



## Rules and Regulations.

September 1<sup>st</sup> 2021 updated for 2022 forwards.

### Contents.

<i>General rules and guidelines for equestrian Interschools competitions.</i>	1
<i>Additional guidelines for primary school team competitions.</i>	7
<i>Equestrian Interschools Ireland League rules</i>	8
<i>Primary Individual league class</i>	13
<i>Premier 1.10cm qualifiers and final</i>	14
<i>90cm novice Qualifiers and final:</i>	15

### General rules and Guidelines for equestrian Interschools competitions.

#### **Competitors are reminded that they must enter competitions with the horse's registered name-the name that is stated on its passport.**

The onus is on EII members to be familiar with the rules and to know what classes they are eligible to compete in.

1. **Schools/venues intending to run competitions** as part of the Equestrian Interschools Ireland umbrella organisation should read and agree to the following terms & conditions
2. **Insurance.**
  1. The competition is normally run under the venue and/or organiser's insurance.
  2. Members have member to member and public liability insurance through EII.
  3. Members personal accident liability insurance is as per the member's school insurance policy. The onus is on the member/member's guardian to ensure that personal accident insurance is in place through their school's policy as this is not covered by EII and EII accept no responsibility in this regard.
  4. In the event that a member is home schooled the member/member's guardian must ensure that they have adequate personal accident insurance in place-for example this is available through HSI Club.



3. **Attire:**

1. Riders must be correctly attired and it is strongly recommended that protective helmet and back protectors be worn at all times while mounted. Fastened CE certified helmets are compulsory once mounted.
2. **Turnout.** To encourage good turnout of horse and rider turnout rosettes and/or prizes should be presented.

4. **Safety:**

1. Venues and Schools in the interest of safety will allow only the Chef d'Equipe and team members in the arenas/practice arenas
2. In the warm up arena safety officers must ensure that maximum heights of practice fences are marked and adhered to and that a safe number of riders only are allowed in at any one time.
3. **Rider fall:** A rider that falls at any stage, after entering the arena to compete in a competition is eliminated from that **competition. This applies to** before, after and during the competition until the rider exits the arena. They may not remount and shall **leave the arena on foot.** However, the rider may jump in a subsequent **different competition** should the team's chef d'Equipe vouch for the rider and that they are fit to do so having received appropriate medical and parental permission where appropriate. If a rider falls in the practice arena they must be seen and passed fit to compete by the medical personnel on site. This applies to all competitions.
4. **A qualified medical person** should be appointed to each venue. There should be a paramedic on site and either an ambulance on site or an ambulance on call. The venue's accident report form must be completed following any accident.

5. **Eligibility:**

1. Second level Interschools competitions are open to riders in full-time second level education, who are 19 years of age and under on 1st September, and who are in receipt of fulltime education in the second level school or are being home schooled (and have furnished copies of formal official documentation in this regard when becoming a member).
2. Primary level Interschools competitions are open to riders in full-time primary level education, who are under 13 years of age on 1st September, and who are in receipt of fulltime education in the primary school or are being home schooled (and have furnished copies of formal official documentation in this regard when becoming a member).
3. Event organisers can run a novice individual competition open to primary and novice second level riders. The height of these fences should be 80cm. Novice and Primary rider and pony combinations that are jumping 95cm and over regularly should not compete in this class as it is for novice rider and pony/horse combinations

6. **Novice Competitions:**

Competitors and Chef d'Equipes are reminded that the only reason an open rider should be entered on a school's novice team is to ensure that the school can field a novice team and the open rider must be on a novice pony and must not jump



off for the novice team. A novice team should not contain more than one open rider.

