



FEI™
DRIVING
YOUTH CUP

FEI DRIVING YOUTH CUP RULES

1st edition, 1 January 2024, updates 28 February 2024

Copyright © 2024 Fédération Equestre Internationale
Reproduction strictly reserved.

Fédération Equestre Internationale
HM King Hussein I Building
Chemin de la Joliette 8
1006 Lausanne
Switzerland

t +41 21 310 47 47
f +41 21 310 47 60
info@fei.org
<http://inside.fei.org>

Contents

Article 1	Introduction / General.....	3
Article 2	Dress, tack and equipment.....	4
Article 3	Horse Inspection	4
Article 4	Scoring System.....	5
Article 5	The Dressage Competition.....	5
Article 6	The Combined Marathon Competition.....	7
Article 7	The Head-to-Head Competition	10
Article 8	The Point System.....	12
Article 9	The Officials.....	13
ANNEX 1	- Dressage Arena Diagram.....	14
ANNEX 2	- Speed Box.....	15
ANNEX 3	- Zig Zag Box.....	16
ANNEX 4	- Head-to-Head Competition Starting Order	17
ANNEX 5	- Head-to-Head Competition Course Plan.....	18

These Rules must be read in conjunction with the FEI Rules and Regulations and including, the FEI General Regulations, the FEI Driving & Para Driving Rules, the FEI Veterinary Regulations, the Equine Anti-Doping and Controlled Medication Regulations, and the Anti-Doping Rules for Human Athletes.

Article 1 Introduction / General

- 1.1. All Youth Cup events are open equally to Horse and Pony Single Turnouts.
- 1.2. An event of the Series must be organised by any National Federation affiliated with the FEI.
- 1.3. Each National Federation may organise up to three (3) FEI Driving Youth Cup Events per calendar year
- 1.4. An event or final may be held either indoor or outdoor.
- 1.5. The FEI Driving Youth Cup (hereinafter "the Series") is open to Athletes in the following Age Categories: Children, Junior and Under 25, and all age categories are ranked together as one class.
- 1.6. ~~No qualification criteria for Children, Junior and U25. The Athletes qualify for the Series by successfully completing at least one CAI2*, no earlier than two years before the event.~~
- 1.7. At each event, there will be a classification for both Individual and National Teams.
- 1.8. A National Team shall consist of at least one Child, one Junior and one U25.
- 1.9. There is no maximum number of Athletes per NF. If the host NF wishes to invite more than six (6) Athletes, the foreign NFs must have the opportunity to enter the same number of Athletes as the host NF.
- 1.10. An Athlete may compete with a maximum of two turnouts in the same Event.
- 1.11. If an Athlete competes with two turnouts in the same Event, only the score of one turnout will count for the Standings. This turnout must be declared before the declaration of starters and must start first from the Athlete's two declared entries.
- 1.12. A Pony/Horse competing in the Series must be at least of 6 years of Age.
- 1.13. A Pony/Horse may compete with only one Athlete per Event.
- 1.14. There is no maximum number of FEI Driving Youth Cup events which an Athlete may participate.
- 1.15. For each event, points are awarded in the FEI Driving Youth Cup Standings for a Place to the Continental Finals, as per Article 8. Only the best 3 results count as qualifying.
- 1.16. At each event, two (2) Competitions are held over one or two days, depending on the number of entries:

Format 1:

Day 1) Dressage Competition and Combined Marathon Competition

Format 2:

Day 1) Dressage Competition

Day 2) Combined Marathon Competition

If both Competitions are held on the same day, there must be at least a 4 hour break between the end of the Dressage Competition and the start of the Combined Marathon Competition.

1.17. The Continental Finals are held over two days:

Day 1) First competition: Dressage ~~Competition~~ or Combined Marathon

Day 2) Second competition: Combined Marathon ~~Competition~~

1.18. For a standard event held over 2 days and finals, an additional Competition, not counting for the event nor standings, may be organised on day one, after the Dressage Competition, consisting in a "Head-to-Head" Competition (please refer to Article 7).

1.19. At the end of the season, the 10 best ranked Athletes in the FEI Driving Youth Cup Standings will be allowed to compete at the Continental Finals. In the event that two or more Athletes are placed in ~~21~~10th position, having equal points, the available position in the Final will be given to the Athlete with the highest number of first places achieved during the Season. If the Athletes are still tied with equal first places then the number of second places where the Athletes received points will decide, and so on until the tie is broken.

Article 2 Dress, tack and equipment

2.1. Carriages and harness must comply as per Art. 936-942 of the FEI Driving & Para Driving Rules. Marathon carriages are permitted for all Events and Final. The same carriage or two different carriages may be used for the Event.

2.2. At all times, whilst on a carriage, Athletes and Grooms must wear a securely fastened Protective Headgear. Infringement by either the Athlete and/or Groom will result in Elimination of the Athlete's turnout.

