CHOVKEN GAME RULES

A. TEAMS, PLAYERS, RESERVE PLAYERS, EQUIPMENT

I. Teams and Players

a. A team consists of four players. The Organizing Committee of the Competition (Committee) may decide to play the match in squads of five players.
b. The team and players must be qualified for the Tournament by the Sports Committee, which takes into account the athletic level of the players and team and the fulfillment of formal requirements.
c. After the announcement of the results of the draw of teams and groups and the composition of the teams performing in the Tournament, the Team once entered in the competition may not withdraw from the games, except in extraordinary situations approved by the Sports Committee. Deviation from this rule constitutes a grave violation of the rules and is grounds for disqualification of players and the team.
d. Only players who are members of an affiliated club; or a club belonging to a Sports Association recognized by the International Chovken Federation may participate in matches and tournaments. This provision is intended to ensure that tournament games are played by players who are guaranteed by the authorities of the club, association or other organization to know and understand the rules of the game.
e. Players can only play with their right hand.

II. Substitutes

a. During the Tournament, a player may only play on one team. National teams must consist of players of that nationality of countries they represent. In case of double or more nationalities player must decide which country he/she will represent. If the player with double or more nationalities already have played any official competition under the flag of ICF, can change the nationality only once during the sports life.
b. Substitutes must be qualified for the Tournament, and the team must remain qualified after any substitution of a player. If a player has been penalized with removal from the field and the team needs to make another substitution after replacing him with a reserve player due to injury or indisposition of the player, any registered player may enter the game.
c. A player who has participated in one or more matches of the tournament but is unable to continue playing may be replaced by a substitute. This rule also applies to a situation in which a player from the basic squad was unable to participate in earlier matches and was replaced by a substitute.
d. During the match, a team may introduce a substitute at any given moment, but it must be registered in the protocol and communicated to the judges.
e. The Sports Committee, for the sake of tournament games, may allow any qualified reserve player (including those previously playing for another team in the same tournament) to play, provided that:

1. The Sports Committee considers that there is no other player who can act as a reserve.
2. The Sports Committee trusts that it is dealing with a bona fide change of player.
3. The team must remain eligible for the tournament after the change, and in particular, respect the eligibility restrictions of the tournament.

In high-profile matches, team captains will agree to this.
In exceptional situations, the Sports Committee may allow any player to play (Except for national teams competitions)

III. Players' Equipment

a. Spurs that can injure and cripple horses are prohibited. Wheels or spikes must be blunted, their total length must not exceed 3 cm, and if they are bent, the bend must be directed downward.
b. Boots and knee pads must not have buckles that can damage the horse, the horse's equipment, shoes, pads or pants of other competitors.
c. The whips must not be longer than 120 cm. Playing with a broken whip is forbidden.
d. All players must use protective helmets equipped with a triple point strap during the game.
e. All persons on the chovken field must use protective helmets during the game or training.
f. The use of electronic or public address communication devices by referees, players and coaches is prohibited during the game and training.
g. Players' jerseys must have numbers no less than 22 cm high and in a contrasting color with the color of the jersey material.
h. If, in the opinion of the Sports Committee, the colors of the opposing teams' jerseys are too similar, which could lead to confusion or make it difficult to follow the game, the team drawn second or lower in the standings will be asked to change the color of their jerseys. Every team must have two sets of different-colored jerseys.
i. Smoking on the chovken field is prohibited.

Note: For the sake of the reputation of the game of chovken, players should be neat and their horses clean and in good order.

IV. Use of Drugs and Illicit Stimulants

a. Players under the influence of alcohol, drugs or doping agents may not be allowed to play.

B. HORSES, HORSE EQUIPMENT, HORSE CARE

I. Horses

a. Horses of any size can play chovken.

b. Horses blind in one eye are not allowed to play.
c. A horse that does not react to aids and is not controllable, as well as a horse with behaviors that are dangerous to other horses and competitors, may not take part in the game. The decision on this matter shall be made by the Sports Committee at the request of the Judge.
d. It is not allowed to continue the game on horses that have traces of blood in their mouths
e. Horses with infectious diseases are not allowed to enter the field.
f. In medium and high level competitions, a horse can only play on one team.
g. All horses participating in the competition must have a vaccination certificate.
h. During a match, a horse may play two halves, that is two 15-minute periods. A break of 10 minutes must take place at halftime of the match.
i. Horses showing signs of exhaustion or arousal beyond measure must be withdrawn from the game.
j. Any medical procedures on horses during the match may only be performed by veterinarians.

