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## **T.T.E.A. SUPER LEAGUE COMPETITION RULES**

***THE TTEA ADHERES TO FEI STANDARDS AND ADVISES THAT  
THE WELFARE OF THE HORSE IS PARAMOUNT.***

### **1. The Competition**

- 1.1. The competition will take place over three (3) legs and can be run from January 1<sup>st</sup> through December 31<sup>st</sup>.
- 1.2. Each leg of the Competition will contain the classes listed below, insofar as each class has at least one entry:
  - i. Masters League – Height of 1.20-1.30m
  - ii. Super League – Height of 1.10-1.20m
  - iii. High League – Height of 1.00-1.10m
  - iv. Mid League – Height of 90cm-1.00m
  - v. Low League – Height of 70cm-90cm
- 1.3. This year we will introduce the Mini League which will contain the following classes:
  - i. Mini League – Cross rails 45-70cm
  - ii. Micro Mini League – Low cross rails (no more than 45cm)
  - iii. Lead Line League – Stacked poles on the ground (2-3)
- 1.4. The Mini League competitions will be organized by individual member stables and send their results to the TTEA for end of year placing. They may be organized as part of a Super League leg if the schedule permits. Points will be awarded to riders for participation in each event and for placing.



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- 1.5. The Low League and Mini League will be divided into two age divisions: Junior (14 years and under) and Senior (15 years and over).
- 1.6. After the third and final leg, the rider with the most points in each level will be declared the Champion Rider of that level (i.e. there will be one Junior and one Senior Champion Rider for Low League and Mini League, and one Champion Rider for Mid League, High League, Super League and Masters League).
- 1.7. To move up a level in the subsequent year, rider must have no more than an accumulated average of 12 faults in 2 successive Super League legs.
- 1.8. The entry level of a rider and horse entering competition after a protracted absence will be at the recommendation of his/her coach and at the discretion of the management committee.

## **2. Rules of the Classes**

### **Mini League**

- 2.1.1. The competition consists of two rounds over the same course. The first round will be 'Clear Round Gets a Prize', and the second round will be Equitation (the rider's position and use of aids will be judged). There will be no time allowed or time limit. A rider may have a Leader for their horse in Micro-Mini League.
- 2.1.2. Each rider will earn Super League points and participation points which will be tallied at the end of the year to determine the winner in each level. Riders may compete in all organized Mini League events and receive points.

### **Low League**

- 2.1.3. The competition consists of two rounds over the same course under Table A at a speed of 325 m/min.
- 2.1.4. The first round is not against the clock but with a time allowed.
- 2.1.5. The second round is against the clock and is only open to competitors who have completed the first round. A competitor eliminated in the 1st round



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may start in the 2nd round of the same class, however, his/her results will not count towards the final placing.

- 2.1.6. The penalties from the first round will be carried forward to the 2nd round.
- 2.1.7. Penalties will be governed according to Table A.
- 2.1.8. The final score for each competitor is the total penalties after addition of the 2 rounds and the time in the 2nd round.
- 2.1.9. 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.

#### **Mid League, High League, Super League and Masters League**

- 2.1.10. Each class consists of 1 round and a jump off under Table A at a speed of 350m/m.
- 2.1.11. Mid-League may begin the year at 325m/m.
- 2.1.12. The first round is not against the clock but with a time allowed.
- 2.1.13. The jump-off is against the clock and is only open to competitors with clear rounds from the first round or if there are no clear rounds to riders with equal results.
- 2.1.14. The winner will be the rider with the least number of penalties and best time in the jump-off.
- 2.1.15. Those riders that do not make it to the jump-off will be offered to ride the jump-off round non-competitively at the end of the class. This is to be discussed with the Technical Delegate and the President of the Ground Jury in the case of an elimination and/or fall. They may opt to ride the first round again instead, also non-competitively.
- 2.1.16. The Master Class will only be open to riders after they have successfully competed in the Super League for two successive Super League competitions by having 12 faults or less in each of the two said competitions.



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### **Changes between the Classes during a Super League Year**

- 2.2. If a rider and horse pair changes, i.e. moves up or down in Classes during a Super League Year, there will be a loss of accumulated points. Points cannot be carried forward.
- 2.3. During any Super League Year, a rider and horse pair may only move up one (1) level from that which they first **competed** in unless otherwise approved by the Trinidad & Tobago Equestrian Association. (For example, a rider and horse pair that starts the year in Low League can only move up to Mid League in that year, and cannot move into High League until the following year). This rule does not apply to non-competitive rounds.
- 2.4. A rider & horse combination may only drop to a lower level if riding non-competitively, 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.

### **3. Draw & Starting Order All Classes**

- 3.1. A draw for the first round in each level will take place prior to the start of the competition to decide the starting order.
- 3.2. 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 one will start first in round two.
- 3.3. In the event of competitors with equal penalties, those competitors will start in the same order as they did in the first round.
- 3.4. If a rider is riding more than one horse; the declared horse must be ridden first in all rounds.

