



**Brazoria County Fair Association  
Youth Rodeo Series  
2025 Rules**

**Rodeo Dates:**

**February 8, March 1, April 26, May 3, May 17, & August 2**

**Make up date if is needed: September 6**

**Awards Date: September 14, 2025**

**Important Times:**

**Books open at 8 am**

**Speed books close at 9:30 am**

**Lead line Books Close at 9:30 am**

**Roping books close at 12:30 pm**

**Rodeo to start at 10 am**

**Roping will not start before 1:30 pm**

**Order of events:**

**Leadline, Poles, Clovers, Straights**

**Goat Roping, Goat Ribbon pulling/tying, Breakaways**

**Age Groups:**

Lead line, Sub Jr (8 & under), Jr (9-13), Sr (14-18), Adult (19 & over)

Age will be based on the age as of January 1, 2025.

**Event Categories:**

**Speed-** Pole bending, Cloverleaf barrels, Straight- away barrels

**Roping-** Goat Ribbon Pulling (Sub Jr & Adult), Goat Tying (Jr & Sr),

Chute Breakaway (Sub Jr Only), Calf Breakaway (Jr, Sr, Adult)

Goat Roping

**Cost Breakdown:** *Each contestant must be attached to a purchased membership*

Speed Events (Poles, Clovers, Straights) - \$20/ each

Roping Events (Goats/Goat Roping, Breakaway) - \$30/\$40 each

Lead line - \$100 (in total for all rodeos plus the office fee)

Office Fees - \$10 per person per rodeo

**BCFA Arena General Rules**  
**(These are set in place by BCFA)**

1. No alcoholic beverages inside the arena.
2. No glass containers inside the arena or surrounding areas.
3. No dogs, cats, pets, etc. inside the arena. All animals outside the arena must be on a leash, lead rope, or bridled.
4. No refunds on any arena activity or contests.
5. Dress codes do apply ( No shorts, tank tops, etc.)
6. Contestants must comply with the individual rules of each event.
7. No animals are to be tied to fences.
8. All horses and cattle must comply with TAHC rules and regulations. All horses entering the arena area and **BCFA fairgrounds MUST HAVE CURRENT (not expired) COGGINS TEST PAPERS.**
9. Youth event age requirements:
  - a. Contestants must be attending a state accredited school or first year in college and not more than 19 years old.
  - b. Contestants cannot be married, pregnant, or have children.
  - c. Minor releases are required.
10. Unacceptable conduct of any contestant, parent, guardian or family member will not be tolerated. Such conduct will result in immediate disqualification from competition and forfeiture of all titles and prizes. See rules #25 General Rules and Regulations.
11. The decision of judges and/ or the arena superintendent will be final.

**YRS General Rules**

- A) Eligibility** - Ages for the event will be determined as of January 1, 2025. Contestants must be enrolled in a state accredited school or a graduate of the current year and must be 19 years of age or under. Contestants must have a copy of their birth certificate. Contestants must not be married. Minor's release will be required and must be signed by at least one parent or legal guardian. If a contestant is 18 or over, he/she or an immediate family member must be a current member of the Brazoria County Fair Association OR purchase a membership through the BCFA website or at the contestants first rodeo in order for the contestant to be able to compete in the Brazoria County Fair Youth Rodeo Series. If a contestant is under 18 years of age an immediate family member must be a current member of the Brazoria County Fair Association OR purchase a membership through the BCFA website or at the contestants first rodeo in order for the contestant to be able to compete in the BCFA YRS. Like in- county contestants, out of county contestants or an immediate family member must be a current member of the Brazoria County Fair Association. Refer to general rules of the BCFA.
- B) Dress Code** - Failure to comply with dress code can result in a "No Time". All clothing must fit the rider for safety purposes.
- a) Cowboy hats will be permitted. No caps, visors, or bandannas will be worn during a contestant's run.
  - b) Shirts must have sleeves or standard t-shirt length sleeves and cannot be rolled under (no cap sleeves).

