



## SCHOOLS SHOW JUMPING LEAGUE RULES 2026

With show jumping heights from 30/40cm to 1m, The Schools Showjumping League is a friendly, competitive league designed to encourage all school age children with ponies to take part in showjumping competitions representing their respective schools.

The successes of individual riders and teams will be tallied across league tables for the duration of the competition culminating in a championship show on 6th July.

Primary schools, secondary schools and colleges (including collaborations) can enter individuals or teams of three or four riders to compete in the league.

For a school/college **team** to register there is one off £10 registration fee PER HORSE AND RIDER COMBINATION payable to cover the 2026 league. Team members can be interchanged throughout the year as long as The Schools Showjumping League are provided with the rider's details via email to [schools@coxleigh.com](mailto:schools@coxleigh.com). There must be at least 2 horse and rider combinations consistently competing for the team throughout the league.

If a school has **individuals** that wish to compete they can pay a £10 registration fee for the 2026 league for the horse and rider combination.

2026 Qualifying Dates;

15<sup>th</sup> March

19<sup>th</sup> April

17<sup>th</sup> May

14<sup>th</sup> June

5<sup>th</sup> July – Championship Show

### FORMAT

Teams will be made up of 3 – 4 riders from the same school or educational federation.

A team can enter a reserve rider to compete in place of a missing team member at a competition. Members and/or horses may be substituted but at least two combinations of horse and rider must be the same as those that started in the team as registered.

A horse/rider combination can ride for more than one team.

A horse/pony can be used in the same height category by more than one rider should children need to share a ride.

All team members will jump at the chosen class height. Heights are set from 30/40-1m in their respective classes.

Teams and individuals will be awarded points depending on their placing within their height category. These will accumulate over the qualifying competitions. The top 8 teams and top 20 individuals in each height category will then qualify for the Championship Show. The total number of points gained through the season will be taken to the championship show where points from the championship will be added to the current points score to determine the league and over all winners.

Classes will run single phase ie there will be one round which is divided into 2 sections, with 5 – 7 jumps in each section. The first section will not be timed, save for there being a maximum cut off time of 2 minutes. The second section will be against the clock. Competitors will jump the whole course unless they are eliminated. The best 3 scores for each team will be counted to determine placings and league points. Clear rounds will be placed before those gaining faults in either round.

Knock down – 4 faults

First refusal – 4 faults

Second refusal (anywhere on the course) – 8 faults

Third refusal (anywhere on the course) – Elimination

Circle – 4 faults

1<sup>st</sup> Fall of rider – 8 Faults (Rider to be examined and will be allowed to continue if deemed safe to do so)

2<sup>nd</sup> Fall of rider – Elimination

Fall of horse - Elimination

## LEAGUE POINTS

League points will only be awarded for registered horse and rider combinations.

### Individual points

Each rider that jumps clear in both sections will receive 2 league points in the individual league at the jumped height. In addition, those that are placed will receive additional league points as follows;

1<sup>st</sup> 12 points

2<sup>nd</sup> 10 points

3<sup>rd</sup> 8 points

4<sup>th</sup> 6 points

5<sup>th</sup> 4 points

6<sup>th</sup> 2 points

### Team points

Awarded when a team is placed (must be a minimum of at least 2 teams competing). Points as follows;

1<sup>st</sup> 12 points

2<sup>nd</sup> 10 points

3<sup>rd</sup> 8 points

4<sup>th</sup> 6 points

5<sup>th</sup> 4 points

6<sup>th</sup> 2 points

League points will be awarded for every placing and all scores will count towards final placings at the championship.

## RULES

- To be eligible to compete for a school/college riders must be in full/part time education at the school/college they represent.
- Home schooled children are eligible to compete and eligible to form a team with other home schooled riders.
- There is no maximum to the number of teams a school can enter per height category/class.
- There is no maximum to the number of rounds a competitor chooses to jump.
- If riders change schools/colleges throughout the year they can continue to compete for their previous school for the rest of the current league year or alternatively they can compete for their new school but they can only represent one school.
- All riders in the Championship team must have competed for the same team in at least 1 competition throughout the league period.
- Horses may compete more than once in a team with a different rider.
- Every rider competing as part of a team will automatically be counted as an individual too, thus allowing a rider to gain points for their team as well as individually. The scores of all team competitors obtained whilst riding as a team member, will automatically also count as their individual score when determining the individual placings.
- Each member of the team competes at the same height. A school can enter teams in all 6 heights. No rider may compete the same horse in more than 3 classes. No rider can compete in more than 3 classes as an individual and all classes must be consecutive for placings / points to be valid. A rider is allowed to compete as part of a team in up to 4 heights non consecutively. The riders placing / points will count towards the team score but individual placings / points will not be allocated for the lower heights.
- Each team must allocate a responsible adult to act in the role of team manager. This person will be responsible for liaising with the organizers, registering the teams and/or individuals, entering classes, collecting & paying entry fees on behalf of their team and should be present at every event.