1. It is noted that many venues run novice team and individual competitions in conjunction with the open team and open individual league competitions.
  2. These should be for novice combinations only to encourage schools to enter genuine novice riders.
  3. Open riders competing at novice level for the purpose of schooling an OPEN horse or pony should do so H/C.
  4. However, an open rider on a novice pony may compete on a novice team if required **but are not allowed to jump off for the novice team on the day in a jump off competition.** The only reason that an open rider on a novice pony should compete for a novice team is if the school is unable to field a full team of novice riders. This combination (open rider and novice pony or horse) must not compete in a novice individual class unless the organisers allow them to compete H/C and this combination may not compete in any open individual class on that day. See also 6 below.
  5. As a guide, combinations competing at SJI or pony club competitions at **95cm or over** should not compete at novice individual level.
  6. A pony/horse **may NOT compete** in either the open team, open individual or 110m class if it has been ridden in the novice team or individual on the day. If this pony competes at open level at a subsequent event, it is then considered to be competing at open level and should not compete on a novice team or novice level at subsequent events.
  7. However, if an open rider is making up a novice team on a novice pony and wishes to compete another horse/pony capable of jumping the open team and individual and/or 110 track then, if vouched for by the chef d'Equipe, **the rider may do so.**
  8. The open rider should not jump off for the novice team.
7. **Combined schools:**
1. In general, there would not be an amalgamation of schools to make up a team.
  2. However, there are schools and areas where Show jumping is not well represented and organisers may allow combined teams to enter the competition providing that the amalgamation is of only two secondary schools at most and that the names of both schools are displayed on the program.
  3. Primary school teams may be made up from a number of schools.
  4. In the open and novice team league competitions, no points are awarded to combined teams but the combined team will be awarded the prizes on the day if placed.



5. The only exception is the TEAM LEAGUE final where combined teams are not allowed. If schools cannot make up a team at the league final the pupils may jump in the individual competitions.
8. **Horse/Pony Criteria:**
  1. Ponies must be entered under their registered name.
  2. There can only be one Grade 'A' pony or Horse Equivalent on a team.
9. **Team size:**
  1. A team may consist of three or four riders, with the best three scores in each round to count.
10. **Governing SJI rules, HSI code of conduct and GDPR:**
  1. The competition shall be held under SJI rules- Article 261.
  2. Excessive use of the whip can lead to elimination as per SJI and FEI rules.
  3. See also HSI code of conduct.
  4. GDPR. A member agrees that permission will be given to EII to hold members' data on file. EII confirm that they do not engage in data transfer therefore this data will not be transferred copied shared or transmitted outside of the EII.
11. **Fence heights:**
  1. The height of the fences in the open second level competitions, both team and Individual classes, **must** be minimum 95cm and no greater than 1m in the first round.
  2. **Two** fences in the second round may be 105cm and two fences in the jump off may be 105cm.
  3. If a separate 1.10cm Open Individual qualifier class is held that is the maximum height for that class.
  4. The height of the novice team and individual competitions shall be maximum 85cm.
  5. If a Novice 90cm individual qualifier class is held that is the maximum height for that class. This class is restricted to novice second level pupils only.
  6. The height of the primary team class is from 55 to 75cms. It is permissible for a primary team to have mixed heights, with two riders jumping the smaller height.
  7. Primary Individual classes should not have mixed heights but more than one competition at different heights can be run.
  8. Event organisers can run a novice individual competition open to primary and novice second level riders. The height of these fences should be 80cm. Novice and Primary rider and pony combinations that are jumping 95cm and over regularly should not compete in this class as it is for novice rider and pony/horse combinations
12. **Open/Novice Competition:**
  1. Organisers may run novice team and open and novice individual competitions also but they **MUST CLEARLY SPECIFY** if the competition is an open or a novice competition.



### 13. Team competition.

1. In the Team Competition if a rider is eliminated for error of course or three refusals in the first round, the rider may jump the second round.
2. However, if the elimination is a result of a fall the rider may not continue in that team competition but may if certified fit to do so compete in a different individual competition. SEE ALSO section 4.3 under safety in the general rules and guidelines above.
3. The second round of the team competition should be timed so that should there be a number of teams eligible for the minor placings this can at the discretion of the organisers be decided on time
4. A rider may only ride once on a team. A rider may ride more than one pony in an Individual competition

### 14. Rider/Horse Pony Combination-Team:

1. A rider and Horse/Pony COMBINATION must jump exclusively for one school only and may not be entered or compete more than once in any team competition.
2. A horse/pony may not be ridden by more than one rider in the team competition.

