

KOK BORU FEDERATION OF THE KYRGYZ REPUBLIC

RULES OF THE GAME “KOK BORU”

Kyrgyz Republic, Bishkek

2024

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RULES OF THE GAME “KOK BORU”

1. Playing Field

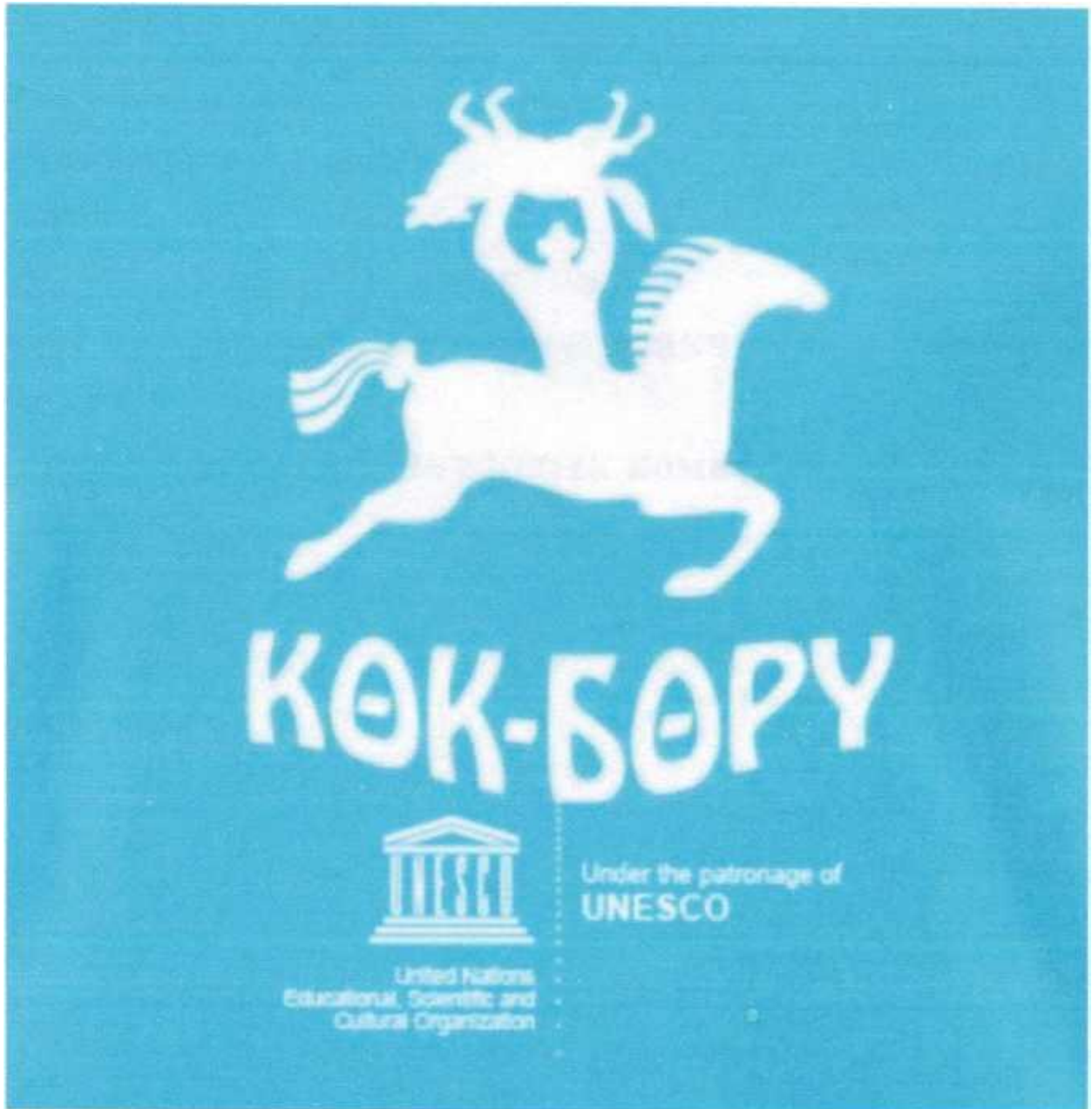
1.1. Competitions are held on a field specially prepared for the game of Kok Boru.

