

Australian

RULES OF POLO

As adopted by

The Australian Polo Council

Revised 2004

Compiled by G. Gilmore Dec 03

AUSTRALIAN POLO COUNCIL (APC) RULES FOR POLO

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THE ETHICS AND ETIQUETTE OF POLO

Aim:- To ensure that all participants of polo have maximum enjoyment and an opportunity to play in a well umpired, fair and true match.

Responsibility of Players

1. Adhere to the rules set out in the APC Rule Book.
2. Be dressed suitably for playing, umpiring and prize giving - Whites, Boots and Helmets (where applicable).
3. Behave in a manner that is sportsmanlike (both amateur and professional).
4. **Zero tolerance** will be strictly enforced with the onus on the captains to control their team or risk being called in front of the disciplinary committee for misconduct.
5. **Cheating** in polo is unacceptable. Also, any inference of teams "lying down", fixed matches, or conduct unbecoming in any form will be dealt with in a manner whereby all offenders involved shall be harshly disciplined (severe fines and lengthy suspensions).
6. Respect players, officials, grooms and spectators with language and actions that are deemed acceptable.
7. Ensure that horses are treated and turned out properly. The ever increasing risk of bans placed on horse sports is imminent and we need to be vigilant.
8. Fulfil duties allocated to you by tournament committees, or find an acceptable and appropriate replacement.
9. Be aware that misrepresentation of any goods at the point of sale is illegal. (eg. incorrect information pertaining to horse sales).

Responsibility of Umpires

1. Be punctual, decisive, pro-active, unbiased, non-confrontational, conversant with the APC rules, conscientious and communicate well.
2. Enforce zero tolerance.
3. Remember that you are responsible for your actions as an umpire. If an incident occurs and you haven't acted correctly, you will be disciplined accordingly (fines and suspension).
4. The way you umpire will reflect the way you are umpired. If you feel you have been badly umpired and you are to then umpire, be professional and do the best you can. Don't forget, two wrongs don't make a right.

The Rules for Polo

All matches, games and chukkas within the jurisdiction of the APC are to be played under the APC's Rules of Polo and the annexes thereto.

Teams, Players and Players' Equipment, Substitution

1. Teams

- a. **Composition.** The number of players is to be no more than 4 a side in all games. The team captain is responsible for ensuring that the team and its players are qualified to play in the tournament or match and that the individual handicaps of the players are correctly declared.
- b. **Entries.** A team must submit an entry form to play in a tournament. The entry should include the names of at least 3 players adding up to the minimum handicap level of the tournament.
- c. **Handicap Limits.** A team may enter in a tournament one goal above the tournament's limit with a player whose handicap has been raised during the season. They must be penalised one goal for this, which may put them over the tournament limit.
- d. **Change.** A team must inform the Tournament Committee or Polo Manager of the host club of its intention to change or add a player more than 48 hours before the first match the team is scheduled to play in the tournament and, subject to their agreement, may do so; therefore any change will be deemed to be a substitution.
- e. **Withdrawal.** Once the draw for a tournament has been published, a team may not withdraw without the authority of the Tournament Committee. This will only be granted in exceptional circumstances at their discretion. Withdrawal by a team prior to or during a match without permission will invoke a charge of misconduct.
- f. **Team Shirts.** Shirts will be in team colours with the number of the player no less than 9 inches (22 cm) in contrasting colour on the back. If, in the opinion of the Umpires or Tournament Committee, the colours of two competing teams are so alike as to lead to confusion, the team lower in the draw or second named in a league competition shall be instructed to play in another colour. Teams must have available a second set of shirts of contrasting colour.
- g. **Umpire Ponies.** Teams are normally required to provide one pony for umpiring. Green or unfit ponies must not be offered.
- h. **Handicap Calculation.** In all matches played under handicap conditions the handicap of each player in each team will be totaled. The lower total will then be subtracted from the higher and the resulting difference will be multiplied by the number of chukkas to be played in the match and divided by 6. This will give the number of goals to be given to the team with the lower total handicap. All fractions will count as half-a-goal. Any objection to the score posted on the score board at the start of the match must be made before the ball is thrown in.
- i. **Team Captain.**
 - (i) A captain will be appointed by each team. The umpires should identify the captain before the start of any match.
 - (ii) The team captain or the team manager may not appeal against the appointment of any particular umpire, referee or other official nor against the time or venue of a game.
 - (iii) The team captain has the right to ask the umpires to clarify a decision they may have made. However, once the umpires have, in their opinion, answered the team captain's query, he may not continue to question or dispute the decision in any way.
 - (iv) A team captain may complete a report form detailing any irregularities by the Tournament Committee or the officials and submit it within 12 hours to the Tournament Committee who will forward it to the APC.