II. Equipment

a. The use of protectors on all legs is mandatory.
b. The use of eye flaps or other forms of limiting the horse's field of vision is prohibited.
c. Horseshoes must be free of hackles, snow nails with the exception of the studs of the outside of the hindleg horseshoe, which must, however, be removed after play and for transport.
d. The use of bit-less and hackamore type bridles is prohibited.
e. Horses of judges should be equipped with a tack for chovken. They may have loose tails.
f. The bit at its thinnest point must not be thinner than 6.35 mm.

III. Horses Care

a. Horse owners and competitors are obliged to take care and proper care of their horses. Cases of brutal treatment of horses should be reported by witnesses to the Horse Welfare Committee, which will take appropriate measures, in extreme cases including disqualification of the competitor or team.

C. OFFICIALS

I. Rights and Responsibilities of the Organizing Committee of the Competition

a. The competition host will appoint a minimum of three competent persons, who should not have a personal interest in the outcome of the competition, to form the Competition Organizing Committee (Committee). The Committee shall be responsible for conducting the competition, securing the functionaries and equipping them with the necessary equipment for their functions, setting the competition schedule, conducting the draws and resolving any disputes when the

judges are unable to do so. The Committee's decisions are final and cannot be challenged by competitors or teams.

b. Players and teams may not challenge the choice of referees or the dates of the games set by the Committee.
c. Issues related to horses and players can be reported by the judges to the Committee after the game.

II. Judges and Arbitrators

a. Compliance with the rules during the game is supervised by one Referee (Umpire) on a horse and observing the game from close range, and a President of the Jury observing the game from an elevation placed on the side of the field halfway along its length. The Referee's decisions are final. In case of doubt, the Referee can consult the President of the Jury, Goal Judges, or the Chovken VAR system.
b. The players may not in any way influence the decisions of the Judges, demanding, for example, that fouls be whistled. The decisions of the Referee may not be questioned by the players. The only persons authorized to obtain from the Referee an explanation of the decision made are the Team Captains.
c. It is a good custom to exchange comments on the course of the match between the Referees and the Arbitrator at halftime.
d. The competence of the Referees and Arbitrator to make decisions is limited in time to the duration of the match. Disputes arising before or after the match shall be resolved by the Sports Committee, whose decisions shall be final.
e. The Sports Committee may impose an obligation on teams to provide horses for the use of the Judges.

III. Goal Judges

a. Goal Judges should be appointed to referee important matches, one for each goal. Their task is to confirm to the Umpires that a goal has been scored and to possibly help resolve issues arising from play near the goals, if the Umpire asks for consultation. The final decision as to whether or not a score is scored rests with the Referee (Umpire).
b. If a goal has not been scored, it is the duty of the Goal referee to mark the place from which the defending team will start the game, which he does by laying the ball at the place where the ball crossed the end line of the field, but no closer than 1.5 m from the goal or the sideline (band).
c. The goal judge should:

    1. Have protective headgear.
    2. Wear different color than the playing teams.
    3. Know the general rules and regulations of the game.
    4. Stay within 10 meters of the endline.
    5. Make sure that all auxiliary equipment such as a chair, bicycle, ball boxes and others are no closer than 27 m from the end line of the pitch.

IV. Timekeepers and Scoreboard Managers

a. In all matches, a Timekeeper (timekeeper) should be appointed, who may be assisted by the person managing the Scoreboard.

V. Medical and Veterinary Care.

a. The Club organizing the games will ensure the presence of an ambulance with qualified medical personnel for the duration of the game. In the case of practice and intramural games, the Club will provide access to rapid medical assistance called by telephone, the number of which must be made known to the players. In both cases, the relevant medical services should be notified prior to the game of the likely need for intervention.
b. During matches and practice games, the Club will ensure the presence of a veterinarian or his availability on call. The veterinarian should be notified prior to the game of the probable need for intervention.

