Crownline Arena #11.5 Team Roping Nomination Championship Rules

1. Championship eligibility and classifications

The championship is a #11.5 team roping with a #7.5 individual cap. A team's combined classifications may not exceed #11.5, and neither contestant may exceed #7.5 when the original nomination is accepted. Both the header and heeler must be named at the time of the original nomination; unnamed partners are not permitted.

Classification protection: Each original contestant's classification is recorded when Crownline Arena accepts the team's first nomination payment. Later classification increases or decreases do not affect that original team's eligibility for this championship, provided the nomination remains in good standing. This protection applies only to the original contestants and this championship. A replacement contestant must meet the division's classification requirements when the replacement is approved.

There is no minimum or maximum contestant age. Contestants under age 18 must have a parent or legal guardian sign the required event waiver.

2. Nominations and administration fee

The championship is limited to 100 team nominations. A contestant may enter a maximum of two times, but the two nominations must be with different partners. Each team entry is a separate nomination.

The nomination fee is $3,000 per team($1500.00 per man), payable as six-monthly installments of $500 per team($250.00 per man). Each contestant also pays a $50 administration fee per roping, once for this event whether entered on one or two teams. Administration fees are separate from nomination fees and are retained by Crownline Arena.

3. Payment deadlines, late payments and forfeiture

Monthly nomination payments are due on the 10th of each month. Mailed payments must bear a U.S. Postal Service postmark dated no later than the 10th; electronic payments must be successfully submitted by 11:59 p.m. Central Time on the 10th. A rejected or returned payment is not considered paid. If a payment is not received by the last day of the month in which it was due, the nomination is automatically forfeited. Forfeited payments are allocated 80% to contestants and 20% is retained by Crownline Arena.

A $50 late fee applies if a payment is not received by the 15th of the month.

4. Nomination sales, transfers and partner changes

A whole team nomination may be sold or transferred, or an individual partner may sell their position, provided both current team members agree in writing. The private sale price and exchange of funds are solely the responsibility of the buyer and seller; Crownline Arena is not responsible for their transaction.

Every approved transfer requires a $200 nonrefundable administrative transfer fee, separate from nomination installments. All transfers must be completed and approved before the sixth and final monthly payment is due. Only current, good-standing nominations may be transferred. The buyer or replacement assumes all remaining installments on the original payment schedule, and the change is not official until Crownline Arena approves and records it.

A nomination must remain in the original #11.5 championship and may not be moved to another roping division. Any replacement contestant must satisfy the #11.5 division and #7.5 individual cap requirements at the time of approval.

5. Competition format and advancement

This is a four-head roping, progressive after two. All teams rope in Rounds 1 and 2. Every team with a qualified catch/time on both first and second steers advances to Round 3. There is no numerical cut among qualified teams.

Only teams with qualified catches/times on each of their first three steers advance to Round 4 (the short go). A no-time in Round 3 eliminates a team from Round 4. Round 4 runs from slowest to fastest cumulative time on the first three steers, including applicable penalties, with the fastest three -head team competing last.

The championship average standings place teams with four qualified catches ahead of teams with three, then two, then one. Within each catch-count group, teams are ranked from fastest to slowest cumulative time, including applicable penalties. This ranking also determines the recipients of remaining average payout places when fewer than ten teams complete four qualified catches.

6. Time limit and penalties

The run must be completed with a qualified catch within 30 seconds of actual elapsed time, before penalties. A team that fails to do so receives a no-time. Five (5) penalty seconds apply to a broken barrier; five (5) penalty seconds apply to catching only one hind leg. If both occur on one run, both penalties apply. Applicable penalties are added to the recorded time for the round and average standings.

7. Flagging, reruns and judge authority

The championship uses standard header-flagging rules. The official flag judge determines qualified catches, no-times, penalties and reruns. All reruns are granted or denied solely by the flag judge, whose decisions on these matters are final, with no protests or appeals. Crownline Arena retains final authority over other event administration and eligibility matters, subject to the published classification protection.

8. Contestant readiness and draw order

Contestants are responsible for knowing their draw order and being ready when called. The announcer shall call a team up to three times; a team not present and ready after its third call receives a no-time for that round.

Competitors must follow the assigned draw unless Crownline Arena officials approve a change. Requests for legitimate reasons, including horse issues or conflicts arising from multiple team nominations, may be approved or denied by officials.

9. Cattle management

All steers will be chute-run. The same steers may be used in multiple rounds. Crownline Arena reserves the right to pull any steer from the rotation at its discretion and will oversee cattle handling and rotation.

10. Payout pool and average places

80% of team nomination fees collected is allocated to the contestant purse and 20% is retained by Crownline Arena. Payouts are based on actual fully paid nominations, not guaranteed at the 100-team level. The championship average pays ten places. Fast-time awards apply to Rounds 1, 2 and 4 only (no Round 3 fast-time award).

At 100 fully paid teams: nomination receipts are $300,000; the contestant purse is $240,000; three fast-time awards total $18,000 ($6,000 each); the average payout pool is $222,000. If fewer than 100 teams fully pay, all published payouts decrease proportionally.

Average Placing	Team Payout at 100 paid teams
1st	$58,066
2nd	$41,806
3rd	$32,516
4th	$25,548
5th	$20,903
6th	$16,258
7th	$11,613
8th	$9,290
9th	$3,000
10th	$3,000
TOTAL	**$222,000**

If two or more teams tie for a placing in the average, the money for the occupied placing positions is combined and split equally among tied teams; there is no rope-off. The same equal-split rule applies to ties for each round's fast-time award.

11. Added money

Any money specifically designated as added money for this championship is paid 100% into the championship average. Added money is distributed across ten average places using the same payout proportions as the finalized average payout schedule; it does not increase fast-time awards.

12. Required contestant shirts and headwear

Crownline Arena will provide each contestant an official long-sleeved event shirt. Contestants are required to wear their provided shirt for the entire event, including competing, waiting and attending event activities. Ball caps are not permitted; cowboy hats are optional.

13. Mandatory personal check-in

Each contestant must check in personally at least one hour before the scheduled start. Contestants cannot check in on behalf of another contestant. Check-in must be completed before a contestant may compete.

14. Waiver, facility rules and safety

Each contestant must sign the official Crownline Arena, LLC Waiver and Release of Liability in person at the roping during check-in. For a minor, the required parent or legal guardian signature must be obtained. No contestant may compete until the required waiver is signed.

15. Sportsmanship, misconduct and disqualification

Contestants must treat other competitors, judges, staff, spectators and livestock respectfully. Abusive or threatening conduct, fighting, harassment, deliberate livestock mistreatment, interference with officials, or unsafe and disruptive behavior may result in immediate disqualification.

If either member of a team is disqualified for serious misconduct, the entire team nomination is disqualified without refund. If the offending contestant is entered on two teams, both team nominations involving that contestant are disqualified without refund.

16. Crownline Arena authority

Crownline Arena administers and produces this championship. It has final authority to interpret and enforce the published rules and decide eligibility, payments, nominations, transfers, scheduling and other administrative disputes.