

AMGA By-Laws



General Rules

Bits allowed

A horse should have a bit in its mouth with reins attached. Bitless bridles are not allowed.

Saddles

Saddles must have a girth with 2 buckles on either side. The exception to this is a where a saddle is used that has a girth that is manufactured and designed for that particular saddle (e.g Western and Stock Saddle).

Uniform

Uniform etiquette in Australia is beige/bone or black (2015) coloured riding pants with a collared and sleeved riding shirt, teams and pairs must wear the same colour. (Black riding pants are only allowed in competitions up to and including National competitions). Uniform exemptions are for a competition with International riders only and these riders must be representing their country in their official uniform only otherwise adhere to Australian policy.

Horse size

No restriction on horse size in the competition. The referee has the right to adjudicate on the appropriateness of the rider/pony combination.

Age Rule

AMGA sanctioned competitions shall be split into age groups as follows:

U12, U15, U18, Open (no age restrictions) and Veterans (25 years or over).

Age is to be taken on the birth date of the rider i.e the age of the rider on the first day of the competition. Age groups may be altered/amalgamated by the AMGA committee where the need arises.

Helmet Cameras

These are not to be used.

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Events to be added to rulebook

For all added games all general AMGA By-Laws and IMGA competition rules apply.

Individuals

Agility Aces

Equipment:

6 stepping stones, 1 bending pole.

Position of the Equipment:

In lines across the centre line of the arena with 1ft (30cm) between the rim of each stone and in a straight line between the lanes of bending poles. The bending pole is placed on the 2 yard (1.8m) mark at the changeover end.

The Game:

Rider rides to the stepping stones, dismounts and, leading the pony by the reins, steps on each stone in turn followed by at least one step on the ground before remounting, rider then rides around the bending pole at the changeover end and returns down the arena repeating the exercise of running across the stones, and crossing the start/finish line mounted. If the rider or pony should knock over a stepping stone, or riders feet touch the ground while negotiating the stepping stones, then the rider must replace any upset equipment and, in both cases, return to complete the whole line of stepping stones again. The bending pole at the end is considered part of the race and must be left upright.

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 2 Tennis balls.

Position of equipment:

The two tennis balls are placed 2m out from the 4th bending pole in line with poles. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

The Game:

Rider starts at the start/finish line with the hockey stick and weaves through the bending poles. Once at the tennis balls the rider should hit the balls from the mounted position over the change over line. Once both balls are over the change over line, rider then weaves back through the bending poles with the hockey stick to finish the race.

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Pairs

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 2 Tennis balls.

Position of equipment:

The two tennis balls are placed 2m out from the 4th bending pole in line with poles. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

Position of the riders:

Both riders are at the start/finish line.

The Game:

Rider 1 starts with the hockey stick, weaves through the bending poles to the balls. Rider 1 chooses a ball and hits that ball across the top line, and then weaves back to the start/finish line with the hockey stick and hands over to Rider 2. Rider 2 completes the course in the same manner as Rider 1. Once a ball has been selected and hit by Rider 1, the rider must continue to hit only that ball across the top line. Balls can only be hit across the top line from the mounted position. In the event that Rider 1 accidentally hits/kicks the second ball out of position, they can leave the ball in that position and return to the start/finish line for the changeover. Rider 2 then hits the ball from that position, note interference rule applies. Unselected balls accidentally hit/kicked over the top line must be brought back into play and then hit over the top line to complete the race.

Jousting

Equipment:

1 jousting board, 1 jousting lance, 2 road cones.

Position of the Equipment:

The jousting board will be placed on 2 road cones in between the lanes of bending poles across the centre line, 2 targets will be used, 1 on either side. Rider 1 starts carrying the jousting lance.

Position of the Riders:

Rider 1 will be at the Start/Finish end. Rider 2 will be at the change over end.

The Game:

Rider 1, carrying the jousting lance by the handle, rides to the jousting board, knocks down a target with the lance and rides to the change over end where he/she hands the lance to Rider 2 by the handle. Rider 2 completes the course in the same way. Targets must be hit with the point of the lance and not side swiped in passing. Any rider can hit the targets from either direction. The lance must be held by the handle when knocking down targets and when crossing the start/finish or change over line. Any rider knocking down more than 1

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target must replace those knocked down in error. The handover must be made from hand to hand by the handle.

