

SENIOR STEER ROPERS ASSOCIATION RULES
(AS AMENDED UP THRU & INCLUDING 11/18/2025)

General Rules

1. All ropers must be members of the Senior Steer Ropers Association (SSRA) to compete in an SSRA roping. A member in good standing, may rope at any approved SSRA roping.
2. Membership dues are \$250 per year. An application for membership and a liability release form will be completed and signed. Completed paperwork and dues paid prior to competing in first roping of the year. Dues will increase to \$300 after April 1st.
3. The SSRA has two (2) separate tiers/divisions under which a member may be eligible to compete-- Senior and Super Senior.
To qualify to compete in the Senior division/tier, a person must attain 50 years of age during the current roping year.
To qualify to compete in the Super Senior division/tier, a person must attain 60 years of age during the current roping year.

Rookie Year Rule:

A member's "rookie year" is defined as the first year a member joins the association, regardless of the division joined. For members transitioning from the Seniors division to the Super Seniors division at the age of 60, will mark the beginning of their rookie status within the Super Seniors division and will count as their rookie year in the Super Seniors. (The HL Todd Award applies to the members inaugural rookie year only, transition rookies do not apply to this award.)

4. A Super Senior may rope in either, or both divisions, provided he enters that way.
5. Directors will handicap each member according to their assessed competitive ability. Directors reserve the right to change member's handicap after a full weekend of roping. Member must be immediately notified of any change.
6. SSRA will keep track of each member's winnings, by division, to determine year-end standings/awards.
7. All contestants must wear long sleeve shirts and a cowboy hat at all approved ropings. This rule may only be waived at the discretion of a director and/or the producer.
8. All entries are made thru the SSRA entry office, except as otherwise directed and noticed.

9. Late Entry and Draw-Out Fine Rule:

1. **Late Entry Fine:** A \$60 fine will be imposed on any roper who submits their entry after the designated closing time for the event. This encourages timely entries and helps maintain event organization.
2. **Failure to Draw Out Fine:** If a roper enters an event and then decides to withdraw (or "draw out") but fails to do so before **10:00 pm [CT]**, two days prior to the event, they will

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incur a \$50 fine.

In addition to the \$50 fine, the roper will be responsible for paying their event entry fees plus office charges (minus stock charges). These entry fees will be calculated into the payout for the roping.

3. **Credit Card Fees:** Any fines or charges paid by credit card will be subject to credit card processing fees.

All fines assessed will be made payable to the SSRA and must be paid prior to participation in a future roping. This system ensures fairness, proper planning, and accountability in the event organization and participation.

Emergency releases will be considered by the Board of Directors.

10. A set of SSRA rules will be provided to all producers &/or committees, as well all officials judging the event

11. Entry fees will be at the rate of \$100/steer pot + \$30 office charge + stock charge

Examples: $((\$100 \text{ Pot} + \$\$ \text{ Stock}) * \# \text{ of Rounds}) + \30 Office Charge

However, the pot \$\$ may be higher in an "added money" or "special" event, if, the producer so requests, and the Board approves.

12. Three head roping average will pay 1.5 times the go-rounds.

Four head or more, the average will pay 2 times the go-rounds.

All short rounds and averages will pay the same number of places at the same percentages as any long round, regardless of the total amount of money in the average. In the event of a short round roping, 10% of the total pot will be what is competed for.

Pay off breaks & %:

<6 ropers, 1 place straight across

6-10 ropers= 2 places at 60% -40%, straight across

11-15 ropers=3 places at 50% -30%-20%, straight across

16-40 entries = 4 places at 40%-30%-20%-10%, straight across

41-60 ropers= 6 places at 29%-24%-19%-14%-9%-5%, straight across

>61 ropers= 8 places at 23%-20%-17%-14%-11%-8%-5%-2%, straight across.

GROUND MONEY:

Ground money will be paid out to all ropers that rope in a round if no qualifying times are made, or to fill a hole if there are not enough qualifying times to fill all payout holes. The round money will be evenly split between all ropers that compete in that round, ground money does not count for year end standings and must be noted separately on payout paperwork.

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13. Only the results of an approved SSRA roping, that are open to all members, will count toward year-end standings.
14. To qualify for the SSRA Finals, member must rope in at least 5 SSRA approved ropings during the competing year. A member who has attained the age of 75 must rope in at least 2 SSRA approved ropings during the year. All past presidents of SSRA are exempt from this rule.
15. A One Tier roping with a minimum of \$2,500 added purse or a Two Tier roping with a minimum of \$1,000 added to each tier, will count as competing in 2 ropings, toward Finals qualifying count. Otherwise, all other SSRA approved ropings each count as 1, toward Finals qualifying count.