### 15. Individual classes

1. **The Individual classes** should normally be run over two rounds.
2. There will be two rounds and places will be decided according to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding time allowed in both phases) and if necessary, according to the time in the second (jump off) round (i.e., article 274.section 8 special two phase competition with placings decided as per 8.5.1).
3. There should be a minimum of 12 jumping efforts, including a double in the first round with a shortened course for the second round.
4. Alternatively, the class can be run as one round with all clears qualifying for a subsequent separate jump off round, article 238.2.2
5. In certain circumstances, such as shorter winter days, a one round speed round format can be adopted, as per article 245.6, but the entry fee charged should be less for this

### 16. Horse Pony Combination-Individual:

1. A competitor may compete in both team and individual competitions.
2. However, the same combination of horse and rider must compete at the same level of competition and only once in each competition. In other words, if a horse and rider compete in the open team competition they must if competing individually compete in the open individual and or the 1.10cm class.
3. However, at the discretion of the organisers the combination may compete "hors concours" in a novice individual event. This is to encourage riders who may have experienced difficulties to school around a lower course.
4. A rider may ride more than one horse or pony in the individual competition. In the event that a rider is placed in the individual competition on more than one mount, the rider will be eligible for prizes on the day.



5. A horse/ pony may not be ridden by more than one rider in the individual competitions, but may be ridden by a different rider in the team competitions (open, novice, primary), so long as it is at the same level.
17. **Entering Deadlines:** The individual competitions may be entered on the day. Team competitions must be entered in advance.
18. **Chef d'Equipe:**
  1. A Chef d'Equipe, or a person appointed by the Chef d'Equipe, must be present with the team on their arrival and during the course of the competition.
  2. The Chef d'Equipe must be responsible for the conduct of his/her team at all times.
  3. The Chef d'Equipe must be at least 18 years of age.
19. **Course Walks:** A minimum of two course walks should take place, if there are more than nine teams competing, with teams travelling the greatest distance competing after the second course walk where possible.
20. **Jump offs.**
  1. In second level team competitions and primary team competitions a Jump-off should decide the top placings.
  2. Whilst the norm is for a jump off to take place in primary competitions optimum time can decide the placings.
  3. In the event of an equality of faults in a second level team competition, the Chef d'Equipe will appoint two team members to jump-off against the clock.
  4. There will be an open draw with the Chef d'Equipe of the jump-off teams present, to decide the order of jumping.
  5. In team competitions in order to be eligible to jump off for the team a rider **MUST** have **COMPLETED** the qualifying rounds.
  6. The Jump-Off will have rider number one from each team competing, followed by rider number two from each team.
  7. In order to be eligible to jump off for a team a rider must have completed the qualifying rounds.
  8. A digital timing system will be on display for the jump-off.
  9. **Alternative jump-off.** At the discretion of the organiser a single team member may jump off for the team in second level **novice** competitions and **primary** competitions.
21. **Horse turnout.** At Championship shows horses and ponies should be plaited.
22. **Prizes**
  1. In general rosettes for first to sixth place should be presented and prizes which can be in kind to at least the top three teams and individuals.
  2. Prize winners should generally be mounted for the presentation of prizes.
23. **Arena Parties:** An SJI registered course builder should build the course and be in attendance for the duration of the competition.
24. **Judges:** An SJI judge should be appointed to judge the competition and the judge/s must familiarise themselves with the interschool rules.
1. **Discipline: Any act of discourtesy or disobedience** to the show organisers on the part of the owner, groom, parent, chef d'Equipe, teacher, trainer or



rider/team **will lead to disqualification** from either competition or league. Please note that on the whole events are staffed by volunteers giving of their free time as is the Interschools Committee.

25. **Appeals:** In the case of an appeal the appeal must be lodged in writing with the show organiser with a deposit of €80.00 within 15 minutes of the result being announced. This will be forfeited if the appeal is NOT upheld. Should the appeal be forwarded to the national committee the decision of the national committee will be regarded as binding.
26. **Passports:** In compliance with the Department of Agriculture it is incumbent upon our committee to insist that each competitor has an official horse/pony passport available on the day. Spot inspections will be carried out and if a competitor fails to produce a passport, he/she will not be allowed to compete.
27. **Results** should generally be submitted for publication to the newspapers and can be posted on the [equestrianinterschools.com](http://equestrianinterschools.com) results page.
28. **Performance enhancing hind boots** are not permitted in Interschools competitions.
29. **Rule Changes / Amendments:**
  1. The national committee reserves the right to amend/clarify these rules as necessary during the year.
  2. Any changes to rules, venues or dates will be published when available. The onus is on the competitors to watch for changes.

