



**COMPETITION RULES  
OF KOK BORU**

## **Competition rules of Kok Boru.**

### **I. Description**

Kok boru is an ancient, popular equestrian sports game in Kyrgyzstan and other nations in Asia. Among Kyrgyz people, the game is called "ulak tartysh" (tug-of-war or goatskin). Kok boru is a symbiosis of horse racing and other horse games. Riders are fighting for the carcass of a goat - it is necessary not only to take possession of it, but also to keep it, and then to throw into the "tai kazan" (goal) of the opponent's team. The game is also popular in Kazakhstan, in some regions of Russia (Altai, Bashkortostan, etc.), Uzbekistan, Tajikistan, Afghanistan, Pakistan, China, Turkey, and Mongolia.

"Kok boru" in Kyrgyz means "grey wolf". Long ago there was a widespread hunting of wolves. When a group of men on horseback chased a wolf, they would overtake it and kill it with blows to the head with clubs. This ancient way of hunting for a wolf is also interesting because after one of the horsemen killed a wolf, he would put his carcass across the saddle, and the rest of the riders tried to take away this carcass from him. Thus, moving towards their village, they played a game "Kok- Boru".

According to the rules of kok boru, 12 riders and 12 horses participate on one team, but only four players from each team enter the game at a time. Game time – there are three periods of twenty minutes. The goal of the game is to gain control of the goat carcass, the maximum number of times to throw it into the opponent's tai kazan.

### **II. The lease terms of horses.**

If the participating countries cannot bring their horses, they can rent horses by notifying the Organizing Committee of the third Nomad World Games. In addition, they must send an application from the authorized organization in the sphere of sports by August 8, 2018. In this case, the teams will be provided with appropriate horses by the host country. Horses are rented at the expense of the host country.

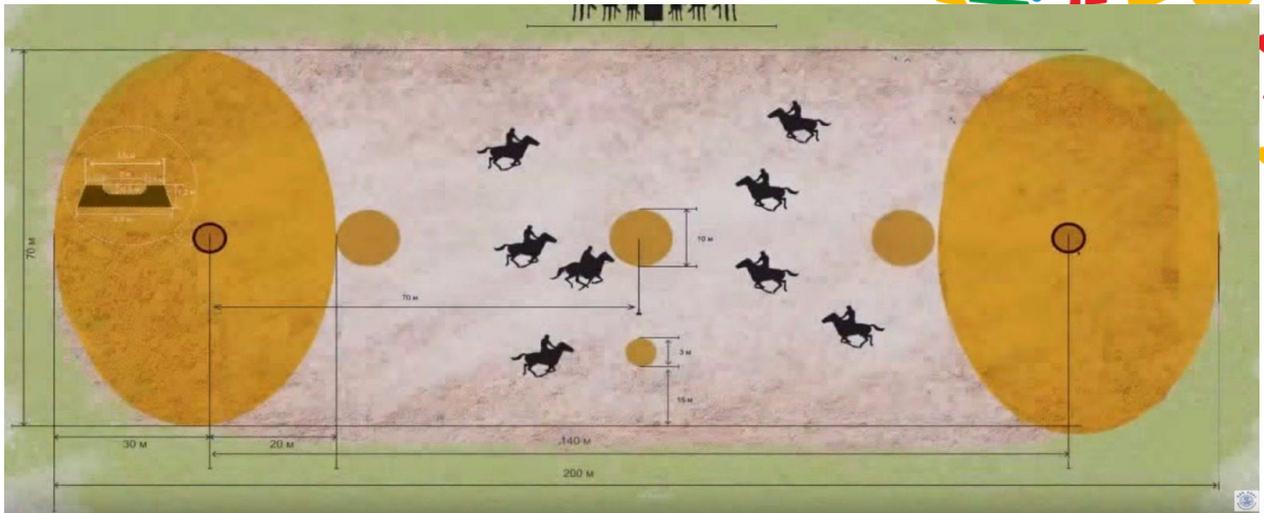
### **III. General conditions.**

Competitions are held on a special field, adapted for playing kok boru. Playing field:

Parameters of the playing field: length is 200 meters, width is 70 meters; distance between tai kazans is 140 meters; the distance from the center to the "tai kazans" is 70 meters; distance from tai kazans to the outside line along the axis is 30 meters; penalty areas are located at a distance of 20 meters from the tai kazans; The size of the central and penalty circles is 10 meters in radius. The distance from a small circle with a radius of 3 meters, where the carcass of goat is located at the



beginning of the game, is 15 meters to the side line perpendicular to the axis.



