




EEF Evolution League  
Jumping

# EEF Evolution League Jumping Rules

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## 1. EEF Evolution League

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EEFEL consist of Regional Qualifications (RQ) and Final.

EEFEL season: all EEFEL RQ are held at the period May-September and are outdoor shows. The Final could be an indoor or outdoor event.

Every year the number of the EEFEL RGs is six. The venues and dates of the EEFEL shows will be communicated before the start of the season but in any case before end of January of the current year.

EEFEL shows are organised as CSI Ch and CSI1\* or CSI2\*.

Invited to take part are all NFs, which are members of FEI.

### Age of the Athletes at the Teams

The EEFEL Team Competitions are in 3 (three) Categories:

- Children (age of athletes: 12-14 years), part of CSI Ch
- Medium (minimum age of athletes: 14 years), part of CSI1\* or 2\*
- Big Tour (minimum age of athletes: 14 years), part of CSI1\* or 2\*

An Athlete with different horses can take part in more than one Category CSI if the age of the Athlete and horse are according to the FEI rules.

Minimum Duration of the Show is 3 (three) days plus the Horse Inspection day

The OC has to send for Approval the draft Schedule to EEF, before it is sent for Approval to FEI. Draft Schedule must reach the FEI ten (10) weeks prior to the Event. Definite Schedules must reach the FEI two (6) weeks prior to the Event.

If the Show is 4 (four) days the OC has to decide which EEFEL team classes will be on Friday and which Saturday/Sunday.

For all EEFEL RQ Shows at 1\* Level and preferably for all at 2\* Level, the Course Designer has to be FEI Level 2. But if the CD is Level 2, then an FEI Level 3-4 Course Designer has to be listed as Technical Delegate or Assistant Course Designer.

## 2. Teams

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### 2.1. Composition of the Teams

- At each event, teams may be composed of two or three athletes. Athletes each ride the same Horse throughout the Competition. All members of each team must take part in the first round, except if a team, comprising three Athletes, cannot improve its placing in the first or second round after its second Athlete has completed their course, the third Athlete may be withdrawn.

If a team is qualified to take part in the second round, an Athlete eliminated or retired in the first round may start in the second round. In the event that a team qualified for the second round has an Athlete who did not take part in the first round due to a fall of the Athlete and/or Horse prior to crossing the start line, the combination is not eliminated from the first round and is listed in the results as “did not start”. In such a case the Athlete must be checked by the Event’s medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate before they may be permitted to start in the second round (see JRs Art. 224.4.1). The Ground Jury reserves the right to exclude an Athlete who has fallen from participating further in the Competition and/or the Event in accordance with Article 140.2 of the FEI General Regulations.

- To bring more Team spirit, the Athletes preferably are from the same Nation but this is not obligatory.
- An Athlete with different horses can take part in different Categories of Team Competitions if the age of the Athlete and horses allows it.  
One Athlete can start at only one Team in the same Category.

### 2.2. Team Manager

The Teams has to declare a Team Manager. The Team Manager has to be adult but could also be an Athlete - member of the Team. The Team Manager is a spokesman and designated Representative of a Team.

### 2.3. Team Names

The Team Manager has to declare the Name of the team. The Name of the team cannot be a name of Country or National Federation. The declaration of the Names is with the declaration of the teams (latest 30 min after the first vet check). At the Final the Teams has to have the Name from the RQ where they were qualified.

### 2.4. Declaration of the Teams

The Team Manager declares his Team Athletes latest 18:00 h, the evening of the Horse Inspection. The starting order of the Team Athletes and horses has to be declared the night before the class. Additions of teams after the evening of the Horse inspection are allowed only with the permission of the President of ground jury.

Substitution of Athletes and/or horses are allowed not later one hour before the start of the Team Competition class. The request for substitution has to be presented to the Ground Jury President for Approval.

## 2.5. Format of the Team Competition:

It is a competition with two rounds without a jump off.