D. INSTALLATIONS AND EQUIPMENT OF THE PLAYING FIELD, OTHER EQUIPMENT

I. Pitch Dimensions

a. The dimensions of a full-size pitch, i.e. one on which a match can be played in a four-player lineup, are in the range of 85-150 meters in length and 35-70 meters in width.
b. The distance between the goals should not be less than 85 meters, each goal is 4 meters wide. The center of the goals is determined on the longitudinal axis of the field. A infield area is marked next to the goal.
c. The goal posts should be no lower than 2 m and light enough and lightly fixed to give way easily and safely in the event of a collision.
d. If the pitch is surrounded by bands, their height must not exceed 27.5 cm.
e. The goal infield is a Dead Ball zone. No player, or horse can hit or touch the ball in this area or a penalty will be awarded to the opposite team.

II. Ball Dimensions

a. The diameter of the ball is 10 cm to 12 cm, and its weight is about 220 g.

III. Safety Zone

a. The safety zone is the area around the playing field extending about 8 meters from the sidelines (if no boards) and about 10-30 meters from the end line of the field. No one except the playing players and Referees are allowed in the safety zone. Swapping of horses or equipment must take place outside the safety zone.

E. GAME DURATION, GAME WINNING AND POINTS

I. Who is the Winner in the Game

a. The winner is the team that scored more goals, including in the result points awarded as Penalties.
b. The essence of the game is the desire of both teams to win. If the referee determines that the game is a sham and the desire to win of either team is insincere admonishes the team and if this does not result in a decision to send a request to the authorities of the Club, Union or other organization performing its functions to disqualify the team and players.
c. A goal is considered scored if the ball passes between the goal posts at any height.

II. Duration of the Game

a. A match consists of 2 halves of 15 minutes each. The halftime break in the middle of the match is 10 minutes. If overtime is required, the overtime game shall be preceded by a break of 5 minutes. The over time is 5 minutes if after this time the game continues with a draw then penalty shooting will be executed.
b. The game may not be interrupted during play except as described in chapters K.II.a; L.I. and L.II.
c. Stopping the game. The game can be stopped in one situation:

    1. When the game time is no longer measured and the timekeeping clock stopped. The referee gives the timekeeper the signal to stop the clock with his whistle.

d. A penalty shot dictated after the signal indicating the expiration of playing time in the first half is enforced at the beginning of the next half, except in the case of a tie in the last half. In that case, the penalty kick is enforced immediately and if the game is tied after its execution, play must continue for another 20 seconds.

F. START OF THE GAME. BREAKS IN PLAY AND RESUMPTIONS OF PLAY

I. Start of the Game

a. To start the game, the referee flips a coin in the presence of team captains at the center of the field. The team that won the coin toss starts from the center of the field. All players must remain on their sides of the field till the ball is touched for the first time by the commencing player. The commencing player is aloud to play the ball once communicated by the referee.

II. Change of Parties

a. The teams switch sides in half time. (The resumption of the game after the change of sides is carried out in accordance with paragraph F.I.)

III. Ball Knocked Out of Bounds

a. If the ball leaves the side lines (or barriers) of the field of play, the resumption of the game takes place in a manner of a from the spot penalty for the opposite team.

   Note: In situations described in points. F.I. - F.III., the referee should give the players a reasonable amount of time to set up for the throw. In the case of the situation described in paragraph. F.V., the referee is not obliged to wait for the late player to resume play.

IV. Resumption Of the Game from the Goal After the Ball Has Been Hit to the Final Out by the Attacking Team

a. When the ball is knocked out of bounds by the attacking team, the game is resumed by the defending team from the place where the ball went out of bounds (but no closer than 4 meters from the sideline or band) and the goal post) after the referee's command “Play!” (hit-in). All players of the attacking team must be outside the 11 meters line. The players of the resuming team may position themselves freely.
b. The team resuming the game should do so without undue delay and in any case at the urging of the referee. Delay of play by the team resuming the game may be punished by depriving it of the right to resume the game. In such a case, the referee shall put the ball into play by making a throw according to the general rules described in paragraph E.I. from the place where the ball went out of bounds. Teams line up on both sides of the line of flight, which the ball left the field. The defending team sets up closer to the goal

V. Resumption Of the Game from The Goal After the Ball Has Been Hit to the Final Out by the Defending Team

a. When the ball is knocked into the final out-of-bounds by the defending team, either directly or as a result of a bounce off the defending player's horse (and even after a possible bounce off the side band or goalpost a Corner penalty is awarded to the attacking team.

