jumping Events 23rd Edition, Federation Equestre Internationale

- Amended December 2010