



T.T.E.A SUPER LEAGUE COMPETITION RULES

1. The Competition

- 1.1. The competition will take place over 4 legs spread throughout the year, which shall run from January to December.
- 1.2. Each leg of the Competition will contain the classes listed below, insofar as each class has at least one entry:
 - i. Low League – Max height of 0.85m
 - ii. Mid League – 0.85m – 1.05m (two first* 0.85-0.95m, two last 0.95-1.05m)* second can be adjusted depending on when WJC cat C is carded
 - iii. High League -1.05m – 1.20m (two first 1.05-1.10m, two last 1.10-1.20m)
 - iv. Master Class – 1.20m – 1.30m
- 1.3. The Low League will be divided into two age divisions: Junior (14 years and under) and Senior (15 years and over).
- 1.4. After the fourth and final leg, the rider with the most points, in each level, will be declared the Rider of the Year of that level (i.e. there will be one Junior and one Senior Rider of the Year for Low League, one Rider of the Year for Mid, one for High and one for Master League). In addition horses results will be tracked to determine a 'Horse of the Year', i.e the horse that accumulated the most points during the SL.
- 1.5. To move up a level in the subsequent year, rider must have no more than an accumulated average of 8 faults in 2 successive SL legs.
- 1.6. There will be allowance for a 'drop score', riders can drop the score of one SL leg per year in the Super League Competition. This will make allowances for lameness, absence, poor scores etc..
- 1.7. 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

2.1. Low League and Mid League

- 2.1.1. The competition consists of 2 rounds (different courses) under Table A at a speed of 325 m/min.
- 2.1.2. The first round is not against the clock but with a time allowed.
- 2.1.3. 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 may start in the 2nd round of the same class, however, his/her results will not count towards the final placing.
- 2.1.4. The penalties from the first round will be carried forward to the 2nd round.
- 2.1.5. Penalties will be governed according to Table A.
- 2.1.6. The final score for each competitor is the total penalties after addition of the 2 rounds and the time in the 2nd round.
- 2.1.7. 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.
- 2.1.8. The Low league classes will hold two age divisions – Juniors and Seniors.
- 2.1.9. There will be no combinations, Liverpools, water jumps or triple bars in the Low league.
- 2.1.10 Mid League can have triple bar and wall introduced at the end of the Mid League season, 1.05m

2.2. High League and Master Class

- 2.2.1. Each class consists of 1 round and a jump off under Table A at a speed of 350 m/min.
- 2.2.2. The first round is not against the clock but with a time allowed.



- 2.2.3. In the High League and Master Class 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.
- 2.2.4. The winner will be the rider with the least number of penalties and best time in the jump off.
- 2.2.5. Those riders that do not make it to the jump off will be offered to ride the first round again H.C, before the jump off course has been built.

2.3. Master Class:

The Master Class will only be open to riders after they have successfully competed in the High League for two successive Super Leagues competitions by having 8 faults or under in each of the two said competitions. Height: 1.2 m and higher.

Changes between the Classes during a Super League Year

- 2.3. 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.
- 2.4. During any Super League Year, a rider and horse pair may only move up one (1) class from the class in 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 'hors concours' rounds.
- 2.5. 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.
- 2.6. To cross over and move up within the calendar year rider must have no more than 8 faults in each of first 2 SL legs.



3. Draw & Starting Order All Classes

- 3.1. A draw for the first round will take place 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 1 will start first in the second round.
- 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

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.

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 & 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 Low League** a horse can go more than **once** in each class competitively. Horse rider pair competing for Super League must be declared. Competitors using same horse are judged in their own class independently of Super League.

6. The Course

- 6.1. All courses will consist of between nine to twelve obstacles and at least two upright and two spread obstacles. Fillers (gates, flower boxes, poles, planks, walls etc.) should be used in all courses wherever possible.
- 6.2. For all Classes, the level of the competition should increase over the course of each calendar year. That is, the heights & width of the jumps should increase at each, as should the technicality of the courses. **By the fourth leg of the competition** at least 75% of the Jumps should be at the maximum heights and width.
- 6.3. 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.
- 6.4. **Low League:**
- 6.4.1. No triple-bars, liverpools or water jumps may be included or used.
- 6.4.2. A simpler (according to course design recommendations) double combination may be introduced at the last SL leg
- 6.4.2.1. All jumps should be built to be friendly and inviting jumps.

6.5. Mid League:

- 6.5.1. **Double combinations** should be introduced.
- Mid League can have triple bar and wall introduced at the end of the Mid League season, 1.05m
- 6.5.2. Liverpool can be used in each round at the course designer's discretion.



6.5.3. No Water Jumps may be used.

6.6. High League and Master Class

6.6.1. At least one double combination must be included in each Round.

6.6.2. Triple combinations are to be introduced at 1.10 heights in High league and in the Master Class.

6.6.3. A Liverpool shall be used in each Round.

6.6.4. Water Jumps may be used.

7. Super League Points

7.1. Points are awarded to Riders only (not Rider/Horse combination) for each Super League Competition in respect of rounds on their declared mount. Points are awarded to the 9 best placed Riders.

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. Every rider is entitled to drop the score of one SL leg per year of the SL competition.

7.6. 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 only
- This means , for example, that the first place rider gets 100 points plus 10 participation points for a total of 110 points

7.7. 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



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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 2012