Each of the competing teams has its own tai kazan (gate), which has the following dimensions (sizes): the diameter of the upper part is 3,6 meters, the height is 1,2 meters, the width of the border is 0,8 meters, the width of the boiler is tacit (tai kazan) is 2 meters (diameter) , the depth is 0.5 meters, the diameter of the lower part of the tai kazan is 4.4 meters.



The field where the game is played can be surrounded by a 1.5 meter high fence that must maintain the pressure of the horses and protect from injuries to players and horses at the time of contact.

#### IV. The basic rules of the game.

Teams: 12 players and 12 horses in each team.

The game is joined by 4 players from each team. During the game by the decision of the coaches the team has the right to change the players during the game, i.e. without stopping the game.

The game lasts 60 minutes and consists of 3 periods of 20 minutes. There are breaks of 10 minutes between periods.

The weight of the goat carcass should be 32-35 kilograms. If the playing field is muddy, then the weight of the carcass can be 27-30 kg.

Teams determine their tai kazan by lot (toss-up). After each period, teams are changed by tai kazans.

Each team seeks to throw as many goat carcasses as possible into the tai kazan of the opposing team. The team that has scored the largest number of goat carcasses





wins.

Players who use alcoholic beverages or narcotic substances before the game are not allowed to play.

## V. The beginning of game (Game time).

20 minutes before the start of the game, the teams are built for control. In control, all players and horses have to fit all the conditions of these rules.

The horseshoes of horses must be flat; otherwise the team will be removed from the competition.

Teams occupy a place on the central circle, being built in one row towards the audience, then will sounds anthem of kok-boru.

The game begins with the old tradition of a solemn oath of players who swear to honor they will play honestly. The referee, speaking to the audience, utters the words of the oath, the players loudly repeat after him.

Oath:

- Arbiter: "Oh, Great Creator, take the oath of players, powerful and strong men who enter the game of the heroes who continue the ancient tradition."

- All in a chorus: "I swear ahead of people, starting the game" kok boru ", inherited from our ancestors, ahead of the audience and ahead the God to behave honestly, strictly follow the rules of the game. Amin! "

Next, the captains determine their tai kazan by lot.

The goat carcass should be located at a distance of 15 meters from the side line from the side of the tribune.

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

After the referee's whistle, all players try to capture the goat carcass first. If within two minutes the goat carcass is not able to capture any team, then the game stops and then continues in the central circle. The circle includes one player from each team. While the goat carcass is inside the circle, other players do not have the right to enter it. If within one minute none of the players grabs the carcass and leaves the circle, then the referee will replace them with other players.

## VI. Face to face.

Face to face (meeting two players face to face) is held in the following cases:

- if the players did not capture the carcass of the goat within 2 minutes;
- when the carcass of the goat went out of the field (out);
- when the goat carcass lies in a dangerous zone / place;

In all these cases, the face to face meeting begins in the same circle, which the carcass of the goat lies near.

The order of entering the circle in the face to face:

- The player who starts the gambler is determined by toss-up. The next meetings will be held in turn.





Player inside the circle:

- should stand behind the side line next to the tai kazan of his team;
- starts the game after the referee whistle;
- Gets 1 minute to grab the goat carcass. If within 1 minute no one captures the carcass, only one player from the other three who are on the field can participate, on the next face to face meeting.

Players outside the circle have the right to change within 1 minute, which is given to the same team for the same game.

Violation of the rules in the face to face meeting:

- While players within the circle do not go beyond the limits of the line, players outside the circle cannot enter the circle. The infringer receives a two-minute penalty. While the goat carcass is inside the circle, other players do not have the right to enter it.

- for attacking an opponent outside the circle line is given a two-minute penalty;

- For a rough blow of the player from the side with which he raises the carcass of a goat, is given a two-minute punishment;

- If a player piles on top of another player lifting the carcass of a goat, he is given a two-minute penalty;

- if a player lifting a goat carcass strikes the head of another player's horse, the offender is given a two-minute penalty;

- For all actions that are not in accordance with the rules, a two-minute penalty is given - a mother's muzzle (for example, for delaying an opponent by the hand, for reins, etc.).

In all the above cases, the player is sent to a special place of the "mom's car", where the remote player is located, while his opponent continues the game inside the circle alone. Players outside the circle are allowed to enter it if the player grabs the goat carcass and does not leave the circle for 30 seconds.

## **VII. The course of the game.**

The game lasts without interruption until the carcass of the goat is thrown into the tai kazan of one of the teams, or until one of the players violates the rules. In order for the goal to be scored, the goat carcass must be thrown exactly into the tai kazan.

Salym (an abandoned carcass of a goat in a tai kazan or a goal) is counted in the following cases:

- when the goat carcass completely falls into tai kazan;
- when two-thirds of the goat carcass falls.

