

ANNEX IV: Australian and State Teams Events

G.R.Art 117

1. EA has the final responsibility for the selection of all Athletes and Horses to represent Australia provided that the Athletes and Horses are qualified in all respects under the conditions laid down for each FEI Event.
2. Australian representatives for each Sport will be selected by a selection panel appointed by the relevant Sport in accordance with the rules set down by EA and in accordance with the relevant selection policy.

TEAMS COMPETITIONS INVITATIONS

1. All Australian teams events held in Australia must be approved by EAJC.
2. All invitations to foreign countries to compete against National or State teams must be approved by the EAJC.
3. All State teams will be selected by a selection panel appointed by the relevant State committees.

International Team Competitions

Organisation

- 1.1. EA may designate certain team competitions "Official" Team Competitions. The formula for these will be decided by EAJC in consultation with the Organising Committee concerned. In some cases because of particular circumstances dispensation to some of these rules may be given. However EAJC maintains the right to request Organising Committees to amend rules because of the circumstances of a particular team Competition.
- 1.2. The Competition takes place over two rounds over the same course during the course of the same day. (Article 273.3.2)
- 1.3. The Competition is judged under Table A not against the clock with a time allowed in both rounds.

2. Obstacles

The number and dimensions of the obstacles must be within the following limits:

- 2.1. The obstacles will be from 10 to 12 in number.
- 2.2. Where possible there will be a water jump with a maximum width of 3.6 metres.
- 2.3. At least two vertical obstacles must be provided at the maximum height. (sloping walls do not count as compulsory straight obstacles)
- 2.4. No combination obstacle may require more than three jumps or efforts
- 2.5. The course should be no longer than 700m and must include at least one double or one treble, but not more than three doubles or one double and one treble.
- 2.6. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other. The second round maybe reduced by two or three obstacles.

3. Athletes

- 3.1. A full team comprises four Athletes and four Horses. The score of the best three Athletes in each of the two rounds is taken into consideration to determine the placings. All members of each team must take part in the first round
- 3.2. If a team is already winning after its third member has gone in the second round, or if a team cannot improve its placing after its third Horse has gone in the second round, then the fourth Horse may be withdrawn. .

4. Participation

Participation in team Competitions is subject to the following conditions:

- 4.1. The Athletes and Horses that will start are chosen the day before the Competition from the list drawn up by the Chef d'Equipe or Team Captain and declared to the Secretary, by 6 p.m. on the day before the Competition, including their starting order.
- 4.2. In the event of an accident or illness of an Athlete and/or Horse, between the submission of the declaration and one hour before the start of the Competition, the Athlete and/or Horse may, on production of a certificate from an officially recognised medical doctor and/or with the permission of the officially recognised veterinarian and after approval by the Ground Jury, be replaced by another Athlete and/or Horse. In the event of substitution the starting order remains unchanged. During the Competition no substitution will be allowed in any circumstances.
- 4.3. Should a team be able to produce only three Horses, its captain may enter three Horses and Athletes.
- 4.4. No Horse or Athlete may compete in more than one team in the one Competition.

5. Order of starting

- 5.1. The starting order for the Teams is determined by a draw in the presence of the Ground Jury and the Chef d'Equipe or Team Captains. The draw will take place the day before the competition at a time fixed by the Ground Jury in agreement with the Organising Committee.
- 5.2. All the number ones start first in succession, then the number twos and so on. The Chef d'Equipe of the teams comprising only three Athletes may choose in which of the three positions out of the four they will run Athletes.
- 5.3. The starting order of the teams in the second round will be in the reverse order of the total Penalties incurred by the best three Athletes in each team in the first round. Teams that tie after the first round will take the same order of starting as in the first round.
- 5.4. The Athletes in each team start in the same order as in the first round.

6. Number of Athletes in the second round.

- 6.1 If there are more than 6 teams in the first round a reduced number of teams will take part in the second round with the same Athletes from the first round. This will be determined by the EAJC and the Organising Committee
- 6.2 Those teams that are equal will be separated by the total times of the best three Athletes of each team in the first round.