- c) Contestants must also wear long pants and western footwear with a defined heel (Boots).

**C) Behaviors -**

- a) No alcoholic beverages are allowed on the grounds during the BCFA Youth Rodeo Series. Any adult with alcoholic beverages will be barred from the BCFA Youth Rodeo Series. Any youth caught with alcoholic beverages or other illegal substances will be asked to leave immediately.
- b) Any child or parent that displays poor sportsmanship will be asked to leave. For example: excessive profanity, fighting, etc. All parents and contestants will sign a code of conduct agreement.
- c) The BCFA YRS Committee will have the final say on matters regarding unsportsmanlike conduct, safety issues, and any inappropriate behavior.

**D) Arena Rules -**

- a) All event rules will be determined by the BCFA Youth Rodeo Series Committee.
- b) The Arena Judge will have the final say in matters regarding runs, safety issues, and unsportsmanlike conduct during the event.
- c) Current NEGATIVE Coggins Papers must be presented on each horse before they will be allowed on the Brazoria County Fairgrounds property.
- d) There will be a \$250 protest fee for any discrepancies that cannot be resolved the day of the event to be brought to the BCFA Disciplinary Committee within 72 hours. The decision of the BCFA Disciplinary Committee is FINAL.
- e) NO STALLIONS will be allowed.
- f) All equipment must fit the horse for safety purposes.
- g) Contestants must be ready to ride in their event. If their name is called 3 times and they are not ready, they will not be allowed to participate in that event.
- h) There will be a 2 minute time limit from the first time your name is called to enter the arena and begin your time.
- i) There will be a 60 second time limit on all events, except Sub Jr events. Points will be awarded in Sub Jr classes for all successfully completed patterns/ events.
- j) No schooling your horses during the event. For example: if the pattern is broken the contestant may not start the pattern over (double wrap a barrel/ pole). The contestant will be able to complete the pattern as long as the turns around the barrels/poles do not exceed the patterned amount. If this rule is broken there will be a \$25 fine set to be paid at time of entry for the following rodeo. If it is the last rodeo and you receive said fine it will need to be paid before September the 10th for the contestant to be eligible for prizes.
- k) No one other than the contestants, parents, or workers are allowed in the arena during roping or speed events. During the roping events, only the contestants that are entered in that event are allowed in the arena. All others will need to be in a designated area blocked off. (Please for everyone's safety.)

Speed events no one other than barrel/ pole setters are allowed past the timer line/ arena judge. (Cannot walk through the timer or behind it) This will result in the contestant receiving a No Time).

Roping events no one other than the workers are allowed in the arena.

- (1) Goat Ribbon Pulling - One parent will be allowed in the arena, but will have to stand along the arena fence until that contestant's name is called. This is for the safety of all in the arena.
- (2) Goat Tying - Only those that have signed up to work in the arena are to be inside the arena down by the goat. This is for the safety of all in the arena.
- (3) Breakaway - One parent will be allowed in the arena. Sub Jr contestants and parents will have to stand in a designated area while waiting on their turn. Jr's and Sr's will need to follow their calves out and stay in a designated area when they are not roping.
- l) NO horses tied to cyclone fences and NO horses in the stands area. (even return ally)
- m) ABSOLUTELY NO SEGWAYS/HOVER BOARDS on BCFA Arena Grounds.
- n) NO DOGS unless a service dog are allowed out on BCFA Arena Grounds.

