

The Canadian Pony Club
CENTRAL ONTARIO REGION
PRINCE PHILIP GAMES AND MASTERS RULES
Approved February 2019

Participation in Prince Philip Games is a commitment by all team members (riders, captains, trainers) and their parent(s)/guardian(s). All players must have their D level, with the exception of C riders. The current Canadian Pony Club Rules for Prince Philip Games and Masters Games shall be followed with the exception of these local Central Ontario Rules.

III TEAMS

- COR Teams are classified into six divisions: A, B, C, Masters, Horsemaster and Open. If a branch cannot field a full team of 5 riders, then riders from other branches, who also cannot field a full team from within their own branch, may form a mixed team. See Section III TEAMS, Rule G. (Mixed teams may be formed at the discretion of the Regional Chair.)
- A, B, Masters, Horsemaster and Open team trainers (Coaches) are not allowed in the playing area while games are in progress. They may, of course, consult with their respective teams between games. See Section III TEAMS, rule "c". Team trainers may not coach while a game is in progress.

If a team is made up of four riders, the team trainer may act as the fifth rider in races where a fifth rider is required to hold equipment e.g. Pony Club, Tack Shop. Any trainer or volunteer under the age of 18 years acting as the fifth rider in this instance is required to wear an approved helmet, properly fastened, and appropriate, closed-toe shoes or boots.

- An older pony club member, who is not a Coach, (age at the discretion of the regional PPG Chair and the Chief Steward) may stand in during the games to assist the C's and B's (e.g. holding an unruly pony behind the six metre line). See Section XIII GENERAL RULES, Rule "3". They may not coach or assist with the game or pass any prop unless it is a C rider. Preferably they should stay away from the ponies involved in a "pass." If a branch cannot provide a non-riding captain, the coach may act as the non-riding captain.
- Meets will involve teams whose branches have submitted entry forms for riders on teams and have paid the applicable fees. Should a branch field more than one team within the same division, they will be registered as Team 1, 2, etc and a separate entry form will be required for each team listing the registered riders for that team. Substitution of riders between these branch teams will only apply as listed under the heading Substitutions and must be pre-approved by the regional PPG Chair.
- Branch DCs or PPG Chairs should contact the regional PPG Chair a minimum of 48 hours in advance of the stated starting time of a meet if they have any special requests.

MASTER TEAMS

- Riders 15 years of age and older as of January 1st of the current year that are not beginner riders as described below under C teams, are required to ride in the Masters Division as per National Master Rules.

A TEAMS

- Riders can lead another pony and should be able to vault/mount/dismount unassisted from their pony.

B TEAMS

- For riders who are too old or experienced for C but not yet ready for A.
- First year games riders, 15 years of age or over as of January 1st of the current year, who need a year of games experience before participating at the Masters level. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair.
- Riders do not play any games which require leading another pony.

C TEAMS

- Those who have not reached their 15th birthday as of January 1st of the current year, who ride at a walk/trot only.
- First year games riders, over 15 years of age as of January 1st of the current year, who ride at a walk/trot only. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair at the time of branch submission of rider entries.
- Age dispensation for C riders with physical or intellectual disabilities, who may remain at C level. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair at the time of branch submission of rider entries.
- Riders do not play any games which require remounting.
- Riders may be led on a lead shank, in which case the leader and pony may only walk.
- Riders may have a runner accompany them with no lead shank.

The runner (or above leader) can pass the rider a dropped prop or reset a knocked over prop, however, the rider must return to the location of that correction.

A Leader/Runner may not coach riders while in the field of play but may do so between races behind the start/finish line.

A Leader/Runner under the age of 18 years of age must wear a properly-fastened, approved safety helmet.

A Leader/Runner regardless of age must wear appropriate closed-toe shoes or boots.

A Leader/Runner may hold a pony behind the start/finish line, including during a pass-off/hand-over; the rider in this case does not have to walk for the remainder of the race.

If the runner contacts the pony or rider during the race, other than handing back a prop, the pony and rider must walk the remainder of the race. The runner is to stay at the shoulder of the pony, not in front of the pony.

- Ponies must not canter. If a pony canters, the rider must return to the starting point of the canter and continue at a walk or trot from that point.

Open Division

This division is open to active and Horsemaster members of Canadian Pony Club.

If a rider is eligible to ride in a regular division, they must enter and ride in that division first.

Priority for places on teams will be given to untested riders, IMGE candidates and Horsemasters. If there are still places available, they will be opened for any active members to fill, providing they have already entered in their regular division.

Requests for an active member to enter only the Open division for safety reasons must be in writing and submitted to the COR Regional PPG Chair from the Branch PPG Chair or DC at the time of branch submission of rider entries.

Teams will consist of four or five riders. There may not be more than two riders on any team who have ridden at the Masters level or in the Open division at Mounted Games.

The Open division will play the same games as the Masters Division at each meet.