1.2. The playing field is marked with straight, clearly visible lines.

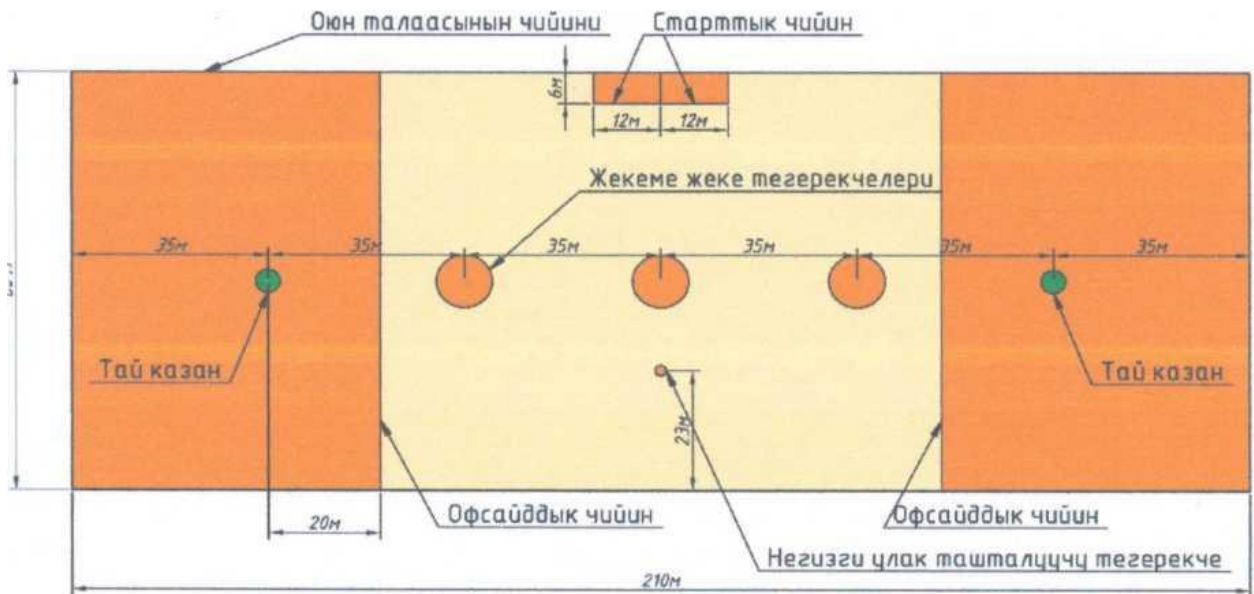
The field must be 210 meters long and 80 meters wide. If the perimeter of the field is fenced, a width of 70 meters is permitted.

1.3. Washed sand is spread on the playing field. The sand layer must be 6–8 cm thick.

Field layout (diagram):



Taikazan layout (diagram):



2. Rider (Player)

- 2.1. A rider must be at least 18 years old.
- 2.2. Before the competition, the rider must undergo a medical examination in accordance with the competition regulations.
- 2.3. A rider who has consumed alcoholic beverages or used doping or narcotic substances is not allowed to participate.
- 2.4. The rider must know the rules of the game.
- 2.5. The rider must fully obey the referees during the game.

3. Rider's Clothing (Uniform)

- 3.1. A player must enter the game wearing a uniform and protective equipment. As head protection, it is mandatory to wear a skullcap (tyubetey), helmet, or hard hat. Players who do not meet these requirements will not be allowed to play.
- 3.2. All protective equipment must be as safe as possible both for the rider and for opponents.