### **4. Competition Ring Entry**



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The course will be open for walking up to 45 minutes prior to the start of the competition. The President of the Ground Jury will place a sign to indicate the course is open. There will be one course walk for Low League, and one course walk for Mid-League and above during which the riders must also walk the jump-off course. No competitor may enter the arena on foot once the competition has started. (JRs Art. 242.2) For all competitors, once their name has been called for entrance into the arena, the competitor has two minutes to enter the competition ring or the competitor may miss their turn.

## 5. Competitors

### 5.1. Age Levels

- 5.1.1. The age of the competitor will be taken as that on the 1st of January of the year of the competition

### 5.2. Horse and Rider Combinations

- 5.2.1. Competitors may compete and earn points for multiple classes on different horses.
- 5.2.2. 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.
- 5.2.3. A rider has the option to ride a different horse as their Super League horse for each leg.
- 5.2.4. A horse can be ridden competitively in any of the classes but with different riders.
- 5.2.5. In Mini League and Low League, a horse can go **more than once** in each class competitively.

## 6. The Course



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- 6.1. The arena size for Super League competitions will be 90x45m OR 65x45m, marked and enclosed by rope and/or fencing. For the Mini League, the arena will be 45x35m, marked and enclosed by rope and/or fencing.
- 6.2. All Super League courses will consist of between nine to twelve obstacles and at least two upright and two spread obstacles. Fillers (gates, flower boxes, planks, walls etc.) should be used in all courses wherever possible.
- 6.3. Mini League courses will be no more than eight single obstacles. Planks, low gates and flower boxes can be introduced. Guide poles may be used as necessary.
- 6.4. For all classes, the level of the competition should increase over the course of each calendar year. That is, the heights and width of the jumps should increase at each, as should the technicality of the courses. By the third leg of the competition at least 75% of the Jumps should be at the maximum heights and width.
- 6.5. For each leg of the Super League competition, the course should be built from at least the day before the Competition begins. No competitors or horses may be permitted in the competition ring from the time that the course is being built.
- 6.6. **Low League:**
  - 6.6.1. No triple-bars, walls, liverpools or water jumps may be included or used.
  - 6.6.2. A simple (according to course design recommendations) double combination is allowed.
  - 6.6.3. All jumps should be built to be friendly and inviting jumps.
- 6.7. **Mid League**
  - 6.7.1. A double combination is included.
  - 6.7.2. Mid League may have triple bar and wall introduced at the end of the season, maximum width 1.05m.
  - 6.7.3. No water jumps or liverpools may be used.



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#### **6.8. High League, Super League and Master League**

- 6.8.1. At least one double combination must be included in each round.
- 6.8.2. Triple combinations may be introduced at Super League and Masters League.
- 6.8.3. A Liverpool may be used in each Round.
- 6.8.4. Water Jumps may be used.

#### **7. Super League Points**

- 7.1. Points are awarded to Riders for each Super League and Mini League Competition in respect of rounds on their declared mount. Points are awarded to the nine best placed Riders in each level.
- 7.2. A rider must declare their competition level(s) at the beginning of the year.
- 7.3. All riders receive participation points on attempting at least one round of competition.
- 7.4. 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.
- 7.5. Riders must compete in at least one Super League competition to be eligible for double points at Super League 3.
- 7.6. Mini League participants will receive placing points and participation points. As these competitions are not strictly held in conjunction with Super League, Riders are eligible for points in as many Mini League competitions as they enter.
- 7.7. The following points are awarded at each of the first three legs of the Super League and Mini League:
  - 1<sup>st</sup> place – 100 points
  - 2<sup>nd</sup> place – 90 points
  - 3<sup>rd</sup> place – 80 points



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- 4<sup>th</sup> place – 70 points
- 5<sup>th</sup> place – 60 points
- 6<sup>th</sup> place – 50 points
- 7<sup>th</sup> place – 40 points
- 8<sup>th</sup> place – 30 points
- 9<sup>th</sup> place – 20 points
- 10<sup>th</sup> place or lower – participation points only
- Participation points – 10 points only
- This means, for example, that the first place rider gets 100 points—plus 10 participation points for a total of 110 points

7.8. The third and final leg of the Super League will earn the following points:

- 1<sup>st</sup> place – 200 points
- 2<sup>nd</sup> place – 180 points
- 3<sup>rd</sup> place – 160 points
- 4<sup>th</sup> place – 140 points
- 5<sup>th</sup> place – 120 points
- 6<sup>th</sup> place – 100 points
- 7<sup>th</sup> place – 80 points
- 8<sup>th</sup> place – 60 points
- 9<sup>th</sup> place – 40 points





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- 10<sup>th</sup> 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.

### **Mini League Placing**

#### *Clear Round Class:*

Clear Round – 10 points

Four Faults – 8 points

Eight Faults – 6 points

Twelve Faults and above – 4 points

Elimination – 0 points

#### *Equitation Class:*

First Place – 10 points

Second Place – 8 points

Third Place – 6 points

Fourth Place – 4 points

Fifth Place – 2 points

Sixth Place and below – 1 point



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**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



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Exceeding the time allowed in a jump-off against the clock.	1 penalty for each second or commenced fraction of a second.
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2. Penalties for the disobediences accumulate not just at the same obstacle, but throughout the entire round.

- Taken from Rules for Jumping Events 25<sup>th</sup> Edition, FEI.