- j. **Not Trying.** Both teams in a match must try to win. If in the opinion of the Umpires or the Referee or the Tournament Committee, a team is believed to be not trying, the team should be warned by the Umpires. If the team fails to comply with this instruction, the Umpires shall submit a report using a report form and the team or individual players may be subject to a Disciplinary Enquiry by the Club Tournament Committee who may take any action considered appropriate, including the suspension of the team and its members from playing in the rest of the tournament. If it is considered appropriate by the Tournament Committee to refer the matter to the APC, the team will be suspended pending adjudication by the APC.

Examples:

(1) Red #3, the Captain, rides to the Umpire when a foul is called and questions the severity of the Penalty award. This is questioning a judgment call and not permitted. The Penalty should be increased if the comment was by the fouling team's Captain and decreased if by the Captain of the team fouled.

(2) The whistle sounds and a foul has been called and, as Red #3 rides to hit the Penalty he passes the Umpire and says "That was a good call, Blue #1 has been doing that all day". This type of "working the Umpire" is not permitted. The whistle should sound, the Penalty be voided, and the ball should be bowled in.

(3) The whistle sounds against Red #1. Red #3 calls loudly to his teammate, "Good play. There was no foul and that is a terrible call". This conversation is not permitted as it is an attempt to influence the Umpire. Penalty should be increased in severity.

(4) The whistle sounds against Blue #4 who then asks Blue #3 what he did wrong. Blue #3 replies "That as a tough break, but lineup and let's play". This is advice to a teammate. This is not a challenge to the Umpire's judgment, and is permitted.

(5) The Umpire announces a No. 3 Penalty against Blue and drops the ball on the 60 yard line. Red Captain points out the error and requests repositioning on the 40. This is permitted as it concerns a procedural error and does not question a judgment call.

2. Players and Players Equipment

- a. **Membership.** No person may play in matches, practice games and chukkas at or conducted by a club affiliated to the APC unless they are a member of the APC.
- b. **Left Handed Players.** No player shall play with his left hand.
- c. **Dismounted Player.** A dismounted player may not hit the ball nor interfere with the play.
- d. **Leaving the field.** No player shall leave the field of play in the course of a match against the wishes of the Umpires. Any player doing so may be subject to a charge of misconduct.
- e. **Coaching.** Coaching of players is forbidden during the play from off the field.
- f. **Appealing.** A player may not appeal in any manner to the umpires for fouls, nor may be discuss or dispute a decision with the umpires during the game. Appealing for a foul may be by voice or action. A demeaning comment or gesture is an appeal. The raising of the mallet in an attempt to draw the umpire's attention to a play is an appeal. If a player is fouled, the foul should not be ignored because of an appeal. The Penalty for the appeal may offset or reduce the Penalty.

Examples:

(1) Blue #2 following his own hit sees Red #4 coming from the left to back the ball. Blue holds his horse to a canter, stands forward in the stirrups, and looks toward the umpire while riding to the ball with the mallet raised. Foul on Blue for appealing for the foul. If the umpire determines that Red did foul that should also be called.

(2) Red #4 rides to turn a ball and taps the ball to his right creating a new line and Right of Way. As Red turns to follow the new line, Blue #1 riding fast down the old line takes the ball on the nearside passing at a right angle immediately in front of Red. Red reacts to the play by standing in the saddle and pulling his horse to a halt. Red has reacted to Blue's illegal play and not appealed to the umpire. No foul on Red, foul on Blue for crossing.