**E) Awards -**

- a) Accumulated points will be used for the series-end awards. There will be no drop times. A contestant must have accumulated points to receive an award. In order to receive points and awards towards year end high point awards, a contestant must compete in each selected event 4 out of 6 rodeos in a season. Entry sheets will be used to verify the number of rodeos in which each contestant competed.
- b) Points will be as followed:

<b>1st</b> - 10 Points	<b>2nd</b> - 9 points	<b>3rd</b> - 8 Points	<b>4th</b> - 7 Points	<b>5th</b> - 6 Points
<b>6th</b> - 5 Points	<b>7th</b> - 4 Points	<b>8th</b> - 3 Points	<b>9th</b> - 2 Points	<b>10th</b> - 1 Point

- c) In case of a tie:
  - i) The contestant with the most 1st, 2nd, 3rd, etc. will win the tie.
  - ii) The fastest average time in that event for the series.
  - iii) The contestant participated in the event the greatest number of times.
- d) Series end awards will be based on the number of contestants per class.
- e) Series end awards: *Series end awards MAY be based on the number of contestants per class. BCFAYRS MAY elect to only award 1 place for every 2 entries up to 10 total placings. For example, 10 entries will award 5 placings.*
- f) After each rodeo the times will be updated and posted by the following Wednesday.
- g) All post involving times will be unofficial until the day of the awards.
  - i) High point over all (Sub Jr Speed, Sub Jr Roping, Jr Speed, Jr Roping, Sr Speed, and Sr Roping)

- ii) Reserve high point over all (Sub Jr Speed, Sub Jr Roping, Jr Speed, Jr Roping, Sr Speed, and Sr Roping)
- iii) High point event champions
- iv) Event placings 2nd - 6th.
- v) Senior High Point Award- A \$500 certificates will be awarded to the two High Point Contestants who are graduating high school seniors attending high school or an accredited home school program and be a resident of Brazoria County. If there is not a high school senior it will then be available to the next high point high school Jr, and so on. The contestants that receive the award must be a high school student and can only be awarded the certificate once. It will go to a girl and a boy if we are able to do so.
- vi) Sportsmanship buckle - this will be voted on by the Youth Rodeo Series Committee. The criteria for picking the contestant before voting will be the following:
  - (1) Have they stood out in a positive manner?
  - (2) Have they pushed through their bad days and continued with a positive attitude?
  - (3) Cheering on others.

**F) Work Points** - Contestants must have a total of 12 work points to be eligible for series end prizes. If the contestant is unable to complete all 12 work points and has not bought out the points, the contestant will not be eligible to receive series- end awards.

- a) Each family sharing the same address must declare at first sign up as to who will be receiving the shared family points.
- b) Each contestant must work 2 work points per rodeo in the series.
- c) If you are carrying over/ missing one you will need to work the work points at the one prior or the one following.
- d) Buy out: If you choose to buy out your work points here are the following steps to do so:
  - i) Cost as of contestant's first rodeo at sign up/ check in will be \$250. Must be declared and paid before the contestants first run on their first rodeo.
  - ii) If for some reason you decided to buy out after the contestant's first rodeo the cost will be greater. The cost will be \$400 up until the contestant's first run at rodeo 6.
  - iii) Once books are closed at rodeo 6 the option to buy out will be passed and all 12 work points will have to be completed by the end of the last rodeo, or the contestant will not be eligible for year end prizes.
- e) Lead liners will not be required to have work points.
- f) Jr.'s are not allowed to work their own work points and will have to have an adult/ Sr work the points for them.

**G) Carry Overs** - You have to compete in 4 out of 6 rodeos. We allow one carry over (%) for everyone. You will only be allowed to declare a carry over for one full rodeo/ NOT an event. If you declare a carry over your times will be carried from the next eligible rodeo that has not been competed in. For example; If you would like to carry over to Rodeo 4,

your times will be taken from Rodeo 3 if not completed. If Rodeo 3 has been completed, then Rodeo 5 will be carried to Rodeo 4. You will not be able to select the Rodeo in which to carry over nor will you be able to carry over a previous completed Rodeo times. You must declare prior to completing Rodeo 5 that you would like to carry over to Rodeo 6. If you do not declare prior to the start of Rodeo 5 you will not be able to carry over times to Rodeo 6. Carry over will not be used to replace NT, Scratches, or Undesirable times. **MUST DECLARE PRIOR TO THE FIRST DESIRED CARRY OVER RUNS.**

a) Must declare carry over at the time of payment/ Rodeo Day Check In.