VI. Ball Out of Play (Dead Ball)

a. If the referee stops the game with the whistle, the ball cannot be played and its possible Play by the players is considered null and void until the command "Play!" is

given. The time between the stoppage of play and the command "Play!" is included in the playing time.

Notes:

1. If the referee signals a foul at the same moment when the goal falls:

   i. A goal is not recognized if a foul was committed by the attacking team and the Judges' verdict confirms that a foul was committed.
   ii. A goal is recognized if the Referee whistled a foul, but after consultation with the other Referee or Arbitrator, deemed the foul not to have been committed. or if the foul was committed by the defending team regardless of whether the subsequent consultation of the Referee and Arbitrator confirmed the commission of the foul by the defending team.

2. If the Referee signals a foul at the same moment that the ball goes beyond the end line of the field of play, and as a result of consultation between the Referees and the Arbitrator the foul is declared null and void, the resumption of the game shall be a Penalty Kick 6 (corner) or the resumption described in paragraph F.VI.

VII. Damaged Ball

a. If the ball is damaged the referee at his discretion shall stop play (preferably in a neutral situation for the course of the game) to replace the ball and resume play in accordance with paragraph. F.IV.
b. If the ball broke at the time of the shot on goal, the goal is considered scored If a larger piece fell into the goal. If the referee has doubts in such a situation, he may proceed at his discretion, i.e. recognize the goal or not.
c. If the ball broke during the execution of a penalty kick, the referee shall order the execution of the penalty kick to be repeated, unless the Referee's discretion, the goal should be recognized.

VIII. Hitting and Driving the Ball

a. A player in possession of the ball may play it only with a stick. A player may block the flight of the ball with any part of the body, but not with the hand. It is forbidden to intentionally catch the ball in order to "transport" it. If the ball gets stuck in some part of the horse's harness, equipment or the player's clothing, in such a way that it cannot fall immediately, the referee shall stop the game and resume play from the place where the incident occurred.

IX. Unfinished Match

a. Once started, the match should be played to the end. If, for reasons beyond the control of the players and organizers, the game must be interrupted (darkness, a

break in the weather) the game should be resumed at the first possible time determined by the Sports Committee. The resumption of the game shall take place from the place, at the score and at the time, which accompanied the moment of interruption of the game.

X. Advantage Privilege

a. The referee may not stop the game and dictate a penalty kick if, in his judgment, stopping the game and dictating a penalty kick will be less beneficial to the fouled team than continuing the game.

G. DANGEROUS RIDING

I. It is Forbidden to Drive a Horse in a Way That Endangers Other Riders and to Ride Dangerously, in Particular:

a. Colliding at an angle that endangers riders and horses.
b. Riding in a zigzag in front of another rider in a manner that forces the rider to slow down or stop or otherwise exposes another rider to a collision and fall.
c. Leading a horse over the legs of another rider's horse.
d. Driving toward another player in a manner intended to frighten him and force him to change direction or miss a strike, even if no foul was formally committed.
e. Continuation of pushing after crossing the end line of the field is prohibited.

H. USE OF WHIPS AND SPURS

a. Players should use whips and spurs in moderation and without exaggeration. Whips may only be used when the ball is in play. For using the whip before the start of the game or after a break in play has been whistled, the referee shall dictate Penalty Kick 5b.

I. BRUTAL GAME

a. It is forbidden to hit, hold or push an opposing player with the hand, head, arm or elbow. Pushing with the arm is allowed as long as the elbow is adjacent to the body.
b. A player who intentionally strikes another player or his horse with his hand, whip or stick shall be removed by the referee from the field of play without the right to introduce a substitute player, and the relevant disciplinary Sports Committee shall be notified of the incident.

