

HORSE NATIONS INDIAN RELAY COUNCIL RULES

1. Team Members

- a. Men's Relay - There will be 4 team members on each team: 1 mugger, 2 holders and 1 rider.
- b. Team members must show Tribal ID or proof of descent from a Federally Recognized Nation.
- c. **Traditional tribal attire is required for riders.**
- d. Team members must have matching attire and colors which identifies them as a team.
- e. Women's Relay 3 – Team members on each team, 1 rider, 1 holder, 1 mugger. *No Neck Ropes*

2. Riders

- a. No team member may touch or assist a rider during starts and exchanges.
- b. During each exchange, the rider must dismount and touch the ground with both feet on the ground before mounting the next horse.
- c. The rider may not be changed after the race has started.
- d. Rider must ride all three horses bareback.

3. Horses

- a. Three horses will be allowed for each team, no change of horses can be used once the race has started
- b. Any loose horse after the race has started will result in disqualification at the judges discretion.
- c. If a rider falls off his horse; does not release the horse, and is able to remount again, no disqualification will occur
- d. Any use of twitches, neck ropes, stud chains, or any other devices will be disqualified from the entire race and will forfeit any prize money received from all races.
- e. Indian Relay Riders will only ride for team they used at Entry. No riders will be allowed to jump on another team during event. (Unless rider was injured)

4. The Race

- a. Riders must be at the starting line on time or be disqualified
- b. All races will start with riders standing on the ground, races will be started with the sound of a horn.
- c. No teams will be allowed more than 2 false starts, no test jumping on horses.
- d. Teams will be assigned a box by draw; teams must operate from their assigned box.
- e. All races will be one lap and require 2 exchanges.
- f. Women's Relay, 2 laps, 1 – exchange, mounted start.
- g. If a judge determines a horse is unruly at the start and is taking excessive time or disrupting other horse/riders, it will be moved behind the other horses. The judge will provide a verbal warning and place them "on the

clock” the member will have 60 seconds from the verbal warning to settle the horse before being disqualified.

5. Judges

- a. Judges will officiate at each race.
- b. Judges decisions are final
- c. If there is interference the team causing the interference will be placed behind the team that was affected by the interference.
- d. Once the race has been called official before the next race it cannot be contested.
- e. Judges may view HNIRC video to make a race determination.
- f. An additional in-arena Judge will assist the starter once a member has been place “on the clock” to initiate time clock.

6. Entries, draws and qualification for the Championship Race

- a. There will be qualifying heats and on Championship day, there will be consolation races and the Championship Race
- b. Heat draws will be done the evening before the race unless otherwise stated. Heat draws for Championship day will be done at the finish of the last race on the previous day.
- c. On Sunday, the top teams will advance to the Championship. The remaining teams will race in a consolation race.
- d. In case of any ties, teams in the tie will do a draw to determine position/heat.
- e. Timing may be used to determine heats and to break tie.

7. Prizes

- a. Only a pre-designated team member or person listed as owner of a team may collect prize money
- b. A W-9 and a valid ID are required prior to the start of the race
- c. Participation in this event constitutes permission for HNIRC to use your name/likeness for promotions without notice or permission.

8. Disqualification – in addition to the above, these actions or behaviors are grounds for disqualification from all events, and forfeiture of any prize money from all races

- a. Any team member who is intoxicated or under the influence of drugs on racetrack grounds.
- b. Striking another team’s horse or rider.
- c. Using your horse to block another team’s horse and rider from entering his exchange area.
- d. Running your horse through another’s exchange area determined by judges.
- e. Harassment, arguing, fighting or intimidating the judges, track workers, starters, fans will not be tolerated.
- f. No jumping or sitting on horse by team members once the team is on the track.
- g. No using fence, walls or any assistance mounting will lead to disqualification.
- h. No outside assistance or touching horses outside of team(such as grabbing tails)
- i. No earing a horse or tail twitching.

- j. All team members must have a signed waiver!!! It is better to have waivers signed by anyone that might be part of the team. If a team loses a member and replaces them if they do not sign a waiver before the race the team will be disqualified. All youth team members must have a guardian signature.
- k. Team members conduct, disrespect and vulgar language, will be grounds for disqualifications.
- l. Team owners/managers will be held liable for anyone associated with their team.

9. Safety

- a. Please pay attention at all times. Your safety and the safety of the livestock, race workers and fans are our utmost priority

10. Kids Relay 7-11-year old's, horses 32"-52"

- a. Must wear tribal regalia.
- b. Rules based on HNIRC Indian relay rules
- c. Standing start

11. Junior Relay 12-14-year old's, horses Full Size, 2-horses, 3-team members, 2-laps around track.

- a. Must wear tribal regalia.
- b. Rules based on HNIRC Indian relay rules
- c. Mounted start
- d. May use knee to assist on exchange, neck ropes optional.

12. Maiden Race – Must wear tribal regalia, horses must be decorated with symbols and colors, paint will be provided by HNIRC. Neck ropes are optional, one lap around the track.

- a. May be ponied to track but no pony horses allowed on track or close to start of race. Outriders can assist racers after race is over and escort them off the track safely if needed.
- b. Holders required at starting line to assist rider.
- c. Riders must be at the starting line on time or be disqualified.
- d. No Saddles

13. Warrior Race – Running Start of up to 70 yards, one lap around the track, must wear tribal regalia, horses must be decorated with symbols of team, paint provided by HNIRC, NO NECK ROPES.

- a. Riders must be at the starting line on time or be disqualified

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14. Chief's Race – Mounted start, one lap around the track, must wear tribal regalia, horses must be decorated with symbols and colors of the team, paint will be provided by HNIRC, NO NECK ROPES.

- a. May be ponied to track but no pony horses allowed on track or close to start of race. Outriders can assist racers after race is over and escort them off the track safely if needed.
- b. No leading horse and rider to starting line and having a holder.
- c. Riders must be at the starting line on time or be disqualified

These rules apply to races managed and/or operated by Horse Nations Indian Relay Council, Inc. only. HNIRC in no way imposes rules on accredited race run by others.

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