The first round is Table A not against the clock, the second round is Table A against the clock.

Both rounds are with identical courses:

- The courses consist of 11 fences, 14 efforts – one double and one triple combination. An open water fence has to be included at the Big Tour if the weather conditions allow it.

The speed is 350 m/min for Children and Medium Tour and 375 m/min for the Big Tour.

The Draw of the starting order of the Teams at the first round will be done at the Technical Meeting.

The order of the Team Members is declared by the Team Manager according (2.3. Declaration of the Teams).

All riders of the Team start in the order declared by their Team Manager.

## 2.6. Team Competition Ranking

The ranking at the first round is according to the sum of the penalty points of the two best Athletes from each Team.

1. If at the first round have started more than 12 Teams, then the best 10 Teams will start at the second round
2. If in the first round 12 or less Teams have started, all Teams (who have completed with at least two Athletes in the first round) can start at the second round.

### Starting order of the second round

The starting order of the Teams for the second round is reversed of the ranking of the Team results after the first round. If some Teams have the same results at the first round, they keep their starting order from first round.

The Athletes in each team start in the same order as in the first round.

### Final Ranking after the second round

The results of the second round are determined by the sum of the penalty points of two best Athletes of the Team.

The Final Ranking of the Teams is determined by the sum of the penalty points of 2 (two) best Athletes of the Team at the first round, plus the sum of the penalty points of two best Athletes of the Team at the second round.

If there is a tie for any place then the deciding factor is the sum of the times of the rounds of two best Athletes of the Team in the second round.

If we still have a tie then the Teams are placed equal.

## 2.7. Prize Money for the EEFEL Team Competition

The minimum amount of Prize Money for EEFEL Big Tour Team RQ competition is 6000 EUR and for EEFEL Big Tour Team Final competition is 8000 EUR, distributed for the first five Teams as follows:



- 1<sup>st</sup> place – 33%
- 2<sup>nd</sup> place – 26.5%
- 3<sup>rd</sup> place – 18%
- 4<sup>th</sup> place – 13%
- 5<sup>th</sup> place – 9.5%

Teams which are qualified for the second round but withdraw without permission of the ground jury will not receive prize money.

### 3. EEFEL Final

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#### 3.1. Participation

For the EEFEL Final are qualified the best two teams from every RQ.

If a team who is already qualified cannot take part at the Final it will be replaced by the next ranked team in the RQ where the team achieved qualification.

If this team has achieved qualification at more than one RQ he will be replaced by the next team at the first RQ where the qualification was achieved. If this team cannot take part, than the qualification for the Final will go to the next team at the second RQ where qualification was achieved and so on.

Teams will have the same Names as they had at the RQs.

To be considering as the Team who has achieved qualification, at the Final the Team has to be presented by at least two athletes who took part at at least one RQ.

#### 3.2. Format and Ranking of EEFEL Final

The format and ranking at the EEFEL is according Art. 2.5. Format of the Team Competition and Art. 2.6. Team Competition Ranking.

If the Final is indoor the open water in not allowed.

## 4. Branding

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### 4.1. Name of the Team Competition

Name of the Team Competition is: (name of the venue) EEF Evolution League

### 4.2. Logo and Branding

The Logo of the EEF and the Logo of the League have to appear on all promotional material for the Event including but not only: press releases, starting and results list, course plans.

Banners: the OC has to allocate 6 banners (approx. size 0.90 x 2.00 m) with design provided by EEF at the main Arena and two banners at the warming up Arena.

### 4.3. Live Streaming

The OC has to ensure that Live Streaming of the all 3 (three) Team Competitions is provided. The Live Stream has to have computer graphics.

### 4.4. Timekeeping and Results

The OC has to provide a Timekeeping Service for Live Results.



## 5. Education

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In connection with every EEFEL event will be organized an educative event for national jumping officials – the hosting NF will apply what course will be organised.