4. Horse (Stallion)

- 4.1. Only horses that have passed veterinary inspection may participate.
- 4.2. During the game, horses must not bite, kick, or strike with hind legs. In such cases, the biting/kicking horse receives one warning. If the warning is repeated a second time, the horse is removed from the game.

5. Horse Tack

5.1. The tack of horses participating in the game must not contain silver, copper, iron, bone, or other decorations that could injure riders or horses.

Stirrups must not have sharp ends, and horseshoes must not have sharp corners. In winter and when the field is muddy, the side surfaces of horseshoes must not be sharp (0.5 cm).

Horses with tack that does not meet the rules are not allowed to play until deficiencies are corrected.

5.2. The horse number must be placed on both sides of the saddle pad.

5.3. Biting horses must wear a muzzle designed to prevent injuries to other horses.

6. Goat Carcass (or Dummy)

In the game, a kid goat (goat) carcass or a dummy is used. The weight of the carcass after slaughter is 30–32 kg; if the field is muddy, the carcass weight must be 27–28 kg. If the carcass is eviscerated after slaughter, its weight must be 31 kg.

The weight of the dummy must be 30 kg.

7. Team

7.1. A team consists of 12 riders.

7.2. A team must have two sets of uniforms in two different colors.

a) Uniforms must be the same color within the team;

b) Number standards on the uniform: back — 300 mm × 150 mm; front — 150 mm × 100 mm.

7.3. The team must have its own flag.

7.4. The team must have its own medical and veterinary first-aid kits.

7.5. During the game, no one may be near the team area except 1 coach and 4 grooms/assistants.

Notice:

- Teams must provide all required documents to the Chief Referee in accordance with the competition regulations;
- Personal files of 12 riders with photos;
- Medical certificate and insurance policy for the riders;
- Passports for 12 horses with photos: front view and full side view;
- Veterinary inspection certificate for the horses.

Note: According to competition rules, the number of riders must be a minimum of 8 and a maximum of 12. If, at the time of the draw, the declared roster is incomplete, it is prohibited to add a rider or a horse after the draw, and it is also prohibited to change the roster of horses or riders after the draw (even if horses or riders are injured).

Note: Teams must obey the referee during the game. In case of disagreement with the referee's decision, only the team captains have the right to ask the referee to review the situation together with the assistant referees. The referee's decision is final.

Note: If teams have claims against the referee or assistant referees, after the game they may submit a written complaint to the Chief Referee of the competition so that measures can be taken.

Teams are not allowed to leave the competition without a valid reason; this is prohibited and measures will be taken by the Disciplinary Commission.

8. Start of the Game

8.1. 20 minutes before the start, teams line up for an inspection. The inspection is carried out by specially trained referees. A late team will be penalized by the referees' decision. At the inspection, riders and horses must meet all general requirements. Any deficiencies must be corrected as soon as possible. (If riders or horses have deficiencies that do not comply with the rules, the game starts without them until deficiencies are corrected.) After inspection, the teams are handed over to the match referee. From this moment until the end of the game, the teams are under the control of the referee.

8.2. During the performance of the "Kok Boru" anthem, teams line up on the field, go around the taikazans on both sides, greet each other in the middle of the field, and line up to receive the people's blessing.

8.3. The game begins with an ancient tradition: a solemn oath by the players, who swear to play honestly. Teams stand in one line in the central circle. The referee addresses the spectators and recites the oath; the players repeat it aloud after him.

Oath

Referee:

O Great Creator, accept the oath of the warriors entering the game, who continue the ancient tradition.

Riders:

Entering the game of Kok Boru, passed down to us from our ancestors, I swear before the Creator to behave honestly and strictly follow the rules of the game.

Oomiyin!

Basic conditions of the game:

- Four players from each team are on the field;
- The playing field is divided into two halves for the teams;
- Each team has its own taikazan;
- The game consists of 3 periods (halves) of 15 minutes each; total playing time is 45 minutes. After each period, a 10-minute break is provided. The playing time may vary depending on the competition regulations;
- Each team must score as many points as possible by throwing the goat carcass into the opponent's taikazan. The team that scores more wins;
- The team (coach) has the right to substitute riders and horses during the game, within the declared roster.

