



## 2024 Official Ground Rules

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## Kid Rock's Rock N Rodeo

AT&T Stadium – Friday, May 17, 2024

### Official Ground and Competition Rules

The Kid Rock's Rock N Rodeo ("KRRR") is a Team Rodeo, with a discipline specific tournament style bracket competition. The Rodeo will feature six teams competing in seven different Rodeo Disciplines – **Bareback Riding, Steer Wrestling, Team Roping, Saddle Bronc Riding, Breakaway Roping, Tie-Down Roping, and Barrel Racing.**

**The KRRR format is an innovative format with several elements relying on new technology advancements for western sports. The intentions of the ground rules and rules of competition are based on these new ideas. Every effort will be made to thoroughly test and scrutinize all areas of the technology components prior the event to ensure the proposed concepts are able to be realized as designed. As the testing process is completed, the KRRR event reserves the right to modify these rules as needed to ensure a fair, safe, and competitive event format is provided to all stakeholders.**

**Once the event starts, if for any reason a rule needs to be modified to ensure a fair, safe, and competitive event format, the rule(s) in question will not be changed during a round of competition.**

**Event Format Synopsis.** (Refer to the Ground Rules below for expanded details.)

- There are 4 total rounds of competition:
  - **Rounds One, Two, and Three** will consist of each discipline in an elimination bracket.
  - **Round Four** will feature the two teams with the most discipline (bracket) wins facing off head-to-head to determine which Team is the Event Champion.
- Rounds One, Two, and Three will be a series of discipline specific head-to-head matchups against another Team in a Three Round tournament bracket. (See the Bracket in 4.7)
  - Competition advancement is by discipline and not overall team advancement round to round.
  - **Advancement to Round Two** will be the three bracket head-to-head matchup winners and one Wild Card athlete per discipline from Round One of the brackets.
  - **Advancement to Round Three** will be the Two head-to-head matchup discipline winners from Round Two of the bracket.
  - **IMPORTANT NOTE:** Advancement to Rounds Two and Three is discipline specific and not the overall team. Example – If a team loses their Saddle Bronc Riding matchup, that team will no longer have a Saddle Bronc Riding athlete participate through the remainder of the first three rounds.

- **The Round Three** matchup winners in each disciplines bracket will be awarded a **Gold Medal** (for 1<sup>st</sup> place) and the Round Three matchup loser will be awarded a **Silver Medal** (for 2<sup>nd</sup> place).
- **Shootout Round** - Based on the Gold Medal Counts for each Team (bracket wins), the two Teams with the most Gold Medals will advance to the Shootout Round, where those two teams will face off head-to-head against each other.
  - The Shootout Round is a clean slate and each of the Teams to advance will have one athlete in each discipline compete to determine the discipline win in the Shootout Round.

**In the Shootout Round, the first team to win four rodeo disciplines clinches the event win and will be deemed the Kid Rock's Rock N Rodeo Champions.**

### **Part I - Event Ground Rules**

#### 1. 2024 Kid Rock's Rock N Rodeo Teams.

- **Convoy** –
  - **Head Coach** - Cody Ohl
  - **Assistant Coach** – Saylor Ohl
- **Free Riders** –
  - **Head Coach** - Bobby Mote
  - **Assistant Coach** – Lindsay Rosser Sumpter
- **Jokers** –
  - **Head Coach** – Sid Steiner
  - **Assistant Coach** – Joe Beaver
- **Low Riders** –
  - **Head Coach** - Trevor Brazile
  - **Assistant Coach** – Dale Brisby
- **Misty Mountain Hop** –
  - **Head Coach** - Charmayne James
  - **Assistant Coach** – Justin McKee
- **Sledgehammers** –
  - **Head Coach** - Fred Whitfield
  - **Assistant Coach** – Curtis Pederson

1.1. Each team will be composed of 16 athletes, two in each discipline (Team Roping has two headers and two heelers.)

<i>Rodeo Discipline</i>	<i>Athletes per Team</i>
<i>Barrel Racing</i>	2
<i>Tie-Down Roping</i>	2
<i>Break Away Roping</i>	2
<i>Steer Wrestling</i>	2
<i>Team Roping</i>	4 (2 Headers / 2 Heelers)
<i>Saddle Bronc Riding</i>	2
<i>Bareback Riding</i>	2

**2. Team Selection and Draft. *For more thorough guidelines pertaining to the Draft, please see Exhibit C, “Kid Rock’s Rock N Rodeo Draft Guidelines”.***

- 2.1. Team Rosters will be constructed at the discretion of each Head Coach, and in the form of a draft.
- 2.2. Five of the six teams will participate in the Draft. The sixth team, the “**Free Riders**” which is operated by the WCRA and coached by Bobby Mote will not partake in the KRRR Draft.
  - 2.2.1. The Free Riders roster will be populated by athletes based on the **Rodeo Corpus Christi** (“RCC”) Final Results from May 7-11<sup>th</sup>.
    - 2.2.1.1. The Top-Two placing athletes in each discipline at the Rodeo Corpus Christi will be automatically selected to participate for the Free Riders in the KRRR.
    - 2.2.1.2. If one of the Top-Two finishers out of Rodeo Corpus Christi is drafted by another Team or ineligible to compete, the 3<sup>rd</sup> place finisher at Rodeo Corpus Christi will fill the position (provided he/she is eligible to compete). If both top-two finishers at RCC in a discipline are drafted by another team, or ineligible to compete, the 3<sup>rd</sup> and 4<sup>th</sup> place finishers at Rodeo Corpus Christi will fill the positions for the Free Riders, (provided they are eligible) and so on until the position (s) are filled.
      - 2.2.1.2.1. If after going down to the 5<sup>th</sup> place finisher in the RCC Event Results, and there is not an eligible athlete among the top five finishers to compete for the Free Riders (in a discipline), the Free Riders will then fill the Teams open position (s) with an athlete that remains available out of the eligible pool of athletes at the Free Riders Coaches discretion.
      - 2.2.1.2.2. As it pertains to the Free Riders in the Team Roping, if a Team earns a spot in the KRRR through the RCC by being in the top-two (or in the top-5 if the higher finishers are drafted), but one of the partners is already drafted or ineligible for KRRR, then the next eligible Team Roping athlete will be paired with them. If for any reason, there are no available athletes to pair with from the Top 5 RCC athletes then the Free Riders coach, Bobby Mote, will select a partner to complete the team pairing from the available “free agents” that declared for the draft but were not selected. For more Team Roping pair references, refer to 2.9.6.3.
      - 2.2.1.2.3. Athletes competing in the KRRR for the Free Riders as a result of qualifying through the RCC need not to have declared for the draft by the due date of Feb 15, however upon qualifying for the team, they must sign the contestant agreement.

- 2.2.1.3. As noted below, athletes must be 18 years of age or older on the day of competition (May 17, 2024).
- 2.2.2. The KRRR Athlete Draft will be held on February 27. This event will be a private draft event, with Coaches only, and **Team Rosters and Draft Results will be kept confidential until the public release.**
- 2.2.2.1. Athletes not drafted will be notified the day following the draft and provided details on how to qualify to Rodeo Corpus Christi for an opportunity to earn a spot on the Free Riders Team.
- The Public Release of the Draft Results will be on March 12<sup>th</sup> in Nashville, TN at Kid Rock's Big Ass Honky Tonk & Rock 'N' Roll Steakhouse.
- 2.3. All Athletes, in all disciplines, to be eligible to compete must have Declared for the draft by submitting the **2024 Kid Rock's Rock N Rodeo Draft Declaration Form by February 15, 2024 at 11:59 PM MTN.**
- 2.3.1. To declare themselves eligible for the draft, and to be eligible to compete in the KRRR, Athletes must be 18 years of age or older on or before the day of competition (May 17, 2024).
- 2.4. Any Athlete that has not declared for the Draft is not eligible to be drafted by any KRRR Team.
- 2.5. Should a Team submit an athlete on their draft card as outlined below and that athlete is ineligible due to not declaring for the Draft, the Team will be forced to take a pass and the selection will be moved to the bottom of the draft.
- 2.6. No Head Coaches and or Assistant Coaches for any Team are eligible to participate as an Athlete in the KRRR for their own, or another Team.
- 2.7. Athletes declaring for the Draft, and according to the Contestant Agreement must compete if Drafted to a team for that Team if healthy and able.
- 2.7.1. If an Athlete, who is able to compete but chooses to pull out of the event for a non-injury related reason, they will forfeit any and all payments associated with their draft selection, will be ineligible to participate in the WCRA platform through the 2025 Rodeo Corpus Christi segment, and will be ineligible to participate in any 2025 KRRR events.
- 2.8. Upon declaring for the draft, Athletes must also declare which discipline they wish to compete in. Athletes may not compete in more than one discipline, and Athletes may only compete for the Team that selects them in the draft.
- 2.8.1. Athletes may declare for more than one discipline, however if an Athlete declares for more than one discipline and is selected by a team, the drafted discipline will be the only discipline the athlete is eligible to participate in. Any remaining discipline declarations will be voided.
- 2.8.1.1. Example- An athlete may not compete as a Tie Down Roper and in the Team Roping.
- 2.9. Any Athlete that is drafted by a Team and declines to participate for the Team that drafted them, they will be ineligible to compete for any other Team and will be ineligible to compete in any KRRR Events for a calendar year.
- 2.9.1. If the situation arises where a Team has an open position due to an Athlete they drafted declining to compete for them, the Team will have to select an athlete that remains on the list of eligible athletes and are currently available and not on another Team. Reference 2.10 below.

## 2.10. Draft Process.

2.10.1. The draft will be a 14-Round “Snake Draft” style draft with Teams drafting in order of the drawn positions top to bottom, then bottom to top.

2.10.1.1. For Clarity, a “Snake Draft” is the process where the draft order will go from 1 to 5 in Round One, then from 5 to 1 in Round Two. (i.e. **Rd 1** - Team 1, Team 2, Team 3, Team 4, Team 5, **Rd 2**- Team 5, Team 4, Team 3, Team 2, Team 1, **Rd 3**- Team 1, Team 2, Team 3, Team 4, Team 5 **Rd 4**- Team 5, Team 4, Team 3, Team 2, Team 1 and so on until all rounds are completed).

2.10.2. **The initial draft order** for the Teams, which was drawn with all coaches present on a call from PBR HQ on February 13, 2024 will be as follows:

2.10.2.1. **1. Misty Mountain Hop**

2.10.2.2. **2. Low Riders**

2.10.2.3. **3. Convoy**

2.10.2.4. **4. Jokers**

2.10.2.5. **5. Slegehammers**

2.10.3. At the conclusion of the 14<sup>th</sup> and Final Round of the draft, all five teams participating in the Draft will have selected their entire roster consisting of 16 total athletes as noted in section 1.1.

2.10.3.1.1. The sixth team, the Free Riders will have their Roster Filled based on the Rodeo Corpus Christi results at the conclusion of the Rodeo.

### 2.10.4. Draft Clock.

2.10.4.1. **For all draft Rounds, the Teams will have Two Minutes to make their selection (2:00).**

2.10.4.1.1. **Teams will be given one extension of one minute to use at their disposal in any round of the Draft.**

2.10.5. At the beginning of the draft, in the First Round at the official start time, the KRRR Commissioner will declare the first Team to select as “On the Clock.” At that point, that Team with the first pick (as determined by the draft order draw) will have two minutes (2:00) to make their selection.

2.10.5.1. To make their selection, the Team must fill out and sign a “Draft Card” Which will be placed on each Teams table.

2.10.5.2. The Draft Card will then be handed to a “runner” (a PBR Representative) who will then bring the Draft Card to the front of house where the Commissioner and Staff will verify the selection as an eligible draft pick.

2.10.5.2.1. An Eligible Draft Pick refers to an athlete that has declared for the Draft, is 18 or older on the day of competition (May 17, 2024), and has not already been selected by another Team.

2.10.5.3. Once Verified, the Commissioner will announce the selection, and declare that the next team in the Draft Order is then “On the Clock” to make their selection.

2.10.5.3.1. The verification of the pick, as well as the announcement of the pick will all be uniform in time, so no Team will gain an advantage by having more time to select than another.

2.10.5.3.2. The process will continue through the remainder of the night with 2:00 for each pick for the entire 14 Rounds.

- 2.10.5.3.3. There will be a visible clock, as well as a screen with the list of Athletes that have been selected and are off the board. There will also be a visible board of each Teams Rosters so that all Teams and Draft Personnel are aware of open Roster spots (disciplines) that are available and yet to be filled on each Team.
- 2.10.5.4. If a Team fails to make their draft selection within the allotted time of 2:00, that will be deemed a PASS, and the pick will then roll on to the Team Selecting next with a fresh 2:00 Clock.
  - 2.10.5.4.1. If a Team loses their pick and has a PASS, the pick must ultimately be made, so they will be permitted to use that selection last in the draft. The rest of the Draft Order will remain in place and only that specific selection that was not made on time will be impacted and moved to the last position in the Draft.
    - 2.10.5.4.1.1. If the situation arises where a “Pass” occurs multiple times, the Teams with these “Passes” will be placed at the end of the draft in the order that they occur.

#### **2.10.6. Roster Makeup.**

- 2.10.6.1. The Teams are free to select Athletes at their discretion from the list of eligible declared Athletes and with their Teams own strategy and philosophy in which they have determined as being the best approach to take and ultimately be successful as a Team. There are no rules as far as what discipline must be drafted first, selecting at least one in each discipline in the first seven rounds, or anything along those lines.
  - 2.10.6.1.1. For example, one Team may choose to draft a bareback rider in the first round, while another Team may choose to Draft a Barrel Racer first. Or one team may choose to draft a Steer Wrestler in the first and second rounds, while another Team may choose to draft one discipline then move on to another.
- 2.10.6.2. The only Rule on Roster makeup is that at the end of the 14<sup>th</sup> Round, each team has a full Roster with two Athletes (Two TR Teams) on their Teams Roster with no open Roster positions.
  - 2.10.6.2.1. For example, a Team cannot draft three Bareback Riders. They must Draft the required two, then must choose an athlete from another discipline that they have a spot available for on their Roster.
  - 2.10.6.2.2. For further clarity, at the start of the 14<sup>th</sup> and Final Round of the Draft, all five Teams participating in the Draft should have their entire Roster filled except for one Athlete (or one Team Roping Team). The Team must select an athlete (or Team Roping Team) in the discipline that they have an open Roster Spot for their final Draft Selection to complete the entirety of their Roster.
- 2.10.6.3. **Team Ropers.** Team Ropers will be Drafted as a Team, not separately as Headers and Healers. Drafting a Team Roping Team includes both the Header and the Heeler. Team Roping Teams will declare as a pair so Declared Headers and Healers will already be teamed up before the draft.
  - 2.10.6.3.1. Any athlete the declares for the Team Roping that is not paired by the draft declaration deadline of February 15, 2024 at 11:59pm MT will not be eligible to be drafted in the Team Roping.
  - 2.10.6.3.2. No - Up/Back Pairs – Athletes are only allowed to be a Header or a Heeler, not both.