2.3. At all times, whilst on a carriage, Athletes and Grooms under the age of 18 must wear a body /back protector. Infringement by either the Athlete and/or Groom will result in Elimination of the Athlete's turnout.

2.4. During the Head-to-Head competition and the Combined Marathon competition (including warm-ups), Athletes and Grooms must wear a body/back protector. Infringement by either the Athlete and/or Groom will result in Elimination of the Athlete's turnout.

2.5. During Horse inspections, it is strongly recommended that Athletes and Grooms under the age of 18 wear securely fastened Protective Headgear and a Body Protector.

2.6. The Athlete must carry a driving whip during the Competitions and in the training areas.

2.7. Please refer to Article 940 of the FEI Driving & Para Driving Rules and FEI Driving Guidelines on Use of Tack, Equipment and Dress.

Article 3 Horse Inspection

3.1. Please refer to Art 935.2 of the FEI Driving & Para Driving Rules for the procedure of the Horse Inspection.

3.2. The Horse Inspection must be carried out on the first day, before the Dressage Competition.

3.3. The FEI Veterinary Delegate must only be present during the Horse Inspection.

3.4. The time of the Horse Inspection should be in relation to the start time of the Dressage Competition. The Horse Inspection has to be in accordance with the FEI Veterinary Regulations and should be conducted on a safe and suitable surface as approved by the FEI Veterinary Delegate present.

- 3.5. In case a "Head to Head" competition is organised, there must be an additional In-Harness Horse Examination after the Athletes finishes the competition. One Veterinarian is responsible for this Inspection. The fitness of the Horse(s) must be determined by clinical observation.
- 3.6. The Ground Jury member must Eliminate the Athlete if their Horse is considered to be lame, injured or obviously exhausted and unfit to continue the Competition

Article 4 Scoring System

- 4.1. The Youth Cup will be scored as a Time Competition.
- 4.2. When the First Competition is a Dressage Competition, the difference between the Final Dressage result for each Athlete will be converted from penalties into seconds where one penalty equals two penalty seconds. The Athlete will start with that conversion as "starting penalties" in the Combined Marathon. The Combined Marathon time penalty seconds will be added to the starting penalties to amount to the Final result.
- 4.3. When the First Competition is a Combined Marathon, the Athlete will start with their first competitions' time penalty seconds in the second competition. The second competition's penalty seconds will be added to the starting penalties to amount to the Final result.
- 4.3.4.4. In the Combined Marathon, there will be an evaluation of the Driving Skills of the Athletes. The Judge will be able to deduct between 0-5 seconds depending on the quality of the Athlete's skill and driving of the Course. To determine this deduction, the Judge must use the "Scoring sheet for the Evaluation of the Driving Skills" published on the FEI Website.
- 4.4.4.5. Results are "official" once they have been signed by the President of the Ground Jury. Any corrections may only be made with the approval and signature of the PGJ.
- 4.5.4.6. The Team Score is determined by adding together the scores of the two best Athletes with the lowest penalties in each Competition per National Federation. Only the scores of those Athletes who have completed both (2) Competitions can be counted towards the final team scores.

Article 5 The Dressage Competition

- 5.1. The Starting order:

A random computer-generated starting list will be published. In case an Athlete is driving more than one turnout, the declared turnout must be driven first in all Competitions.
- 5.2. The Dressage Competition shall be judged as per Chapter XI Driven Dressage of the FEI Driving & Para Driving Rules.
- 5.3. The Dimensions of the Dressage arena must be 60x20m. Please refer to Annex 1 for the diagram of the Arena.
- 5.4. The FEI Driven Dressage Test for the FEI Driving Youth Cup is published on the FEI Website.

5.5. Summary of the Dressage penalties:

Description	Penalties
Part of the turnout leaving the arena during a movement	Mark down for inaccuracy
Complete turnout leaving the arena	Elimination
Athlete dismounting	20 penalties
Entering the arena without a whip	5 penalties
Dropping or putting down a whip	5 penalties
No breeching	Elimination
Use of bandages or brushing boots (Pony/Horse to be inspected after Test)	5 penalties
Contravening the Rules on Advertising	Yellow Warning Card
Person tied to the carriage	Elimination
If a Groom handles the reins, brake or uses the whip	20 penalties
Groom speaking or giving indications	10 penalties (once)
Physical outside assistance	Elimination
Groom(s) dismounting	
First incident	5 penalties
Second incident	10 penalties
Third incident	Elimination
Early or late entry	Possible Elimination
Lame Pony/Horse	Disqualification of the Pony/Horse and elimination of the Athlete
Incomplete presentation (Athlete and/or Groom)	5 penalties
Errors of course:	
First occasion	5 penalties
Second occasion	10 penalties
Third occasion	Elimination
Disobedience:	
First incident	5 penalties
Second incident	10 penalties
Third incident	Elimination
Carriage overturn	Elimination
No protective headgear on Athlete and/or Groom	Elimination
No back/body protector on Athlete and/or Groom under the age of 18	Elimination

Article 6 The Combined Marathon Competition

6.1. The Starting order:

6.1.1. When the First Competition is a Combined Marathon, a random computer-generated starting list will be published. In case an Athlete is driving more than one turnout, the declared turnout must be driven first in all Competitions.