## ADDITIONAL GUIDELINES FOR PRIMARY SCHOOL TEAM COMPETITIONS.

In general, primary competitions should be run following the general rules for Interschools competitions. See above.

1. A primary school team may be made up of a number of schools where schools cannot field a team on their own.
2. A school team will consist of maximum four riders with best score of three riders to count. Therefore, a school team can also be a team of three.
3. A pony may be ridden on one team only and by a maximum of TWO riders only. This applies only to Primary Schools.
4. A rider may only ride once on a team. A rider may ride more than one pony in an Individual primary competition. Where more than one primary individual competition is being held, those jumping in the 60cm to 75cm classes should not compete in the 55cm class
5. Two riders may go forward to team the jump off.
6. The same pony may not be ridden twice in the jump off.
7. The jump off may be decided by a hidden optimum time.
8. At the discretion of the organiser a single team member may jump off.
9. The wearing of back protectors is strongly recommended and it is recommended that chef d'Equipes insist on the wearing of back protectors.



10. Riding hats must be securely fastened when mounted and proper footwear should be worn.
11. Spurs are not allowed to be worn by Primary riders.
12. Hoodies and runners are not allowed.
13. A pony competing at primary level may not be ridden on a second level team competition or any open individual competitions (TRI open individual 1m and the TRI 110cm qualifier) or the Equieire 90cm qualifier class.
14. Event organisers can run a novice individual competition open to primary and novice second level riders. The height of these fences should be 80cm. Novice and Primary rider and pony combinations that are jumping 95cm and over regularly should not compete in this class as it is for novice rider and pony/horse combinations.

### Equestrian Interschools Ireland League Rules

The onus is on EII members to be **familiar** with the **rules** and to **know** which classes they are **eligible** to compete in.

(To be read in conjunction with general rules which also apply.)

Pupils competing in Equestrian Ireland Interschools League affiliated competitions, whether open, novice or primary **must become members**. This is easy just click on [www.itsplainsailing.com/clu/eii](http://www.itsplainsailing.com/clu/eii)

A nominal yearly membership fee will apply.

Each member will receive a unique membership number and will be entered into the yearly EII draw.

2. **Schools/venues** intending to run competitions as part of the Leagues must read and agree to the following terms & conditions and must agree the proposed date for the competition with the league committee in advance
3. **Administration fee.** There is an administration fee payable by venue /school for the running of league set at €100 per competition. This may be reassessed pending entries.
4. **Competitors.** Any person competing at an EII affiliated event must be members of EII
5. **Safety**
  1. **Fall of horse or rider.** A rider that falls at any stage, after entering the arena to compete in a competition is eliminated from that **competition**. **This applies to** before, after and during the competition until the rider exits the arena. They may not remount and shall **leave the arena on foot**. However, the rider may jump in a subsequent **different competition** should the team's chef d'Equipe vouch for the rider and that they are fit to do so having received appropriate medical and





parental permission where appropriate. If a rider falls in the practice arena they must be seen and passed fit to compete by the medical personnel on site. This applies to all competitions.

2. However, the rider may jump in a subsequent competition should the team's Chef d'Equipe vouch for the rider and that they are fit to do so having received appropriate medical or parental permission where appropriate.
3. **A qualified medical person** should be appointed to each venue. There should be a paramedic on site and either an ambulance on site or on call. The venue's accident report form should be completed following any accident.

