

WORLD NOMAD GAMES 2016

**COMPETITION RULES OF
KOK-BORU**



**WORLD NOMAD
GAMES**

Kyrgyz Republic

2016

*Cholpon -Ata city,
September 3 - 8, 2016*

Competition rules of kok-boru.

I. General regulations.

«Kok-boru» is translated into Russian as «gray wolf». The origin of this kind of game has its roots in the distant past. The nomadic society where men go to hunt for prey in order to feed their family, cattle remained under the supervision of elders, women and youth. At that time, the wolves often attacked livestock and brought people many disasters. After returning from the hunt, angry men on swift and hardy horses organized persecution of the wolf pack. Having caught up with the pack, they took up the running wolf from the ground, throwing each other, and even playfully repelled from each other.

The main goal of the game in the distant past was the military training. While playing in the kok-boru fearlessness was brought up not only the horsemen, but their horses too. The game brought up in a man the courage, valor, courage and other qualities of the warrior.

II. Conditions for horse rentals.

If foreign teams, participating in kok-boru competitions will not be able to bring their horses for any reasons, they have to inform the State Agency for youth affairs, physical culture and sports under the Government of the Kyrgyz Republic until August 7, 2016. In this case, the team will be provided with host country's horses. The host country will take all necessary measures to select the appropriate horses for foreign teams.

Horse rentals carried out at the expense of host country.

III. The venue of competitions.

Competitions are held on a special field, adapted for the game «kok-boru». The field is divided evenly for both teams.

The playing field parameters: length - 200 meters, width - 70 meters; the distance between «tai kazans» - 140 meters; distance from the center to «tai kazans» - 70 meters; distance from the «tai kazans» to an internal line - 30 meters; penalty zones are located at a distance of 20 meters from the «tai kazans»; the size of the central and penalty laps are 10 meters in radius. The distance from a small circle with a radius of 3 meters, where is the carcass goat early in the game, to the board line perpendicular to the axis, is 15 meters.

Each of the competing teams have their own «tai kazan» (gate), which has the following dimensions: the diameter of the upper part – 3,6 m, height – 1,2 m, the border width – 0,8 meters, the width of the boiler «tai kazan» - with a diameter of 2 meters, depth – 0,5 meters, diameter of the bottom part of the «tai kazan» – 4,4 meters.

The field where the game is, can be surrounded by a fence with a height of 1,5 meters, which must withstand the pressure of the horses and to protect the players from injury and horses at the moment of contact.

IV. Main rules of the game.

Team composition: 12 players and 12 horses in each team.

4 players from each team come into play. During the game, by decision of the coaches the team has the right to change the players during the game, that is, without stopping the game.

The game lasts 60 minutes and consists of 3 periods of 20 minutes each. The victory goes to the team that will be able to throw more goat carcass into a «tai kazan» of opponent.

Players who consumed alcoholic drinks or drugs before the game are not allowed to play.

The weight of goat carcass should be 32-35 kg.

V. Game start.

The game begins with the ancient tradition of the solemn oath of the players who take an oath to carry out faithfully the game. Teams take place at the center circle, lined up in a row. The referee, turning to the audience, pronounces the words of the oath, the players repeat loudly after him.

The text of an oath:

- The referee: «Oh, Great Maker, take the oath of players, your children, the mighty and strong men, heroes who come into play who continue the ancient tradition».

- All the chorus: «I swear before the people, starting the game kok-boru, inherited from our ancestors, and before the audience and before the Creator to behave honestly, to strictly follow the rules of the game».

Next captains determine their «tai kazan» by lot.

The carcass of a goat must be at a distance of 15 meters from the touch line from the rostrum.

Teams should to stand in a row behind the sideline opposite to the tribune.

After the whistle, all players rush the first to grab a goat carcass. If, within two minutes any one team will not be able to capture the carcass of a goat, then the game stops and then continues in the center circle. One player from each team enters the circle. While the goat carcass is inside of the circle, the other players do not have the right to enter it. If for one minute none of the players will not go out of the circle grasping the carcass, then the referee will replace them with other players.