- 2.10.7. Once an athlete is drafted by any Team, they are OFF THE BOARD, and may not be drafted by another Team.
- 2.10.8. For the Inaugural KRRR Draft, all teams MUST draft all Roster positions on the scheduled draft day. A team may not take a pass to leave a Roster Position open in hopes of, for example watching Rodeos through April to decide who is successful and then adding them to their Team. All Rosters must be complete when we leave Fort Worth except for the Free Riders, whose Team will be populated at the conclusion of the Rodeo Corpus Christi.
- 2.10.9. Teams may not drop an athlete that was drafted to their team and add another athlete from the eligible pool of athletes. They can, however, negotiate trades as outlined below in 2.10.
- 2.11. **Trades.**
- 2.11.1. Teams may negotiate trades with another Team (or Teams) at any point from the time the draft begins up until the trade deadline of **Tuesday, March 5, 2024 at 12:00 PM MTN Time.**
- 2.11.2. Assets available to the Teams that they can negotiate trades with are draft picks and athletes.
- 2.11.3. Once the March 5<sup>th</sup> Trade Deadline passes, the Teams are locked and no more trades can occur.
- 2.11.3.1. Trades occurring during the draft.**
- 2.11.3.2. At the end of the draft, all teams must have a full roster of two athletes in each discipline (two TR Teams).
- 2.11.3.3. Teams can trade any combination or number of rostered Athletes or upcoming draft picks.
- 2.11.3.4. During the draft, Teams may trade rostered Contestants across different disciplines, for example, a Team may trade a Barrel Racer for a Steer Wrestler.
- 2.11.3.5. In those instances, a team may not have more than two athletes on their Roster in the same discipline at any time throughout the draft. Teams may not stockpile more than two athletes in the same discipline to use for trade collateral. Two in each discipline is the maximum at any given time.
- 2.11.3.6. Teams may trade multiple picks in the same transaction.
- 2.11.3.7. Each team will make 14 selections, but in the event of trading multiple picks for a particular athlete, the number of draft picks available to all teams does not have to be always even during the draft. The picks, however, must equal out at the end.
- 2.11.3.7.1. If a trade occurs where a Team sends an athlete to another Team in exchange for multiple picks, the team with more than the allotted 14 picks will forfeit their latest pick in the draft and all other Teams will move up in the draft order.
- 2.11.3.7.2. The Team that has less than the allotted 14 picks as a result of the trade will have a pick or picks at the end of the draft order to get to 14.
- 2.11.3.7.3. These picks moved to the bottom of the draft will be set in the order that they occur.
- 2.11.3.8. If a trade request comes in that is outside the parameters of the rules, the trade request will be denied, and the team must make another selection or trade request within the 2:00 time limit. If the Team that is currently on the clock and is part of the

Trade negotiations fails to get another pick or trade request within the 2:00 time limit, the Team on the clock will receive a pass and the pick will be moved to the end of the draft. If the team on the clock holds more than 14 picks, they will lose this pick and will not have it available for future trades.

#### **2.11.3.9. To initiate a trade during the draft.**

2.11.3.9.1. the Team must submit on their draft card the parameters of the trade. They must list all the details of the trade. For example, they have traded their pick or picks, to which team, and which athlete (if it's an athlete for a pick scenario) is involved in the Trade and both teams involved must sign the card. The card is then sent to the front of house where Rodeo Administration will verify that the trade is approved.

2.11.3.9.2. Once the trade is approved, a KRRR Representative will inform the room of the parameters of the Trade, and the team to make the next selection will get a fresh 2:00 draft clock.

#### **2.11.3.10. Trade Examples.**

##### **2.11.3.10.1. Trade 1**

2.11.3.10.1.1. Team A trades their 2<sup>nd</sup> Rostered selection to Team B for their 1<sup>st</sup> Rostered Selection.

2.11.3.10.1.1.1. **Outcome-** This is an even trade, and contestants simply swap Teams and there are no adjustments to the draft Order.

##### **2.11.3.10.2. Trade 2**

2.11.3.10.2.1. Team A trades the 5<sup>th</sup> pick to Team B in exchange for picks 10 and 11.

2.11.3.10.2.1.1. **Outcome-** As a result of the Trade, Team A would have 15 picks and Team B would only have 13.

2.11.3.10.2.1.2. Once Team A is on the clock for their 15<sup>th</sup> pick (if they have not made another deal throughout the draft and still hold 15 picks), the pick is forfeited (because teams can only pick 14 times), and all other Teams move up in the draft order.

2.11.3.10.2.1.3. Team B would then gain their 14<sup>th</sup> pick (because they were down to 13 after the trade) in the 70<sup>th</sup> (or last) position which is available after Team A had to forfeit their last selection and the other teams moved up.

##### **2.11.3.10.3. Trade 3**

2.11.3.10.3.1. Team A trades their 3<sup>rd</sup> Rostered selection plus pick 15 to Team C in exchange for Team C's 3<sup>rd</sup> Rostered selection.

2.11.3.10.3.1.1. **Outcome-** As a result of this trade, Team A now is back to 14 picks since they held 15 after Trade 2 and dealt one of them in trade 3. Team A's picks are now evened out.

2.11.3.10.3.1.2. Team C would now have 15 picks, and would forfeit their last pick when that pick comes around unless they use it as trade collateral before the draft concludes.

#### **2.11.3.11. Post Draft Trades.**

- 2.11.3.11.1. Trades may occur after the draft up until the trade deadline of March 5, 2024, at 12:00 PM MTN Time.
- 2.11.3.11.2. If any trades occur after the draft and prior to the March 5<sup>th</sup> trade deadline, it must be straight across within the same event discipline – meaning for example a Team could trade a Bareback Rider for a Bareback Rider. Or a Barrel Racer and a Steer Wrestler for another Barrel Racer and Steer Wrestler. Teams must trade within the same event so that there are no occurrences of a Team having three athletes of the same discipline, or only one athlete in a discipline, which would leave either their roster heavy in a discipline or light in a discipline.
- 2.11.3.11.3. All rosters must always maintain two athletes in each discipline (and two TR Teams) after the draft.

#### 2.11.4.

### **2.12. Team Roster Replacements.**

- 2.13. Should there be a legitimate injury or an approved circumstance preventing an athlete that has been Drafted to a Team from competing after the Draft has occurred, that Team will have the opportunity to choose who they would like to replace that open position with. The replacement must come out of the pool of “Free Agents” still available.
  - 2.13.1. “Free Agents” refers to only the pool of athletes that declared for the Draft and were not selected by a Team in the draft. They must have declared and have been Draft eligible to be an eligible replacement option.
  - 2.13.2. Should a Team need to make a replacement prior to the competition, the Head Coach must notify the Commissioner of that need. Once a Coach notifies the KRRR Commissioner that they need a replacement and their reasoning as to why is approved, they will be informed that the necessity of acquiring a replacement is approved. At that point, the Team will have up to three (3) days or 72 Hours pending the amount of time prior to the event date from that point to confirm their replacement and turn the name(s) of the replacement in to the Commissioner.
    - 2.13.2.1. Should this need arise and a replacement is needed to fill an open Roster position, these circumstances will be dealt with as they happen and in the order they happen.
    - 2.13.2.2. A failure to turn in a replacement within the required amount of time (72 hours) or as set by the Commissioner if the incident happens within 72 hours of the Rodeo, it will result in the Commissioner making the selection for the Team out of the pool of eligible athletes at his discretion.
    - 2.13.2.3. If it is found that a Team used an injury as a reason for a replacement, and it is not a verifiable DR release, (ex the athlete that has been replaced pops up in the results of a Rodeo somewhere else on the same weekend), that Team will face disciplinary action as decided by the PBR’s Executive Competition Committee.
- 2.14. All teams must arrive at the event with two athletes (or two TR Teams) ready to compete in all disciplines.
- 2.15. The KRRR Commissioner will select two Rough Stock Athletes, and one Timed Event Athlete per discipline to be on site and on standby should a substitution need to be made.
- 2.16. PBR will have extra uniforms ready for the athlete to compete in should this need arise.

- 2.17. During the event should there be a legitimate injury or other approved circumstance preventing an athlete from continuing in the competition that takes place during the Rodeo, the remaining athlete on the Team in that discipline will continue to compete as planned and a replacement athlete will be added to the team in the discipline as noted above.
- 2.17.1. For information on the compensation for replacement athletes, reference Section 5 Event Payoff.
- 2.18. Should both athletes (or Team Roping Teams) in a discipline sustain an injury or other circumstance that prevents the athlete (s) from continuing in the competition, the PBR will have replacement athletes in each discipline on stand-by and on site that can step in.
- 2.19. These alternate athletes will be from the pool of Draft Eligible Athletes that did not get selected by a Team in the Draft or earn a spot on the Free Riders through the RCC, and will all be suitable, high caliber athletes selected at the discretion of the KRRR Commissioner.

**Draft Dates:**

**KRRR Athlete Draft** – Tuesday, February 27<sup>th</sup> (**Private event**)

**Public Roster Release**- Tuesday, March 12 – Nashville, TN – Kid Rock’s Big Ass Honky Tonk & Rock ‘N’ Roll Steakhouse

**3. Home Team Advantage:**

- 3.1. During the Round One matchup draw that will occur at the Public Roster Reveal, each bracket will be pre-populated with a number. Once the numbers for each Team are drawn, the brackets will be populated and the Team on the Bottom of each matchup in Round one will be the home team.
- 3.1.1. In subsequent rounds, the advancing team with the higher score/fastest time in the previous round will be designated the Home Team.
- 3.2. The Home Team advantage allows the team to:
- 3.2.1. In Bareback Riding and Saddle Bronc Riding - select their competition order of first or second out
- 3.2.2. In Timed Events - select which arena they compete in for the Timed Events for all disciplines in Round One. The arena selection will be maintained in subsequent rounds if that team is designated as the Home Team.
- 3.2.2.1. If two away teams advance to a subsequent round matchup in a discipline the team with the higher score/fastest time in the previous round will be designated the Home Team.
- 3.2.2.2. Selection of the arena will include pre-determined stock drawn for that arena in the round.
- 3.2.2.3. In the Shootout Round – the team with the most Gold Medal wins will be designated as the Home Team.
- 3.3. Tie Breaker coin toss – For tie breakers that result in a coin toss to determine the result, the Home Team will be the Team that calls Heads or Tails in the coin toss.

**4. Competition Format, Advancement, and Tie Breakers.**

- 4.1. The competition will progress through four total rounds, with the first three rounds being a single elimination bracket, and the 4<sup>th</sup> round being the “Shootout Round”. Coaches for each team will manage their Team and determine the matchups throughout the competition. Advancement is by discipline in each bracket, not overall Team advancement round to round.
- 4.2. Head-to-Head Matchups.**
- 4.2.1. As stated above, each of the brackets will be populated at the reveal. Each Team will have an equal opportunity to be the home team, and each team will face all the other teams at least once in the first round of the brackets.
- 4.2.2. At the Draft Reveal, numbers will be drawn to the Teams and the brackets will then be populated revealing the head-to-head matchups.
- 4.2.3. In Rounds one and two, Teams must alternate their Athletes so that both athletes on the roster in each discipline will compete in either round one or two at the coaches discretion.
- 4.2.4. Starting in Round 3 and throughout the rest of the Rodeo, coaches can choose which athlete competes at their discretion and they no longer have to rotate their athletes.
- 4.3. Round 1**
- 4.3.1. In the First Round of the Bracket competition, all six teams will compete in all disciplines. The winner of each head-to-head matchup will advance into Round two of the bracket. Following the First Round only, one Wild Card Athlete in each bracket will advance to Round Two in accordance with the Wild Card section below.
- 4.3.1.1. Round one of the single elimination brackets will consist of three head-to-head matchups featuring each of the six teams squaring off head-to-head in all seven disciplines. See the bracket in figure 4.7 below.
- 4.3.1.2. Round 1 Game Order
- 4.3.1.2.1. Matchup A – 1<sup>st</sup> Game
- 4.3.1.2.2. Matchup B – 2<sup>nd</sup> Game
- 4.3.1.2.3. Matchup C – 3<sup>rd</sup> Game
- 4.3.1.3. Each team will have one Athlete in each discipline (One Header and one Heeler in the Team Roping) competing in the head-to-head matchup.
- 4.3.1.4. The team with the highest score in riding events, and fastest time in the timed events in each discipline will advance to round two in that discipline’s bracket. The losing team in each matchup will be eliminated from the bracket in that discipline, except for the Wild Card Athlete in accordance with 4.3.1.4.2. below.
- 4.3.1.4.1. Head-to-Head matchup Tie Breakers:**
- 4.3.1.4.1.1. Rough Stock Events**
- 4.3.1.4.1.1.1. **If there is a tie in ride scores** among the two teams in the head-to-head matchups, the tie will be broken as follows:
- 4.3.1.4.1.1.1.1. The Athlete with the highest combined Ride Score in round one will advance their Team to Round Two.
- 4.3.1.4.1.1.1.2. If still tied, the athlete with the highest ride score from any official in Round One will advance.
- 4.3.1.4.1.1.1.3. If still tied, a coin flip which will be conducted in the arena by the designated Official immediately following the ride in that disciplines bracket round with the Home Team Calling it

in the air. Both Coaches are expected to be in the arena for the coin flip.

4.3.1.4.1.1.2. **If both athletes receive a no-score** in the head-to-head matchup, the no-score tie will be broken as follows:

4.3.1.4.1.1.2.1. The athletes with the longest BOT will advance their team to Round Two.

4.3.1.4.1.1.2.2. If still tied, a coin flip which will be conducted in the arena by the designated Official immediately following the ride in that disciplines bracket round with the Home Team Calling it in the air. Both Coaches are expected to be in the arena for the coin flip.

#### **4.3.1.4.1.2. Timed Events.**

4.3.1.4.1.2.1. If there is a tie in among the two teams in the head-to-head matchups, the tie will be broken as follows:

**4.3.1.4.1.2.1.1. In the event both Teams in a Round One head-to-head matchup both record identical Times, the tie will be broken as follows:**

4.3.1.4.1.2.1.1.1. The teams will have a re-run against each other with the same Athlete that competed in Round One. Athletes need to be staged and ready and the re-run which will occur immediately following the last run of the bracket.

4.3.1.4.1.2.1.1.2. If both teams again are tied or both receive a no-time in the re-run, both of those two teams are eliminated from the bracket and the team to advance will be the fastest time of the rest of the Teams in the Bracket that do not advance, not including the Wild Card Team as outlined below.

**4.3.1.4.1.2.1.2. In the event both Teams in a Round One head-to-head matchup both receive a No-Time, the tie will be broken as follows:**

4.3.1.4.1.2.1.2.1. The teams will have a re-run against each other with the same Athlete that competed in Round One. Athletes need to be staged and ready and the re-run which will occur immediately following the last run of the bracket.

4.3.1.4.1.2.1.2.2. If both teams again receive a no-time in the re-run, both of those two teams are eliminated from the bracket and the team to advance will be the fastest time of the rest of the Teams in the Bracket that do not advance, not including the Wild Card Team as outlined below.

4.3.1.4.1.2.1.2.3. For example, the rerun between the two teams from the first game ends with two no-times again. The

second head-to-head ended with team 3 posting a 2.8 and team 4 posting a 3.4. The third game ended with team 5 posting a 3.3 and team six posting a 3.9. In this scenario, Team 3 and Team 5 have advanced by winning their head-to-head matchups. Team 4 advances as the Wild Card since the 3.4 is the best time among the Teams that did not advance by winning their head-to-head matchup. Then since the Teams from the first game were eliminated due to posting no-times in their rerun, the 3.9 that Team 6 had in their head-to-head matchup will advance Team 6 into round two in the bracket in place of the two teams that failed to post a time.

- 4.3.1.4.2. **The Wild Card Athlete.** There will be one Wild Card Athlete that advances their team in each discipline bracket into Round Two. Out of the three losing Teams in the Round one head-to-head matchups, the Wild Card Athlete to advance will be the highest placing Athlete – either the highest score in the rough stock or the fastest time in the timed events that did not advance their team to Round Two.
- 4.3.1.4.2.1. **In the rough stock events,** the highest score in each rough stock bracket out of the three Athletes/Teams that did not advance their team into Round Two will advance to Round Two as the Wild Card Athlete/Team.
- 4.3.1.4.2.1.1. If there are no qualified rides in a riding event bracket out of the three teams that failed to advance, the Athlete with the longest buck off time (“BOT”) will be the Athlete/Team to receive the Wild Card position.
- 4.3.1.4.2.1.2. If there is at least one ride score amongst the teams that failed to advance to Round two, that team will be the Wild Card Team. If there are two ride scores amongst the three teams that fail to advance, the highest score of the two teams will be the Wild Card Team.
- 4.3.1.4.2.1.3. If there is a tie in the Riding Events for the highest score amongst the teams that did not advance, the tie will be broken as follows:
- 4.3.1.4.2.1.4. The highest combined ride score
- 4.3.1.4.2.1.5. The highest ride score from any Official.
- 4.3.1.4.2.1.6. If still tied, the tie will be broken by a coin flip, which will be conducted in the arena by the designated Official immediately following the last ride in Round One of the bracket.
- 4.3.1.4.2.2. **In the timed events,** the Athlete/Team with the fastest time in each timed event bracket that did not advance their team into Round Two will advance as the Wild Card Athlete.