~~6.1.1.~~ 6.1.2. The Second Competition: The reverse order of the ~~Dressage-First~~ Competition ranking will determine the starting order of the ~~Combined Marathon~~ second competition. In case an Athlete is driving more than one turnout, the declared turnout (as per Article 1.12) must be driven first in all Competitions.

6.2. The Combined Marathon Competition is run as Time Competition, please refer to Article 969.2 and 971.2.1 of the FEI Driving & Para Driving Rules. The maximum time that an Athlete may take during the Combined Marathon is 5 minutes. If the time is exceeded, the Athlete will be eliminated.

6.3. The size of the Arena must be as follows:

Size	Minimum Width	Number of Marathon-Type Obstacle	Number of boxes (zig zag or speed)	Number of Cones-Type Obstacles
1200 - 1800 m ²	20 meters	Max. 2 (if no box) Max 1 (if box)	Max. 1	Max. 12
1800-2000 m ²	20 meters	Max. 2	Max. 1	Max. 15
>2000 m ² . Max. 5000 m ²	20 meters	Max. 3	Max. 1	Max. 20

6.4. The Combined Marathon course includes the following:

- Between 2 and 3 Marathon Obstacles.
- 8 - 20 Cone-Type Obstacles (depending on the size of the arena).
- One (1) speed box or one (1) zig zag box, as per Annexes 2 and 3, may be used on course.
- There must be at least 2 single Obstacles driven (not including the optional Bridge) between the Marathon-Type Obstacles.
- A Bridge (optional).
 - o The Bridge may not be shorter than 6 meters or higher than 35cm.
 - o There must be wings that are safe for the Horse/Pony and they must clearly be an aid to guide the Pony/Horse onto the Bridge.
 - o The Bridge can only be crossed in a straight-line with no turns or knockdowns applicable.
 - o The Bridge may be used from both sides as a single Obstacle, and can also be part of a combination with a Marathon-Type Obstacle.
 - o One pair of cones must be part of the Bridge, their width must be between a minimum of 1.70m and maximum of 1.80m.
 - o As an option, there may be a Double Bridge, i.e. with passages from all four sides.

6.5. A Marathon-Type Obstacle may have up to a maximum of five (5) gates.

- 6.6. The distance between the last Cone and the finish line should be a minimum of 15m.
- 6.7. The width of the gates for Marathon-Type Obstacles must be between 3.0m and 3.50m.
- 6.8. For the purpose of the FEI Driving Youth Cup, the following are considered as "Obstacles":
- A Marathon-Type Obstacle
 - A Cone-Type Obstacle
 - A Box-Type Obstacle
- 6.9. The Cones width must be between 1.70m and 1.80m
- 6.10. Summary of the Combined Marathon Penalties and Eliminations

Occurrence	Seconds
Dislodging one or more balls in a single Obstacle	4
Knocking over or down any element of a Marathon type obstacle (except the letters)	4
Dislodging a ball, wooden block or a dislodgeable element in a Marathon-type obstacle (except the letters)	4
Causing an Obstacle to be rebuilt (clock stops) The clock starts again when the Driver approaches the next Obstacle.	10
Athlete dismounting, to be counted with the Groom dismounting	20 (per incident)
Groom dismounting, to be counted with the Athlete dismounting	5 (per incident)
Groom uses the reins, the whip or the carriage wheel brakes	20
Wrong course in a Marathon-Type Obstacle, corrected	20
Wrong gate (sequence or direction) in a Marathon-Type Obstacle, with the entire turnout and dislodging an element (clock stops and Obstacle is rebuilt)	34 (in total per incident)
Wrong gate (sequence or direction) in a Cones-type obstacle, and dislodging an element (clock stops and obstacle is rebuilt), if the obstacles hasn't already been passed	14
Wrong gate (sequence or direction) in a Cones-type obstacle, with the whole turnout without dislodging an element, except if the obstacle has already been passed	20
Dislodging a ball from an incorrect gate (sequence or direction) with a horse jumping into a cone (clock stops and Obstacle is rebuilt)	14 (in total per incident)
Disconnected or broken reins, pole strap, breeching or trace	10 (clock stops) + 5 (groom dismounting)
Horse/Pony leg over the trace, pole or bar	10 (clock stops) + 5 (groom dismounting)
First or second disobedience	No penalties
Third disobedience	Elimination
Athlete or Groom dismounting (3 rd incident)	Elimination
Wrong course, not corrected, in Marathon-Type Obstacles	Elimination
An Athlete not proceeding between Obstacles in numbered order	Elimination
Failing to pass through starting or finishing flags	Elimination
No breeching	Elimination
Carriage turnover	Elimination
Exceeding maximum time	Elimination