If two thirds of the goat carcass gets into tai kazan, then the attacking team is counted as salym, even if the rival keeps the goat carcass. In case the goat carcass is on the edge of the tai kazan and the player tries to completely throw it, then it must be on the horse, or one of its legs should be in the stirrup. After the player throws the goat carcass in the tai kazan, his team is counted as salym, even if after that the horse climbed to the edge of the tai kazan.





Salym will not be counted in the following cases:

- when one third of the goat carcass falls into the taikazan;
- when the goat carcass is on the curb;
- when hitting the tai kazan, it jumps out of it by inertia;
- when 1 or 2 legs of the player's horse are on the curb tai kazan when throwing the goat carcass;
- when the carcass of a goat throws itself into a tai kazan by a player who jumped on him with his horse;
- in case the player pushes the goat carcass standing on the curb tai kazan, or if the player tries to push the carcass of the goat, when he and the goat carcass are on the tai kazan curb, then he is given a two-minute punishment.

After hitting the goat carcass in the tai kazan and declaring the arbiter of the salym, the game starts from the center of the field.

If the playing field is not enclosed by a fence, the game is terminated when the player with his horse is outside the playing field (out). The game is resumed in the position of "face to face".

If one of the players roughly stops the player running with the carcass, the offending player of the game will be punished for 2 minutes. The goat carcass will stay on hands of the player who owned it until the game stopped. If the injured player is injured and cannot play, then the goat carcass takes one of the players of his team and continues the game. If the rules are violated by the partners of the player holding the goat carcass, they are sent to the mother's muzzle for 2 minutes, and the goat carcass is thrown into the circle closest to the place of violation of the rules.

If the game is played on the Olympic system, the winner is the team that won all the opponents. If in regular time the game ends in a draw, additional time is given. The winner is the team that first opened the account in extra time. If the account does not open within an additional 10 minutes, it will be carried out series of bullitt.

If a player with a goat carcass, despite the actions of an opponent who violates the rules, throws a goat carcass into the tai kazan, then the salym (goal) will be counted. The player who breaks the rules will be removed for 2 minutes.

If the account does not open within an additional 10 minutes, a shootout (bullitt) will be held.

Players can change during the game. But during the replacement on the field there should not be any extra players. The replacement of the players is supervised by the assistant referee.

While a player leaving the game does not cross the line of the playing field, the alternate player does not have the right to enter the game. If a player leaves the field not in the designated place and another player enters the field instead of him, then this will be considered a violation of the rules. In the event that a player changes with another player in violation of the rules, and then does not allow the player from the other team to throw the carcass of the goat, then the jade bullet is assigned.





To increase the entertainment in the game, power receptions are allowed, used by both horses and players, but not contrary to the rules of the game. In this case, it is strictly forbidden to run into the player from the side with which he lifts the carcass of the goat.

In the penalty zone, the player of the defending team does not have the right. It is allowed to enter the defender before the attacking player only on the hull of the horse. When the goat carcass emerges from the penalty area, all players must exit this zone. If, after warning the referee, players do not leave the penalty area, they are given a two-minute penalty.

### **VIII. Determination of winner.**

If the competitions are held in the group, the team with the highest score is declared the winner.

If the teams score the same number of points, the winner is the team that won the personal meeting.

If 3 teams score the same number of points:

- points scored at the games between these teams will be considered;
- will be considered the difference of the scored and missed goat carcasses in the games between these teams;
- will be considered which of the teams scored the largest number of goat carcasses in the games between these teams;
- will be considered which of the teams missed the least number of goat carcasses in the games between these teams;
- if these conditions are not sufficient to identify the winner, then a draw is made.

After the games in the groups, the competitions are held according to the Olympic system.

### **IX. Bullitt.**

To participate in the post-match shootout series, each team has four players. Coaches of each team must submit the head of judge the list of four players and their horses. For a series of shootouts, two assistants join the Chief Judge. The head judge stands next to the player who will run with the carcass of a goat. The first referee-assistant stands next to the pursuing player, the second assistant referee - next to the tai kazan, into which the carcass of goat will be thrown.

In the case of a false start, the assistant referee must immediately notify the chief judge. One of the players takes a position next to the carcass of the goat, after him at a distance of 30 meters becomes a player from another team. They must start racing at the same time at the whistle of the judge. If the player who owns the goat's carcass does not allow the opponent to catch up with himself or, despite the opposition of the opponent, will manage to throw the carcass of a goat into the tai kazan, then the salym (score) will be counted.





It is allowed for player who is pursuing to remove the player from the goat's body from the taiga, touching it, and he is also allowed to prevent the throw, holding the carcass of the goat. The player with the goat carcass, running past the tai kazan, has no right to return. The player who attacks the opponent's tai kazan i.e. owning the carcass of a goat, has the right to slow down the course of his horse depending on the situation.