Note: The choice of taikazan is determined by a draw. After that, teams switch taikazans at the end of each half. If the score is tied in regular time, extra time is given, and the taikazans are switched once again.

9. Course of Play

Teams must be outside the playing field in the designated team zone.

The goat carcass is thrown into a small circle located 25 meters from the spectators' line. If the carcass is thrown incorrectly, by the referee's decision it is returned to the small circle.

Players must line up on the start line opposite the spectators, inside the playing field.

Players stand on the edge of the line and, on the referee's whistle, attack and seize the carcass. Regardless of where the carcass lies on the field, 2 minutes are given to seize it (if the carcass is near a taikazan or in other dangerous places, time is given at the referee's discretion).

Seizing the carcass and other techniques are carried out according to the ancient Kok Boru rules. To increase interest, power moves are allowed both by horses and riders, provided they do not violate the rules: it is allowed to nudge with the horse (not strike), and to push each other with the torso/chest without grabbing hands. It is strictly forbidden to ride into a player who is picking up the carcass.

Note: If within two minutes neither team manages to seize the carcass, play is stopped and restarted in the nearest central circle. One player from each team enters the circle and they compete one-on-one.

Players are substituted during play. Substitution happens behind the start line. A player leaving the field must make contact with the entering player behind the start line (it is sufficient if riders or horses touch each other). It is a violation if an extra rider is on the field during play.

Note: If a rider falls, the horse runs off, or the saddle slips, another rider may enter (a rider with a slipping saddle must immediately leave the field). If a rider falls but keeps the reins or the horse does not run off, the rider must quickly remount and continue.

Note: It is a violation if a rider falls off the horse and begins pulling the carcass while on the ground without the horse.

The game starts with the referee's whistle and continues until the next whistle. The referee must whistle in the following cases:

- when the carcass is thrown into a team's taikazan;
- when a player or a team violates the rules;
- when the carcass goes out of bounds;
- when a period ends;
- if the carcass on the ground is not seized within 2 minutes;
- if there is danger to riders or horses and in other cases requiring stoppage.

A score (salym/goal) is counted in the following cases:

- if the carcass fully enters the taikazan;
- if at least two-thirds of the carcass enters the taikazan.

Note: When two-thirds of the carcass enters the taikazan, the score is counted even if the opponent catches it. If the carcass is on the curb of the taikazan, the rider must be on the horse or with one foot in the stirrup, trying to lower the carcass completely into the taikazan. The score is counted even if the horse steps onto the curb after the throw.

A score is NOT counted:

- if only one-third of the carcass enters the taikazan;
- if the carcass remains on the curb of the taikazan;
- if the carcass flies out of the taikazan by inertia after entering;
- if a rider standing on the curb pushes the carcass without the horse, or a rider who fell tries to push the remaining part while standing on the curb.

If the referee awards a score, play restarts from the start line.

If the carcass goes out of bounds, play is stopped and continues with one-on-one (jekeme-jeke) (see Section 10).

Note: Only when the carcass goes outside the out/offside/one-on-one circles is it considered out/offside/out of the one-on-one circle. It is important that the carcass crosses the line, not the rider or the horse.

In the following cases, the carcass must be delivered immediately (without delay) to the required restart spot:

- the team into whose taikazan the carcass was scored must bring the carcass to the main circle for the throw-in;
- when the carcass goes out of bounds, the team in possession must bring it to the nearest one-on-one circle;
- if the carcass is pulled equally by riders from both teams and goes out of bounds, one rider from each team must bring it to the nearest one-on-one circle;
- if the carcass thrown into a common group is not seized within the set time, one rider from each team must bring it to the nearest one-on-one circle;
- after the end of a period or overall time, one player from each team must bring the carcass to the central main circle.