- g. **Smoking.** No player or official shall smoke on the ground during a match.
- h. **Drink and Drugs.** No player may play in a match, practice game or chukka under the influence of any illegal stimulant or drug including any substance.
- i. **Equipment and Turnout.** Players, as well as their ponies are expected to be well turned out. The reputation of the sport should be enhanced. Thus:
 - a. **Hats.** Every player must wear a protective polo helmet and nobody may ride on polo grounds or the surrounds without a hard hat. In all cases, the helmet or hat must be worn with a chin strap properly fastened and correctly positioned.
 - b. **Breeches.** For matches, white breechers or jeans are to be worn.
 - c. **Spurs.** Spurs, including any rowel must be blunt, with the shank of no more than 3 cm pointing downwards and to the rear. Any spur likely to wound a horse is forbidden.
 - d. **Boots and Knee Pads.** For matches, brown boots are to be worn. Knee pads are usually worn. Buckles or studs may not be worn by a player on the upper part of his polo boots or knee pads in such a way as to damage another player's boots or breeches.
 - e. **Whips.** Whips must not be more than 48 inches (1.2 m) long including any tag. Broken whips are not allowed.

3. **Substitution**

a. **General Principles**

- (i) A player may only play in one team in the same tournament unless agreed to by the tournament committee.
- (ii) A substitute must be qualified to play in the tournament and the team must remain qualified after the substitution has been made. Thus, if a team is playing above the handicap limit of a tournament by virtue of including a player raised in handicap during the season, and that player has to be substituted before the team's first match or during a match, the team must revert to within the handicap limit. However, if another player in that team is substituted, the original total handicap of the team may stand.

b. **Substitution in Emergency.** If a player is late or unable to continue through sickness, accident or duty, the following conditions apply:

- (i) **Captain's Choice.** The Tournament Committee, having satisfied itself that there is a genuine need for a substitute will ask the Captain of the team requiring the substitute for his choice. They must then check the eligibility of the chosen substitute, in particular his membership of the APC, status and handicap and that he has not already played in the tournament for another team.
- (ii) **Chosen Substitute Not Eligible.** Should the chosen substitute not be eligible, the Tournament Committee must establish if there is another eligible substitute immediately available. This will include a player of the same handicap or one goal less than the player he will replace.
- (iii) **No Eligible Player Available.** If no eligible player is available, the Tournament Committee may agree to any qualified player being used though he may have played or be due to play in another team. A player who is no longer in the tournament should be played in preference to one who is still in it.
- (iv) **Player who is Late.** Should a player who is late subsequently arrive, he may replace his substitute at the start of but not during any chukka in the match.
- (v) **Substitution in a 3 Man Team.** If a team has been reduced to 3 men as a result of a player being sent off by the Umpires under Rule 27b(ii) (Injured Player) or Penalty 10b, it must remain qualified in the event of any further substitution with the handicap of the sent off player included in the calculation.

- (vi) **Effect on the Substitute.** A substitute should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.
- (vii) **Change of Score.** If the substitute is of the same or lower handicap, the score will not be altered. However, if he is of a higher handicap the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the substitution occurs.
- (viii) **Ponies.** It is the responsibility of the team to mount the substitute.

Examples:

- (1) A player is delayed in arriving for a game. He calls ahead and authorizes his groom (an eligible player with a current handicap) to start in his place. The player arrives two minutes into the second chukka. The player may enter the game at the end of the chukka and complete the game.
- (2) Three minutes into the first chukka a player requests a time out when the ball is out of play. The player advises the Umpire that he is unable to continue. The Umpire must assume the player is injured or ill and permit up to 15 minutes for a substitute to enter the game. If the player quits without notifying the Umpire, play will resume and no time out allowed.
- (3) A player injured and replaced in the first chukka recovers and wishes to return for the fifth chukka. This substitution is permitted.
- (4) A player who leaves the game due to exhaustion, and is replaced by a qualified substitute, recovers and wishes to return half way through the fourth chukka. This substitution may not take place until the end of the chukka because the player being replaced is able to continue.
- (5) Team Blue enters a tournament with an 8 goal team. Early in their first game, Blue #4, a 5 goaler, is injured and replaced by a 4 goaler. Team Blue, even though now 7 goals, must play as 8 for the balance of the game.
- (6) Team Red, a 12 goal team, loses an 8 goaler to injury and no foul was called. As no 8 goal substitute is available, the Red Captain orders the 2 goal Red #1 to leave the game and wishes to substitute two 5 goal players. The team handicap remains 12 goals. The first substitution is allowed because of an injury. The second substitution must occur at the end of the chukka.