4.3.1.4.2.2.1. If there is a tie in the fastest time among the Athletes /Teams that did not advance, the Athlete / Team to receive the Wild Card position will be decided by a coin flip, which will be conducted in the arena by the designated Official immediately following the last run of Round one of the bracket in that discipline with the Home Team calling it in the air.

4.3.1.4.2.2.2. If all teams that failed to advance have all posted a no-time, the tie will be broken by a coin flip, which will be conducted in the arena by the designated Official immediately following the last run of Round one of the bracket in that discipline with the Home Team calling it in the air.

#### 4.4. Round 2

4.4.1. Round Two of the single elimination brackets will consist of two head-to-head matchups in each bracket. The matchups will feature each discipline winner from the round one head-to-head matchups in each bracket, as well as the Wild Card Athlete from each discipline bracket facing off against the winning team from another head-to-head matchup as outlined in the bracket in figure 4.7 below.

#### 4.4.2. Round Two Matchup Order

4.4.2.1. Match D – 1<sup>st</sup> Game

4.4.2.2. Match E – 2<sup>nd</sup> Game

4.4.3. Each winning Team from round one will have one Athlete compete in Round Two in each discipline (two for the team roping). The Athlete competing in Round Two must not have competed in Round one.

4.4.4. The team with the highest score in riding events, and fastest time in the timed events in each discipline will advance to the next round in that discipline's bracket.

4.4.4.1. The Time or Score of the losing Teams in Round two will be kept for purposes of potential tiebreakers to qualify for the Shootout Round. The better time or score of the two losers in Round two will be deemed to have finished in 3<sup>rd</sup> place in the bracket, the lower of the two losing Teams will be deemed to have finished in 4<sup>th</sup> place.

4.4.5. The losing team in each discipline matchup will be eliminated from the bracket in that discipline.

4.4.6. Tie Breakers in the head-to-head round two matchups to advance to round three are as follows:

#### 4.4.6.1. Rough Stock Events

4.4.6.1.1. The Team with the highest combined ride score in Round Two.

4.4.6.1.2. The with the highest ride score from any official in Round Two.

4.4.6.1.3. The Team with the highest score in Round One.

4.4.6.1.4. The Team with the highest combined ride score in Round One.

4.4.6.1.5. The Team with the highest ride score from any official in Round One.

4.4.6.1.6. If still tied, the tie will be broken by a coin flip conducted in the arena by the designated Official immediately following the last out or run of that disciplines bracket round with the Home Team calling it in the air.

#### 4.4.6.2. Timed Events.



4.4.6.2.1. The team with the fastest time in Round One will advance.

4.4.6.2.2. If still tied, the tie will be broken by a coin flip conducted in the arena by the designated Official immediately following the last out or run of that disciplines bracket round with the Home Team calling it in the air.

4.4.7. The scores or times of the two teams that are eliminated in Round Two will be kept for tie break consideration in advancing to the Shootout Round if necessary, as outlined below in the Shootout Round Section. The higher score and fastest times of the two losing teams will be deemed to have finished in 3<sup>rd</sup> place, and the slower time or lower score of the two losing teams in round two will be considered as finishing in 4<sup>th</sup> place.

#### 4.5. Round 3

4.5.1. Round three of the single elimination brackets will be each bracket's final matchup and will determine which team earns the bracket win for each discipline for their Team.

4.5.1.1. The winning Team in each brackets Round 3 Matchup will be awarded a Gold Medal for winning that Bracket.

4.5.1.2. The losing Team in each brackets Championship Matchup will be awarded a Silver Medal for finishing in 2<sup>nd</sup> place in that disciplines bracket.

4.5.2. Matchups are determined by the Round 2 winning teams in each event bracket advancing to Round three in accordance with the bracket in figure 4.7 below.

4.5.3. Each winning Team from Round Two will have one athlete compete in Round Three in each discipline (two in the team roping). The coach can use either athlete at their discretion starting in Round three, regardless of which previous they competed.

4.5.4. The team with the highest score in the riding events, and fastest time in the timed events in round three will be deemed the Champion of that disciplines bracket and receive the Gold Medal, as well as credited with a discipline bracket win, which counts towards the teams Gold Medal Count in advancing to the Shootout Round.

4.5.5. The losing team in each discipline in round three will be deemed to have finished in second place for that bracket and receive the Silver Medal, which will credit towards their team for a potential tiebreaker if needed in determining the advancement to the Shootout Round as stated below.

4.5.6. Tie Breakers in the round three head-to-head matchups to determine the champion of each bracket will be determined as follows:

##### 4.5.6.1. Head-to-Head matchup Tie Breakers:

###### 4.5.6.1.1. Riding Events:

4.5.6.1.1.1. The Team with the highest combined ride score in Round Three.

4.5.6.1.1.2. The with the highest ride score from any official in Round Three.

4.5.6.1.1.3. The Team with the highest score in Round Two.

4.5.6.1.1.4. The Team with the highest combined ride score in Round Two.

4.5.6.1.1.5. The with the highest ride score from any official in Round Two.

4.5.6.1.1.6. The Team with the highest score in Round One.

4.5.6.1.1.7. The Team with the highest combined ride score in Round One.

4.5.6.1.1.8. The Team with the highest ride score from any official in Round One.

4.5.6.1.1.9. If still tied, the tie will be broken by a coin flip conducted in the arena by the designated Official immediately following the last out or run of that disciplines bracket round with the Home Team calling it in the air.

4.5.6.1.1.10. If both Teams post a no-score in Round Three, the same tie breakers above apply.

**4.5.6.1.2. Timed Events:**

4.5.6.1.2.1. The team with the fastest time in Round 2.

4.5.6.1.2.2. The team with the fastest time in Round 1.

4.5.6.1.2.3. If still tied, the tie will be broken by a coin flip conducted in the arena by the designated Official immediately following the last out or run of that disciplines bracket round with the Home Team calling it in the air.

**4.6. Shootout Round.**

**4.6.1. Advancement to the Shootout Round.**

4.6.1.1. At the conclusion of round three, the bracket competition is complete. Each discipline's bracket winner will earn their Team a Gold Medal.

4.6.1.2. The **two Teams** that have earned the most Gold Medals (discipline wins) at the conclusion of the bracket competition will then square off against each other in a head-to-head matchup of all disciplines in the Shootout Round for a minimum of four disciplines and a maximum of seven as stated below.

**4.6.2. Tie Breaks to advance.** In the event of a tie in total Gold Medals (discipline wins), ties will be broken by:

4.6.2.1.1. 1<sup>st</sup> Tie Break is the number of Silver Medals won in the bracket competition (second Place finishes) across all discipline's brackets.

4.6.2.1.2. 2<sup>nd</sup> Tie Break is the number of third place finishes in each discipline's brackets.

4.6.2.1.3. 3<sup>rd</sup> Tie Break is the number of fourth place finishes in each discipline's brackets.

4.6.2.1.3.1. As stated above, 3<sup>rd</sup> and 4<sup>th</sup> place finishes are determined by the Team's ride score or time in their losing effort in Round two of the bracket. The highest score or the fastest time out of the two teams eliminated in Round two will be deemed to have finished in 3<sup>rd</sup> place, and the slower of the two teams' times or scores in their loss in round two will be considered to have finished in 4<sup>th</sup> place.

4.6.3. The two teams to advance to the Shootout Round may choose either Athlete (or TR Team) on their Roster in that discipline to compete in the Shootout Round. Both athletes (or both Team Roping Teams) are eligible to compete at the Head Coaches discretion.

4.6.4. The Shootout Round will progress through each discipline in the order of competition as referenced in section 6 below as necessary until one of the two teams clinches the overall event win by securing four discipline wins in the head-to-head matchups. i.e. There will be a minimum of four disciplines in the Shootout Round and a maximum of all seven. Once a team secures four discipline wins, the Rodeo is over at that point.

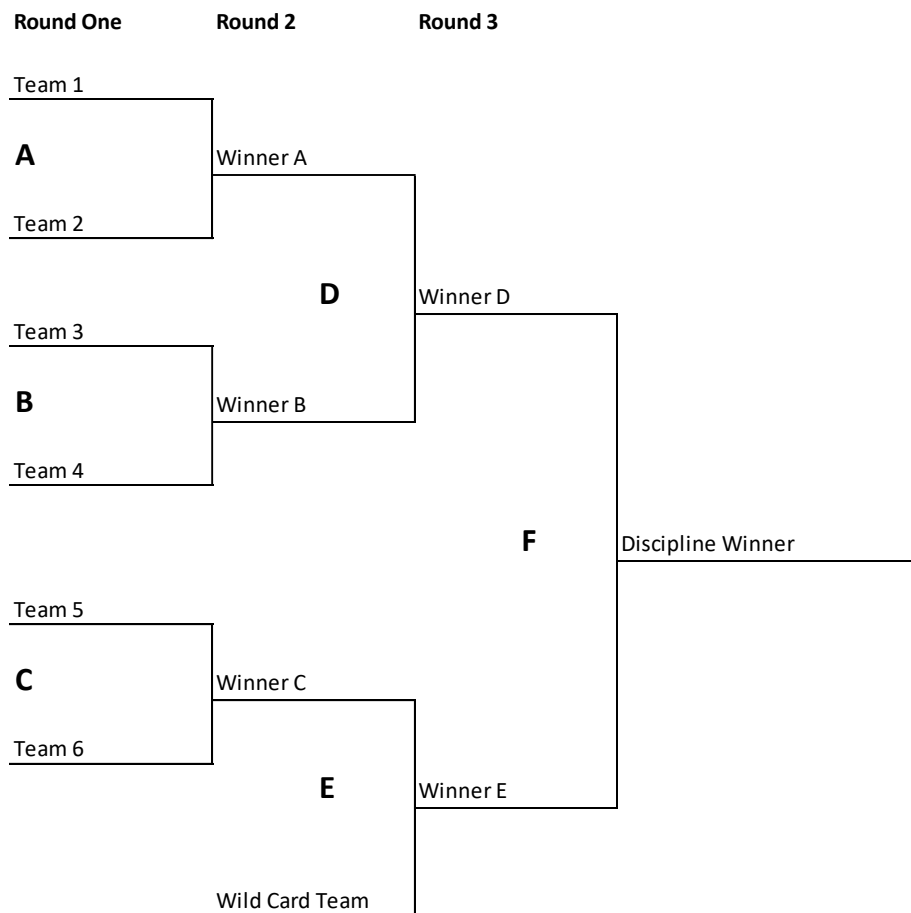
**4.6.5. Tie in the head-to-head matchups in the Shootout Round.** In the event of a tie in any discipline during the Shootout Round, including instances of two no-times or no-scores, that discipline will be deemed a tie.

**4.6.6. Tie in discipline wins in the Shootout Round.** If the two Teams competing in the Shootout Round, after the seventh discipline are tied in discipline wins, we will re-run the discipline that ended in a tie mentioned in 4.7.5 above to break the tie to determine which Team wins the KRRR.

4.6.6.1. The athlete that will compete in this scenario must be the other athlete on the team. Not the athlete that had a tie in their first Shootout Round Matchup.

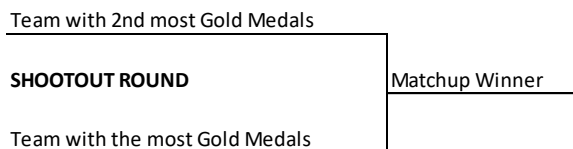
4.7. Bracket.

**Kid Rock's Rock N Rodeo Bracket**



**Shootout Round.**

The Two Teams with the most Gold Medals (bracket wins) will face off in the Shootout Round for a minimum of four disciplines, and a maximum of all seven to determine which Team is the 2024 KRRR Event Champions.



The first Team to secure four discipline wins in the Shootout Round will clinch the event win and be deemed Event Champions.

Note: This is one discipline bracket.  
Each disciplines bracket will be the same.

## 5. Event Payoff.

- 5.1. The initial KRRR at AT&T Stadium will pay out a total of **\$820,000** in prize money to Athletes.
- 5.2. The Winning Team** (the Team to win the Shootout Round) **will earn \$500,000** total, which breaks down to **\$27,778 per athlete as well as the Head Coach and the Assistant Coach on the winning Team.** (18 Total Team Participants)
- 5.3. Every other Athlete that was not on the Team that wins the Rodeo will receive an appearance fee of \$4,000, for a total of **\$320,000**. (16 athletes on each Team, 5 teams is 80 athletes receiving the \$4,000)
- 5.4. On-Site Alternates, or “Replacement Athletes” that are in attendance will be compensated \$1,000 for their efforts in being ready to compete.
- 5.5. Should a Replacement Athlete be called on to compete, they will be guaranteed the minimum \$4,000 appearance fee.
- 5.6. Should the Team that calls on a Replacement Athlete to compete be the Team to win the rodeo, the replacement athlete will be compensated based on the number of outs contributed. The athlete will be guaranteed payment of a minimum of 1 competition run regardless if they are selected to compete or not.
- 5.6.1. For clarity, the initial athlete that was injured and the replacement athlete combined to contribute 3 outs or runs for the Team. Each athlete on the Team won \$27,778. So  $\$27,778 / 3$  outs or runs = \$9,259.33 per out or run.
- 5.6.1.1. If the initial Athlete had 2 of the three runs, they would be compensated for two outs or runs at  $\$9,259.33 \times 2 = \$18,518.66$ .
- 5.6.1.2. If the Replacement Athlete had 1 of the 3 outs or runs, they would be compensated for one out or run at \$9,259.33.
- 5.6.2. This circumstance is only applicable if the athlete is replacing another athlete after the Rodeo has begun. If a replacement is made prior to competition, the athlete to replace the initial athlete would be considered a part of the Team and the athlete that had to pull out of the event (for whatever reason) will not be compensated.

## 6. Schedule of Events.

- 6.1. Throughout the KRRR, the order of events will be as follows for all rounds of the competition, as well as the Shootout Round. The event will not move to the next discipline until all outs or runs in the three-round discipline brackets are complete. To clarify, for example all of the rides in the Bareback three rounds of the bracket will be complete, including re-rides before moving on to begin the Steer Wrestling bracket.

### 6.1.1. Discipline Brackets.

- 6.1.1.1.1. Barrel Racing – Round 1, Round 2, Round 3
- 6.1.1.1.2. Bareback Riding – Round 1, Round 2, Round 3
- 6.1.1.1.3. Steer Wrestling – Round 1, Round 2, Round 3
- 6.1.1.1.4. Team Roping – Round 1, Round 2, Round 3
- 6.1.1.1.5. Saddle Bronc Riding – Round 1, Round 2, Round 3
- 6.1.1.1.6. Breakaway Roping – Round 1, Round 2, Round 3
- 6.1.1.1.7. Tie-Down Roping – Round 1, Round 2, Round 3

### 6.1.2. Shootout Round

- 6.1.2.1.1. Bareback Riding

- 6.1.2.1.2. Steer Wrestling
- 6.1.2.1.3. Saddle Bronc Riding
- 6.1.2.1.4. Barrel Racing
- 6.1.2.1.5. Team Roping – \*if necessary
- 6.1.2.1.6. Breakaway Roping – \*if necessary
- 6.1.2.1.7. Tie-Down Roping – \*if necessary

## **7. Stock Draw Procedure and Re-Runs.**

- 7.1. All stock for the Rodeo will be pre-drawn by computer and pre-set on the evening before the event for all rounds of competition.
  - 7.1.1. **In the Timed Event** disciplines – stock will be drawn to the round and arena. Pending which arena a Team is placed for a round of competition, the animal drawn in that round and arena will be their competition animal.
  - 7.1.2. **In the Rough Stock** disciplines – competition animals will be drawn to the Home Team and Away Team position for each matchup throughout all rounds of competition.
- 7.2. The re-rides will be set by the Livestock Supervisor.
  - 7.2.1. In the Timed Events – rerun animals will be designated per round. Pending the need for a rerun, the arena of competition for the rerun will be determined by the location of the animal(s).
- 7.3. Once the Teams head-to-head matchups are drawn for the first round of the bracket, the teams will fill the bracket per the results of that draw and they will be given the animal that is in that spot on the bracket.
  - 7.3.1. For subsequent Rounds of the bracket, the winning teams will advance and will be given the animal that is on the bracket in the spot the Team lands on as they progress through the bracket.
- 7.4. Re-ride / re-run stock will be pre-set, and all outs and runs in that discipline round will be complete before moving on to the next round or discipline.