**H) Raffle** - Raffle tickets (\$50 for one contestant or \$100 per family) are due prior to riding in Rodeo 5. If the minimum number of tickets are not turned in by Rodeo 5, the contestant will not be eligible for series- end awards.

**I) Sign Up** -

a) Online entries will close the Friday prior to the rodeo at 12pm (Noon). (Must physically check-in in the downstairs office.)

b) Checks will be made out to BCFA or Brazoria County Fair Association.

**J) Other Rodeo Rules** -

a) Contestants that would like to run two horses in one event must declare at sign up/ check-in which horse they are to receive points on. The horse not receiving points will be at the end of the age group.

b) Those contestants that would like to compete in both Sub Jr and Jr division for Goats and Breakaway will be able to do so but will only be able to receive points in their designated age group. All Around points for the age groups will be determined by the contestants' birth date on the contestant's birth certificate.

i) This rule only applies to Sub Jr Roping events.

c) Rodeo draws are created randomly for each age group and event and will be posted to our facebook page the day of the event after the books close. They will also be posted on the office building the day of the event.

d) Each event must have 3 contestants per event in order for that event to be offered. If by rodeo 4 we do not have 3 contestants at any of the 4 rodeos entered we will pull the class and refund the entry fee (not the stock fee) to the contestant.

## **Leadline**

**Contestants can compete in sub jr class. However, no points will be awarded in that class.**

**Contestants MUST stay on a lead at all times.**

**Contestants MUST be led by someone 14 & over.**

**No cash payouts, points, or placings in leadline.**

**All leadline participants will receive a prize determined by the series of participation.**

## Speed Event Rules

The main ally gate will remain open during the contestants run unless instructed to close.

The back alley gate will be shut during every contestant run for safety purposes. No exceptions.

Horses may run through the center alleyway.

No leading of horses is allowed past the timer line. This also means walking out with the contestant past the timer line.

### A) Pole Banding (Poles) -

#### a) Pattern

- i) The first pole will be set 21 feet off the timer line, then each additional pole till the sixth pole will be set 21 feet apart.
- ii) The poles will be set on the side of the stake.
- iii) Poles must be six feet from the base to the top of the pole.
- iv) Contestants may start on either the right or the left side of the poles and run the remainder of the pattern accordingly.

#### b) Penalties and Disqualifications

- i) Penalty- For each pole that is knocked over there will be a 5 seconds added to the contestants time per each pole knocked over.
- ii) Disqualification - Contestant commits any offense listed in rules.
- iii) Disqualification - Contestant breaks pattern, stops forward motion, step back, crosses over the back side of the pole.
- iv) Disqualification - contestant does not stay mounted for the entire run.
- v) Disqualification - contestant crosses the starting line during the run.

### B) Cloverleaf Barrels (Clovers) -

#### a) Pattern

- i) The barrels may be placed by the management at distances to where the 1st and 2nd barrel are 17 feet away from the wall and 3rd will be in the center of the arena 90 feet from barrel one and barrel two.
- ii) Horse and rider must easily see the barrels.
- iii) All barrels are to be set Fence, Stake, Barrel (inside the stake).
- iv) Contestants will start from behind the starting line, run around barrel number one, around barrel number two and barrel number three finishing by crossing the starting line. The pattern can be started by turning the right OR left barrel first.
- v) The time starts when the contestant crosses the starting line and stops when he/ she crosses in on the way back after running the pattern.
- vi) No reruns or restarts for a broken pattern or there will be a \$25 fine. (see Arena rules Section J)

**b) Penalties and Disqualifications**

- i) Penalties - There will be a 5 second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
- ii) Disqualification - Contestant commits any offense listed in rules.
- iii) Disqualification - Contestant breaks pattern, stops forward motion, step back, crosses over the back side of the pole.
- iv) Disqualification - contestant does not stay mounted for the entire run.
- v) Disqualification - contestant crosses the starting line during the run.