Note: If the referee or assistants stop the game by mistake, play is resumed as it was before the whistle, provided the captains request it and the referees on the field agree.

Note: During the game, teams may submit claims only to the match referee through their captains. The referee must consider complaints together with assistant referees.

Offside / penalty area rule:

Attacking players are allowed to enter the penalty area one horse earlier than defending players. If all attacking players leave the penalty area, all defending players must also leave. If attacking players remain in the penalty area during an attack, defending players may continue playing there. If all attacking players leave but defending players remain, this is a rule violation and an “offside” situation is recorded.

10. One-on-One (Jekeme-jeke)

Jekeme-jeke (one-on-one) — a duel between two riders — is held in the following cases:

- if the carcass is not seized within two minutes;
- if the carcass goes out of bounds;
- if the struggle for the carcass near a taikazan is prolonged;
- if the carcass is in a “dangerous” zone.

Jekeme-jeke starts in the circle closest to where the carcass lies.

Procedure inside the jekeme-jeke circle:

- Before starting, a draw determines which team’s player enters first. Then riders enter in turn;
- The game starts on the referee’s whistle when each player individually approaches the boundary line inside the circle on the side of their taikazan;

- One minute is given to seize the carcass. If the riders fail, they are replaced by another pair. If again not seized within 1 minute, the carcass is thrown into the common group;
- Additionally: riders outside the circle may substitute within the 1 minute allocated for the duel.

Note: If one of the duelists is sent to the penalty stand for a rule violation, the opponent continues alone and is given 1 minute to seize the carcass. If he fails, riders outside are allowed to enter the circle.

If a player continues alone after seizing the carcass (opponent on the penalty stand), or if the opponent does not resist, and does not leave the circle within 30 seconds, outside players are allowed to enter the circle.

If both players hold the carcass at the same time, or one seizes it and the other resists, play continues without a time limit and without outside players.

11. Shootout (Bullit)

Four riders from each team participate. Coaches must alternately provide the referee with the horses on which the four riders will compete.

In a bullit, a rider from one team attempts to throw the carcass into the taikazan, while a rider from the other team tries to prevent it. After that, the two opponents switch roles: the one who was escaping becomes the pursuer, and the pursuer becomes the escaping rider.

Two assistant referees help during the bullit. The match referee stands near the taikazan to control the scored goals, one assistant stands in front of the attacking rider (who will take the carcass and run), and the second assistant stands in front of the pursuer.

The bullit starts on the whistle of the assistant referee in front of the attacking rider. In case of a false start, the assistant in front of the pursuer immediately informs the assistant in front of the attacker, and play is stopped on the referee's whistle.

One rider stands near the taikazan, and the opposing rider stands 20 meters away. On the whistle, both gallop toward the taikazan. A goal is counted if the escaping rider manages to throw the carcass into the taikazan.

The pursuer tries to prevent the rider with the carcass from scoring. If the rider with the carcass passes the taikazan, he may not turn back. If the pursuer falls behind, the rider with the carcass slows down. A rider moving at high speed with the carcass has no right to stop and violate the rules. Jumping into the taikazan is prohibited.

a) A goal is not counted if the rider falls from the horse during the bullit.

b) After throwing the carcass, the rider must lean (sit) on the taikazan; when he mounts again, one foot must be in the stirrup and the other must not touch the ground.

c) If the rider slips off the saddle after the throw, the goal counts if he remounts without touching the ground and sits properly in the saddle.

Main requirement: after the throw, the attacking rider must remain on the horse and not fall until he leaves the field, so that the pursuer does not strike or trample him. In a bullit, the rider with the carcass has only one attempt to score.

Then the pursuer runs with the carcass, and the rider who previously escaped becomes the pursuer. Both leave the field after the bullit ends. Changing riders or horses during a bullit is prohibited.

Note: If a rider or horse is seriously injured during a bullit, it is allowed to substitute only the injured rider or horse. If after four pairs the score remains tied, the bullit continues until the decisive goal (to one miss). Each team uses one rider and one horse that have not previously participated in the bullit.