## **8. Judging.**

- 8.1. The overarching responsibility of all Competition Officials is to maintain fair and honest competition throughout the Rodeo for all Teams, Athletes, animals, and any other stakeholder.
- 8.2. The PBR Head Official will select the Officials and the positions of those Officials for the KRRR. Officials must be approved by the KRRR Commissioner.
- 8.3. The Head Official will be positioned at the announcer stand with a clear view of both arenas. The Head Official will be in communication with the Field Officials and the Arena Director to relay messages on when the arenas are declared “clear” and ready for the next competition run as it relates to timing and scoring as described in Section 11 of these ground rules.
- 8.4. There will be four Officials in the rough stock events, and one Official will be designated as the Official Replay Official for the entire competition.
  - 8.4.1. Two Officials will be on the chutes, while two Officials will be in the arena.
    - 8.4.1.1. The two Officials in the arena will send a score for both the Horse and the Rider. The scores of both Officials will be added up to get the official score.
    - 8.4.1.2. The two Officials on the back of the chutes will be controlling the clock and monitoring chute procedures.
      - 8.4.1.2.1. All four Officials can call for a foul, a slap, a re-ride, or a review.

- 8.4.1.3. Any Horse marked 18 points or below will be deemed inferior and the rider will receive a re-ride option.
- 8.5. There will be four Officials in each arena for the timed events, and one Official will be designated as the Official Replay Official for the entire competition (in both arenas).
- 8.6. Pre-event duties/responsibilities.
  - 8.6.1. Standard pre-rodeo responsibilities and duties including but not limited to livestock inspections, arena inspections, equipment inspections etc.

## 9. Instant Replay.

- 9.1. Instant Replay will be implemented throughout the KRRR to facilitate coach's challenges and give the best opportunity to ensure accurate rulings.
- 9.2. **Only a Head Coach or a Competition Official** can call for a replay review. Head Coaches may call for a replay review for either their own Team, or against their opponent in the head-to-head matchups and the Shootout Round, but they may not call for a replay review in a head-to-head matchup that their Team is not currently competing in.
  - 9.2.1. Assistant Coaches, Athletes, or Stock Contractors are not allowed to request a review.
- 9.3. The review process will be conducted by the designated Replay Official at the Replay Monitor in its designated location. The Replay Official shall use all available video replay technology to confirm or overturn the original ruling or shall declare the results of the review inconclusive.
  - 9.3.1. **Technology available** to assist in the replay process could include (but is not limited to) multiple camera angles, slow motion video playback equipment, SkyStart video snapshots, and precision GNSS satellite-derived timecode stamps.
- 9.4. **To initiate the replay process**, the Head Coach of the team wishing to request the review must call for the Review by throwing the Challenge Flag within the designated :30 second timeframe defined below. Flags will be provided for each Coach.
- 9.5. **Full Ride Review.** All replay reviews, regardless of how they are initiated, will result in a full review of the entire duration of the ride or run for any and all possible infractions, whether the infraction was requested to be reviewed by the Head Coach or not. As such, reviews could result in a favorable or non-favorable outcome to the Team requesting the review in the Replay Officials sole discretion.
  - 9.5.1. If for example a Coach calls for a replay in the Saddle Bronc and asks for a spur out to be reviewed. If during the review the Replay Official sees that there was a slap, it will then be ruled a No-Time.
- 9.6. A Coach will have :30 seconds from the end of the out or run to request a replay review. The :30 second clock will start immediately at the point the clock stops on the out or run.
  - 9.6.1. If a Coach does not request the review within that :30 second window, the effort will be deemed official, and no replay can be called for.
- 9.7. **Standard of Review.** For the Officials ruling to be overturned after video review, the review must conclusively demonstrate that the original ruling was incorrect; otherwise, the original ruling shall be upheld. For rulings related to touching a free hand, arm, or extension, the video review must conclusively demonstrate that the infraction occurred.
- 9.8. **Rulings Subject to Automatic Review by the Replay Official.** All calls in the dirt are final unless an Official or a Head Coach calls for a review. Specific rulings will be subject to Automatic

Review, including those related to any ride where the clock reads at least 7.85 seconds and less than 8.0 seconds in the Rough Stock disciplines.

9.9. **Number of Reviews- Bracket Rounds.** At the start of competition, each Team will have two Replay Challenges available to them to use in any Round or discipline. Teams can use them or lose them.

9.9.1. Winning a challenge will result in the Team retaining that Challenge, and they will not be charged with using one of their two Challenges.

9.9.2. Losing a Challenge will result in the Team losing one of their two available Challenges.

9.10. **Number of Reviews – Shootout Round.** For the Shootout Round, each team will have one Challenge.

9.10.1. If a Team did not use, or retained Challenges in the bracket rounds, those do not carry over. Teams only have one Challenge in the Shootout Round.

9.10.1.1. If a Team wins a Challenge in the Shootout Round, they will retain that Challenge and have it at their disposal moving forward in the Shootout Round.

9.10.1.2. If a Team loses a Challenge in the Shootout Round, they are out of Challenges and cannot call for a review for the remainder of the event.

## 10. Coaches.

10.1. Coaches must turn in their first-round athletes to compete in Round one of the bracket by no later than Wednesday, May 15 at 12:00 PM CT.

10.1.1. Coaches must also turn in their designated Steer Wrestling Hazer and Horse Team with their first round Athlete designation.

10.2. By default, the selection of their first-round athlete will dictate the other athlete on the Team in each discipline will compete in Round 2.

10.3. Head Coaches will be the main point of communication and decision makers for their teams.

10.4. Only the Head Coach may Challenge a ruling in the dirt. Assistant Coaches may not call for a review.

10.5. The Head Coach must be readily available to be in the Arena immediately following a head-to-head matchup in the event of a tie break coin toss.

10.6. The two Head Coaches that advance to the Shootout Round will announce their athletes competing in the Shootout Round in the dirt immediately following the last barrel race.

## 11. Scoring & Timing.

11.1. PBR Scoring and Timing will be responsible for all the equipment and scoring and timing obligations.

11.2. In Rough stock Events, once an event judge submits his score on the electronic pad and that score is released by the Event Secretary, that score is Final.

11.3. In Timed events, once the clock is stopped and is released by the event secretary, that time is official.

In both 11.2 and 11.3 above, if there is a replay challenge, the time and outcome of the circumstance being reviewed will be adjusted in accordance with the official ruling of the Replay Official.



**11.4. Timed Events.**

- 11.4.1. All Timed Event disciplines will compete head-to-head in all rounds simultaneously – meaning there will be one in each arena competing at the same time for each team that is in that head-to-head matchup.
- 11.4.2. There will be a maximum time of :45 Seconds for all Timed Event Disciplines. Not completing a run within that :45 Second timeframe will result in a No-Time.
- 11.4.3. There will be no traditional barrier in the KRRR to start the run time. The KRRR will utilize a drag racing style Christmas tree, which will go from a single Red light to Double Red lights to a Yellow light to a final Green light.
- 11.4.4. In all Timed Events, Teams may have a helper with them in the box. Only coaches and members of the Team that is competing will be allowed in the box as helpers. Anyone in the box must be another athlete or a coach, and Teams cannot have any outside support in the box.
- 11.4.5. The Head Official will have a timer and there will be :30 seconds on the clock. The Head Official will have the discretion to stop that clock if the Head Official deems necessary, and for the safety of both the animals and the athletes.
- 11.4.6. As soon as the previous animal leaves the arena and the “Arena Clear” announcement comes across, the Head Official will start the :30 Second Clock.
  - 11.4.6.1. That :30 Seconds signifies the amount of time an athlete has to ride up to the box and begin to get ready.
- 11.4.7. At the end of the :30 Seconds, the single Red light will appear “Red 1”. “Red 1” will last for 15 seconds. Once we are at Red 1, the clock cannot be stopped for any reason with the exception of an obvious and urgent safety concern in the arena.
- 11.4.8. At the end of that :15 Seconds, the second Red light, “Red 2” will be announced and “Red 2” lasts for 3 seconds.
- 11.4.9. At the end of those three seconds, the light will turn Yellow for 3 seconds.
- 11.4.10. At the end of the three seconds with the light being yellow, the light will flip to Green, and the headgate of the roping chutes will open simultaneously, and the competition time will begin.
- 11.4.11. All timed events except for Barrel Racing will be timed to the hundredths of a second. Barrel Racing will be to the thousandths.
- 11.4.12. The start time will start automatically as the gate opens when the light turns green.
- 11.4.13. There will be two timers in each arena. The timers will stop the time using the event’s timing system plungers when the Field Flagger in their arena drops the flag at the end of the run.
- 11.4.14. The timers will also use handheld stopwatches for a backup time. The time will start when the gate opens as the light turns green. The time will be stopped when the Field Flagger in their arena drops the flag at the end of the run. The backup times will be timed to the tenths of a second and averaged for the official backup time.
- 11.4.15. A Line of Scrimmage will be used in the Roping Box and the position of the electric eye will be set for each discipline. The athlete’s horse may not cross the Line of Scrimmage prior to the Green Light flashing. If the athlete’s horse crosses the Line of Scrimmage early they will be assessed a 0:10 second penalty.

- 11.4.15.1. Pending the equipment set up, there is a potential to use an adjustable roping chute provided by Priefert Manufacturing. If available, the distance between the headgate and Line of Scrimmage may vary between disciplines.
- 11.4.16. If it is deemed that an athlete leaves the box on **RED** in any timed event discipline, that infraction will result in a 0:30 Second Penalty.
- 11.4.17. If it is deemed that an athlete leaves the box on **YELLOW** in any timed event discipline, that infraction will result in a 0:10 Second Penalty.
- 11.5. Barrel Racing.**
- 11.5.1. All Barrel Racers will compete head-to-head in all rounds simultaneously – meaning there will be one in each arena competing at the same time for each team that is in that head-to-head matchup.
- 11.5.2. There will be no traditional electric eye timer line in the KRRR to start the run time. The KRRR will utilize a drag racing style “Christmas Tree”, which will go from a Single Red light to Double Red lights to a Yellow light to a final Green light
- 11.5.3. The Head Official will have a timer and there will be :30 seconds on the clock. The Head Official will have the discretion to stop that clock if the Head Official deems necessary and for safety of athletes and animals.
- 11.5.4. As soon as the previous animal leaves the arena and the “Arena Clear” announcement comes across, the Head Official will start the :30 Second Clock.
- 11.5.5. That :30 Seconds signifies the amount of time an athlete has to ride up to the holding area and begin to get ready.
- 11.5.6. At the end of the :30 Seconds, the Single Red light will appear “Red 1”. “Red 1” will last for 15 seconds. Once we are at Red 1, the clock cannot be stopped for any reason with the exception of an obvious and urgent safety concern in the arena.
- 11.5.7. At the end of that :15 Seconds, the second Red light “Red 2” will be announced and “Red 2” lasts for 3 seconds.
- 11.5.8. At the end of those three seconds, the light will turn Yellow for 3 seconds.
- 11.5.9. At the end of the three seconds with the light being yellow, the light will flip to Green, and the headgate of the holding pen will be opened by another member of the Team that is currently competing, and the competition time will begin.
- 11.5.10. Barrel Racing will be timed to the thousandths of a second. The start time will start automatically as the gate opens when the lights turn green.
- 11.5.11. There will be two timers in each arena. The time will stop the time using the event’s timing system electric eyes when the Field Flagger in their arena drops the flag at the end of the run.
- 11.5.11.1. Double stacked electric eyes will be used. A primary set will be designated as the official time. The second set will be designated as the first back up time.
- 11.5.12. The timers will also use handheld stopwatches for a second backup time. The time will start when the light turns green. The time will be stopped when the Field Flagger in their arena drops the flag at the end of the run. The backup times will be timed to the tenths of a second and averaged for the official backup time.
- 11.5.13. Barrel Racers will have a designated holding area that they will start from. The holding area will have a gate that opens into the arena. The athlete may chose to have the

gate closed or open up to the light flashing Green. A member of the athlete's team will be responsible for opening and closing the gate of the holding area.

11.5.14. A Line of Scrimmage will be used at the opening of the designated holding area just inside the gate. The athlete's horse may not cross the Line of Scrimmage prior to the Green Light flashing. If the athlete's horse crosses the Line of Scrimmage early, they will be assessed a 10 second penalty.

11.5.14.1. If any athlete leaves the box on a red light the athlete will receive a 0:30 Second Penalty.

11.5.14.2. If any athlete leaves the box on a yellow light (3 seconds before green), the athlete will receive a 0:10 Second Penalty.

11.5.15. The athlete will be allowed to circle their horse or allow their horse to move around within the designated holding area prior to the Green Light flashing.

11.5.16. One helper from the athlete's team is allowed to assist the athlete prior to the start of the run inside the holding area. If the helper, whether on foot or horseback breaks the Line of Scrimmage, in advance of the competing athlete's horse, the athlete will be assessed a 10 second penalty.

11.5.17. Once the athlete leaves the holding area at the start of the run, the gate must be closed and the rider will run to a closed gate at the end of the run. The athlete is allowed to circle back to stop their horse, but may not cross the timer stop line.

#### **11.6. Rough Stock Events.**

11.6.1. In the riding events, the Athletes will have 45 seconds from the time they are told they are up by the chute boss or arena director until they have to nod.

11.6.1.1. The :45 Second Clock can be stopped at the discretion of the Head Official, and then restarted at the discretion of the Head Official.

11.6.1.1.1. Failure to nod before the :45 second clock runs out will result in a disqualification and a no score in that round of competition.

#### **12. Event Livestock.**

12.1. All event livestock will be inspected prior to the event by the Officials and the Livestock Superintendent for health and condition.

12.2. No blood may be present, animals must be clearly identifiable, and must look fit to compete in the Officials and Livestock Supervisors discretion.

12.3. No Inappropriate animal names may be used.

12.4. No Electrical Devices or Foreign Objects. The use of electrical devices to stimulate an animal is prohibited during PBR Events.

12.5. In Tie Down Roping, animals cannot weigh below 220# and cannot weight more than 280#. Weights should not deviate more than 25# from the lightest to the heaviest animal.

12.6. In the Breakaway roping, animals cannot weigh below 220#. Weights should not deviate more than 50# from the lightest to the heaviest animal.

12.7. The desired weight for competition animals for the Steer Wrestling is ideally 450# and cannot weigh more than 550#. Weight should not deviate more than 50# from the lightest to the heaviest animal.

12.7.1. Horns should be at least 10" long and tipped to the diameter of a dime at a minimum.

- 12.8. **No Inhumane Treatment.** Inhumane treatment of animals, including without limitation abuse of an animal, in connection with PBR including KRRR Events shall lead to severe consequences being imposed on the offending party by the PBR's Executive Competition Committee in its discretion.
- 12.9. No shots or medication may be administered on-site at the venue, or at housing without the supervision of a veterinarian, or the Livestock Supervisor.
- 12.10. Prepping of the livestock will not be allowed anywhere on the premises. It must be done before arriving on-site.
- Timed Event Pushers/Helpers. Teams will decide on who is pushing the livestock from inside the roping chute or assist with the animals head. Only members of the Team can be a Pusher and "straighten the head", and nobody can work as a Pusher for any Team other than their own. They must be an athlete or a Coach for that Team and not an outside person.

### **13. Event Administration.**

- 13.1. For details about insurance, check in, content obligations, and payment forms, please refer to the Athlete Packet provided to each athlete at the conclusion of the Draft to all athletes selected to compete.

### **14. Horse Stalls and Trailer Information.**

- 14.1. For information on trailer parking, warm up areas, and horse stalls, please refer to the Athlete Packet provided at the conclusion of the Draft to all athletes selected to compete.