**C) Straight Barrels (straights)**

**a) Pattern**

- i) Barrels are set 60 feet apart, with the 3rd barrel set 25 feet off the back fence.
- ii) No barrel may be closer than 10 feet from any arena fence.
- iii) Location must be permanently marked for the entire rodeo.
- iv) Barrels must be easily seen by the horse and rider.
- v) All barrels are to be set fence, stake, barrel (inside the stake).
- vi) Contestants will start from behind the starting line, run to the left OR right of the first barrel, then continue the figure 8 pattern.
- vii) The time starts when the contestant crosses the starting line and stops when he/ she crosses it on the way back after running the pattern.
- viii) If the contestant backs up or stops forward motion, it is considered a broken pattern.
- ix) No reruns or restarts for a broken pattern or there will be a \$25 fine (see Arena rule section J).

**b) Penalties and Disqualifications**

- i) Penalties - There will be a 5 second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
- ii) Disqualification - Contestant commits any offense listed in rules.
- iii) Disqualification - Contestant breaks pattern, stops forward motion, step back, crosses over the back side of the pole.
- iv) Disqualification - contestant does not stay mounted for the entire run.
- v) Disqualification - contestant crosses the starting line during the run.

## **Roping Events**

**Main alley gate will remain Closed during roping events.**

**No one is allowed in the arena during the roping event other than the contestants or workers.**

**Courtesy ropers times DO NOT COUNT.**



## **A) Goat Ribbon Pulling (8 & Under and Adult)**

### **a) Rules**

- i) Goats shall be staked with a rope that is 10 feet in length.
- ii) Goat is to be staked 100 feet from the timer line (starting line).
- iii) Goat holder will hold the goat at all times on top of the stake.
- iv) All arena gates are to be closed after the contestant enters the arena.
- v) The flagman will stand 10 feet past the goat.
- vi) The child must dismount their horse by themselves, but a parent or volunteer may hold the horse. The parent or volunteer may stop the horse and hold the horse behind the line of the goat. They may not stop the horse before the line of the goat.
- vii) Time will start when the mounted contestant crosses the starting line and will stop when the flagman signals that the competitor has crossed the flag line with the ribbon in hand.
- viii) Leadline and Sub jr contestants will (to can) participate.

### **b) Penalties and Disqualifications**

- i) Disqualification - Contestant commits any offense listed in rules.
- ii) Disqualification - If the horse comes in contact with the rope and/ or goat.

## **B) Goat Tying (Jr and Sr)**

### **a) Rules**

- i) Jr Contestants (13 & under) will compete in the Jr Goat Tying class.
- ii) Sr Contestants (14 - 18) will compete in the Sr Goat Tying class.
- iii) Goats will be changed every 5 runs.
- iv) The contestant must be mounted on a horse and rider must ride from the starting line to the goat, dismount, throw the goat by hand, and tie any 3 legs together with leather string or piggin string, then stand clear of goat.
- v) The goat must remain tied for at least 5 seconds. Time will begin when the contestant has cleared from the goat rope.
- vi) Legs must be crossed and tied to qualify as a legal tie. There will be one or more wraps, a half hitch or tie.
- vii) Time will start when the mounted contestant crosses the starting line and will stop when flagman signals the completion of the tie.

### **b) Penalties and Disqualifications**

- i) Disqualification - Contestant commits any offense listed in rules.
- ii) Disqualification - If the horse comes in contact with the rope and/ or goat.

