

AMGA By-Laws



General Rules

Bits allowed

A horse should have a bit in its mouth with reins attached. Bitless bridles are not allowed.

Saddles

Saddles must have a girth with 2 buckles on either side. The exception to this is where a saddle is used that has a girth that is manufactured and designed for that particular saddle (e.g Western and Stock Saddle). Riders are to be aware that IMGA rules state that saddles must have 2 buckles on each side and that for IMGA sanctioned competitions they will need this.

Uniform

Uniform etiquette in Australia is beige/bone or black (2015) coloured jodphurs/riding pants (with no coloured panels, no large letters), with a collared (This includes a banded collar such as on a rugby shirt)and sleeved riding shirt. Teams and pairs must wear the same colour.

Horse size

No restriction on horse size in the competition. The referee has the right to adjudicate on the appropriateness of the rider/pony combination. ‘

December, 2019 “In Australia we use the rider’s weight as 25% (not 20%) of the horses weight to guide a decision on overmounting”

Age Rule

AMGA sanctioned competitions shall be split into age groups as follows: U12, U15, U18, Open (no age restrictions) and Veterans (25 years or over).

Age groups may be altered/amalgamated by the AMGA committee where the need arises.

Mobile Phones

Riders are not permitted to have a mobile phone in the arena during competition. Assistant referees and Coaches/Trainers may have a mobile phone with them but must put them away once the whistle blows signalling the start of a race.

Helmets

December 2018 EA and PC guidelines on acceptable helmets are to be used. Riders are to be informed of the 2019 IMGA helmet rules and encouraged to have peak-less helmets.

September 2023 Helmets are to be checked for compliance at all competitions, unless they have been tagged by the Branch. (New tags are to be issued each year).

Stirrups

September 2023 At the start of Session 1 each day stirrups must be checked to ensure they are not too large or too small.

Games at AMGA Championships

December 18 The game Victoria Cross is not to be used as a game in the Finals at any AMGA Championships

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Remaining mounted in the arena

April 2019- Until the referee signals that a race is over, by blowing the whistle, riders who have completed the race must remain mounted unless they have dismounted to collect dropped equipment or to adjust saddlery, in which case they must remount as soon as possible.

Meeting Procedure

September 2019 - *“Any motions moved at an AMGA Committee Meeting must be an item on the agenda (excluding issues involving safety or issues that bring the association into disrepute).*

If the committee decides that the Branches should be consulted, then the motion would be taken back to branches for discussion and it would then be voted on at the following AMGA Committee Meeting.”

Membership Categories

Category 1- Riding member

Category 2- October 2021- Non-riding member. A member who doesn't participate in the mounted activities of the association (e.g. riding, competing, training etc.).

They are affiliated with a riding member, or are an AMGA volunteer committee/sub-committee member or event organiser. They are afforded the same voting rights, and rights to sit on committees, as riding members. They pay a nominal fee as set by the AMGA committee. A non-riding member may apply to become a riding member during the AMGA year by paying the relevant difference

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Events to be added to rule book

For all added games all general AMGA By-Laws and IMGA competition rules apply.

Please note: The following games are not to be used in the finals of any Australian Championships. (June 2023)

Individuals

Agility Aces

Equipment:

6 stepping stones, 1 bending pole.

Position of the Equipment:

In lines across the centre line of the arena with 1ft (30cm) between the rim of each stone and in a straight line between the lanes of bending poles. The bending pole is placed on the 2 yard (1.8m) mark at the changeover end.

The Game:

Rider rides to the stepping stones, dismounts and, leading the pony by the reins, steps on each stone in turn followed by at least one step on the ground before remounting, rider then rides around the bending pole at the changeover end and returns down the arena repeating the exercise of running across the stones, and crossing the start/finish line mounted. If the rider or pony should knock over a stepping stone, or riders feet touch the ground while negotiating the stepping stones, then the rider must replace any upset equipment and, in both cases, return to complete the whole line of stepping stones again. The bending pole at the end is considered part of the race and must be left upright.

Ball and Cone

Equipment

2 road cones and 2 tennis balls

Position of Equipment

1 cone on centre line with a tennis ball on it and 1 cone on 2m mark. Tennis ball at start.

The Game

Rider starts at the start/finish line with a tennis ball, rides to the end cone and places the ball on it. The rider then rides to the cone on the centre line, collects the ball and rides to cross the start/finish line.

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 2 Tennis balls.

Position of equipment:

The two tennis balls are placed at the position of the 5th bending pole. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

The Game:

Rider starts at the start/finish line with the hockey stick and weaves through the bending poles. Once at the tennis balls the rider should hit the balls from the mounted position over

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the change over line. Once both balls are over the change over line, rider then weaves back through the bending poles with the hockey stick to finish the race.

Pairs

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 2 Tennis balls.

Position of equipment:

The two tennis balls are placed at the position of the 5th bending pole. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

Position of the riders:

Both riders are at the start/finish line.

The Game:

Rider 1 starts with the hockey stick, weaves through the bending poles to the balls. Rider 1 chooses a ball and hits that ball across the top line, and then weaves back to the start/finish line with the hockey stick and hands over to Rider 2. Rider 2 completes the course in the same manner as Rider 1. Once a ball has been selected and hit by Rider 1, the rider must continue to hit only that ball across the top line. Balls can only be hit across the top line from the mounted position. In the event that Rider 1 accidentally hits/kicks the second ball out of position, they can leave the ball in that position and return to the start/finish line for the changeover. Rider 2 then hits the ball from that position, note interference rule applies. Unselected balls accidentally hit/kicked over the top line must be brought back into play and then hit over the top line to complete the race.

Jousting

Equipment:

1 jousting board, 1 jousting lance, 2 road cones.

Position of the Equipment:

The jousting board will be placed on 2 road cones in between the lanes of bending poles across the centre line, 2 targets will be used, 1 on either side. Rider 1 starts carrying the jousting lance.

Position of the Riders:

Rider 1 will be at the Start/Finish end. Rider 2 will be at the change over end.

The Game:

Rider 1, carrying the jousting lance by the handle, rides to the jousting board, knocks down a target with the lance and rides to the change over end where he/she hands the lance to Rider 2 by the handle. Rider 2 completes the course in the same way. Targets must be hit with the point of the lance and not side swiped in passing. Any rider can hit the targets from either direction. The lance must be held by the handle when knocking down targets and when crossing the start/finish or change over line. Any rider knocking down more than 1 target must replace those knocked down in error. The handover must be made from hand to hand by the handle.

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Teams

Hockey Game

Equipment:

Hockey stick, 4 bending poles, 4 tennis balls.

Position of equipment:

The four tennis balls are placed at the position of the 5th bending pole. The tennis balls should be placed approximately 50mm (100mm apart) either side of the line of the poles.

Position of the Riders:

All riders are at the start/finish line.

The Game:

Rider 1 starts with the hockey stick, weaves through the bending poles to the balls. Rider 1 chooses a ball and hits that ball across the top line, and then weaves back to the start/finish line with the hockey stick and hands over to Rider 2. Rider 2, 3 and 4 complete the course in the same manner as Rider 1. Once a ball has been selected and hit by Rider 1, 2 and 3, the rider must continue to hit only that ball across the top line. Balls can only be hit across the top line from the mounted position. Unselected balls hit/kicked out of position can be left in that position for the next rider; Note interference rule applies. Unselected balls accidentally hit/kicked over the top line must be returned into the field of play before being hit over the top line to complete the riders portion of the race.