Note: If teams run out of eligible horses or riders, a second round of bullit begins.

Penalty Bullit

A penalty bullit is awarded if a substitution is performed incorrectly and the lone attacking rider with the carcass is blocked from the front and prevented from scoring. A penalty bullit is awarded into the opponent's taikazan, and the rider who blocked the attacker after an improper substitution is penalized.

The same rule applies during the penalty bullit: the bullit is performed by the attacking rider with the carcass, and he is pursued by the rule violator. If the attacker or the violator (or their horses) is injured, other riders on the field with other horses perform the bullit (only the injured rider or horse is substituted).

Note: When a bullit is awarded, the rule violator is not automatically sent to the penalty stand. If the rider with the carcass violates the rules and still scores regardless of the obstacle, the goal counts. The violator is then sent to the penalty stand for 2 minutes.

If during play an attacker is illegally stopped by an opponent when a real scoring situation exists, and the opponent pulls the carcass without the horse, a penalty bullit is applied. Punishment is limited to the penalty bullit unless the violation is serious. If serious, the violator is sent to the penalty stand and a teammate on the field pursues in the bullit (if the attacker is injured after the violation, the teammate attacks in the bullit instead).

12. Determining the Winning Team

In group matches, the team that wins in regular time receives 3 points; the losing team receives 0 points.

A team that wins in extra time or in a bullit receives 2 points; the losing team receives 1 point.

The winner of the group is the team with the highest number of points.

Note: If a team refuses to play in the group stage, that team receives 0 points and 0 goals; the opponent receives 3 points and 3 goals.

If two teams have equal points in the group, the team that won the head-to-head match is the group winner.

If there are three or more teams in a group and all have equal points, only the numerical indicators of goal difference in matches among those teams are considered (results against other teams are not considered).

Note: If points are equal and the goal difference is calculated, only goals scored in regular time are considered.

Tie-breakers among the three teams:

- Goal difference in head-to-head matches;
- Team that scored the most goals in matches among the tied teams;
- Team that conceded fewer points/goals in matches among the tied teams;
- Team whose players were not on the penalty stand in matches among the tied teams;
- If all indicators are equal, a draw (lot) is held.

If competitions are held in an Olympic (knockout) system, the winner is the team that defeats all opponents. If the score is tied in regular time, 10 minutes are added. The first team to score during the extra 10 minutes wins. If no goal is scored, a bullit is held. In group matches, in case of a tie in regular time, 10 minutes of extra time are given.

Note: According to the competition regulations, after regular time the game may proceed directly to a bullit without extra time.

13. Rule Violations and Penalties

A player who did not take the oath is not allowed to play. A team that does not pay proper attention to the oath receives a warning.

It is forbidden to strike an opponent with the hand, foot, whip, etc. If the violation is minor, a 2-minute penalty is imposed; if serious, a red penalty card is issued.

Substitutions are controlled by the sideline referee. If a substitute enters the field before the outgoing player leaves, or if a substitution occurs outside the start line, it is a violation and the player is sent to the penalty stand for 2 minutes.

Note: No extra riders may be on the field during play. Even if an extra rider does not affect play, the extra rider is removed, and one of the active riders is sent to the penalty stand.

If an offside situation is recorded and, after a warning, players do not leave the penalty area, a 2-minute penalty is imposed.

If a player uses prohibited actions such as holding an opponent by hand, blocking the opponent's path with the horse, or attempting to knock the opponent off the horse, he is sent off for 2 minutes.

A player who ties the carcass with the bridle or clamps it with a girth strap is also sent to the penalty stand for 2 minutes.

Playing without a helmet after a warning — 2-minute penalty.

If a rider moves the carcass toward the saddle pommel — 2-minute penalty.

If a rider moves the carcass over the horse's mane and presses it from both sides — 2-minute penalty.

Deliberate time-wasting — 2-minute penalty.