### **C) Chute Roping (8 & Under)**

#### **a) Rules**

- i) Roper must stand at designated line at chute at all times.
- ii) The rope must be tied to the chute with a string provided by the BCFA YRS at the end of the rope.
- iii) One loop and One shot only is allowed.
- iv) The Roper will call for the calf to be turned out.
- v) A catch as catch can, must be made in order to get an official time.
- vi) Each contestant will have 2 attempts per rodeo. The fastest time from the 2 attempts will be the final/ only time for that rodeo. (Each contestant will only carry their fastest time out of two attempts to be imputed for the points breakdown.)

#### **b) Penalties and Disqualifications**

- i) Penalties - If the roper crosses the designated line between the time the roper calls for the calf and throwing their rope, the roper will have 10 seconds added to their time.

### **D) Breakaway Roping (Jr, Sr, and Adult)**

#### **a) Rules**

- i) The rope must be tied with a string provided by BCFA YRS to the saddle horn at the end of the rope.
- ii) A rag or handkerchief of contrasting color to the rope and must be attached to the end of the rope.
- iii) The contestant must call for the calf.
- iv) A legal catch is a clean bell collar catch, around the neck, when the string breaks from the horn.
- v) Contestants must stay mounted until the calf is caught and the string has broken from the horn.
- vi) Only ONE loop is to be used. Time will be stopped when the calf breaks the string.
- vii) Contestants will only have 60 seconds to catch the calf.
- viii) THE CALF MUST BREAK THE STRING.
- ix) Each contestant will have 2 attempts per rodeo. The fastest time from the 2 attempts will be the final time for the rodeo.
- x) Contestants will NEED to follow their calf out of the arena after they have roped/ missed.

#### **b) Penalties and Disqualifications**

- i) Penalties - Broken Barrier at the chute adds 10 seconds to the time.
- ii) Disqualification/ NO TIME - Roper Fails to catch the calf.
- iii) Disqualification/ NO TIME- Roper commits any offenses listed under the Rules.
- iv) Disqualification/ NO TIME- Roper Breaks string with his/ her hand.
- v) Disqualification/ NO TIME- Roper is not mounted when the calf breaks that string.

**c) Other Information**

- i) If the calf is turned out without the contestants' call the contestant is to not try to rope and to remain in the box if at all possible. That contestant will be granted a rerun.
- ii) If the Contestant feels they have been fouled by the barrier, the contestant is to stop as soon as possible. Walk to your judges in the arena and discuss why you feel the barrier fouled you. At that point it will be up to the arena judge to make the call on a rerun opportunity.

**E) Goat Roping (Team Roping)**

**a) Rules**

- i) Ropers MUST have a team written down at time of check in.
- ii) Ropers that do NOT have a partner will NOT be able to pick their partner; it will be drawn by the office from a list of ropers that are willing to courtesy.
- iii) The ropers must provide their own rope.
- iv) The ropers will have a designated starting box to stand in before calling for their goat.
- v) Time will start when the header calls for the goat and time will stop when the goat has been caught by both ropers and BOTH ropes are tight.
- vi) The Header must catch around the neck and the Heeler must catch One or Both Back feet.
- vii) The Rope will have to be thrown. If it is not thrown from the roper's hand the contestant will have to remove the rope and rebuild their loop to try again.
- viii) This will be a non age group event. While it is one event there are technically Two events for placings. Header and Heeler.
- ix) Each contestant will only be able to enter one time. (as a header OR a heeler)
- x) Each team will get up to 60 seconds to receive a time to count towards points.
- xi) If a team catches at 59 seconds and receives a penalty of 5 seconds for 1 hind leg the team will still receive the time of 64 seconds.

**b) Penalties and Disqualifications**

- i) Penalties - If the roper does not start in the designated box area, the roper will have 10 seconds added to their time.
- ii) Penalties - If the Heeler has only caught One back leg there will be 5 seconds added to the team's time.
- iii) Disqualification/ NO TIME - If either Roper Fails to catch the goat.
- iv) Disqualification/ NO TIME- Roper commits any offenses listed under the Rules.