Three Legged Sack

Equipment:

1 sack.

Position of Equipment:

Rider 1 starts with the sack.

Position of the riders:

Rider 1 is Mounted at the Start / Finish end. Rider 2 is dismounted, holding his/her pony, at the changeover end.

The Game:

Rider 1, carrying the sack, rides towards the changeover end, dismounts and hands the sack to Rider 2. Rider 1 and 2 places one foot each in the sack, then proceeds to the Start/Finish line leading their ponies by the reins. Rider 1 may dismount at any time after leaving the start line but must cross the changeover line before getting into the sack . Rider 1 may pass the sack to Rider 2 before crossing the changeover line. The sack must remain above the knees when running. Riders and ponies must be behind the line before moving off in the sack.

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Teams

Ball and Cone

Equipment:

2 road cones, 2 tennis balls.

Position of the Equipment:

1 road cone on the centre line in between the lanes. 1 road cone on the 2 yard (1.8m) mark at the change over end. This cone has a tennis ball placed on top of it. Rider 1 starts carrying a tennis ball.

Position of the Riders:

All 4 riders will be at the start/finish end. The Game Rider 1 rides to the centre line cone, places the tennis ball on the top of it, rides to the changeover end, collects the ball from the cone and rides back to handover to Rider 2. Each Rider in turn places the ball on the empty cone and then collects the ball from the other cone.

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 4 tennis balls.

Position of equipment:

The four tennis balls are placed 2m out from the 4th bending pole in line with poles. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

Position of the Riders:

All riders are at the start/finish line.

The Game:

Rider 1 starts with the hockey stick, weaves through the bending poles to the balls. Rider 1 chooses a ball and hits that ball across the top line, and then weaves back to the start/finish line with the hockey stick and hands over to Rider 2. Rider 2, 3 and 4 completes the course in the same manner as Rider 1. Once a ball has been selected and hit by Rider 1, 2 and 3, the rider must continue to hit only that ball across the top line. Balls can only be hit across the top line from the mounted position. Unselected balls hit/kicked out of position can be left in that position for the next rider; Note interference rule applies Unselected balls accidentally hit/kicked over the top line must be returned into the field of play before being hit over the top line to complete the riders portion of the race.

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Teams continued...

Three Mug

Equipment:

4 bending poles (poles 1-4), 3 mugs.

Position of the equipment:

1 mug is placed on top of each of poles 1-3.

Position of the Riders:

All 4 riders will be at the start/finish end.

The Game:

Rider 1 moves the mug from pole 3 and puts it on pole 4, moves the mug from pole 2 to pole 3 and the mug from pole 1 to pole 2 before riding to cross the start/finish line. Rider 2 replaces all the mugs in the original order. Rider 3 repeats what rider 1 has done and Rider 4 repeats what Rider 2 has done. Poles knocked over must be replaced. An attempt must be made to put the mug on the pole whilst mounted.

Three Legged Sack

Equipment:

1 sack.

Position of Equipment:

Rider 1 starts with the sack.

Position of the riders:

Rider 1 and 3 are Mounted at the Start / Finish end. Rider 2 and 4 are dismounted, holding their ponies , at the changeover end.

The Game:

Rider 1 , carrying the sack, rides towards the changeover end, dismounts and hands the sack to Rider 2. Rider 1 and 2 places one foot each in the sack, then proceeds to the Start/Finish line leading their ponies by the reins. On crossing the line they take their feet out of the sack and pass it to Rider 3 who rides to the changeover line and collects Rider 4 as before. Rider 1 and 3 may dismount at any time after leaving the start/ finish line but must cross the changeover line before getting into the sack . Rider 1 and 3 may pass the sack to Rider 2 and 4 before crossing the changeover line if they wish. The sack must remain above the knees when running. Riders and ponies must be behind the line before moving off in the sack and at the changeover between Riders 1 and 3.