Deliberate time-wasting includes:

- deliberately throwing the carcass out of bounds to disrupt the opponent's play;
- not immediately bringing back a carcass that went out (out of bounds);
- after a warning, throwing the carcass incorrectly into the central circle;
- delaying the throw-in from the taikazan to the central circle — 2-minute penalty.

If a rider hits the horse on the head — 2-minute penalty.

A 2-minute penalty is imposed if a rider hits another rider with the horse without dismounting him. If the hit is rpy6o (rough) or causes injury, a red card is shown.

If the neck or shin of the carcass protrudes during the grip, the opponent may hold the carcass from behind. When the carcass is clamped under the rider's leg/strap (under the putlishche), attacking from behind is prohibited. Violation — 2-minute penalty.

If a team captain objects to the referee's decision and prevents the continuation of play — 2-minute penalty.

Ramming an opponent at speed on a horse (dangerous charge) — 2-minute penalty. If the same player repeats it a second time, a 3-minute penalty is applied and the player is removed from the game. In case of injury, a red card is shown.

Note: For a gross violation, a 3-minute penalty is applied regardless of whether a goal is scored or not.

A 2-minute penalty is applied for creating a dangerous situation, such as blocking an opponent from the front while he is galloping at full speed (even if no collision occurs). A rider who cuts in from the side at a 90° angle into a rider at high speed is also penalized 2 minutes.

If a rider accidentally hits a teammate — 2-minute penalty.

If a rider pushes the carcass on the edge of the taikazan from the ground, or tries to push it into the taikazan while standing on the edge — 2-minute penalty.

Note: If two players from the same team are simultaneously disqualified by the referee, the team continues with fewer players.

Penalty time is counted from the referee's whistle. The horse remains with the rider on the penalty stand. If the penalty is not fully served by the end of the period, the remaining time carries over to the next period.

If one or more players from both teams are sent to the penalty stand at the same time, they stay together until the end of the penalty time.

If a team (players, captain, coach, manager) does not obey the referee or puts pressure on officials, additional disciplinary measures may be applied.

If a rider falls and tries to pull the carcass from the ground or while lying down — 2-minute penalty.

Violations during Jekeme-jeke

When two players contest the carcass in the central circle, no one has the right to enter the marked circle. Violation — 2-minute penalty.

Note: Other players are not allowed to enter the circle until the carcass is outside the circle.

If a player strikes an opponent completely outside the circle — 2-minute penalty.

If he strikes from the side — 2-minute penalty.

Stepping onto a bent-over rider — 2-minute penalty.

If a rider is intentionally hit by the horse's head while seizing the carcass — 2-minute penalty.

Any actions not complying with the rules (e.g., grabbing the opponent by the wrist, reins, etc.) — 2-minute penalty.

A rider who illegally stops a rider who has clamped the carcass under the leg/strap is penalized 2 minutes. The carcass remains with the rider who had it clamped; play resumes from the moment before the violation. If the rider with the clamped carcass is injured and cannot hold it, teammates may clamp it and continue. If teammates violate rules, 2 minutes are assigned and the carcass is thrown into the common group.

Red Card

A red card is shown to a player who violates the rules, disobeys officials, mocks, starts a fight, swears/uses profanity during the game.

The Disciplinary Commission, in accordance with the Disciplinary Code, may suspend for one year from all games players who used profanity, raised a whip, started a fight, and were sanctioned with a red card.

If a red penalty card is shown, the player is automatically removed from this game and the next one. On the penalty stand he is replaced by a player chosen by the team for 3 minutes.

Note: A red penalty card may be shown if a player is sent to the penalty stand for 3 minutes twice in one game.

Note: A red card excludes the player from this and the next game. The Disciplinary Commission reviews serious violations. The horse of the red-carded player may still participate in the game.

14. Referees and Officials

Officials include:

- Chief Referee of the competition;
- Commentator;
- Protocol (scoring) referee;
- Timekeeper;
- Team area referee;
- Match referees controlling play on the field.