- 6.11. The following count as disobediences:
- 6.11.1. Any resistance in the forward movement, kicking or rearing.
 - 6.11.2. When an Athlete attempts to pass through an Obstacle and their Pony/Horse shies away from the Obstacle at the latest moment, without hitting any part of the Obstacle.
 - 6.11.3. When the Pony/Horse runs away, or when, in the opinion of the President of the Jury, the Athlete has lost effective control.
- 6.12. The Groom must be on the carriage when the carriage passes the finish line. If not, the Athlete is eliminated.
- 6.13. After ringing the bell, Athletes have 45 seconds to start their course. If they have not started, the clock starts to run.
- 6.14. If a ball is dislodged, a wooden block or a dislodgeable element is knocked down by any means; a penalty of 4 seconds is applied.
- 6.15. In a Marathon-Type Obstacle, the compulsory gates are marked with red and white signs lettered A up to E indicating the sequence and direction in which the gates must be driven. Passing a compulsory gate in the wrong direction or sequence incurs elimination, unless the Athlete corrects this error of course. There are no entrance and exit gates.
- 6.16. All balls, wooden blocks or other dislodgeable elements which are knocked down, must remain on the ground until the Athlete has finished their course, unless the President of the Jury has rung the bell and the single Obstacle or element(s) of the Marathon-Type Obstacle has to be rebuilt, or the entrance/exit are knocked down from the bridge. In this last situation, the cones must be rebuilt without the bell being rung.
- 6.17. If, in the course of the Competition, one ball of a single Obstacle gets dislodged, a 4 second penalty is incurred and an additional 4 second penalty is added if the other ball, on the same Obstacle, is dislodged later by any means.
- 6.18. If an Athlete passes a wrong gate (sequence or direction) in a Cones-type obstacle before the obstacle has been passed and dislodges an element, the clock is stopped, at the most convenient time for the Athlete, and before the obstacle in question is approached, to allow the resetting of the obstacle. A 10 second penalty is incurred for rebuilding an obstacle in addition to the 4 penalty seconds for dislodging the element.
- 6.19. If an Athlete displaces a ball of a single Obstacle or collides significantly with an element of a Marathon-Type Obstacle by any means, before the Obstacle is driven, the President of the Jury must ring the bell. The clock is stopped, at the most convenient time for the Athlete, before the Obstacle in question is approached, to allow the resetting of the Obstacle. In this situation, a 10 second penalty is incurred for rebuilding an Obstacle, in addition to 4 penalty seconds for dislodging the ball, wooden block or any element from the Obstacle that has been replaced. No time correction.
- Significantly colliding with an element of a Marathon-Type Obstacle means that the element is moved or knocked over in a way that the Athlete has no possibility to continue their course through the lettered gates, or the obligatory gate is clearly changed in position and original width. In this case the President of the Jury must ring the bell. If not significantly displaced, the President of the Jury does not ring the bell and the Athlete may continue their course.
- 6.20. When the Marathon-Type Obstacle is significantly altered and the Athlete cannot continue their course, the President of the Jury rings the bell immediately and stops the clock.

After the Obstacle is rebuilt they ring the bell again. The Athlete has to start the Obstacle by the first obligatory gate (A) again. The clock starts as the Athlete passes the first obligatory gate. Each time this happens, an Athlete incurs a 4 second penalty for each knocked down element and additional 10 second penalty for rebuilding is added.

- 6.21. If an Athlete corrects a wrong course, they have to restart at the gate they missed. Such as: if they went from A to C, then realises it, they restart from B. The time continues to run and no bell is rung.
- 6.22. When an Athlete has completed a Marathon-Type Obstacle with or without knocking down one or more balls, wooden blocks or other type of dislodgeable elements (excluding the letters), and later on in the course, by whatever means, they knock down one or more balls, blocks or other dislodgeable elements of this Marathon-Type Obstacle (including the Obstacle structure, even if the dislodgeable element belonging to it has already been knocked down), an additional 4 seconds penalty is incurred.
- 6.23. An Athlete must attempt to proceed directly between Obstacles in the correct numbered order.
- 6.24. A Cone-Type Obstacle must be driven through by at least one wheel of the carriage. If one or more balls are dislodged, 4 seconds penalty is incurred. It is not necessary for the horses to pass through the cones.
- 6.25. Should the reins, pole straps, breeching or traces become disconnected, broken or the carriage seriously damaged; or should a Pony/Horse get a leg over the trace, pole or bar, the President of the Ground Jury must ring the bell and a 10 second penalty is incurred; additionally, a Groom(s) must dismount and reconnect or repair the issue. The Athlete will be given a 5 second penalty for Groom(s) dismounting. The clock will be stopped.
- 6.26. In case of obvious cruelty, the President of the Ground Jury has the responsibility and must ring the bell and disqualify the Athlete from the Event.
- 6.27. If the Bridge is passed through from both sides, such as No. 4 from the right and No. 12 from the left, the exit side is NOT neutralised, i.e. penalties can be incurred on both sides. If the ball of the cone is displaced when the carriage leaves the Bridge, the Obstacle should be rebuilt without the bell being rung.
- 6.28. If the Athlete is on course and the bell is rung the Athlete must not continue the course. If the Athlete continue after a repeated ringing of the bell, they will be eliminated.