VI. Course of the game.

The game is played without interruption until the carcass of a goat will not be thrown in the «tai kazan» one of the teams, or until someone from players will not breach the rules. In order to the goal was scored, the carcass of a goat must be thrown to «tai kazan» accurately. In cases when the carcass is on «borders» and not hit the «tai kazan» or hitting the «tai kazan», it jumps out of his inertia, then it is not considered as a goal.



**WORLD NOMAD
GAMES**

2016

**Kyrgyz
Republic**

Similarly, the goal will not be counted when the carcass is thrown into the «tai kazan» by player running into it with his horse.

After entering the carcass into the «tai kazan» and referee ads goals, the game begins again from the center of the field.

If the playing field is not fenced, the game is over when a player with his horse goes beyond the playing field (out). The game is resumed with the meeting of 2 players in one of the three penalty zones, near which there was a timeout. I.e. if the timeout occurred near the «tai kazan» of one of the teams, the game will resume in the circle, which is next to «tai kazan» of this team, and if the timeout occurred near the center of the field, the game will be resumed at the center circle.

If one of the players roughly stops a player running with the carcass, the offender of the rules will be punished, and the carcass will remain in the hands of the player who possessed it until the stop of the game.

The game consists of three periods, each lasting for 20 minutes. Between periods breaks with a duration of 10 minutes are provided. In case if after the break, one of the teams deliberately stalling for time, not leaving the field, then the other is entitled to start the game without that team in the allotted time.

Before the semi-final when the match ends in a draw, extra playing time is not given to the teams. After a five-minute break, free throws – «penalty throw» is played. In the semi-finals and finals, if at the end of the game, both teams gain the same number of goals, the board of referees determines additional ten-minute game until the moment when one of the teams will not throw the carcass in the «tai kazan» of an opponent. In case if, the winner will not be detected in extra time, the «penalty throw» will be played. 4 players from each team will go to a «penalty throw».

Rules of «penalty throw». One of the players takes the position of a carcass of a goat behind him at a distance of 30 meters there is a player from the other team. They should break into a gallop simultaneously upon the call of referee. The opponent tries to prevent the player, which is owned by the carcass, so that he could not throw it into a «tai kazan». If the player in spite of the resistance of the opponent will be able to throw the carcass in the «tai kazan», it is considered as a goal. Player attacking the «tai kazan» of an opponent, i.e. owning the carcass shall have the right to slow down his horse`s step, depending on the situation.

Each of the four players on the team has the right to throw the carcass only once and only once to participate in the pursuit of a rival in «penalty throw». To change horses during the «penalty throw» is forbidden. If an attacking player goes beyond the axis of the «tai kazan», he has no right to throw the carcass in it. In the case where none of the teams will not be able to realize any of the four throws, the game «penalty throw» will continue until the decisive throw.

Players who entered the game, are changed only with the permission of the arbitrator assistant in the field, but during the replacement in the playing field must be only four players from each team. The replacement of players occurs with starting zone

at a line perpendicular to the central axis. As long as the player that is coming out of the game, does not cross the line of the playing field, the substitute has no right to enter the game. If a player leaves the field in not a prescribed place and instead in the field will be another player, it will be considered as a violation of the rules. If a player has fallen from a horse and the horse ran away or cinch is torn, the referee assistant, not waiting for the player to exit the field, gives a permission to enter a reserve player.

To enhance the entertainment in the game power techniques used as by horses and players are allowed, but not violating the rules of the game. This is strictly forbidden to run into a player on the side on which he raises a goat carcass.

A player of the defending team has no right to be in a penalty zone. It is allowed to enter a defender before attacking only on the horse body. When the goat's carcass is out of the penalty zone, all players must get out of this zone.

VII. Forbidden actions

The player, who did not take the oath, is not allowed to play. Players, who violate the rules of the game, go to the two-minute removal in «kara mamy» - the penalty spot. The team, in which the player was deleted is will continue playing in the minority with three players. Penalty time is counted from the moment when the player enters the «kara mamy». Within two minutes, the horse must also be in the «kara mamy» together with the player.

In case where the player uses forbidden methods such as detention of an opponent, blocking the rivals way with his horse or attempts to topple him from his horse, then he will be sent to the two-minute removal in «kara mamy».