### **15. Animal Welfare.**

- 15.1. In PBR and KRRR Events, the animals are treated with as much respect as, if not more than the human athletes who compete on or with them. The PBR's Animal Welfare Policy will be in effect and exemplifies the great regard in which everyone associated with the organization holds these athletes, as well as explains the care they receive as professional athletes.
- 15.2. The Professional Bull Riders, producers of the KRRR, is fully committed to ensuring the health, safety, welfare, and respect of each animal athlete that enters a KRRR arena. The care and treatment of KRRR animals is a top priority to those who govern and/or participate in PBR, KRRR and WCRA associated events. The organization operates under a strict no tolerance policy for any mistreatment of an animal associated with the KRRR.
- 15.3. If a participant is deemed to have mistreated or abused an animal in any way, they will be immediately removed from competition, ineligible for any prize money, and subject to discipline at the discretion of the PBR's Executive Competition Committee.

### **16. Conduct.**

- 16.1. All participants, stock contractors, officials, and staff must adhere to a professional code of conduct and become familiar with the expectations.
- 16.2. All stakeholders must abide by any posted rules of the venue and the KRRR / PBR.
- 16.3. Under no circumstances shall any participant before or during the competition be under the influence of alcohol or drugs. There is zero tolerance.
- 16.4. Under no circumstances shall any stakeholder abuse or mistreat an animal in any way.
- 16.5. All stakeholders must abide by the KRRR/PBR's Credential Policy and must always have their credential visible except for when an athlete is competing.

- 16.6. All stakeholders must be cognizant that they are not only representing themselves, but also their Team, the Western Sports Industry as a whole, and the PBR. This is a Professional Rodeo Event, and there are cameras everywhere, so all parties must always remain vigilant that any negative actions or words may negatively impact the PBR, KRRR, the WCRA, and the Western Sports Industry's public image.
- 16.7. All participants must be cognizant that they are entering a potentially dangerous situation in a Rodeo arena with risks associated.
- 16.8. All participants must wear Western Attire when in the competition area.
- 16.9. Abuse of officials or staff will not be tolerated, and doing so will result in removal from the venue.
- 16.9.1. If an athlete is removed from the event for any disciplinary reason, that athlete will be asked to leave the premises and will forfeit any prize money or guaranteed appearance fees associated with the event. The athlete will be replaced by one of the stand by replacement athletes, and the replacement athlete will then be awarded the applicable prize money or appearance money in the ejected contestants place.
- 16.10. If any damages of any kind occur that is caused by a participant to event or venue property, they could be held fully responsible for the cost of repairs.
- 16.11. Unruly animals that endanger anyone associated with the event will be removed at the Officials discretion.
- 16.12. Bribery, harassment, fighting, or cheating of any kind is forbidden, and there is zero tolerance. If anyone is found to be doing so, they will be removed and face disciplinary actions at the PBR's Executive Competition Committees Discretion.

## **Part II - Competition Rules.**

The following are discipline specific Competition Rules for each Rodeo discipline in the Kid Rock's Rock N Rodeo.

### **17. Barrel Racing.**

#### **17.1. Order of Competition.**

- 17.1.1. Barrel Racers will compete head-to head in all rounds simultaneously – meaning there will be one Barrel Racer in each side of the arena competing at the same time for each Team that is in that head-to-head matchup.
- 17.1.2. Athletes are not required to use the same horse throughout the competition. As noted earlier in these ground rules, the three rounds in the discipline brackets will be ran all at once. Athletes scheduled for Round 1 may be participating in Round 3 only a few minutes following Round 1. Athletes advancing will need to be prepared in advance to change horses, if desired, and be ready to compete when called upon for their next round of competition.
- 17.1.3. Should a Barrel Horse be unable to continue in the competition, the Team/Barrel Racer can get another horse to make their next run as long as the horse is not being or has not been used by another team.

## **17.2. Barrel Patterns.**

- 17.2.1. The barrel pattern will consist of one left turn and two right turns, or one right turn and two left turns.
- 17.2.2. The barrel pattern will be set based on the dimensions and shape of the arena. Both arenas will have the same size pattern. There may be some differences in amount of space between a barrel and the arena fence based on the reversed arena shapes. KRRR Officials will do the absolute best they can to minimize any differences between the two arenas. See the arena diagram.
- 17.2.3. The pattern must be set square and centered with the designated holding area opening at the Line of Scrimmage.
- 17.2.4. The Officials will set the barrel pattern prior to the start of the rodeo with stakes and rope, and once the Officials set the barrel pattern, it shall remain for the entire rodeo.
- 17.2.5. Once the athlete leaves the holding area at the start of the run, the gate must be closed and the rider will run to a closed gate at the end of the run. The athlete is allowed to circle back to stop their horse, but may not cross the timer stop line. The configuration of the designated holding area at the Line of Scrimmage will be identical in both arenas.
- 17.2.6. All barrels must be 55-gallon metal drums with no open ends.
- 17.2.7. All six barrels (3 in each arena) must be to the same specifications in regard to color, size, sponsor logos etc.  
The area around the barrels will be raked between each run, and it will have a drag before the Shootout Round.

## **17.3. Penalties.**

- 17.3.1. Barrel Racers will receive a **5 second penalty** for each barrel that is knocked down on the ground.
- 17.3.2. Crossing the start line on yellow will result in a **:10 Second Penalty**.
- 17.3.3. Crossing the start line on red will result in a **:30 Second Penalty**.
- 17.3.4. Athletes must run the barrel pattern to receive a time. They must go around the barrels. No jumping, or knocking the barrels out of the way. Failure to run a correct barrel pattern will result in a No- Time.

## **17.4. Disqualification.**

- 17.4.1. Breaking the pattern will result in a No-Time. (Deviating from the pattern, missing a barrel, wrong direction)
- 17.4.2. Intentionally running out of order or not being ready to compete when called upon will result in a No-Time.
- 17.4.3. Barrel Racers must be mounted from the time the clock starts until they cross it back to stop the clock. Dismounting at any point during their run will result in a No-Time.
- 17.4.4. Using prohibited equipment, or excessive and unnecessary use of whip or spurs in the Officials discretion will result in a No-Time.
- 17.4.5. Abusively whipping a horse in the head area in the Officials discretion will result in a No-Time.
- 17.4.6. Failing to complete the run within the :45 Second maximum time.

## **17.5. Judging.**

- 17.5.1. Three Officials will be in each arena for the Barrel Racing; a Flagger, a Gate Official, and an Approach Official.
- 17.5.2. The Officials are to set the barrel patterns, checking and measuring to ensure that both arenas are the exact same specifications. If the arena layout or venue does not allow, judges will inform a member of the KRR Executive Competition Committee.
- 17.5.3. The Official Competition Timers will start the time when the light turns green and stop the time when Field Official on the timer lines drops a flag. Refer to section 11.5 of these rules for the timing rules.

**17.6. Safety.**

- 17.6.1. Barrels will be hand raked after each run, and patterns will be dragged prior to the Shootout Round.
  - 17.6.1.1. Officials have the discretion to stop the competition at any time if they deem the ground unsafe. The competition will be held until the issues are resolved and the ground requirements are satisfied.
- 17.6.2. The alleyway must be dirt, free of debris, people, or any other obstructions to maintain safety.
- 17.6.3. All crossbars must be covered.
- 17.6.4. The stopping room distance from the timer line to the stopping point shall be a minimum of 60'.

**17.7. Replay Challenges.**

- 17.7.1. Barrel Racing replay reviews can be called for:
  - 17.7.1.1. To verify if a barrel fell completely over prior to the Athlete crossing the timer line to stop the run time.
  - 17.7.1.2. If an Official disqualifies an athlete due to whipping a horse in the head area.
  - 17.7.1.3. If the Barrel Racer was determined to have crossed the Line of Scrimmage before the light turned Yellow.
  - 17.7.1.4. If the Barrel Racer was determined to have crossed the Line of Scrimmage before the light turned Green.

**18. Tie Down Roping.**

**18.1. Order of Competition.**

- 18.1.1. Tie Down Ropers will compete head-to-head in all rounds simultaneously – meaning there will be one in each arena competing at the same time for each team that is in that head-to-head matchup.

**18.2. General Rules**

- 18.2.1. Athletes compete from the right-hand box.
- 18.2.2. Neck Ropes must be used on the horse and must be adjusted in a manner that prevents a horse from dragging the animal.
- 18.2.3. Rope must hold the animal until the athlete has at least one hand on the animal.
- 18.2.4. The animal may leave its feet if it stumbles or trips while the competitor is running down the rope towards the animal.
- 18.2.5. The animal must be thrown by hand prior to tying the legs. If an animal is not standing when the athlete first touches the animal, the athlete must allow the animal to regain his feet. (Stand or able to stand)

18.2.6. A Legal Tie consists of any three legs crossed and tied with at least one full wrap and a half hitch, or “Hooey.”

18.2.7. Once the tie is complete, athlete must step away from the animal.

18.2.7.1. Once the athlete takes one step back from the animal, the three (3) second tie inspection time starts.

18.2.7.2. To be considered legal, animals must stay tied for the full three (3) seconds.

18.2.8. Once the tie is confirmed to be legal, the athlete will be assessed an official time, and the animal will be released as soon as the competitor mounts his horse and puts slack in his rope.

18.2.9. Roper may not touch the animal after signaling they are finished tying the animal until after the Officials inspection period is complete.

18.2.10. **Dragging.** An intentional drag of an animal caused by the athlete will result in a No-Time.

18.2.10.1. An intentional drag of an animal, defined as a drag caused by the athlete,

18.2.11. **A mishandling infraction** will result in a no time.

18.2.12. A mishandling infraction occurs when the animal goes over backwards between 10 o'clock and 2 o'clock (referencing the position of the animal as 12:00 o'clock at the time the rope comes tight) and lands on their head or back.

### **18.3. Disqualifications.**

18.3.1. One loop only is permitted. A dropped loop is considered a thrown loop. Any missed loops result in a No-Time.

18.3.2. If the athlete causes the horse to back up or pull on the rope, preventing the animal from getting up during the three (3) second tie inspection period, the athlete will be given a No-Time.

18.3.3. If the animal kicks free and gets to its feet before the Officials inspection period is over, the athlete will receive a No-Time.

18.3.4. Dragging.

18.3.5. If an athlete fails to complete a run within the :45 second time limit.

### **18.4. Re-Runs**

18.4.1. Animal escapes from the roping chute or competition arena

18.4.2. Bad Gates

18.4.3. Animal stumbles, turns around, or stops before the barrier line.

### **18.5. Replay Challenges**

18.5.1. Bad Gate

18.5.2. The animal stumbles, turns around, or stops before the score line. The stumble must occur within 8 feet of the open headgate. If the athlete causes the stop, no rerun will be awarded.

18.5.3. Whether or not the athlete allowed the animal to regain its feet.

18.5.4. Dragging.

### **18.6. Judging.**

18.6.1. Four Officials will be in each arena for the Tie-Down Roping; a Mishandling Official, a Field Flagger, a Line Official, and a Box Official.

## **19. Break Away Roping.**



**19.1. Order of Competition.**

19.1.1. Breakaway Ropers will compete head-to-head in all rounds simultaneously – meaning there will be one in each arena competing at the same time for each team that is in that head-to-head matchup.

**19.2. General Rules**

19.2.1. Breakaway roping is open to biological females only.

19.2.2. All runs are from the right-side box.

19.2.3. Only one loop is permitted. A dropped loop is considered a thrown loop.

19.2.4. Rope must be tied to the saddle horn with a string approved by the officials and must have a handkerchief or a colorful cloth attached to the rope. No coils or knots are allowed between the end of the rope and the string.

19.2.5. The Official will flag the athlete when the rope breaks away from the saddle horn and a time will be recorded.

19.2.6. Ropers must be on their horse when the official drops the flag to stop the time.

**19.2.7. A legal catch is a Bell Collar catch.**

19.2.7.1. A Bell Collar Catch, defined as passing over the animal's head and must not include any appendages including figure eight over the tail. At the time the rope breaks from the saddle horn the catch must be a bell collar catch.

**19.3. Disqualifications.**

19.3.1. When an athlete misses with their loop they will receive a No-Time.

19.3.2. If the breakaway roper breaks the rope away from the saddle horn with their hand, they will be given a No-Time.

19.3.3. An illegal catch will result in a No Time.

19.3.4. Any animal abuse of any kind will result in a No-Time.

19.3.5. If the athlete fails to complete the run within the :45 Second time limit.

**19.4. Re-Runs.**

19.4.1. Bad Gate

19.4.2. The animal stumbles, turns around, or stops before the score line. The stumble must occur within 8 feet of the open headgate. If the athlete causes the stop, no rerun will be awarded.

19.4.3. The animal turns back before the score line.

19.4.4. The animal escapes.

**19.5. Replay Challenges.**

19.5.1. Bad gate

19.5.2. The animal stops, turns around, stumbles, or turns back before the score line.

19.5.3. If an Official deems the breakaway roper breaks the rope away from the saddle horn with their hand

**19.6. Judging.**

19.6.1. Four Officials will be in both arenas for the Breakaway Roping; a Field Flagger, a Line Official, a Box Official, and a Head Catch Official.

**20. Steer Wrestling.****20.1. Order of Competition.**

20.1.1. Steer Wrestlers will compete head-to head in all rounds simultaneously – meaning there will be one Steer Wrestler in each arena competing at the same time for each team that is in that head-to-head matchup.

**20.2. General Rules.**

20.3. Steer Wrestling will have one athlete starting in the Left box, and the Hazer in the right-side box.

20.4. Steer Wrestlers must catch and change the animal's direction or stop before throwing the animal by hand using the animals' horns.

20.4.1. The animal is considered "Thrown" when he is flat on his side with all four feet and his head facing the same direction.

20.4.2. If the Steer Wrestler loses contact with the animal, he is allowed two steps to catch the animal and complete the throw.

20.4.3. Steer Wrestler must help the animal up after the throw.

20.4.4. The Hazer may not alter the animal with anything other than the Hazing Horse.

**20.5. Disqualifications.**

20.5.1. If the Hazer alters the animal in any way other than the Hazing horse, it will result in a No-Time.

20.5.2. If an Official deems a Knockdown has occurred.

20.5.3. If the athlete fails to complete the run within the :45 second maximum time limit.

**20.6. Re-Runs**

20.6.1. Bad gate

20.6.2. The animal stumbles, turns around, or stops before the score line. The stumble must occur within 8 feet of the open headgate. If the athlete or Hazer causes the stop, no rerun will be awarded.

**20.7. Replay Challenges.**

20.7.1. Bad Gate

20.7.2. Animal stumbles, turns around, or stops before the score line.

20.7.3. Knockdown. Challenges can be made on an Officials knockdown ruling to determine if a knockdown did or did not occur. If a knockdown did not occur, it will be timed off our video to get the official time, and three tenths (.3) will be added to the time to offset the reaction time between the flagger and the timers.

20.7.3.1. If the animal goes down on initial contact and does not come back up on all four feet, it is considered a knockdown.

20.7.3.2. A knockdown is defined as knees or hocks contacting the ground.

20.7.3.3. If a knockdown occurs, and the Steer Wrestler completes throw, flagger will drop his flag and signify to the timers that a knockdown has occurred.

20.7.4. Animal gets out.

20.7.5. Timers must document the time any time before the review process begins.

**20.8. Horse Teams and Hazers.**

20.8.1. Teams must designate their own Horse Teams and Hazer at the time of the athlete submission for the first round. Hazers can only compete for one team. They may not haze for another Team.

20.8.2. The Hazer can work for both Steer Wresters on that Team but may not Haze for another Team. Teams are not Drafting a Hazer, but the athletes they draft, along with their Coaches will select a Hazer (s) to be a part of their Team.

20.8.3. A team may designate up to four horses for the athlete and two horses for the Hazer.

20.8.4. No sharing of horses between Teams regardless of if a Team has been eliminated from the Steer Wrestling bracket.

20.8.4.1. If a horse gets sick, they must find another horse. You cannot use another Team's horse.

## **20.9. Judging.**

20.9.1. Four Judges will be in both arenas for the Steer Wrestling; a Field Flagger, a Line Official, a Knockdown Spotter Official, and a Box Official.

## **21. Team Roping.**

### **21.1. Order of Competition.**

21.1.1. Team Ropers will compete head-to-head in all rounds simultaneously – meaning there will be one team in each arena competing at the same time for each team that is in that head-to-head matchup.

### **21.2. General Rules.**

21.3. Team Roping consists of one header and one heeler.

21.4. Header will compete from the box on the Left side of the roping chute and heeler will compete from the box on the right side of the roping chute.