J. UNAUTHORIZED USE OF A STICK

a. Hooking with the stick of the opposing player is not allowed
b. It is not allowed to hit horses and riders with a stick.
c. It is not allowed to use the stick in an unsafe manner; for example, making a full swing strike after the ball is thrown by the referee.
d. Hitting the ball after the referee's whistle.

K. LOSS OF OR DAMAGE TO EQUIPMENT

I. Loss of Protective Helmet

a. If any player's helmet falls off his head, the referee shall stop the game to allow the player to put on the helmet. This should be done as soon as possible, but only when stopping the game does not favor either team.

II. Equipment Damage

a. The game is stopped immediately in case of the following damages:

1. Broken tether.
2. A broken martingale if it drags on the ground.
3. Broken rein if the horse is equipped with only one pair of reins.
4. Broken or lost fangs.
5. Untied or loose bandages on the horse's legs.

b. The game does not stop in case:

1. Broken whip.
2. Broken stirrup or sling.
3. A broken or lost bridle chain.

c. If the game is stopped to repair the equipment, the player may replace the horse.

L. ACCIDENT, INJURY OR WOUNDING OF THE RIDER OR HORSE

I. Player

a. If a player falls from his horse, the referee shall stop play when the ball is in neutral, unless, in the opinion of the referee, the fall has caused serious injury or injury to the player, or that, as a result of the fall, the player is at risk of injury or injury if play

continues, in which case he shall stop play immediately. What is and what is not a fall is decided by the referee.

b. A player without a horse cannot participate in the game in any way.
c. If a player is hurt or injured, he is given 15 minutes to return to the game. If the player cannot continue after this time, the game shall be resumed with a substitute player, unless Penalty No. 8 applies. However, if the player later proves capable of playing, he may return to the game.
d. In case of an injury or suspected injury of an internal type (e.g., concussion) or of a psychological nature (shock), the following procedure is followed:

    1. The referees or, in their absence, the most experienced player on the field - the Senior Player, will stop the game and call for medical assistance for the player.
    2. A player who, by the decision of the doctor present at the competition, has not returned to play, may not participate in the games until after a week, unless, he presents a medical certificate confirming his fitness to play.
    3. If medical attention during the game is not possible, the Referees or the Senior Player will decide whether the player can or cannot continue the game.
    4. If, as a result of an accident resulting from a foul, a player is incapable of further play and, in the opinion of the Referees, the foul was exceptionally violent, dangerous or premeditated, penalty No. 8 shall be imposed on the fouled team. The fouled team has the right to choose whether it wishes to impose penalty No. 8 or bring a substitute player into the game. Penalties 1, 2 or 3 are imposed independently.

II. Horse

a. If a horse is injured as a result of a fall or other incident, the Judge shall stop play immediately. If the horse's equipment has been damaged in a way that, in the opinion of the Judge, endangers other horses or competitors the Judge shall stop play immediately.
b. Lost horseshoe. The competitor may ask the referee to stop play at the next break in play for the time necessary to replace the horse.
c. The Judge shall make sure that the horse is in good condition after the fall by ordering the horse to be re-trotted. If, as a result of the accident, the horse cannot leave the field on its own, the Judge is responsible for using the most humane way to remove the horse.

M. OFFENSES (FOULS) AND PENALTIES

a. Any violation of the Rules of the Game shall be treated as a foul and the Referees may, if found, stop play by imposing a penalty on the fouling team. Depending on the type or degree of danger of the situation caused by the foul, the Referees shall decide on the type of penalty.
b. If the Referee considers that one or both teams are committing offenses too frequently or deliberately, the Referee may punish the fouling team(s) with penalties more severe than those normally applied to individual or typical cases of

misconduct, for the purpose of and until the game has calmed down and the players' attitude has improved.

c. Technical fouls.

Technical personal fouls such as:

1. Disrespect and insult of Judges and/or functionaries.
2. Unauthorized disputes with Judges or functionaries.
3. Use of vulgar language and swearing.
4. Demanding the Referee to dictate a penalty. Attempts to force the Judge's decision should be punished as follows:

   i. Penalty for the first attempt.
   ii. Harsher punishment for another attempt.
   iii. Exclusion of the player from the game until the end of the half for another attempt.
   iv. Exclusion of the player from the game until the end of the match for another attempt.

d. A player who leaves the field of play during a game without the permission of the referee shall be banned from participation in games organized by the club or association for a minimum period of one month, unless he demonstrates to the relevant authorities of the club and/or association an excusable reason for such conduct, which the relevant authorities shall confirm by an appropriate decision.