After this, players change positions: the player who previously owned the goat's carcass takes the position of the pursuer, who must catch up with the carcass of goat; previously pursuing the player now must throw the carcass of the goat into tai kazan.

After the Bullitt, both players leave the field.

Players and horses must not be changed during the Bullitt. It is allowed to change the player or horses, injured during the Bullitt.

In the case of the same score after the execution of four Bullitt, the series of Bullitt will last until the deciding salym. Further for the execution of Bullitt from each team there must be one player with a horse, not previously participating in the series.

If there are no players left in the teams who did not play Bullitts, then the series continues on the second circle.

The player, who violates the rules during the execution of the Bullitts, does not go to “mother’s penalty”.

#### **X. The panel of judges.**

Each game is served by one chief referee and two linesman referee assistants. Judges obey the chief referee and control the replacement of players, outs outside the field (outs).

The head judge can stop the time during the game. He must stop the playing time in the following cases:

- with disagreements between the two teams;
- In case of injury to players or horses;

The Chief Judge fully controls the course of the game in accordance with these rules.

Teams have the right to apply to the Chief Judge only if they do not agree with the decision of the judges.

Duties of the Chief Judge:

- it must be fair in relation to both teams;
- he must control the course of the game in accordance with these rules.

#### **XI. Forbidden actions.**

A player who has not taken an oath is not allowed to play. The team that takes the oath formally gives a warning.

It is forbidden to beat an opponent with his hands, kicking. Players who violate the rules of the game are removed for 2 minutes in the mother’s penalty (penalty





place).

Penalty time is considered from the moment when the player who violated the rules enters the “mother’s penalty”. Together with the player in the mother’s penalty should be with his horse.

It is strictly forbidden to argue with judges. In case of a dispute with an arbitrator after warning or insulting an arbiter, the player is removed for two minutes. The player who crossed the line (insults, censorship, hooliganism, fight), shows a red card, and it is deleted until the end of the game. Instead of the removed player to the end of the game, the penalty will be served by another player from this team. The player who receives the red card is removed from this and from the next game. The actions of the player, who violated the rules in an even more rude form, are considered by the disciplinary commission.

A player who has run into the carcass of the goat the grasshoppers who pass out and shrp long belt is removed for 2 minutes in “Kara mamy” special penalty zone with his horse.

The rules provide for a two-minute removal if the player, try to stop his opponent, holds his hands, pulls, blocks his path. If the same violations are committed at the moment of throwing the carcass of the goat into the taikazan or on the approaches to it, then a penalty is used as a punishment of Bullitt.

The player who tied the carcass of a goat to the bridle or squeezed it with a stirrup belt ("Oromo"), is removed for two minutes from the game

Teams (players, captain, coach, manager) can be punished with Bullitt if they do not obey the judge. According to the decision of the protocol committee, additional measures can be applied.

If a player hits the head of a horse from the opponent team, he is given a two-minute penalty.

Also, a two-minute penalty is provided if the player lifting the goat carcass gets hit. If a player is injured after a kick, the struck player receives a red card.

In case of a player's disagreement with the decision of the referee in the field, as well as appeals to the protocol committee, such behavior can be regarded as a deliberate delay the game and the player can be punished with the removal for two minutes.

Provides a two-minute penalty for hitting a horse on the player, committed in full force and from a distance of 3 meters or more. If the injured player is injured, a player who violates the rules is shown a red card.

In the event that the player fixes the carcass of a goat, twisting in the saddle, then it is removed for 2 minutes.

Also, the player will be removed for 2 minutes if he strongly hits the player, who quickly jumping either opposite him or sideways towards him.

It is forbidden to play without a hat. If, after warning, the player does not wear a protective hat, it is removed for 2 minutes.

## **XII. Requirements for 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. In winter and when the playing field is muddy, the horseshoes must be blunt

(Width - 0.5 cm).

During the game, the team cannot be more than five persons:  
1 coach and 4 stable boys.

Teams have to provide the following documents on time in accordance with the position of the competition:

- application;
- photos and personal cards of all players;
- medical certificates and insurance policy of players;
- Passports of horses with photos (head, profile of a horse – full size picture);
- veterinary certificate and insurance policy of horses.

### **XIII. The uniform of the players.**

The unified sports clothes for players of a command should be in two variants. The size of the room must comply with the following standard: on the back - 300x150 mm. On the chest - 150x100 mm;

12 capes (coats), the color of which corresponds to the color of the team's equipment;

All players must necessarily be in uniform and in protective gear and have headgear (tebetei (national cap) and helmet).

Teams must also have their own flag and medical and veterinary medicine cabinets).

Non-compliance rules teams will not be allowed to play.