Article 7 The Head-to-Head Competition

- 7.1. An additional Head-to-Head Competition may be organised on the First Day of Competition, after the Dressage Competition.
- 7.2. There must be at least 4 hours between the end of the Dressage Competition and the start of the Head-to-Head Competition, in order to allow proper rest times for the Pony/Horse.
- 7.3. This Competition takes place by pairs of Athletes against each other over rounds. The Athletes have to compete with their declared turnout (as per Article 1.12).
- 7.4. The two Athletes will compete against each other simultaneously over two identical courses as per Annex 5. The maximum round per Horse is four.
- 7.5. The distance between the pair of cones must be between 1.70 and 1.80 meters.

- 7.6. If one Athlete enters the other Athlete's course and it results in interference of the Athletes Competition round or course, the Athlete responsible for the interference will be eliminated.
- 7.7. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the Competition.
- 7.8. In this Competition, each Athlete may only drive one Pony/Horse in the eliminating rounds. If an Athlete finds that their opponent has withdrawn from any round, the Athlete remaining in the Competition is deemed the winner and advances to the next round.
- 7.9. The Competition is run under the same scoring as Article 6, with the exception that every ball that falls is counted as 4 seconds penalty.
- 7.10. The Athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on, until two finalists meet to decide the winner. Athletes defeated in the corresponding rounds are placed equal.
- 7.11. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which Athlete crosses this line first.
- 7.12. If, at the end of the eliminating round, there is a dead heat between two Athletes, the round must be started again.
- 7.13. The starting order will be decided according to Annex 4 following the rankings of the Dressage Competition.
- 7.14. This Competition will not count towards the Final Classification.

Article 8 The Point System

8.1. In all FEI Driving Youth Cup Events, points are awarded as follows:

		Number of drivers													
If 16 or more competitors have completed the Event		15	14	13	12	11	10	9	8	7	6	5	4	3	2
1st	20 pts	19	18	17	16	15	14	13	12	11	10	9	8	6	4
2nd	17	16	15	14	13	12	11	10	9	8	7	6	5	3	1
3rd	15	14	13	12	11	10	9	8	7	6	5	4	3	1	
4th	13	12	11	10	9	8	7	6	5	4	3	2	1		
5th	12	11	10	9	8	7	6	5	4	3	2	1			
6th	11	10	9	8	7	6	5	4	3	2	1				
7th	10	9	8	7	6	5	4	3	2	1					
8th	9	8	7	6	5	4	3	2	1						
9th	8	7	6	5	4	3	2	1							
10th	7	6	5	4	3	2	1								
11th	6	5	4	3	2	1									
12th	5	4	3	2	1										
13th	4	3	2	1											
14th	3	2	1												
15th	2	1													
16th	1														

If an Athlete does not complete the Event because the Athletes retires, is disqualified, is eliminated or for any other reason the Athlete in question receives 0 points.

Article 9 The Officials

9.1. The Officials must be appointed as follow in both standard Events and Final (minimum requirements):

Function	Number	Level
Judges	2	President: Level 2 (foreign) Judge: National
Chief Steward	1	2
Course Designer	1	2
Veterinary Delegate	1	2 (Driving)