21.5. Only two loops are allowed.

21.5.1. Ropes must be dallied tight, both horses should be facing the animal with all four feet on the ground to receive a time.

21.6. Legal Head Catches.

21.6.1. **Header** must rope the animal with any of these three catches to be considered legal:

21.6.1.1. Clean around the horns

21.6.1.2. Clean around one horn and the nose.

21.6.1.3. Clean around the neck.

21.6.2. **Heeler** must rope the animal with any of these catches to be considered legal:

21.6.2.1. Any heel catch behind both shoulders is legal if the rope comes on from around the heels.

21.6.2.2. Dew Claw catches are legal if the catch holds for the flagger inspection.

### **21.7. Re-Runs.**

21.7.1. Bad Gate

21.7.2. The animal stumbles, turns around, or stops before the score line. The stumble must occur within 8 feet of the open headgate. If either athlete causes the stop, no rerun will be awarded.

21.7.3. If the animal comes to a complete stop before the head rope is thrown and the heeler did not cause the animal to stop.

### **21.8. Penalties.**

21.8.1. A five (5) second penalty will be assessed for roping one hind leg.

### **21.9. Replay Challenges.**

21.9.1. Bad Gate

21.9.2. Animal stumbles, turns around, or stops before the score line.

**21.10. Disqualifications.**

- 21.10.1. If the Header dallies with the rope in the animals mouth, it will be a No-Time.
- 21.10.2. If the header dallies with the front leg in the loop, it is a No-Time.
- 21.10.3. If the athlete fails to complete their run within the :45 second time limit.

**21.11. Judging.**

- 21.11.1. Four Officials will be in each arena for the Team Roping; a Field Flagger, a Line Official, a Box Official, and a Head Catch Official.

**22. Saddle Bronc Riding.****22.1. Order of Competition.**

- 22.1.1. Bronc Riders will compete head-to head in all rounds back-to-back. – meaning there will be one Bronc Rider compete for one team, then the Bronc Rider for the other Team will compete for each team that is in that head-to-head matchup.
- 22.1.2. Saddle Bronc will take place in Arena A for all Rounds of the brackets and the Shootout Round.

**22.2. General Rules.**

- 22.2.1. The riding hand must be holding the bronc rein, sitting in the saddle with both feet in the stirrups to get marked for a qualified ride.
- 22.2.2. The freehand and arm cannot touch the horse, equipment, or themselves during the duration of the eight second ride.
- 22.2.3. Time starts when the horses inside shoulder passes the plane of the chute gate. The Official on the chutes will start the clock with a plunger.
- 22.2.4. The whistle will sound at the eight second mark.
- 22.2.5. The rider must have contact with the spur rowels above the break of the horses shoulder when the horses front feet first contact the ground after the ride starts.
  - 22.2.5.1. Officials will throw a flag if the rider fails to spur the horse out, and a 5-point deduction per side will be given on the score.
    - 22.2.5.1.1. If the officials determine there is a foul at the gate, the spur out deduction will be waived.
    - 22.2.5.1.2. If the officials determine the horse stalls, the spur out deduction will be waived.
      - 22.2.5.1.2.1. Stalled horse, meaning in the Officials opinion, the horse does not immediately break the plane of the chute gate as the gate is opening when he has the opportunity to leave.
- 22.2.6. The rider is the only one that can call for the gate.

**22.3. Disqualifications.**

- 22.3.1. The Rider is bucked off prior to the eight second whistle.
- 22.3.2. The Rider touches the horse, equipment, or himself with their freehand or arm.
- 22.3.3. Changing hands on the rein.
- 22.3.4. Losing or dropping the rein.
- 22.3.5. Losing a stirrup.
- 22.3.6. Use of any illegal equipment.
- 22.3.7. Any foreign substances applied to the chaps or saddle.
  - 22.3.7.1. Only dry resin is allowed to be used.

**22.4. Re-Rides.**

- 22.4.1. A Re-ride will be awarded if in the Official's opinion:
- 22.4.1.1. Inferior Performance If the horse is marked 18 points or below by any official.
  - 22.4.1.2. The horse comes to a stop.
  - 22.4.1.3. The horse turns out of the gate backwards.
  - 22.4.1.4. The Tie-In Rope fouls the Rider.
  - 22.4.1.5. Contact with the arena fence or arena personnel, including the pickup man.
  - 22.4.1.6. Flank comes off the horse.
  - 22.4.1.7. The halter breaks, as long as the rider has not disqualified himself up to the point of the halter breaking.
    - 22.4.1.7.1. If the halter belongs to the athlete, he does not get a re-ride option.
  - 22.4.1.8. The Horse Falls.
  - 22.4.1.9. Chute Fighting Horse that doesn't allow the Rider a fair opportunity to call for the gate.
- 22.4.2. If a Re-Ride is awarded, the Coach must either decline the Re-Ride option and receive the score or result of the initial Ride, or;
- 22.4.3. Accept the Re-Ride option and take the re-ride on the first available re-ride horse.
- 22.4.3.1. The decision must be made within the :30 second window referenced in section eight (8)
  - 22.4.3.2. Livestock Supervisor will set the Re-Ride Horse pen.

**22.5. Replay Challenges.**

- 22.5.1. Fouls. Coaches can challenge if they believe the Rider was fouled at the gate, or the horse fouled himself at the gate.
- 22.5.2. Tie in rope fouls. Coaches can challenge if they believe the tie-in rope fouled the Rider.
- 22.5.3. Spur Out. Coaches can challenge if they believe they spurred out their horse, but the Official in real time signified that they did not and assessed a deduction.
- 22.5.4. Slaps
- 22.5.5. Double Grabs
- 22.5.6. Losing their stirrup
- 22.5.7. Horse falls or stumbles.
- 22.5.8. Buck off time.

**22.6. Chute Procedures.**

- 22.6.1. Rider must be over his horse with rein measured and back cinch pulled when the horse previous to theirs leaves the chutes at the direction of the Arena Director or Chute Boss. The Head Official will start the :45 second clock at the discretion of the Chute Boss when it is deemed the arena is clear and we are ready to move on to the next ride.
- 22.6.1.1. With the stock pre-drawn, all Athletes and Coaches will know where their animal is and have ample time to prepare.
  - 22.6.1.2. Failure to be ready when called upon will result in Disqualification and a no-score.
- 22.6.2. All horses will be tied in the chute for safety of the athlete and animal. KRRR will designate a person to run the neck rope for the entire competition. At the discretion of the athlete, the neck rope can be removed prior to the ride starting. If an athlete requests

the neck rope to be removed and the horse acts up in the chute the athlete waives the right to call a challenge for a potential foul at the chute.

**22.7. Equipment.**

22.7.1. Rigging in saddle cannot pull further back than directly below canter point of swells. The front D-Ring must vertically line up with the center of the swells.

22.7.2. The swell undercut is not more than one inch per side.

22.7.3. Riding rein and hand must be on the same side of the horses neck.

22.7.4. The rider determines the location of the rein attachment. The rein can be attached on the bottom of the halter noseband or fastened to the throat latch. Any deviation from the rein attachment must be mutually agreed upon by the Stock Contractor and the Chute Boss.

22.7.5. Latigos and cinch must be used to attach the bronc saddle to the horse, including a back cinch. All equipment must not harm the horse in any way.

22.7.6. Officials, Stock Contractors, and Coaches may request an inspection by the Head Official, and the Head Official has the final determination if any equipment being used is illegal.

**23. Bareback Riding.**

**23.1. Order of Competition.**

23.1.1. Bronc Riders will compete head-to head in all rounds back-to-back. – meaning there will be one Bronc Rider compete for one team, then the Bronc Rider for the other Team will compete for each team that is in that head-to-head matchup.

23.1.2. Bareback Riding will take place in Arena B for all rounds of the bracket and the Shootout Round.

**23.2. General Rules.**

23.2.1. Rider must have hand in the bareback rigging and one hand remaining free during an eight second ride.

23.2.2. The freehand or free arm cannot touch the horse, equipment, or themselves during the eight second ride.

23.2.3. Time starts when the horses inside shoulder passes the plane of the chute gate.

23.2.4. The whistle will sound at the eight second mark.

23.2.5. Rider must have contact with the spur rowels above the break of the horses shoulder when the horses front feet first contact the ground after the ride starts.

23.2.5.1. Officials will throw a flag if the rider fails to spur the horse out, and a 5-point deduction per side will be given on the score.

23.2.5.1.1. If the officials determine there is a foul at the gate, the spur out deduction will be waived.

23.2.5.1.2. If the Officials determine the horse stalls, the spur our deduction will be waived.

23.2.5.1.2.1. Stalled horse meaning in the Officials opinion, the horse does not immediately break the plane of the chute gate as the gate is opening.

23.2.6. The rider is the only one that can call for the gate.

**23.3. Disqualifications.**

23.3.1. The rider is bucked off prior to the eight second whistle.

23.3.2. Riding hand comes free of the rigging.

23.3.3. The rider touches the horse, rigging, or himself with the free hand.

23.3.4. The clock will stop when a disqualification has occurred.

#### **23.4. Re-Rides.**

23.4.1. A Re-ride will be awarded if in the Officials opinion:

23.4.1.1. Inferior Performance If the horse is marked 18 points or below by any official.

23.4.1.2. The horse comes to a stop.

23.4.1.3. The Tie-In Rope fouls the Rider.

23.4.1.4. Contact with the arena fence or personnel, including the pickup man.

23.4.1.5. Flank comes off the horse.

23.4.1.6. The Horse Falls.

23.4.2. Chute Fighting Horse that doesn't allow the Rider a fair opportunity to call for the gate.

23.4.3. If a Re-Ride is awarded, the Coach must either decline the Re-Ride option and receive the score or result of the initial Ride, or;

23.4.4. Accept the Re-Ride option and take the re-ride on the first available re-ride horse.

23.4.4.1. The decision must be made within the :30 second window referenced in section eight (8)

23.4.4.2. Livestock Supervisor will set the Re-Ride Horse pen.

#### **23.5. Replay Challenges.**

23.5.1. Fouls. Coaches can challenge if they believe the Rider was fouled at the gate, or the horse fouled himself at the gate.

23.5.2. Tie in rope fouls. Coaches can challenge if they believe the tie-in rope fouled the Rider.

23.5.3. Spur Out. Coaches can challenge if they believe they spurred out their horse, but the Officials in real time signified that they did not and assessed a deduction.

23.5.4. Slaps

23.5.5. Double Grabs

23.5.6. Horse falls or stumbles.

23.5.7. Buck off time.

#### **23.6. Chute Procedures.**

23.6.1. Rider must be over his horse when the horse previous to theirs leaves the chutes at the direction of the Arena Director or Chute Boss. The Head Official will begin the :45 second clock as soon as the Chute Boss informs him the arena is clear and we are ready to move to the next Rider.

23.6.2. With the stock pre-drawn, all Athletes and Coaches will know where their animal is and have ample time to prepare.

23.6.3. Failure to be ready when called upon will result in Disqualification and a no-score.

23.6.4. All horses will be tied in the chute for safety of the athlete and animal. KRRR will designate a person to run the neck rope for the entire competition. At the discretion of the athlete, the neck rope can be removed prior to the ride starting. If an athlete requests the neck rope to be removed and the horse acts up in the chute the athlete waives the right to call a challenge for a potential foul at the chute.

#### **23.7. Equipment.**

23.7.1. The bareback rigging must be one handed and have a pad covering the underside to protect the horse.

23.7.2. Latigos and cinch must be used to attach the bareback rigging to the horse.

- 23.7.3. Riders must use dull, 5-point rowels and can be inspected by the Officials at any point.
- 23.7.4. No equipment may be used that can harm the horse.
- 23.7.5. Officials, Stock Contractors, and Coaches may request an inspection by the Head Official, and the Head Official has the final determination if any equipment being used is illegal.