Riders may have a runner accompany them with no lead shank. The runner may assist with dropped props, pony control and re-mounting when necessary. The rider must return to the spot where the incident or error occurred before completing the race. The runner must stay at the shoulder of the pony.

With the exception of the above, this division will be run under the current PPG rules of both COR and National Pony Club.

SUBSTITUTIONS

- Meets will involve those teams whose branches have submitted complete team lists and paid the applicable fees.
- Teams advancing to the Zone championships will be selected by the regional PPG committee. Selected teams that do not confirm their ability to attend may be replaced by previously unselected teams at the discretion of the regional PPG committee.
- A team may substitute a pony at any time e.g. lame, unfit, or unruly, as long as the new pony satisfies tack and height restrictions, and the pony/rider combination satisfies weight restrictions and tack check.
- A team may substitute a rider at any time to cover injury, illness or other legitimate absence (e.g. broken leg, family vacation, illness or death in the family).
- A substitution may be made by 'moving up' a rider from the next lower level (e.g. an A team rider to Masters), however, the rider can only move up in this manner once in the calendar year and retain his/her lower level status.
- The need for a rider substitution must be communicated to the appropriate regional PPG committee contacts as soon as known (and preferably before the day of the competition) and must be approved by the regional PPG chair and the regional PPG committee for the Regional Championships before the substitute rider may be used in a competition.

IV ENTRIES

- At each meet, prior to the competition, coaches must declare riders and ponies to a designated person, who will have a master list of all entries. This person may be the tack check person or someone appointed by the games committee.

V AREA MEETINGS

- Up to three regional meets will be hosted by various branches where teams will accumulate points.
- Meets are normally held on Sundays starting at 10 a.m. Everyone should be on hand and ready for the steward's meeting at least half an hour before the start time.
- The order of competition shall be C, A, B, Masters and Open, unless otherwise communicated.
- A and Masters teams compete in 8 races. The number of games at the B & C level are at the discretion of the PPG committee.
- Parent and rider volunteers who are aware of race rules and equipment setup are required at each meet from each branch to assist with line/lane judging, prop changes, etc. The DC or PPG Chair of the teams competing will be responsible for submitting the names of the team volunteers for line/lane judging prior to the steward's meeting at each meet. Volunteers are expected to work during the C-A or B-Masters competitions (i.e. approximately two hours).

X DRESS AND SADDLERY

- Anti-grazing reins are not permitted.
- It is strongly recommended that safety or hinged stirrups with a 2.5cm foot clearance be used.
- For COR meets - the following bits will be allowed at all levels. A slow twisted snaffle or a jointed kimberwick with flat chain fit with a minimum of two fingers between the chin and the chain. Reins must be attached to the ring not in the slots of the bit.

XIII GENERAL RULES

- Hand-overs from one rider to the next must take place behind the Start/Finish or Changeover line i.e. the whole of the next rider and pony (i.e. 4 all four hoofs) must be behind the line until the previous rider and four hooves of that pony has crossed it, or until the rider has handed over the baton or other prop. Should the next rider cross the line too soon, the team will be eliminated unless s/he returns to correct the error.
- The Spare Event can be the Tie Breaker.
- All teams behind the start/finish line must leave run out room for incoming riders/ponies who are to run out to their right.
- All riders should be facing the field of play and seated astride their ponies at all times during the running of the games.

HOST BRANCH RESPONSIBILITIES

1. Inspect the meet location in advance to ensure safe and sufficient enclosed area for the primary games space (230' x130' minimum for 5 teams) and a warm up area.
2. Provide a map to the meet location to the regional PPG chair.
3. Arrangement with the regional PPG chair for the pickup and return of props.
4. Mark the enclosed games area, as per the National rule's arena plan, for placement of equipment.
5. Identify the Warm Up and Tack Check areas.
6. Post a list of the games order for the day and post scores after each competition is complete.
7. Provide additional volunteers as follows:
 - Chief Steward (with walkie-talkie) - may act as Starter
 - Announcer (with sound system and walkie-talkie)
 - Starter (with starter's flag, ~~and~~ whistle and walkie-talkie)
 - Games area gate person
 - Warm Up area supervisor (when area is in use)
 - Tack Check person (a knowledgeable person should be available at least 15 minutes prior to the start of each competition)
 - Props/Equipment Chief (with walkie-talkie)
 - One Props change person per lane
 - One Lane Judge per lane (with rule violation cards/paddles)
 - Two Scorers (with score sheets, pencils and clip boards and walkie-talkies)
 - Two Change Over Line Judges
 - Two Centre Line Judges
8. Convene volunteers prior to the C and B competitions to discuss any questions (e.g. duties, rules).
9. Provide a food booth for sale of drinks & lunches for riders, officials, volunteers and spectators.
10. Provide water and clean washrooms (with sufficient toilet paper, soap or hand sanitizer, and paper towels).
11. Provide Qualified medical response personnel during the meet.
12. Make arrangements for on-call farrier and vet.