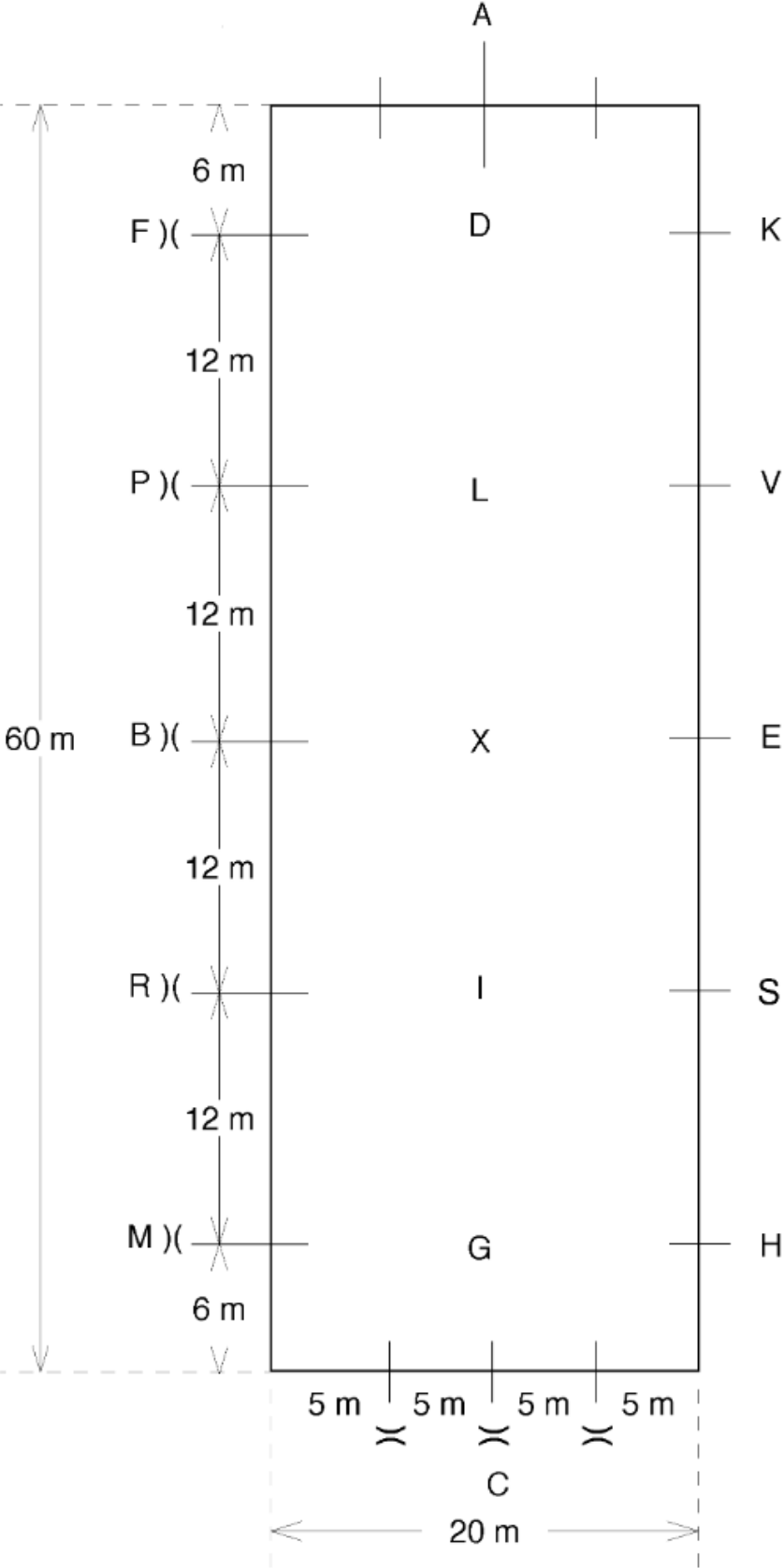
9.2. The President of the Ground Jury may act as a Technical Delegate or there may be an additional Technical Delegate.

9.3. According to the number of overall Athletes at the Event, a sufficient number of Stewards must be appointed by the OC in consultation with the Chief Steward.