#### 6. Eligibility.

1. The Equestrian Interschools Ireland league competitions are open to riders in full-time second level education and primary education, who are 19 years of age and under on 1st September, and who are in receipt of fulltime education in the same school.
2. It is noted that many venues run **novice team and individual competitions** in conjunction with the open team and open individual league competitions.
3. These should be for novice combinations **only** to encourage schools to enter genuine novice riders.
4. Open riders competing at novice individual level for the purpose of schooling an OPEN horse or pony should do so H/C. However, an open rider on a novice pony may compete on a novice team if required but are **not allowed to jump off** for the novice team on the day. Competitors and Chef d'Equipes are reminded that the only reason an open rider should be entered on a school's novice team is to ensure that the school can field a novice team and the open rider must be on a novice pony and must not jump off for the novice team. A novice team should not contain more than one open rider.
5. As a guide, combinations competing at SJI or pony club competitions at 95cm or over should not compete at novice level.
6. A pony/horse **may NOT compete** in either the open team, open individual or 110m class if it has been ridden in the novice team or individual on the day.
7. However, if an open rider is making up a novice team on a novice pony and wishes to compete another horse/pony capable of jumping the open individual and/or 110 track then, if vouched for by the chef d'Equipe, the rider may do so.
7. **Registered name.** Horse/ Ponies must be entered under their registered name.
8. **Combined schools: Combined teams** are NOT allowed compete in the OPEN or NOVICE team league final. If a school cannot make up a team the pupils may compete in the individual competition.
  1. No amalgamations of teams are permitted in the team competition **for league points** purposes.
  2. However, there are schools and areas where show jumping is not well represented and organisers may allow combined teams to enter the



- competition providing that the amalgamations is of only two secondary schools at most and that the names of both schools are displayed on the program.
3. These are eligible for the prizes on the day.
  4. **Combined teams** are NOT allowed compete in the OPEN or NOVICE team league final. If a school cannot make up a team the pupils may compete in the individual competition.
  5. **NOTE:** If a school can make up a team of four pupils from their school alone, they MUST enter that team before going in to partnership with another school. It is only if a school cannot field a complete team of four, that they can join with another school. IE. a school cannot have two or more mixed teams.
  6. If a school fields two teams, one with a partner school, and one with their own pupils, and both teams are placed in the competition, only the complete school team will gain points.
  7. If a team enters or declares on the day as a mixed team then they are treated as a mixed team even if the rider from the second school does not jump. The rider from the second school making up a a fourth rider with three riders from the first school should not jump last of the mixed team.
9. **Pony Horse Grade:** There can only be one Grade 'A' pony or Horse Equivalent on a team.
10. **Team size:** A team may consist of three or four riders, with the best three scores in each round to count
11. **Governing SJI rules.** The competition shall be held under SJI rules. Article 261.
12. **Fence heights open competitions:**
1. The height of the fences in the open competitions, **must be** minimum 95cm and no greater than 1m in the first round.
  2. **Two** fences in the second round may be 105cm and two fences in the jump off may be 105cm.
  3. The height of the OPEN individual fences must be the same as the height of the open team fences and the same general rules will apply
13. **Open/Novice/Primary Competitions:**
1. Organisers may run open team, novice team, open and novice individual competitions and primary competitions also but they MUST CLEARLY SPECIFY if the competition is an open, a novice or a primary competition.
  2. Only the OPEN team and OPEN individual competition results will be counted towards the Open league points.
  3. The novice team league and the primary Individual league are separate league competitions.
14. **Individual competitions.** The Individual competitions should be run as follows:
1. There will be two rounds and places will be decided according to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and if necessary, according to the time in the second (jumpoff) round (i.e., article 274.section 8 special two phase competition with placings decided by 8.5.1.)



2. There should be a minimum of 12 jumping efforts including a double in the first round and a shortened course for the second round.
3. Or one round with a separate jump off round for all clear rounds with minor placings decided by qualifying places in the qualifying round, article 238.2.2.
4. In certain circumstances a one round speed round format can be adopted as per article 245.6, but the entry fee charged should be less for this.

#### 15. Team competitions.

1. In the team competition if a rider is eliminated in the first round for error of course or three refusals the rider may jump the second team round, but **not if the elimination is the result of a fall, in which case the rider may not continue.** See also section 4 above. The best three scores from both rounds give the team total.