Ponies, Pony Equipment and Pony Welfare

4. Ponies, Pony Equipment and Pony Welfare

Owners and players must take all reasonable steps to ensure the welfare of their ponies at all times. The Regulations on the Welfare of Ponies and the Misuse of Drugs at Annex B to the Regulations must be read in conjunction with this section.

- a. **Contagious Diseases.** A pony with an active infectious or contagious disease such as ring-worm may not be brought to a polo ground.
- b. **Turnout and Prohibited Equipment** Ponies are expected to be well turned out. (See Note for best playing or turned out pony). Each pony must be protected by bandages or boots on all four legs and it must have its tail put up. Ponies for umpiring should be equipped for polo except their tails need not be put up. The following are not allowed to be used during any game:
 - (i) A noseband, headpiece or headcollar which incorporates wire or any sharp material.
 - (ii) A hackamore or bitless bridle (may be used in practice chukkas at the discretion of the club).
 - (iii) Blinkers or any form of noseband or other equipment which obstructs the vision of the pony.
 - (iv) The mouthpiece of any bit, whether single or double, of not less than 0.25 inch (6.50 mm) in diameter at its narrowest point.

- c. **Studs.** Frost nails, road studs, screws and fancy spikes or any protruding nails or sharp edges on a shoe are not allowed except as below:
- (i) Rimmed shoes may be worn but the rim must be on the inside of the shoe only.
 - (ii) A calkin or stud must be of less than 0.5" (13 mm) cubed and be fitted on the last inch (25 mm) of the outside heel of the hind shoe. (A non slip plug or road plug may be fitted). A plug is sunken into the shoe and is not to be confused with any form of stud.
 - (iii) If a shoe has a calkin or fixed stud it must be balanced by a raised and feathered inside heel tapered for a minimum of 1.5" (40mm).
 - (iv) A removable stud, which is the type strongly recommended, should be removed before the pony leaves the ground.
 - (v) A pony may be shod with a maximum of tow road nails or non slip nails per shoe in order that it may be exercised safely on the roads. Such nails must not be on the widest part of the shoe.
- d. **Condition.** Ponies may not be played:
- (i) If lame or showing signs of distress.
 - (ii) If blind in one eye. The case of a pony blind in an eye must be reported by the Umpire in writing to the Tournament Committee who shall take all steps necessary to ensure that it shall not be played again in any tournament.
 - (iii) Showing blood, whether from the mouth, flanks or any other part.
 - (iv) If not under proper control or showing vice. In such a case, the Umpires should complete a Report Form.
 - (v) With any form of tracheotomy or tracheostomy.
- e. **Water.** Clubs must ensure that fresh or running water is readily available at all pony and horse box lines. Water should be offered to ponies after they have played.
- f. **Use by Another Team.** In high and medium goal tournaments, a pony played by one team cannot be played by any other team in the same tournament. For intermediate goal tournaments, this rule applies except dispensation may be granted by the Tournament Committee.
- g. **Number of Chukkas.** In the normal duration of a match a pony must not be played for more than two full non consecutive chukkas, or the equivalent time; a pony which has played in more than half a chukka may not be plated again for at least ten minutes. A pony must not be played in more than three full chukkas or the equivalent time in any one day.
- h. **Drugs.** The administration of any drug or substance to a pony which is not a normal constituent of horse feed and is listed as banned in Annex B to the Regulations is prohibited.
- i. **Injections.** A pony may not be injected in the surrounds of a polo ground except by a qualified vet or by an experience individual with the permission of an official of the host club or the APC.

Note: *Clubs are encouraged to award a prize for the best playing or best turned out pony. They must however ensure that the pony is in a fit state to collect its prize - i.e., that it is not distressed, looks well and does not have spur or whip marks, a cut mouth, sore back or any other signs of ill treatment. If a pony has received an accidental injury, such as a tread, then it should not be excluded from collecting its prize, provided that the injury has been properly treated. If a veterinary officer is present he should be asked to inspect the pony prior to the presentation.*

Duties and Authority of Tournament Committee, Umpires, Referee, Goal Judges, Timekeeper, Scorer and Other Officials