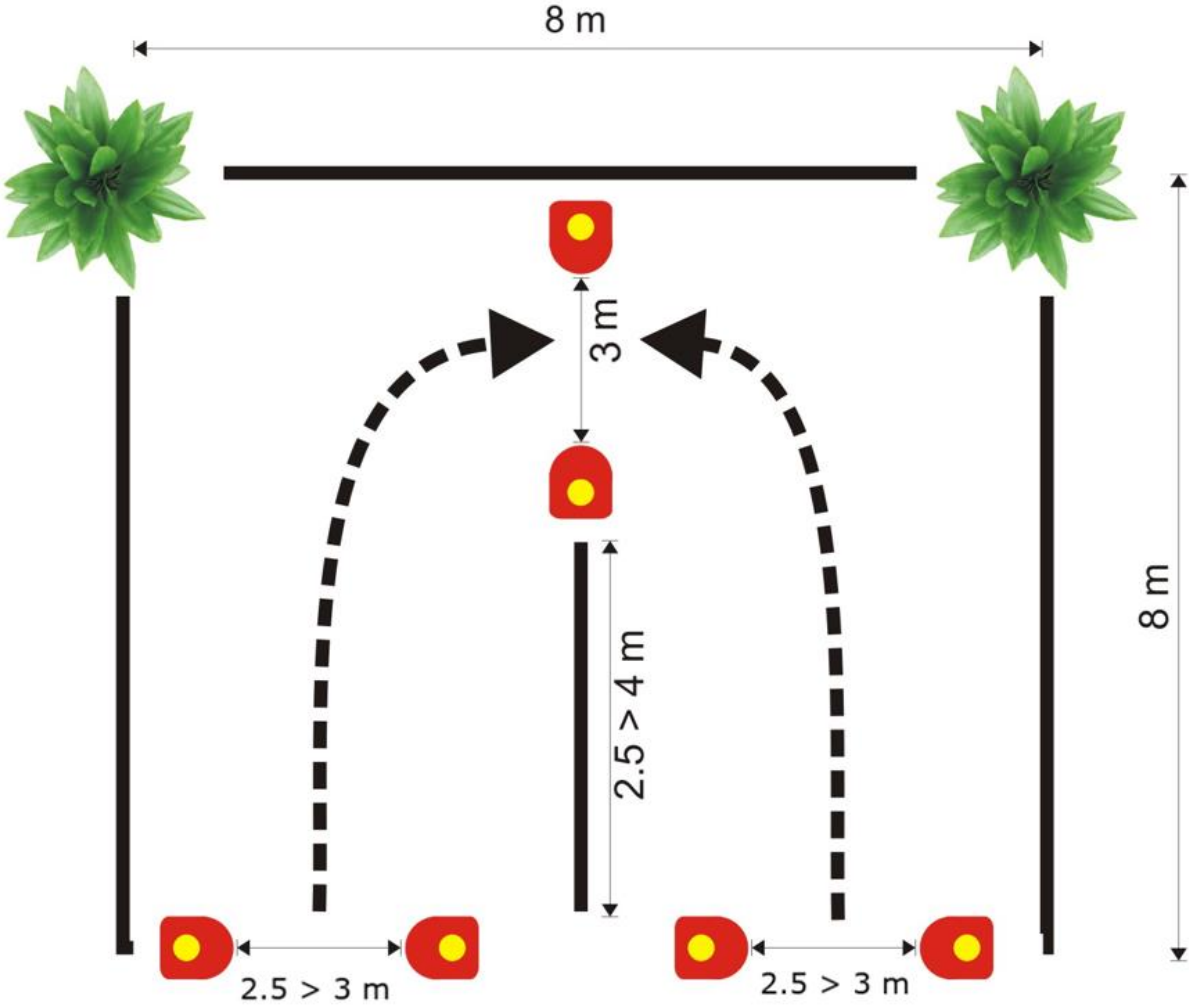
9.4. During the Combined Marathon Competition, the two Judges will be placed in the Judge’s box and the Course Designer must act as field Judge. The Course Designer must be in direct contact with the Judge’s Box through the use of electronic communication. No other persons are allowed in the arena during the Competition.