#### 16. Horse Pony Combination:

1. A rider and Horse/Pony COMBINATION must jump exclusively for one school only **and the combination may not be entered or compete more than once in any team competition.**
2. In the event that a school is entering more than one team note that a **rider and horse/pony may compete on one team only at open level and may not ride that horse/pony at novice level other than H/C as per 15.11 below.** If making up a novice team, **the rider**, on a different novice pony as per general rules for Interschools point 6 above, may compete on one team only at novice level and may not ride that pony in any open competition on the day. See also rules for the EII90cm qualifiers below.
3. A horse/pony may compete on one team only.
4. An open rider may compete on one team only other than as per 2 above re making up a novice team if an open rider. A novice rider may compete on one team only.
5. However, a rider may ride more than one horse or pony in the individual competition.
6. A horse/pony may not be ridden by more than one rider in the individual competitions, but may be ridden by a different rider in the team competition, but as previously stated may only compete on one team and may not be ridden by more than one rider in the team competition.
7. A rider may only ride once on a team. A rider may ride more than one pony in an Individual competition
8. In the event that a rider is placed in the individual competition on more than one mount, the rider will be eligible for prizes on the day but only the higher placing will count towards points in the open individual league. In other words, it is the rider not the combination that gains the points, similar to the rule that it is the school not a particular team from a school that gains points in the league.
9. A competitor may compete in both team and individual competitions.



10. However, the **same combination of horse and rider** must compete at the same level of competition and only once in each competition. In other words, if a horse and rider compete in the open team competition they must if competing individually compete in the open individual.
11. However, at the discretion of the organisers the combination may compete "hors concours" in a novice individual event. This is to encourage riders who may have experienced difficulties to school around a lower course.
17. **Entering Deadlines:** The individual competitions may be entered on the day. Team competitions must be entered in advance.
18. **Chef d'Equipe:**
  1. A Chef d'Equipe, or a person appointed by the Chef d'Equipe, must be present with the team on their arrival and during the course of the competition.
  2. The Chef d'Equipe must be responsible for the conduct of his/her team at all times.
  3. The Chef d'Equipe or the person appointed by the Chef d'Equipe must be over 18.
19. **Course Walks:** A minimum of two course walks should take place, if there are more than nine teams competing, with teams travelling the greatest distance competing after the second course walk where possible.
20. **Jump-off:**
  1. In the event of an equality of faults in the team competition, the Chef d'Equipe will appoint two team members to jump-off against the clock.
  2. There will be an open draw with the Chef d'Equipe of the jump-off teams present, to decide the order of jumping.
  3. The Jump-Off will have rider number one from each team competing, followed by rider number two from each team.
  4. A digital timing system will be on display for the jump-off.
  5. **Eligibility for jump off round.** In order to be eligible to jump off for a team the rider must have **completed** the qualifying rounds (with the **sole exception** of a **team** competition being run as two rounds with no third separate jump off round with the second round as jump off round, where all riders ride the second round as a jump off round, in which case a rider being allowed to continue in the second round following a technical elimination in the first round can compete).
21. **Prize winners** should be mounted for the presentation of prizes
22. **Arena Parties:** An SJI registered course builder should build the course and be in attendance for the duration of the competition.
23. **Judges:** An SJI judge should be appointed to judge the competition and the judge/s must familiarise themselves with the league rules.
24. **Teams** may compete at as many venues as they wish.
25. **Team League Points,**
  1. **Team league points** will be gained in open team and novice team competitions.
  2. League points will be awarded to the top six placed teams in each competition.



3. In the event of a school having more than one team in the top six places, the school will receive league points only for their highest placing and the team in 7<sup>th</sup> place will then receive the point and so on.
4. The best top SIX scores per school over the course of the league will be brought forward to the final. Any points gained at the final will be added to this score
5. **Points are awarded as follows:** First place 10 points Second place 8 points Third place 6 points Fourth place 4 points Fifth place 2 points Sixth place 1 point.
6. **The following points apply in the final:** First place 15 points second place 12 points third place 9 points fourth place 6 points fifth place 3 points sixth place 2 points.
7. **Equality of points in the final.** In the event of equality of points in the final the accumulated scores over the entire league will be used to decide the placings. In other words, if 2 teams end on the same points following the competition at the final but one school has a higher accumulative placing over the course of the league then that school will claim the higher place.
8. **Competitors must compete at the final to be eligible for prizes in the league**, similar to all our other league competitions.

