



What you will need

1. One large, durable Tradball
2. A goal, for, anything that is safe for horse and rider. example, traffic cones or tyres Gymkhana posts
3. Set up of area to be used - This can be an inside or outside arena or a level paddock. mark the boundaries and centre line.

GAME RULES

A minimum of 25m by 60m is recommended and should be laid out as a normal football pitch. However, size depends on your need and availability. The arena should be divided into two halves. Riders or mounts must not cross the centre line. The ball must not cross the boundary line. (ball is "out" if it crosses the boundary line). Goals which must be clearly marked are placed at each end; five meters in from boundary with goal mouth three meters wide. Goals can only be scored one way through goal posts but if a shot is missed and the attacking (offence) team retains possession they can bring the ball around for a second attempt.

TEAMS

The number of horse/rider players can vary, 2 per side minimum up to 5 per side maximum and any age. If numbers permit the games will be split into juniors /seniors. Each side having two attacking (offensive) and two defending (defensive) players with unlimited subs. The attacking and defending players are restricted to their respective halves of the pitch.

MATCH TIMES

Novice 4 x 5 minute quarters, a whistle will be used to call time.

Advanced 4 x 10 minute quarters, with a five minute break between each quarter. A whistle will be used to call time.

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

- Mounts can kick or push the ball.
- 2 mounts only on the ball at any given time.
- The ball can be taken from a mount whilst in play.
- Riders can be substituted or rotated at the end of each quarter.
- Riders must not stay in same position for two consecutive quarters.
- Mounts can be shared at new quarter.
- The game continues until a goal is scored or the quarter is finished.

AFTER SCORING

- The ball will be returned to the centre line by the referee.

PENALTY SITUATIONS

- If spurs interfere with other horses / riders.
- If a bit interferes with other horse / riders.
- Excessive use of the whip.
- A rider touching the ball in any way.
- Aggressive handling of the horse by the rider.
- Aggressive behaviour to another mount or rider (eg kicking, hitting, poking). Horse on horse contact is allowed but at referee's discretion.
- Defenders and attackers must not go out of their half of the pitch.
- If the game is played in a fenced / walled arena and horses and ball get jammed on the wall / fence for longer than 10 seconds the referee will call "JAM" and both riders must move away from the ball and allowing other team members to move the ball away.
- Crossing over the centre line results in the other team being awarded the ball at centre line on the side boundary.
- Crossing over the boundary line results in the other team being awarded the ball at exit point on the side boundary.
- If a horse kicks another they are sin binned for the remainder of the quarter.

PENALTY

- A penalty will result in loss of the ball to be given to the opposing team.
- A defensive penalty will result in the other team being awarded the ball at point of infringement.
- An offensive penalty will result in the other team being awarded the ball on the centre line in centre field.

REFEREE RESPONSIBILITIES - REFEREE'S DECISION IS FINAL.

- Referee can be mounted or unmounted.
- Referee can be in any part of the playing grounds.
- Referee will use a Whistle or Bell to identify a penalty, the start and the finish of a quarter.
- Referee can be time keeper and score recorder if extra help is not available.
- Referee must use a clearly audible whistle or other instrument to demote time and penalty calls.
- Referee is clearly visible to all players by wearing a high visibility vest or other distinct item.

SAFETY WHILE PLAYING TRADBALL

- Hard hats to current British Standards must be worn whilst mounted.
- Short whips only can be used and only on mount's shoulder.
- Spurs can be worn.
- Bits must not have protrusions.
- Boots and bandages may be worn.
- Riders can wear safety gear.
- Riders must take responsibility for their safety while playing.
- If a mount becomes unsafe (rider cannot control) both must leave the playing ground and not be replaced until the quarter is finished.
- Riders to be aware of the Referees location at all times.

IMPORTANT TIPS

- Your horse must be familiar with the Tradball before playing.
- Introduce your horse to the Tradball on the ground first before mounting. NEVER force a scared horse. The results from slow and gentle training will be far superior.
- Don't be too competitive, aggressive handling will result in a trip to the sin bin.
- Remember, all horse activities can be dangerous. Have fun but be prepared for the occasional panic attack.

TRADBALL is a great way to bond and gain trust, it promotes horse and rider working together as a team. Do take it seriously, but don't be too competitive, just enjoy yourself and make it fun for your and your mount.

HAVE FUN TRAINING !!!!!