9.5. The Veterinary Delegate must be present during the First Horse Inspection. A Veterinary Service Manager must be on call at all times during the Competition.

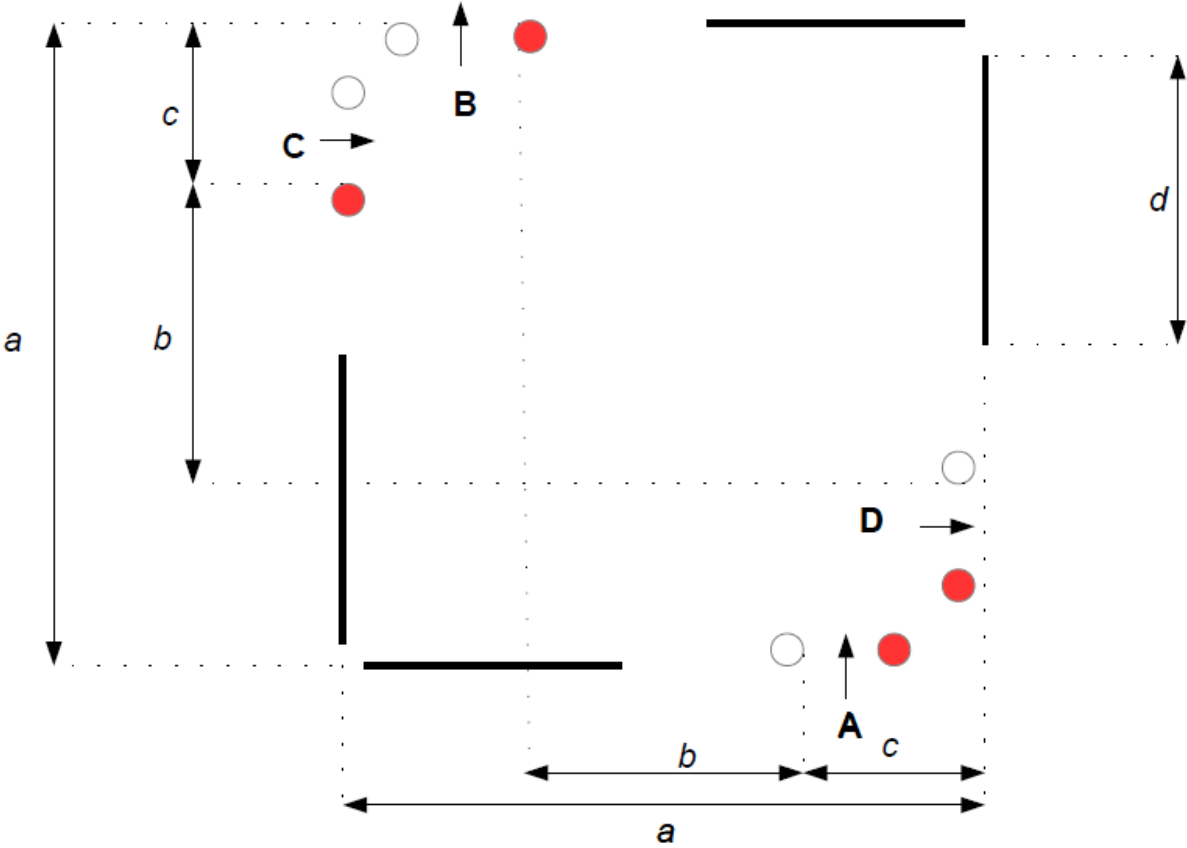
ANNEX 1 – Dressage Arena Diagram



ANNEX 2 – Speed Box



ANNEX 3 - Zig Zag Box



- a: 8m
- b: 4m
- c: 2m
- d: 4m

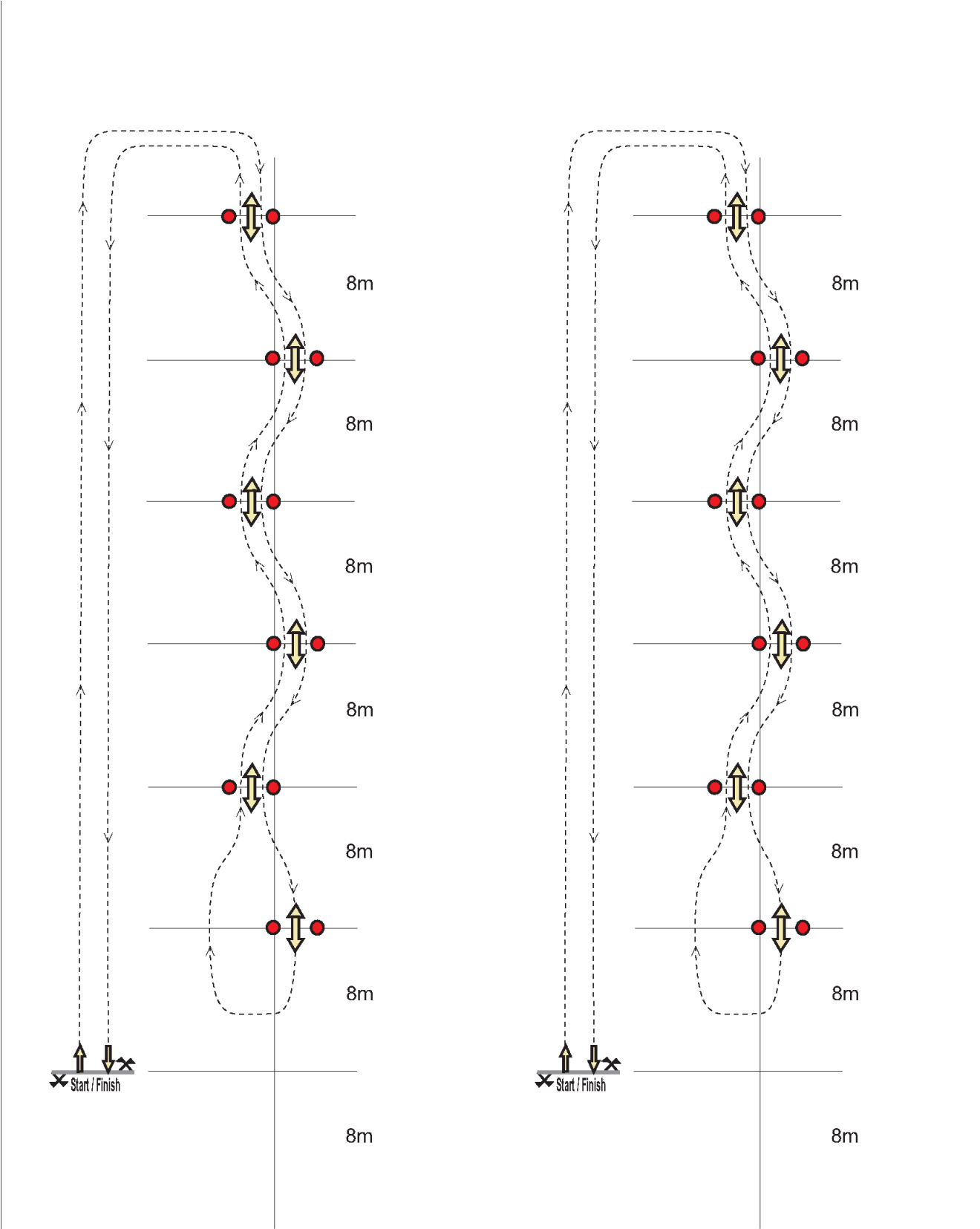
ANNEX 4 – Head-to-Head Competition Starting Order

Order of starting in the Head-to-Head Competition (according to the Dressage Competition)



ANNEX 5 – Head-to-Head Competition Course Plan

Option 1



Option 2