N. EXECUTION OF PENALTY SHOTS RESULTING FROM PENALTIES

a. Preparation of mounds involving changes in the surface of the field or damage to it in order to position the ball in a more convenient position for the penalty shot is prohibited. Only the player taking the penalty shot may set the ball for himself to shoot.
b. Any touching of the ball with the stick after the referee's command "Play!" is treated as the execution of a penalty shot.
c. A player may give up a strike for a re-run no more than once. If a player of the opposing team. It is not permitted to hit the ball between or into the legs of the horse of the opposing player.
d. No defensive player may be behind the player taking the penalty shot (behind the spot from which the penalty shot is taken).

O. TYPES OF PUNISHMENT

I. Penalty Point

a. If, in the opinion of the Referee, a player has committed a dangerous foul or has committed a premeditated foul in close proximity to his own goal with the intention of saving his team from losing a goal, a point shall be awarded to the fouled team. Play shall be resumed by the referee from the spot where the foul was committed in accordance with paragraph F.IV.

II. Penalty Hit from 11 Meters

a. Penalty hit taken from the spot opposite the goal from a distance of 11 meters or at the discretion of the Captain of the team taking the penalty kick from the spot where the foul was committed. The entire defending team must be behind the field's end line, but not in the light of the goal until the ball is struck or attempted to be struck. The players of the team taking the penalty hit must be behind the 10 meters line or the spot from which the penalty kick is taken.
b. If, in the opinion of the referee, a goal should have been scored as a result of a penalty hit, but this did not happen as a result of unauthorized behavior of the defending team (setting up in the goal or driving into the light of the goal or crossing the end line of the field before striking the ball) the team taking the penalty hit is awarded a point, as if a goal had been scored.

III. Penalty Hit from the Center

a. Penalty hit taken from the center of the field. The entire defending team must be between the ball and the end line of the field, but no closer than 11 meters from the ball. The players of the team taking the penalty kick may position themselves freely.

IV. Free Hit from the Spot

a. Free throw taken from the place where the offense was committed, but no closer than 4 meters from the band or sideline. No one from the team that committed the foul may be closer than 4 meters from the ball. The players of the team committing the foul may position themselves freely.
b. Free throw taken from the center of the field. No one from the team that committed the foul may be closer than 4 meters from the ball. Players of the team taking the penalty kick may position themselves freely.

V. Penalty Hit from the Corner

a. Free kick taken from the corner on the end line of the field of play where the ball left the field of play. The players of the team committing the foul may position themselves freely.

VI. Repeating and Taking a Penalty or Free Hit

a. If the team that has been penalized with a penalty or free hit does not comply with the rules governing its behavior when the fouled team enforces Penalties, the fouled

team shall be given the right to repeat the free hit or penalty, provided that no goal was scored or awarded as a result of the first execution.

b. In the event of a delay by the fouled team in executing a penalty hit or free hit, which delays execution despite the referee's signal, the referee shall resume play in accordance with paragraph F.IV.

VII. Disqualification of the Horse, Removal of the Horse from the Field, Removal of the Player from the Field

a. The behavior of the horse is described in paragraph B.I.c is the basis for the Judge's decision to disqualify the horse from further play. The organizing committee, at the request of the Judge, will decide whether the horse may be allowed to play further games or disqualified for a longer period of time.
b. Deficiencies in the horse's equipment (paragraph B.II.) are grounds for removal of the horse from the field until the reasons for removal are removed
c. Penalty No. 9. c. Deficiencies in the player's equipment (paragraph A.III) are grounds for removal of the player from the field until the reasons for removal are removed

VIII. Exclusion of a Player from the Game

a. The Referees may, in addition to other penalties imposed on the team, exclude from the game a player who has committed an extremely violent, dangerous or premeditated foul, or whose attitude endangers the safety of the game. It is at the discretion of the Referees to decide whether the player will be warned by a yellow card or excluded with the red card till the end of the match.