7. Elimination and abandonment

- 7.1. If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.
- 7.2. If one Athlete of a team participating with three Athlete in the first or second round is eliminated, the whole team of three is eliminated.
- 7.3. If a team is qualified to take part in the second round, an Athlete eliminated in the first round may start in the second round.
- 7.4. A team which is qualified to take part in the second round, may only withdraw from the second round, with permission of the Ground Jury. In this case the team will not receive prize money. It will be replaced by another team.
- 7.5. However the President of the Ground Jury, in consultation with the Organising Committee when only three or less teams are taking part, may allow eliminated teams to continue by giving competitors who have been eliminated the highest score of a completed competitor plus 20 penalties.

8. Placing and Classification

8.1. Classification of the teams not taking part in the second round is based on the total Penalties of the best three Athletes of each team in the first round. Teams with equality of points are placed equal.

8.2. Placing of teams after the second round is decided as follows:

8.2.1. Formula One: The total Penalties of the best three Athletes of each team in the first round are added to the total Penalties of the best three Athletes in the second round. If there is equality of Penalties for two or more teams at the completion of the second round the times of the three Athletes contributing to the team score in the second round are added together with the lowest total time being placed first.

8.2.2. Formula Two: The total Penalties of the best three Athletes per team in the first round are added to the total Penalties of the best three Athletes per team in the second round. In the case of equality of Penalties for first place, there will be a jump-off in which one Athlete per team will participate. The Chef d'Equipe determines which member of the team will participate in the jump-off. Any one of the team members can take part in the jumpoff. The jump-off takes place against the clock over a minimum of six obstacles. In the case of equality of Penalties and time after the jump-off, the teams are placed equal first. Teams with equality of total Penalties for other places are placed equal.

State Teams Competitions - Australian Championships

6.1 A team constitutes three or four Athletes who are financial members of a state. One team member may be from another State or Nation only if the State has insufficient Athlete numbers available.

6.2 The Teams classes are restricted to one team from each State, nominated by the State Branches. Equestrian Australia National Jumping Rules

6.3 The teams competition will be conducted over two rounds. The teams competition will be conducted in conjunction with the first qualifying Competition and the first round of the second qualifying Competition for the final rounds of the Australian Championships.

6.4 Additional prizemoney may be awarded for the teams Competition in addition to the prizemoney offered for the second qualifying Competition.

6.5 The teams classes are restricted to one team from each State, nominated by the State Branches. If there is a visiting National Federation team, an Australian Team will be selected. The National teams will compete against each other.

6.5.1 Each state will nominate a team manager/Chef de Equipe

6.5.2 Teams must be nominated a day prior to the teams Competition,

6.5.3 Athletes in the teams Competition will take their place in the normal draw for Competition for both rounds.

6.6 At the conclusion of the second qualifying Competition the best three Scores from each round are added together to determine the team Score. In the event of tie for first or any subsequent places the time taken in the first round of the second qualifying Competition for the three Scores used will be added together, the team with the fastest time will be placed in front of teams with equal Penalties. There will be no Jump-off against the clock.

6.7 Team Horses which do not complete the first qualifying Competition may compete in the second qualifying Competition for the purpose of the team's Competition only. They will jump first in the second qualifying Competition.

6.8 If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.

6.9 Team riders Athletes who have not qualified for the second round of the second Competition of the Australian Championships will jump in the second round before all those Athletes who have qualified for the second round of the Competition.

6.10 In the second round, if the fourth rider Athlete of a team cannot better their team's Score they do not have to start.

State of Origin Teams Competition

6.1 A team constitutes three or four ~~riders~~ Athletes from the state in which they first became members of Equestrian Australia. One team member may be from another State only if the State has insufficient Athlete numbers available.

6.2 The teams classes are restricted to one team from each State, nominated by the State Branches.

6.5.1 Each state will nominate a team manager/Chef de Equipe

6.3 The Chef d'Equipe may change the Horse/Athlete combination/s for the second Competition. If the Horse/Athlete combinations are changed the rider must be from the state in which they first became members of EA.