## TEAM MANAGER

Each team must nominate a Team Manager. NDSSJL must be kept updated with details of the Team Manager/s.

The Team Manager or a representative is required to be present at every event. Parents must defer to the Team Manager at all times, including when making enquiries.

The Team Manager will be expected to know these general rules, and the rules of the competition at which their school is competing. It is the parent's responsibility to ensure that the Team Manager enters their son/daughter in competitions at an appropriate level commensurate with the child's ability & experience.

Changes to team members / individuals must be made before the day of the competition. Changes on the day may only be made if there is an injury or incident which prevents a horse or rider from competing and will be at the discretion of the Competition Secretary.

In the event of an objection, the Team Manager must lodge a written objection with the Secretary within 10 minutes of the announced result. This must be accompanied by a £20 deposit, which may be forfeited in the event of an unsuccessful appeal. The Judges decision is final.

The Team Manager is responsible for the conduct of all riders, parents and persons associated with their School. Foul language, bad sportsmanship and bad horsemanship will not be tolerated. NDSSJ promotes good sportsmanship in a friendly and competitive team spirit.

No outside assistance is allowed when competitors are in the ring other than those riding in the 30/40 & 50cm classes. Riders are allowed to be led in both the 30/40 & 50cm classes. It is the Team Managers responsibility to ensure that no parents, trainers or team mates shout instruction to the competitor. Encouragement is however welcome at all heights.

It is the Team Manager's responsibility to ensure all competitors from their school are correctly turned out and to check the safety of all their equipment, including tack.

In the warm up ring no competitor is allowed to set the practise jump heights more than 10cm above the height of the next class. It is the responsibility of the Team Manager to ensure all team members abide by this rule. No team member should be riding in the warm up ring without supervision.

### **ENTRIES & REGISTRATION**

Entries and registrations MUST ONLY be made via [www.horsemonkey.com](http://www.horsemonkey.com).

When setting up your team and entering a team please set the main riders name as the team name and use the notes section to add all horse and rider names.

Running orders & times will be available 48 hours before the competition. All teams / riders must ride in the order stated on these sheets. Failure to do so may incur elimination.

Requests for specific times/orders must be made no later than 48 hours before the competition closing date. After this time requests may not be able to be fulfilled. Such requests must be made via email to [schools@coxleigh.com](mailto:schools@coxleigh.com).

### **DRESS**

- Competitors are allowed to compete in their school colours/sweatshirts although this is not a requirement. There is no specific dress code required, we just request that competitors are smart in appearance and wear clothing deemed safe for riding.
- A riding hat, designed to provide protection, must be worn, at all times when mounted by anyone, whether or not a competitor. Harnesses must be properly adjusted and fastened at all times when mounted. The hat must meet one of the following standards:
  - British - All PAS 015, VG1 - Provided they are BSI Kite marked
  - European - VG1 - Provided they are BSI Kite marked
  - American - All SEI ASTM F1163 04a onwards and SNELL E2001
- Body protectors are not compulsory but advisable.
- Long hair should be tidy and secured appropriately.
- No hooded tops or jackets to be worn whilst riding.
- Long riding boots or Jodhpur boots with chaps/gaiters must be worn.

### **GENERAL RULES**

- No horse/pony under the age of 4 to be ridden.
- No Stallions.

- No excessive use of the whip or spurs.
- The welfare of the horse/pony and child is of paramount importance.
- The Judge has the right to stop any competitor during their round and/or subsequently eliminate them if they deem the following:
  - The rider, horse or combination is unsafe.
  - The horse is unsound or unfit.
  - The rider is being forced to ride against their will.
  - The rider has been given outside assistance.
  - The rider, parent or team manager has been rude or abusive to another competitor or NDSSJ organiser.
- Only the Team Manager, Team Trainer or appointed school official is to deal with NDSSJ on the day of the event.