16. Roping Division Rule:

For roping events, the number of participants determines the structure of the competition:

1. **One-Tier Roping:** If a roping event has 10 or less entered, it will be organized as a **one-tier roping**, meaning all participants will compete in a single division with one tier handicaps.
2. **Two-Tier Roping:** If a roping event has 11 or more entered, the event can be split into **two tiers if the producers approved it as such**, with one division for the seniors and another for the super seniors. However, for this two-tier structure to be implemented, each division must have a minimum of 4 ropers.
3. **Minimum Participants:** A roping event will only qualify to be held if there are at least 4 members entered. If fewer than 4 members sign up, the event will not be SSRA sanctioned, no office fees will not be charged, and championship dollars will not count.

This structure ensures that roping events are organized fairly and efficiently based on the number of participants.

17. The SSRA season runs from the day after finals to 30 days prior to finals.

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Competition Rules

1. The SSRA rules and the rules of the PRCA will govern all roping rules. In the event of a conflict of rules, the rules of the SSRA will prevail. In the event a rule is not addressed, the current rules of the PRCA will prevail. Any special ground rules at any roping must be approved by the SSRA Board and announced prior to the start of the competition.
2. There must be a barrier/line judge at each roping. A score line will be set and be visible at all times. The barrier judge will have the authority to determine if a roper gets another steer due to a foul or malfunction of the barrier. The judge's decision is final. In the event of a dispute, an SSRA director will decide the length of the score.
3. Steers will be numbered and drawn OR steers will be chute run and positions drawn at each roping. Late entries may be positioned at the top of the roping order. A roper will not compete on the same steer more than 1 time/roping.
4. Prior to the start of each roping, the Board has the right to remove any steer before he is run. A steer cannot be cut after he has been run, unless injured during the roping. It has been a long-standing policy that when the steer has been roped and handled by the rules of the SSRA, (except as noted in Rule #8) that neither the roper nor the association is liable for any steer crippled or killed.
5. Steers may be lined if arena conditions are such that it is in the best interest to do so. If this is done, the same positions/line should be held for all ropers. The furthest liner should be determined before the roping begins and maintained throughout the roping. The flagger has jurisdiction, and his decision is final.
6. If a roper is entered and is not present when his name is called to rope, his steer will be turned out. Should the roper arrive before the beginning of the 2nd round, the roper may rope his first steer at the end of the 1st round. The same applies to the remaining rounds. If the roper missed the 1st round, then the roper will be roping for go-round money only and will be out of the average. One must compete on all steers, to be considered for the average.
7. Roper will be allowed 1 loop, 1 attempt and 1 flat fall. Any change to this rule, due to arena &/or weather conditions, must be on the approval of at least one director and the producer.
8. If a steer is jerked down with an illegal catch, the roper will be flagged out. This rule includes the hamburger catch (rope around the horns and under the neck). The roper will be responsible for paying for any steer that is crippled or killed by using the hamburger catch.
9. When a roper calls for a steer and the steer crosses score line, he belongs to the roper. Should the steer duck back before the score line, the roper will get a rerun on the same steer.

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10. The field flagger will stop the time if a steer turns back and crosses the plain of the roping box, on either side. A rerun will be given, on the same steer, with the elapsed time, including a barrier, if appropriate.
11. The flagger can stop the time whenever a steer is stuck in a fence, injured, or stopped. A rerun will be given, lap and tap, or with the rope on the steer, if he was roped before time was stopped.
12. If the barrier fails to work, or the timekeepers fail to start the watches, the announcer should try to get the roper to pull up and not rope the steer. The roper will get the same steer back at the end of the round. If a steer has been roped and hurt in any way, another steer will be drawn for the roper in that round.
13. If after a qualified run, a roper's time has been missed due to a faulty watch or any mistake, the roper will be given a rerun on the same steer at the end of the round.
14. A dropped rope that must be recoiled will be considered a thrown rope.
15. A legal trip is when the rope is below the hip bone of the steer on the side opposite the direction the horse is turning. The rope must satisfy the above, at one point, and if it is not in the judgment of the Field flagger, it is a no time.
16. A steer must be moving when he is tripped, no double backs will be allowed. A steer that "checks off", during the run, is considered moving. Tripping a stopped steer or a double back trip will be a no time. Flagger's judgment and call are final.
17. If a steer's nose is in the dirt after the roper completes the tie, then a roper may, upon leaving the steer, straighten the head to give the animal air. No permission is necessary from the field judge.
18. When a steer is tripped and there is a flat fall but attempts to get up as the roper gets to the steer or starts the tie, the steer may be held down by the roper until, in the opinion of the field judge, the steer has regained its feet. Flagger's decision is final.
19. The flag judge will start the stopwatch when the roper mounts his horse, turns him around and puts his slack to the ground. Flagger will determine the tie – legal and 6 seconds have elapsed. If either fail the test, roper to be given a no time. Flagger's decision is final.
20. Any individual steer that is to be re-run at the end of the round must be brought back with other steers and given a 5-minute rest.
21. A 60 second time limit is set for each roper. A horn or whistle will signal the elapsed time.