**26. Individual league Points:**

1. Similarly Open Individuals may compete at as many venues as they wish.
2. League points will be awarded to the top six placed individuals in each competition.
3. In the event of an individual having more than one mount in the top six places, the individual will receive league points only for their highest placing and the individual in 7<sup>th</sup> place will then receive the point and so on.
4. The best top SIX scores per individual over the course of the league will be brought forward to the final. Any points gained at the final will be added to this score
5. **Points are awarded as follows:** First place 10 points Second place 8 points Third place 6 points Fourth place 4 points Fifth place 2 points Sixth place 1 point.
6. **The following points apply in the final:** First place 15 points second place 12 points third place 9 points fourth place 6 points fifth place 3 points sixth place 2 points
7. In the event of equality of points in the final the accumulated scores over the entire league will be used to decide the placings. In other words, if 2 individuals end on the same points following the competition at the final but one individual has a higher accumulative placing over the course of the league then that individual will claim the higher place.

**27. Discipline:** Any act of discourtesy or disobedience to the show organisers or to the committee on the part of the owner, groom, parent, chef d'Equipe, teacher, trainer or rider/team may lead to disqualification from either competition or



league. Please note that on the whole events are staffed by volunteers giving of their free time as is the Interschools Committee.

28. **Appeals:** In the case of an appeal the appeal must be lodged, in writing, with the show organiser with a deposit of €80.00 within 15 minutes of the result being announced. This will be forfeited if the appeal is NOT upheld. Should the appeal be forwarded to the national committee the decision of the national committee will be regarded as binding.
29. **Passports:** In compliance with the Department of Agriculture it is incumbent upon our committee to insist that each competitor has an official horse/pony passport available on the day. Spot inspections will be carried out and if a competitor fails to produce a passport, he/she will not be allowed to compete.
30. **Rule Changes / Amendments:** The national committee reserves the right to amend/clarify these rules as necessary during the year.

### Primary Individual league

1. **Primary Individual League** will be for competitors jumping the 65 to 75cm class. If an event is running a 50 to 55cm class in conjunction, those results do not count towards Individual league results. In the final a competitor's best 6 scores are brought forward and there will be points and a half in the final. Any points gained at the final will be added to this score. Competitors must compete at the final to be eligible for prizes in the league, similar to our other league competitions.
2. **General rules for Interschools** competitions and league competitions apply.
  1. The **competition** should be run as follows: Fence height to be from 65 to 75 cms There will be two rounds and places will be decided according to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and if necessary, according to the time in the second (jumpoff) round (i.e., article 274.section 8 special two phase competition with placings decided by 8.5.1.) There should be a minimum of 12 jumping efforts including a double in the first round and a shortened course for the second round. Or one round with a separate jump off round for all clear rounds with minor placings decided by qualifying places in the qualifying round, article 238.2.2. In certain circumstances a one round speed round format can be adopted as per article 245.6, but the entry fee charged should be less for this.
  2. Whilst the norm is for a jump off to take place in primary competitions optimum time can decide the placings. If this is the competition format then this should be clearly stated to avoid any confusion.
3. **Points are awarded as follows:** First place 10 points Second place 8 points Third place 6 points Fourth place 4 points Fifth place 2 points Sixth place 1 point. **The following points apply in the final:** First place 15 points second place 12 points third place 9 points fourth place 6 points fifth place 3 points sixth place 2 points.
4. **A rider** may ride more than one horse or pony in the individual competition. In the event that a rider is placed in the individual competition on more than one mount,



the rider will be eligible for prizes on the day but only the higher placed combination will gain points. This also applies to the final.

### Premier 1.10m Qualifiers and final:

Premier 1.10m qualifiers sponsored by TRI Equestrian will be held at a number of selected venues as listed on calendar.