6.4 The teams Competition will be conducted over two rounds. The teams Competition will be conducted in conjunction with the first round appropriate Competition and the first round of the second appropriate Competition in the Event Schedule.

6.5 Additional prizemoney may be awarded for the teams Competition in addition to the prizemoney offered for the second qualifying Competition.

6.6 Teams for the first Competition must be nominated a day prior to the teams Competition,

6.7 Athletes in the teams Competition will take their place in the normal draw for Competition for both rounds.

6.8 At the conclusion of the second Competition the best three Scores from each round are added together to determine the team Score. In the event of tie for first or any subsequent places the time taken in the first round of the second Competition for the three Scores used will be added together, the team with the fastest time will be placed in front of teams with equal Penalties. There will be no Jump-off against the clock for the teams Competition.

6.9. If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.

Borrowed Horse Teams Competitions

For Junior ~~Riders~~ Athletes, Young Riders, Amateur ~~Riders~~ Athletes.

Teams Competitions may be organised with borrowed Horses. In such cases, the following conditions apply.

1. This Competition takes place over three days.

2. Horses

2.1 The Organising Committee will make available the necessary number of Horses. One per Athlete with at least three reserve Horses

2.2 The reserve Horses can be used in case any Horse is found incapacitated by a veterinarian or in the case of apparent complete incompatibility between one of the Athletes and their Horse, as stated by the Ground Jury.

4. Allocation of Horses

4.1 At least 24 hours before the start of the first Competition the Organising Committee will determine the four Horses that will be allocated for each group with the aim of having the groups as even as is possible. The Horses remain in the group for the first two rounds of the Competition if there are two teams and for the three rounds if there are three teams.

4.2 No Athlete can be allocated a Horse they have competed on in the past three months.

- 4.3 The Chef d'Equipes will determine by the toss of a coin which group of Horses are to be used by the teams for the first Competition.
- 4.4 The Chef d'Equipe will determine the Horse Athlete combinations for each Competition.
- 4.5. The teams will swap groups of Horses for the second Competition.
- 4.6 If there are two teams, for the third Competition the Chefs d'Equipe will choose the Horses to form the team from those that have competed in the first two rounds. The first choice is determined by the toss of a coin by the Chef d'Equipe. Choices then alternate.
- 4.7 If there are three teams for the Competition the groups of Horses will be rotated so that each team has a new group of Horses.

5. Starting Order

- 5.1 The draw for starting order for the first round of the first Competition will be determined by the toss of a coin and will take place in front of the Chefs d'Equipe or a representative of each team in the case of team events, the Athletes, the President or a member of the Ground Jury. The Horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission to change is given by the owner.
- 5.2 The second round will be run in the same order and the teams will ride in original order eg one Athlete from each team.
- 5.3. For the second Competition the starting order is reversed from the first Competition.
- 5.4 For the third Competition the starting order is determined by the toss of a coin.

6. The Course

- 6.1. The course will be set at a maximum height and width of 1.20m with ten to eleven obstacles, including two doubles.
- 6.2 The second round will be the same as the first.
- 6.3 First and second round speed is conducted at 325m/min, jump off at 350m/min.

7. Scoring

- 7.1 There will be three Disobediences allowed per Athlete.
- 7.2. Best three Scores to count.
- 7.3. If eliminated the Athlete will incur +20 Penalties on the worst Score of the round from either team

8. Jump Off

- 8.1 If after the two rounds there is equality of team Penalties there will be a jump-off of one nominated Horse from each team. Athlete to stay on original Horse.
- If after the three Competitions there is equality of Penalties, one Athlete, chosen by the teams Chef d'Equipe, will compete in the jump off. If there has been a jump off to determine the winner of the third Competition the Horse/Athlete combination for the final determination must be different to that used in the third Competition jump off.

9. Allocation of Points

- 9.1. Points allocated; 1st = 5, 2nd = 3, 3rd = 1
- 9.2. A bonus point will be given when three Athletes of the same team incurs 0 Penalties in a round.