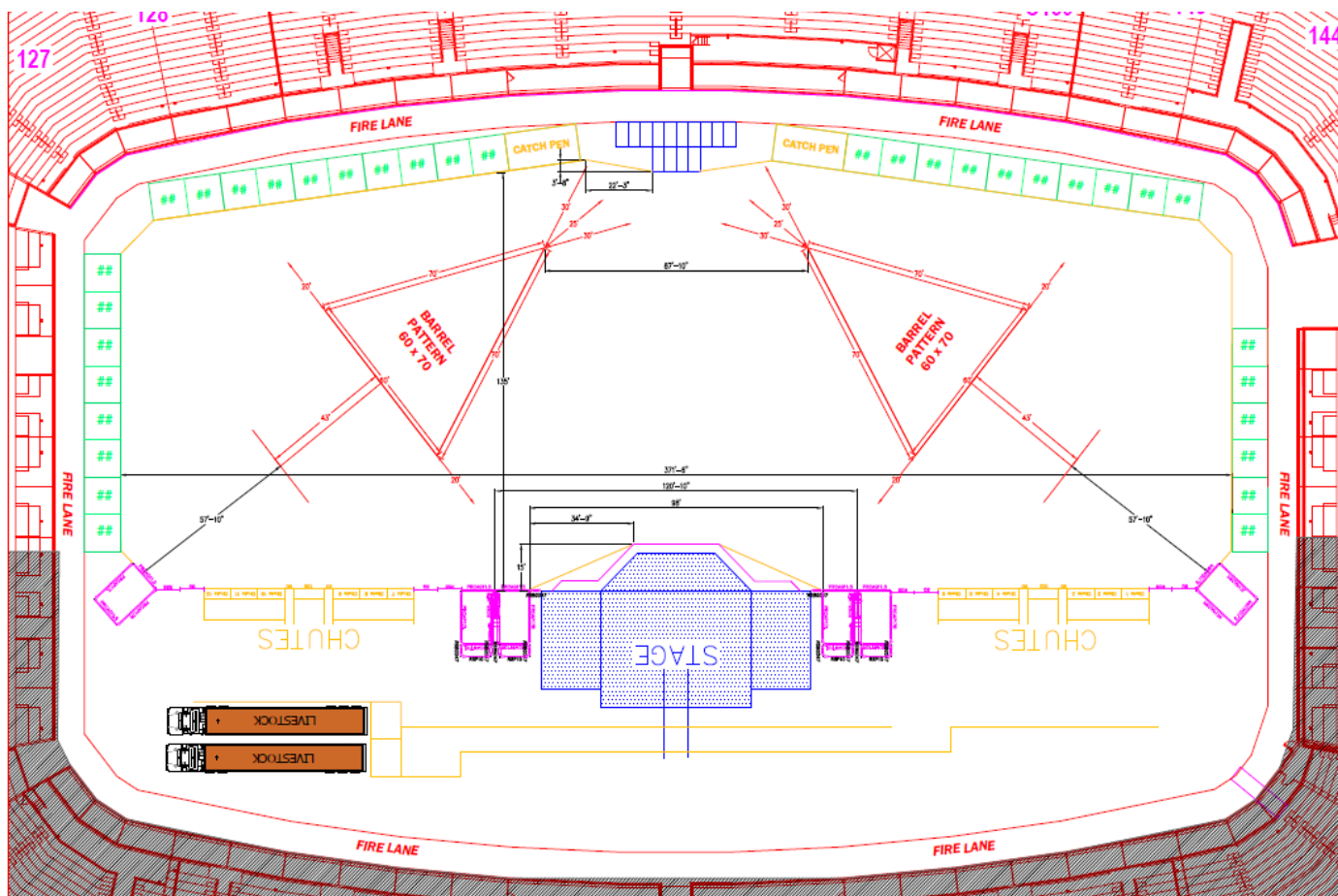
### Exhibit A

#### Arena Configurations. AT&T Stadium. Jan 18 Versions

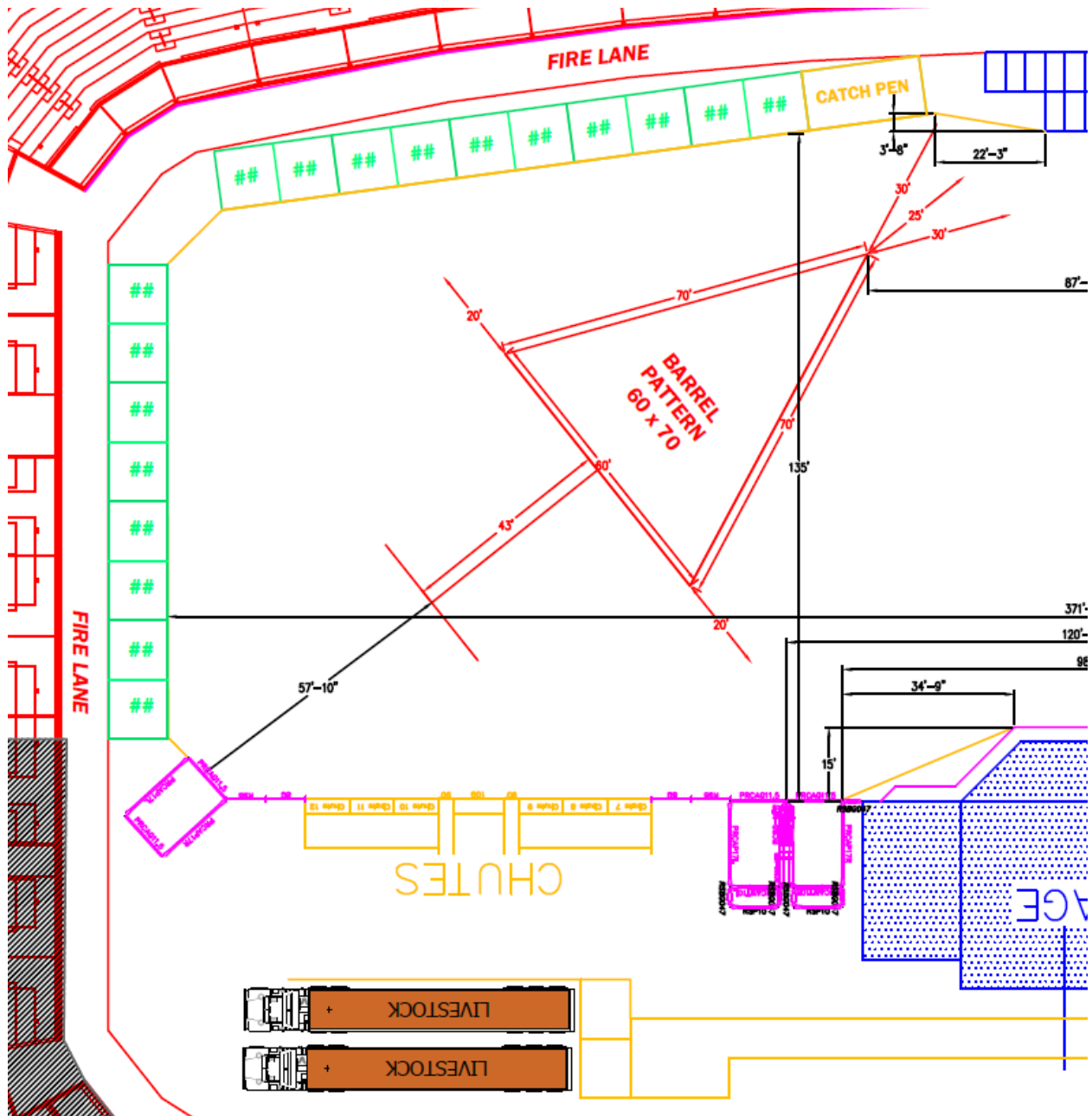
**ARENA DIAGRAMS INCLUDED IN THESE RULES ARE PRE-EVENT RENDERINGS.**

**ADJUSTMENTS TO FINAL ARENA DESIGN MAY BE MADE PRIOR TO OR DURING SET UP AS NEEDED  
BASED ON CURRENTLY UNKNOWN FACTORS TO ENSURE PROPER SET UP AND SAFETY OF ALL  
PARTICIPANTS (HUMAN & ANIMAL)**

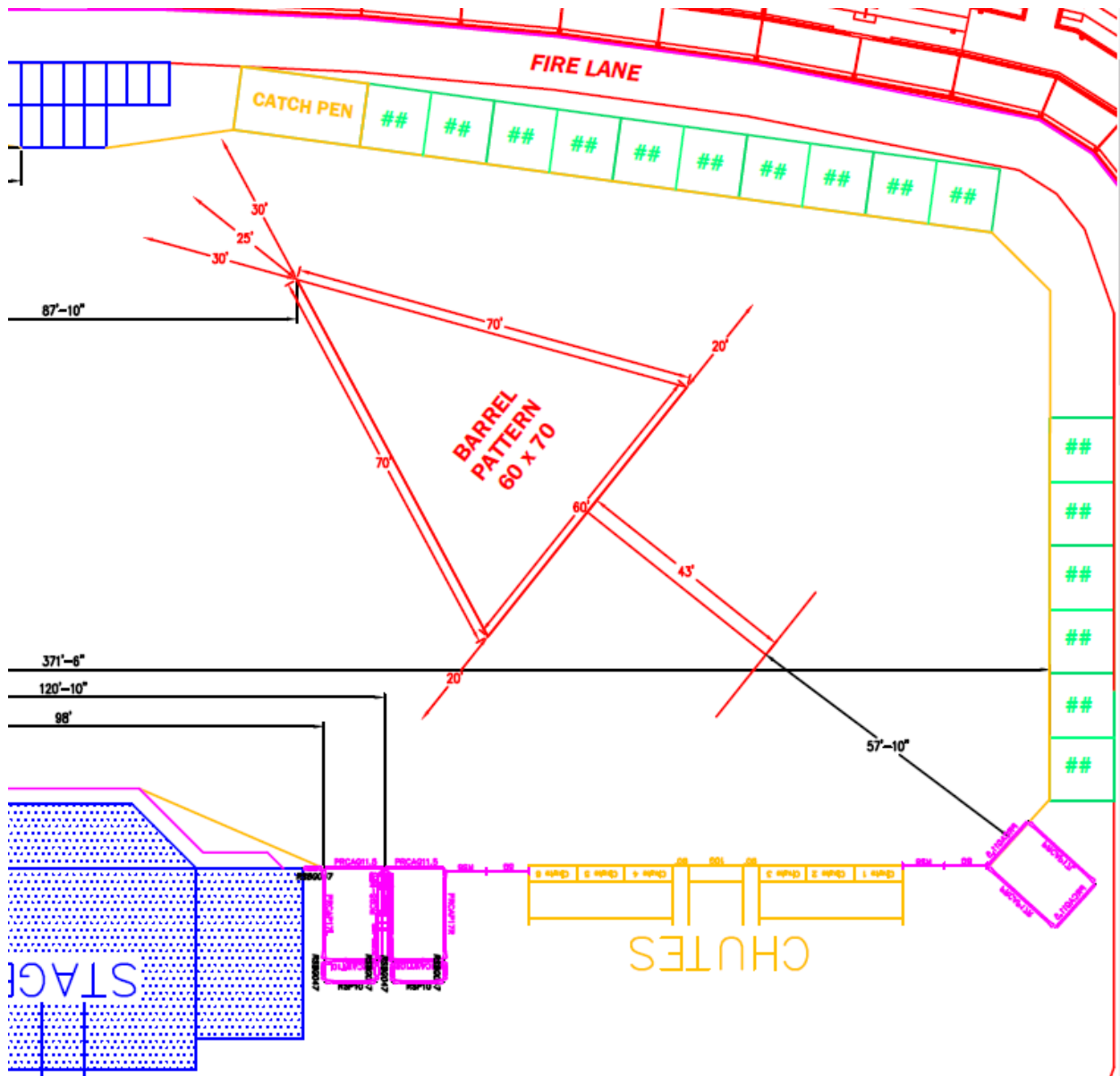
**\*\*For Reference, the A-Side is always the side with the dock, in this case, Arena A is the Right side and  
Arena B is the Left Side.**



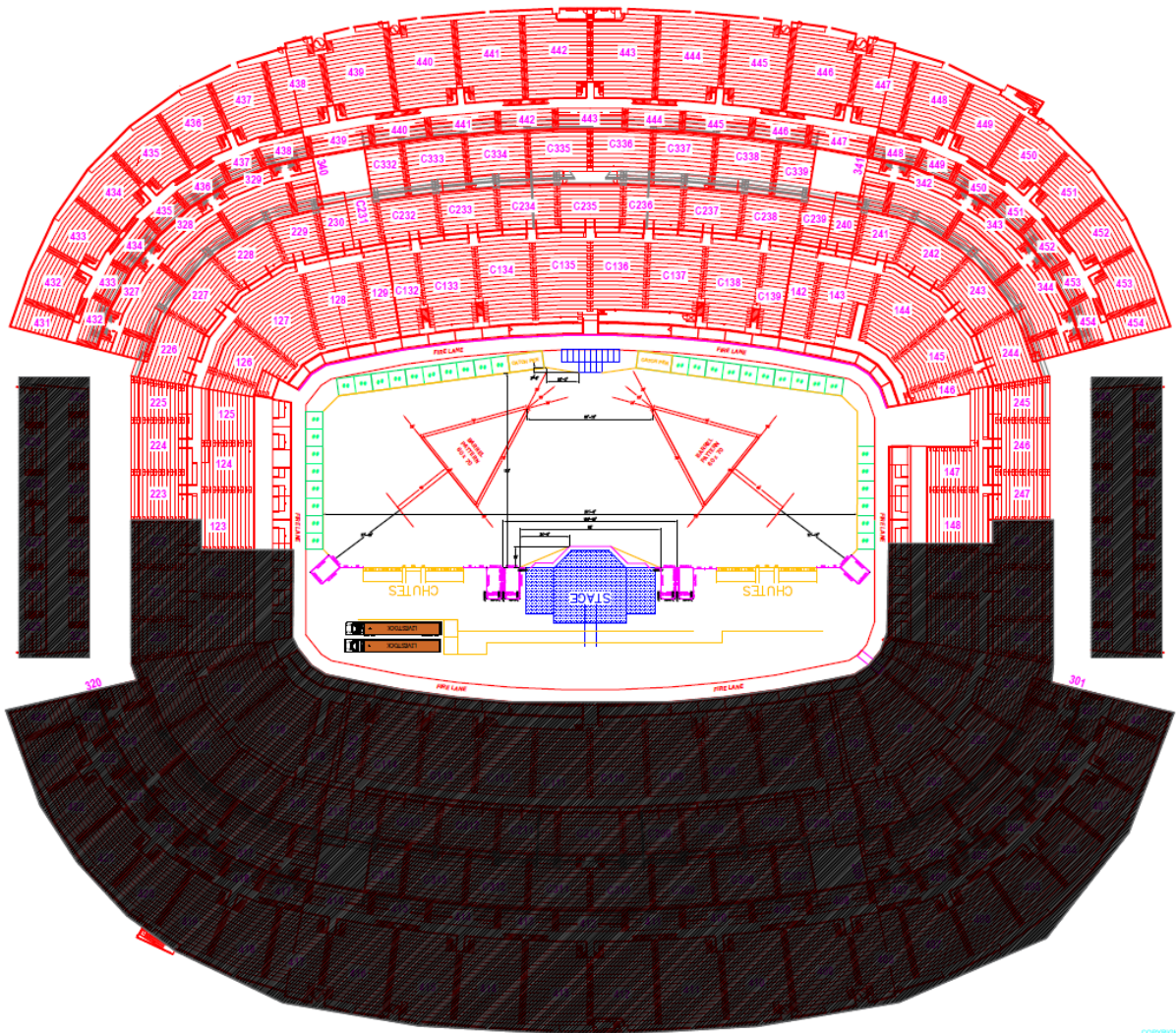
**Arena B (Left Side) Zoomed In**



**Arena A (Right Side) Zoomed In**



### Zoomed out Arena View



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**Exhibit B**

**Penalty Chart**

<b>Event</b>	<b>Infraction</b>	<b>Penalty</b>
ALL TIMED EVENTS	Beating the Green Light (on YELLOW)	0:10 Seconds
ALL TIMED EVENTS	Beating the Green Light (on RED)	0:30 Seconds
Barrel Racing	Knocking down a barrel	0:05 Seconds
Tie-Down Roping	Unintentional drag of 6-10'	0:03 Seconds
Team Roping	Only catching one hind leg	0:05 Seconds
Steer Wrestling ( <b>not a penalty, but a time adjustment</b> )	Knockdowns- if it is called and then reviewed - If after reviewing it is determined a knockdown did not occur, time will be captured off video and .3 will be added to the time.	0:00.3 (3/10ths) of a second.
Riding Events	Failure to spur out the horse (Judges discretion, will throw a flag to inform of infraction)	5 Points per side that the infraction is called.
ALL TIMED EVENTS	TIME LIMIT	0:45 Second Max. Over 0:45 results in a NO TIME.

Exhibit C



## 2024 Kid Rock's Rock N Rodeo Inaugural Contestant Draft Guidelines

Version January 2024

As a mechanism for populating the Team Rosters of the Teams participating in the initial Kid Rock's Rock N Rodeo ("KRRR"), PBR will conduct a Contestant Draft. The draft will give all participating Teams competitive balance and equal opportunity to field a competitive Team.

The draft will have two parts, with the entire draft being conducted on February 27<sup>th</sup> in Fort Worth, TX, and the release of the draft results and rosters coming out on March 12<sup>th</sup> in Nashville, TN. Throughout the draft on February 27, all of the big announcements on the draft picks is to remain confidential. No names or rosters will be announced publicly until the official release date of March 12<sup>th</sup>.

1. **Kid Rock's Rock N Rodeo Draft – 14 Rounds – February 27<sup>th</sup>, 2024 – (PRIVATE EVENT)**  
**Public release of all draft picks and Team Rosters – March 12, 2024 – Nashville, TN - Kid Rock's Big Ass Honky Tonk & Rock 'N' Roll Steakhouse**

All Teams, with the exception of the "Free Riders," who are operated by the WCRA will participate in the KRRR Draft on February 27<sup>th</sup>. The Free Riders Roster will not be determined until the conclusion of Rodeo Corpus Christi ("RCC"), which is a WCRA Sanctioned Rodeo in Corpus Christi, TX from May 7-11, 2024. The Free Riders Roster will be populated based on the results of the RCC with the top-two<sup>1</sup> eligible (such as "eligible" as defined below) Contestants in each Rodeo Discipline earning a position on the Team.

For the Free Riders, if a Contestant finishing in the top-two at RCC has already been selected in the draft by another Team, the next highest placing eligible athlete at RCC will earn the position. If both athletes in a discipline finish in the top-two of RCC were drafted by another Team, then the two highest finishing eligible athletes at RCC will earn a position on the Team.

For the other five Teams that are participating in the KRRR Draft- the **Convoy, Jokers, Low Riders, Misty Mountain Hop**, and the **Sledgehammers**, they will take part in a **14-Round Draft** and all Teams will leave the Draft in Fort Worth with a full roster of Athletes.

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<sup>1</sup> Provided they were not drafted by another Team or ineligible due to age.

The five draft participating Teams must select a total of 16 Contestants<sup>2</sup> to complete their Rodeo Roster. Of the 16 Athletes on each Team, all Rodeo disciplines must have two athletes, with four athletes for the Team Roping as noted in the chart on the following page.

<i>Rodeo Discipline</i>	<i>Athletes per Team</i>
<i>Barrel Racing</i>	2
<i>Tie-Down Roping</i>	2
<i>Break Away Roping</i>	2
<i>Steer Wrestling</i>	2
<i>Team Roping</i>	4 (2 Headers / 2 Heelers)
<i>Saddle Bronc Riding</i>	2
<i>Bareback Riding</i>	2

### **2024 Kid Rock's Rock N Rodeo Draft Order**

The Official Draft order for the Draft will be determined by a lottery draw on February 13, 2024. The draft order will remain in place throughout the duration of the draft and will not change.

The format for the Draft will be a "Snake Draft" with the Teams drafting in the official draft order top to bottom, then bottom to top. The 16 athletes selected will make up 14 draft selections per Team<sup>3</sup>. There will be 70 total draft picks made before the KRRR Draft is complete.

For clarity, reference the table below. The numbers in the diagram signify the "pick number" for each team in the draft order.

