



## 'TRADBALL' RULES

*'Tradbball' is a fabulous team sport, promoting horse and rider skills and the partnership between the two whilst having fun."*

### Safety Whilst Playing 'Tradbball'

**Remember**, all horse activities can be dangerous. Have fun, but take responsibility for your own safety and the safety of your horse.

You and your horse must be familiar with the 'Tradbball' before playing.

Introduce your horse to the Tradbball on the ground first before mounting.

Enjoy yourself - 'Tradbball' is all about fun and laughter.

### **The Riders**

1. Riders must take responsibility for their own safety whilst playing.
2. Spurs are not allowed.
3. Riders must wear hard hats.
4. Whips are not allowed.
5. Riders may wear additional safety gear.
6. Be aware aggressive handling will result in you and your horse being asked to leave the pitch and not be replaced until the half is finished.

## **Your Mount**

1. In the interest of safety Stallions will not be allowed to play 'Tradball'
2. Bits must not have protrusions i.e 'Tom Thumb', bits.
3. Bell boots and bandages may be worn.
4. If a mount becomes unsafe (rider cannot control) you will be asked to leave the pitch and may not be replaced until the half is finished.

## **The Pitch**

The pitch can be set-up on inside or outside arenas. Surfaces to be a level and safe. Pitches will be marked/laid out with bollards/tyres to indicate the boundaries and the centre line - in the style of a football pitch. (Minimum 25m x 60m area).

A minimum of 5m will be allowed between the side of the pitch and the spectator hoardings or arena walls.

The goals will be clearly marked by use of two bollards with poles (or similar) and will be a maximum of 3m wide. Anything can be used for the goals, from traffic cones to tyres. Just make sure they are safe for both horse and rider.

## **The Teams**

A team will comprise of 4 x horse/rider combos in play in each half of the match.

Therefore in each half of the match there will be 8 horse/rider combos in play.

A team may make substitutions or rotations for horse or riders or both at half time.

Mounts must be 4+ years.

Mounts can be shared.

## **Match time**

Game comprises 2 x 10 minute halves, with a 5 minute break between each half.

Teams to change ends at half time.

## **The Game**

### **Object of the Game**

To score more goals than the opposition team!!

For each team there will be two attacking and two defending players. Each are restricted to their respective halves of the pitch.

Defenders must occupy the area between their goal and the centre line i.e. not forward over half way line. Attackers must occupy the area between the centre line and the opposing team's goal.i.e not backward over half way line.

## **Start of Play**

The ball is rolled in by the referee (mounted or un-mounted) from the left or right boundary along the centre line.

## **Playing**

Goals can only be scored one way through goal posts.

A maximum of two mounts only on the ball at any given time.

Riders/mounts must not cross centre line. (Players keep to designated halves – see above)

Ball must not cross boundary line. (ball is “out” if it crosses the boundary line). If the ‘Tradball’ is kicked out of play then the opposition re-starts the game at the point the ball left the field of play.

Mounts can kick/push ball. Riders may not touch the ball.

Ball can be taken from a mount while in play - tackled.

If a goal is scored, the referee will resume the game by rolling the ball in along the centre line.

If at the end of the game, there is a draw, the referee may extend the game until the first goal is scored to determine the winner.

## **Penalties**

A penalty results in turnover of the ball to the opposing team.

A defensive penalty will result in the other team being awarded the ball at point of infringement.

An attacking penalty will result in the other team being awarded the ball on the centre line.

## **Penalty Situations**

**A penalty will be given by the Referee by two blasts of the whistle for:-**

A rider touching the ball in any way.

Defenders or attackers leaving their half of the pitch.

## **Sin Bin Offences**

Aggressive handling of mount by rider, aggressive behaviour to another mount or rider (eg kicking, hitting, poking) or rider not being in control mount will result in sin binning for the remainder of the half.

If a horse kicks another they will be sin binned for the remainder of the half.

## **Sending off Offences**

A horse/rider may be sent off at the discretion of the referee in which case they cannot be replaced until the next half and they may not play again for the remainder of the event.

Sending off can be for repeated sin bin offences or serious foul play or clear lack of control of the mount.

## **REFEREES RESPONSIBILITIES**

### **THE REFEREES DECISION IS FINAL!!**

The Referee can be mounted or unmounted and can be located in any part of the pitch.

The Referee will use a clearly audible whistle to identify the start and finish of a half or a penalty.

The Referee will give two blasts of the whistle to denote a penalty,

The Referee is the time keeper and score recorder.

The Referee is clearly visible to all players by wearing a high visibility vest.