If a similar offense committed at the time of throwing the carcasses in the «tai kazan» or on the approaches to it, then as a punishment applied «zhaza kazan», that is «penalty throw». One of the players from the affected team takes the carcass and at a speed throws to the «tai kazan» of an opponent. Execution of «zhaza kazan» corresponds to the rules of «penalty throw».

Player who tied a goat carcass into a knot or squeeze with stirrup belt («oromo»), is also removed for two minutes to the «kara mamy».

For intentional delay of time after a warning also given a punishment, and a player is sent off for two minutes or the team is sanctioned by penalty throw.

Arguing with the judges is strictly forbidden. In case of bickering with the referee after a warning or insulting the referee, the player is removed for two minutes. To the player, who crossed the line (insults, mats, hooliganism, fighting) is shown the red card, and he is removed before the end of the game. Instead of the removed player, another player of the team will serve the penalty. But after a penalty minutes, he goes on the field. If the team or the coach does not submit to the decision of the arbitrator and has a psychological pressure on him, then to his side is assigned a penalty shot - penalty throw and by the decision of the protocol commission - the fine.

The player taking the carcass from the ground, can not be attacked by the horse of the rival. Otherwise, for this the punishments are foreseen - the removal from the

game. If a player is seriously injured, the culprit will be removed before the end of the game. To attack the player with the other hand is permitted under the stipulated rules.

It is forbidden to ram the opponent at speed, regardless of whether he is with a goat carcass or not. Otherwise, he will be removed for two minutes.

When the two players in the center circle act out carcass, no one has the right to enter the defined circle. In case when this rule is broken, after warning the player is removed from the game for two minutes to the «kara mamy».

In case of disagreement with the decision of the arbitrator in the field, as well as the address of players to the protocol commission, this behavior can be seen as a deliberate delay in the game. In this case, the player shall be punished by the removal for two minutes.

In case of detecting the fifth player in any team, the team which broke the rules, subject to a fine - the removal of a single player. Team for two minutes will play in minority.

When entering a substitute player on the field, without waiting for the release of his teammate, one player will be removed for two minutes.

The team, which is independently stopped the game and did not obey the orders of the chief coach, by the decision of the protocol of the commission can be considered defeated.

In all cases, except for the penalty throw the game starts directly in the vicinity of the gate command, which violated the rules of the game. To the specially marked circle enter only one player from each team. Until they will not go beyond the circle, the other players are not allowed to enter it.

VIII. Requirement for the teams

Equipment of horses participating in the game shouldn't include metal dressing (silver, copper, iron and etc.) by which the players can be injured.

The edges of stirrups should be uniform, and horseshoes shouldn't be sharp.

During the game near the team may be no more than five persons: 1 trainer and 4 horse breeder. The team that fails to comply with these requirements shall be declared defeated.

IX. Judging board and Protocol commission.

Judging panel consists of three persons – referee in the field and his two assistants (side referees).

Teams in 30 minutes before the start of the game present their horses to judges for inspection. The horses and their equipment must be in proper form. The team that did not submit to test their horses are not allowed to the game.

Besides the Judging panel the «kok-boru» game is serviced by the Protocol commission approved by the Federation Management.

The Protocol commission considers requests and complaints of teams and takes decision on victory awarding to any of the both teams in disputes.

«Kok-boru» Federation carries actions on distributing prizes through protocol commission. Prizes that are received during the game are considered by protocol commission and then handed to the players.

X. Documents submission procedure and requirements to sport equipment of participants.

Heads of teams are obliged to submit 15 days before the tournament following documents:

- application form – 1 copy;
- regular passports and personal cards of players on the blank with photo;
- health insurance policy and medical statement on health condition of each player;
- horses passports on the blank with photos: heads - close-up and overall - profile;
- veterinary statement for each horse.

Teams should have:

- sports uniform for players in two variants. Size of numbers should correspond to the standard: on the back 200x150 mm and on his chest 150x100 mm;
- ceremonious mantles of own color for each player and head of team;
- protective leather or canvas pads for lower leg joints of horses;
- flags for parade;
- medical and veterinary medical kits.

Teams without the permission of the protocol commission do not have the right to apply to the form of players and horses advertising symbols except the team name, the last name and the first name of the players.