<b>Kid Rock's Rock N Rodeo Initial Draft Order</b>														
<b>Team<sup>4</sup></b>	<b>Rd 1</b>	<b>Rd 2</b>	<b>Rd 3</b>	<b>Rd 4</b>	<b>Rd 5</b>	<b>Rd 6</b>	<b>Rd 7</b>	<b>Rd 8</b>	<b>Rd 9</b>	<b>Rd 10</b>	<b>Rd 11</b>	<b>Rd 12</b>	<b>Rd 13</b>	<b>Rd 14</b>
<b>Misty Mountain Hop</b>	1	10	11	20	21	30	31	40	41	50	51	60	61	70
<b>Low Riders</b>	2	9	12	19	22	29	32	39	42	49	52	59	62	69
<b>Convoy</b>	3	8	13	18	23	28	33	38	43	48	53	58	63	68
<b>Jokers</b>	4	7	14	17	24	27	34	37	44	47	54	57	64	67
<b>Sledgehammers</b>	5	6	15	16	25	26	35	36	45	46	55	56	65	66

### **Contestant Draft Eligibility**

The KRRR is open to any and all Rodeo Athletes across the world so long as they declare for the Draft by submitting the KRRR Draft Declaration Form by the deadline requirement of February 15, 2024 at 11:59 PM MTN.

<sup>2</sup> Team Ropers are drafted as a Team. One selection comes with a Header and a Heeler. They are not drafted separately.

<sup>3</sup> Team Ropers are drafted as a team from the official paired teams list.

<sup>4</sup> This is for example purposes only. The actual order will be determined by the Draft Order Draw on the day of the draft. Additional draft order modifications may be the result of pre-draft trades.

Following the execution and submission of the Draft Declaration, the Contestant will be added to the list of draft eligible Contestants available to the five teams in the draft to select for their Team. No Contestant may join a Team in the 2024 KRRR if they are not in the pool of eligible athletes that declared by submitting the Draft Declaration. Late submissions of the Draft Declarations will not be accepted.

Age requirements are in effect, as only athletes 18 years of age and older at the time of competition (May 17, 2024) may submit a Draft Declaration to be eligible. There are no exceptions to this rule such as a parent or guardian signing a waiver releasing PBR of liabilities. All athletes must be 18 or older to participate.

Signing the Draft Declaration and declaring for the KRRR Draft does not guarantee an athlete to be drafted, nor does it guarantee they will be under consideration to participate in any way. Team Rosters are selected at the sole discretion of the drafting Team, and all drafting Teams will have the entire list of the eligible pool of athletes to vet out at their own discretion.

The same rules as above apply also to the Free Riders roster, if needed to fill open positions with Free Agent athletes. All athletes earning the opportunity to join the Free Riders Roster as a Free Agent must also be in the eligible pool of athletes in terms of signing the (document name), they must be 18 by May 17, 2024, and they must also not have been drafted by another Team as stated above.

Lastly, under no circumstances can a Coach- either a Head Coach or an Assistant Coach be eligible to participate as an athlete in the KRRR. The scope of their involvement can only be as a Coach, and they may not participate as an Athlete in the dirt.

### **Team Roster Makeup in the Draft**

As stated above, the only requirement is that the roster is full, meaning Teams must draft two athletes (two TR Teams) for each discipline.

There are no rules as far as what discipline must be selected first, preventing a Team from selecting the same discipline in two of their consecutive picks, or anything along those lines. Teams are expected to have their own strategies and philosophies as to what areas to attack in the draft early, what areas to save for the later rounds, certain athletes that are a priority and high on their list, etc. Teams are free to select Contestants at their discretion in the order in which they have determined the best approach to take into the Draft and ultimately be successful as a Team.

The exception to this is all Teams must leave the Draft with a full team. There are no skipping picks in hopes of holding a position for an athlete to be determined later. A team can also only draft the maximum of two athletes per discipline (two TR Teams). They may not for example select three bareback riders. If they already have two Bareback riders selected to their Team, they must choose an athlete in another discipline with their next selection.

The only time a Team will be forced to select a certain discipline is in the 14<sup>th</sup> and final Round of the draft. At that point, all teams should have entirely full Rosters, with the exception of one position, and with that 14<sup>th</sup> and final rounds selection, the Team must choose an athlete for the last remaining Roster position they have available on their Team.

### **2024 Kid Rock's Rock N Rodeo Draft Set Up**



All five Teams participating in the draft, and the Free Riders who are not participating will have their own table set up, which will be enough space for only the stakeholders deemed by the Team as essential to be present, for example, the Head Coach the Assistant Coach, and for example an advisor. No families will be permitted at the Teams Draft Table, and again, all selections must remain confidential until the Roster release.

The initial Draft will be PBR, Production, and Rodeo Team personnel only, and there will be no families, potential draft picks, or fans in attendance. That will come later at the time the Rosters are publicly released during the event in Nashville.

Each Team's Table is considered their draft "War Room" where it is expected and anticipated they use any and all tools available to them to research and internally discuss their strategy as the draft progresses. Computers, videos, spreadsheets, etc. are all acceptable tools to be utilized at your table.

### **Draft Clock**

A draft clock will be utilized to ensure a timely and fair opportunity for all Teams in the draft. The clock will be the same for all Teams, and will be started based on a verbal cue by the KRRR Commissioner or a PBR Representative at the draft.

**For all Rounds of the draft, each Team will have Two Minutes (2:00) to make each selection.**

At the beginning of the draft, at the designated official start time of 11:00 AM, the KRRR Commissioner will announce that the Inaugural Kid Rock's Rock N Rodeo Draft has begun, and will key for the clock to start for the Team that has drawn the first pick. At that point, the team will have two minutes (2:00) to make their selection.

Once a draft pick selection has been turned in, verified, and announced, the next team in the draft order will then be notified that they are on the clock. At that point, that Team has two minutes to make their selection begins. The process will continue through the draft with the time being two minutes for each pick.

Should a Team fail to turn in a draft pick within the allotted time on the draft clock, it will be considered a pass. In the unfortunate circumstance of a pass, the pick still must ultimately be made, so that pick will be moved to the end of the draft following the 14<sup>th</sup> Round. If multiple passes occur, they will be placed at the end in order as they occur. For any Team that has a pass on a pick, the rest of their picks will remain in the appropriate draft order. That pick is the only one that will be impacted.

Extensions. Throughout the draft, each Team will be issued one (1) extension of one minute. This is a one-time extension and can be used at any time. If a Team uses it on their first pick, they will not have another extension. If a Team does not use it at all, that is perfectly fine. It is just a one-time extension to use at each teams discretion at any point on any pick in their draft if the Team feels they need another minute to discuss.

### **Making a Draft Selection**

To make a draft selection, each Teams table will have “Draft Cards” on the table for the Head Coach (or designated representative, approved by PBR Personnel) to fill out and sign. The Draft Card must be filled out in its entirety, including the name of the athlete, the round, the pick number, the Athlete, and it then must be signed before submission.

When the Team has made their decision and completed their Draft Card (within the allotted time of 2:00 allowed on the Draft Clock), there will be a Runner (PBR Representative) near your table to take the Draft Card from the Coach and bring it to the front of house. At the front of house, the Card will quickly be reviewed by KRRR Personnel to ensure that the pick is an eligible athlete from the pool of draft eligible Contestants, and to verify it is an approved selection.

Once verified and approved, the Commissioner will then announce to the rest of the Teams which Athlete has just been selected and give the cue for the clock to start for the Team next in the draft order.

The process will repeat itself through the entirety of the draft until all 70 selections have been made.

Once the Runner receives the card, it is considered FINAL and may not be taken back. The pick is then final and will be processed as such.

If a Team submits an athlete that has not declared, and is not an eligible Draft Pick, the Team will be forced to take a pass and that selection will move to the bottom of the draft.

### **Trades**

Teams may negotiate trades with another Team (or Teams) at any point from the time the draft begins up until the trade deadline of **Tuesday, March 5, 2024 at 12:00 PM MTN Time**.

Assets available to the Teams that they can negotiate trades with are draft picks and athletes.

Once the March 5<sup>th</sup> Trade Deadline passes, the Teams are locked and no more trades can occur. **Trades occurring during the draft.**

At the end of the draft, all teams must have a full roster of two athletes in each discipline (two TR Teams).

Teams can trade any combination or number of rostered Athletes or upcoming draft picks.

During the draft, Teams may trade rostered Contestants across different disciplines, for example, a Team may trade a Barrel Racer for a Steer Wrestler.

In those instances, a team may not have more than two athletes on their Roster in the same discipline at any time throughout the draft. Teams may not stockpile more than two athletes in the same discipline to use for trade collateral. Two in each discipline is the maximum at any given time.

Teams may trade multiple picks in the same transaction.

Each team will make 14 selections, but in the event of trading multiple picks for a particular athlete, the number of draft picks available to all teams does not have to be always even during the draft. The picks, however, must equal out at the end.

If a trade occurs where a Team sends an athlete to another Team in exchange for multiple picks, the team with more than the allotted 14 picks will forfeit their latest pick in the draft and all other Teams will move up in the draft order.

The Team that has less than the allotted 14 picks as a result of the trade will have a pick or picks at the end of the draft order to get to 14.

These picks moved to the bottom of the draft will be set in the order that they occur.

If a trade request comes in that is outside the parameters of the rules, the trade request will be denied, and the team must make another selection or trade request within the 2:00 time limit. If the Team that is currently on the clock and is part of the Trade negotiations fails to get another pick or trade request within the 2:00 time limit, the Team on the clock will receive a pass and the pick will be moved to the end of the draft. If the team on the clock holds more than 14 picks, they will lose this pick and will not have it available for future trades.

#### **To initiate a trade during the draft.**

The Team must submit on their draft card the parameters of the trade. They must list all the details of the trade. For example, they have traded their pick or picks, to which team, and which athlete (if it's an athlete for a pick scenario) is involved in the Trade and both teams involved must sign the card. The card is then sent to the front of house where Rodeo Administration will verify that the trade is approved.

Once the trade is approved, a KRRR Representative will inform the room of the parameters of the Trade, and the team to make the next selection will get a fresh 2:00 draft clock.

#### **Trade Examples.**

##### **Trade 1**

Team A trades their 2<sup>nd</sup> Rostered selection to Team B for their 1<sup>st</sup> Rostered Selection.

**Outcome-** This is an even trade, and contestants simply swap Teams and there are no adjustments to the draft Order.

##### **Trade 2**

Team A trades the 5<sup>th</sup> pick to Team B in exchange for picks 10 and 11.

**Outcome-** As a result of the Trade, Team A would have 15 picks and Team B would only have 13.

Once Team A is on the clock for their 15<sup>th</sup> pick (if they have not made another deal throughout the draft and still hold 15 picks), the pick is forfeited (because teams can only pick 14 times), and all other Teams move up in the draft order.

Team B would then gain their 14<sup>th</sup> pick (because they were down to 13 after the trade) in the 70<sup>th</sup> (or last) position which is available after Team A had to forfeit their last selection and the other teams moved up.

### **Trade 3**

Team A trades their 3<sup>rd</sup> Rostered selection plus pick 15 to Team C in exchange for Team C's 3<sup>rd</sup> Rostered selection.

**Outcome-** As a result of this trade, Team A now is back to 14 picks since they held 15 after Trade 2 and dealt one of them in trade 3. Team A's picks are now evened out.

Team C would now have 15 picks, and would forfeit their last pick when that pick comes around unless they use it as trade collateral before the draft concludes.

### **Post Draft Trades.**

Trades may occur after the draft up until the trade deadline of March 5, 2024, at 12:00 PM MTN Time.

If any trades occur after the draft and prior to the March 5<sup>th</sup> trade deadline, it must be straight across within the same event discipline – meaning for example a Team could trade a Bareback Rider for a Bareback Rider. Or a Barrel Racer and a Steer Wrestler for another Barrel Racer and Steer Wrestler. Teams must trade within the same event so that there are no occurrences of a Team having three athletes of the same discipline, or only one athlete in a discipline, which would leave either their roster heavy in a discipline or light in a discipline.

All rosters must always maintain two athletes in each discipline (and two TR Teams) after the draft.

## Exhibit D

### PROFESSIONAL BULL RIDERS: INTEGRITY IN BETTING POLICY

Professional Bull Riders (“PBR”) is committed to upholding the integrity of all Professional Bull Riding Events that are run, managed, owned, operated or sanctioned by PBR USA, PBR Australia, or any other PBR entity worldwide (each a “PBR Event”). This Policy applies to (i) all directors, officers, partners and employees of PBR, its subsidiaries and controlled affiliates, (ii) all contingent, temporary and other workers acting for or on PBR’s behalf, whether acting in their own individual capacity or under a company structure, (iii) any entity or individual holding a sanction in the PBR Team Series (and any of its directors, officers, employees and contractors), and (iv) any individual participating in the PBR Team Series and/or covered by the PBR Official Membership Rulebook (including any Member, Member Contestant, provisional or certified Permit Holder and Card Holder, and Stock Contractor) (collectively “PBR Participants”).

#### PBR Betting Rules

1. PBR Participants are prohibited from engaging in any of the following conduct:

1.1 No betting on PBR Events: PBR Participants must not, whether directly or indirectly through a third-party, participate in any form of gambling, betting or wagering on the outcome of any PBR Event;

1.2 No soliciting or facilitating betting on PBR Events: PBR Participants must not, whether directly or indirectly through a third-party, place, solicit or facilitate any bet, on any PBR Event. This includes betting on the outcome, statistics, score, or performance of any individual Rider, participant, bull, or any other ‘proposition bet’ on which wagering is offered;

1.3 No provision of information relating to PBR Events. PBR Participants must not, whether directly or indirectly through a third-party, provide to any other person any non-public or confidential information gained through their employment at or engagement with PBR if such information could reasonably be anticipated to be used for, or in relation to, betting;

1.4 No fixing of PBR Events. PBR Participants must not, whether directly or indirectly through a third-party, give or accept a bribe or otherwise agree to assist in fixing or influencing a PBR Event; and

1.5 Disclosure of bribes or attempts to bribe. PBR Participants are required to disclose to their PBR supervisor or PBR contact any attempt by a third party to bribe, solicit or offer of money, gifts or favors in exchange for agreement to assist in fixing or influencing a PBR Event. Alternatively, PBR Participants can report such attempts using the Endeavor Ethics Helpline, as detailed below.

2. PBR Participants must comply with all applicable local laws in addition to this policy. It is the responsibility of the individual to understand and comply with those laws.

#### Failure to comply with PBR Betting Policy

3. Failure to comply with this Policy may result in disciplinary action being imposed on PBR Participants including (without limitation) any of the following:

- For PBR employees, termination of employment by PBR;

- For PBR contractors, termination of your engagement with PBR;
- For PBR Members, termination of your membership of PBR and/or a ban from being a member in future;
- For PBR sanction holders, termination of your sanction;
- Penalties under civil or criminal law; and/or
- Any other sanction as deemed appropriate by PBR in its sole discretion, consistent with applicable law.

4. If you have any questions or wish to raise a concern regarding this policy, please contact your PBR supervisor or business representative, or call the Endeavor Business Ethics Helpline (details below).

5. PBR is part of the Endeavor group of companies. Anyone who wishes to report a concern in relation to any matter involving PBR or a PBR Event may do so using the Endeavor Business Ethics Helpline.

6. The Endeavor Ethics Helpline provides the ability to make a report 24 hours a day/7 days a week in multiple languages. Reports will be treated confidentially to the extent practicable and may be made anonymously where permitted by law\*. Reports to the Endeavor Ethics Helpline may be made by:

(1) Toll-free telephone (USA): 1-877-537-8685

(2) Toll-free telephone (Australia): 1800 881 011 (after the English prompt dial 877 537 8685); and

(3) Visiting <http://www.Endeavor.ethicspoint.com>, where you can find additional country-specific information about how to make a report by phone or online.

\*Please note that local data protection and privacy restrictions may limit the use of the Endeavor Ethics Helpline in certain jurisdictions.

7. Endeavor prohibits retaliation against individuals for making a complaint or raising a concern in good faith and will strive to maintain confidentiality to the extent practicable and permitted under applicable law.

Signature: \_\_\_\_\_

Name: \_\_\_\_\_

Date: \_\_\_\_\_