Chief Referee

The Chief Referee of the competition is appointed by the Kok Boru Federation of the Kyrgyz Republic.

Rights and duties of the Chief Referee:

- Controls the overall conduct of the competition;
- Is a member of the Mandate Commission;
- Chairs the referees' commission;
- Supervises all matches;
- Assigns the officiating crew for each match;
- Awards technical defeats to teams in accordance with the regulations and rules;
- May refer matters to the Disciplinary Commission to take additional measures regarding players, teams, and officials.

Commentator

When the commentator covers the game, he must work honestly, within the rules, without discriminating among people.

Protocol (Scoring) Referee

Tracks team lists, rule violations, player and referee errors, goals, and complaints.

Timekeeper

- Controls time in the game (including penalty stand time) according to the competition regulations;
- Has the right to stop the clock during the game;
- Must stop the game in the following cases: misunderstanding between the two teams; complaints by team captains; serious injuries to a rider or horse; and other cases where stoppage is necessary.
- In these cases, time is stopped until the match referee whistles to resume play.

Team Area Referee

- Guides the team riders according to the team manager's instructions;
- Controls compliance of rider uniforms and horse equipment.

On-field Referees

The game is observed by the match referee (arbiter) and 4 assistant referees on the field. Assistant referees report to the match referee. Only the match referee has the right to whistle. The game starts and ends on the match referee's whistle. During play, no one except referees may interfere.

Rights of the match referee:

- Enforces the rules during the match (penalizes players);
- In case of team noncompliance, may request the Chief Referee to take measures under the Disciplinary Code.

Duties of the match referee:

- Overall management of the game;
- Control actions of riders and assistant referees;
- Officiate impartially;
- Base decisions only on the rules;
- Consider complaints from captains together with assistant referees and resolve them fairly;
- Maintain communication with captains and coaches, explaining decisions.

Referees controlling substitutions and outs:

Two referees must carefully control substitutions and outs on their side according to the rules. Players must promptly inform the referee during substitutions and when an out is recorded.

Referees controlling offsides:

Two assistant referees control outs and offsides. If an offside is recorded, they warn the players. If players do not comply after a warning, they instruct the match referee to send a player to the penalty stand.

Responsibility of referees:

The match referee and assistants are responsible to the Federation's Disciplinary Commission and are subject to its decisions.

15. Disciplinary and Protocol Commission

The Referees' Commission is an advisory body of referees that considers issues not covered by the regulations, codes of conduct, and competition rules, as well as matters beyond the authority of the match referee and Chief Referee.

The Commission includes:

- Chief Referee of the competition;
- Competition Secretary (protocol);
- Informative commentator-referee;
- Team area referee;
- Match referee.

Rights and duties of the Referees' Commission:

- Takes measures regarding teams and riders in accordance with the regulations, rules, and Disciplinary Code;
- Excludes teams and players from competitions in accordance with rules and the Disciplinary Code;
- Imposes fines on teams in accordance with the competition rules and Disciplinary Code.

Protocol Commission

The Protocol Commission considers appeals against decisions of the Referees' Commission, referees, and teams, in accordance with the competition regulations, rules, and Disciplinary Code.

The Protocol Commission is appointed for one year by order of the President of the Kok Boru Federation of the Kyrgyz Republic. The Protocol Commission consists of 5 people.

Composition of the Commission:

16. Executive Director of the Kok Boru Federation of the Kyrgyz Republic — Chair of the Commission;
17. Lawyer of the Kok Boru Federation of the Kyrgyz Republic — Deputy Chair;

18. Expert of the Kok Boru Federation of the Kyrgyz Republic;
19. Expert of the Kok Boru Federation of the Kyrgyz Republic;
20. Independent expert in the Kok Boru game.

Agreed and approved:

President of the Kok Boru Federation of the Kyrgyz Republic _____
/signature/ /seal/

Director of the Directorate for National Sports of the Kyrgyz Republic _____
/signature/ /seal/