1. These are open to Second level combinations capable of jumping a 110 track and this must be confirmed when entering by school representative on the day whether Chef d'Equipe or parent/guardian. Combinations competing at novice level are not eligible.
2. Only those that have qualified may enter and compete at the final.
3. A rider may enter a **maximum** of two horses/ponies at each qualifier and may qualify a **maximum** of two horses/ponies for the final. If they have qualified more than two horses/ponies for the final they may only enter and ride two horses/ponies at the final.
4. The final will be held at the Interschools league final weekend. Six combinations from each qualifier will qualify, plus the winner of the MEC NI 110 League final.
5. First to sixth at each of the qualifiers will qualify for the final.
6. Qualified combinations may compete at other qualifiers and be eligible for prizes on offer on the day, with the exception of the qualifier rosettes, but must state that they are already qualified, in which case the qualifying spot and rosette moves to the next combination in line.
7. Some venues will run a 1.10m class for which qualification will not be awarded but the same general rules apply. Qualifiers are highlighted in the Calendar.
8. There will be two rounds and places will be decided according to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding time allowed in both phases) and if necessary, according to the time in the second round (i.e., article 274. section 8 special two phase round with placings decided as per section 8.5.1). There should be a minimum of 12 jumping efforts, including a double in the first round with a shortened course for the second (jump off) round. Alternatively, it can be run as a jump off class with one round with all clears qualifying for a separate jump off round and minor placings, if necessary, decided by time in the first round, article 238.2.2. In certain circumstances, such as shorter winter days, a one round speed round format can be adopted as per article 245.6, but the entry fee charged should be less for this
9. A combination must demonstrate that they are of a sufficient level to compete and complete the round on 16 faults or less. A combination who has more than 16 faults in a round at a qualifier does not qualify at that qualifier. The combination may compete at a subsequent qualifier and should the combination achieve a round of less than 16 faults and is placed will then qualify for the final.

Note this is NOT a league competition and the Open Individual League is a separate competition.



### 90cm novice Qualifiers and final:

The **Equieire 90cm Novice Individual** class will be run at certain venues which will be a QUALIFIER for the final for the Equieire National Novice Championship.

1. These are open to novice Second Level combinations capable of jumping a **90cm** track and this must be confirmed when entering by school representative on the day whether Chef d'Equipe or parent/guardian. Combinations competing at Open level are not eligible.
2. Only those who have qualified may enter and compete in this class at the final
3. The standard **80cm novice individual competition** is a separate competition and no qualifying points will be awarded
4. A rider may enter a **maximum** of two horses/ponies at each qualifier and may qualify a **maximum** of two horses/ponies for the final. They may only ride a maximum of two horse/ponies at the final.
5. The final will be held at the Interschools league final weekend. Six combinations from each qualifier will qualify, plus the winner of the MEC NI 90cm League final.
6. First to sixth at the qualifier will qualify.
7. Qualified combinations may compete at other qualifiers and be eligible for prizes on offer on the day, with the exception of the qualifier rosettes, but must state that they are already qualified, in which case the qualifying spot and rosette moves to the next combination in line.
8. Since it is the combination that qualifies, a maximum of 2 ponies may be ridden at the final by the qualified rider/pony combination. This is confined to **second level pupils only** and to those competing **at novice level only**. Riders competing on open teams and open individual classes may **not** compete in this competition. If a rider **competes on the same or another pony in an open competition at that event or subsequently jumps in an open competition at another event either as a team or an individual**, he/she is **not** eligible to compete in the EII 90 final.
9. Some venues will run a 90m class for which qualification will not be awarded but the same general rules apply. Qualifiers are highlighted in the Calendar.
10. There will be two rounds and places will be decided according to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding time allowed in both phases) and if necessary, according to the time in the second round (i.e., article 274. section 8 special two phase round with placings decided as per section 8.5.1). There should be a minimum of 12 jumping efforts, including a double in the first round with a shortened course for the second (jump off) round. Alternatively, it can be run as a jump off class with one round with all clears qualifying for a separate jump off round and minor placings, if necessary, decided by time in the first round, article 238.2.2. In certain circumstances, such as shorter winter days, a one round speed round format can be adopted as per article 245.6, but the entry fee charged should be less for this.

Note this is NOT a league competition.