5. *Tournament Committees*

- a. **Requirement.** For any tournament the host club will appoint a Tournament Committee of 3 or more individuals, who preferably should have little or no vested interest in the outcome of the event. In the absence of a Tournament Committee, the Polo Manager of the Club or his representative with the Umpires and referee shall act as the Tournament Committee.
- b. **Duties.** The Tournament Committee will be charged with the overall responsibility for the running of the tournament. This will include;
 - (i) Checking the eligibility of each entry and any subsequent substitution.
 - (ii) Informing a team of a change in the entry of an opposing team.
 - (iii) The structure of the tournament and the draw,
 - (iv) The scheduling of matches,
 - (v) The appointment of officials
 - (vi) The provision of the grounds and the necessary equipment.
 - (vii) Dealing with any disciplinary matters or irregularity.
- c. **Authority.** The authority of the Tournament Committee will exist at all times except that immediately before, immediately after and during play the authority of the Referee and the Umpires will be absolute on matters regarding the conduct of play. The Tournament Committee may receive a report from the Umpires, Referee or from the team captain which they will forward to the APC. The decisions of the Tournament Committee will be final.

6. *Umpires and Referees (See also Annex B)*

- a. **Authority.** There shall normally be two mounted Umpires and a Referee who have the duty to control the game according to the Rules of the APC. Their authority as to the conduct of play shall be absolute immediately before, immediately after and during play. They will complete a report form with details of any irregularities or incidents of misconduct and submit it to the Tournament Committee immediately after the game. The report form should be signed by both the Umpires and the Referee before submission.
- b. **One Umpire.** The Tournament Committee may stipulate in the tournament conditions that there will only be one Umpire or, if this has not been done and in order to get a match started, invite the two Captains to agree to only one. When there is only one Umpire there will normally be a Referee but he too on occasion may be dispensed with.
- c. **Consultation.** The decision of the Umpires shall be final, except where they disagree, in which case they should consult the Referee whose decision shall be final. The Referee must discuss the conduct of the game with the Umpires at half time.
- d. **Foul.** A foul is defined as any infringement of the Rules of Play. Should a foul be committed, the Umpires will blow the whistle to stop play except when applying the Advantage Rule (Rule 6g below).
- e. **No Foul.** If the Referee is unable to see a foul or adjudicate on a foul from his position, then he must rule "No Foul".
- f. **Selection of Penalty.** The Umpires have discretion as to which penalty to award. If they disagree, they should refer to the Referee who will make a decision.
- g. **Advantage Rule.** The Umpires may allow play to continue if in their opinion the side fouled would be clearly disadvantaged by stopping the game and awarding a penalty. They should however use this rule with discretion as often the side fouled would prefer the penalty and serious or dangerous fouls should not go unpunished.

- h. **Incident not in Rules: Umpires' Discretion.** Should any incident or question not provided for in these rules or in the Supplementary Rules of the Polo Association concerned arise in a game, such incident or question shall be decided by the Umpires. If the Umpires disagree, they must consult the Referee whose decision shall be final.
- i. **Dress.** Umpires must wear a shirt or jacket with distinctive black and white vertical lines with clean white breechers or jeans and polished brown boots. They must wear a hard hat with a chin strap properly fastened and correctly positioned when mounted. The host club will normally provide an Umpire shirt, whistle, pick up stick and ball bag (already on the umpire pony) for each Umpire.

Interpretation:

The Umpire making the call, after sounding the whistle, and receiving confirmation of the call, should announce the foul (i.e., 'crossing', Blue #3) and the Penalty (i.e., White hit, penalty #4). Should the second Umpire disagree he should so indicate and the two present their cases to the Referee. In a simple 'did he or didn't he' situation a hand signal to the referee may suffice. If the Referee requests clarification of the call, both Umpires should approach the Referee, make their cases briefly, and hear the decision of the Referee. The second Umpire must challenge the call of the first to void the Penalty. Any discussion required between the Umpires or Umpire and Referee should be brief and outside the hearing of the players from either team.

The Umpires and Referee should make their calls and assess the Penalties promptly. There is no need for discussion unless there is disagreement. In any discussion with the Referee, the Referee is entitled to know the call and the basis of disagreement.

During the chukka, the Referee should not interfere with the duties of the two Umpires unless asked. The two Umpires may look to the Referee if they receive a complaint for unsportsmanlike conduct of a player and they did not see the foul. Between chukkas, the Referee is encouraged to inform the two Umpires of any fouls during the chukka that the two Umpires may have not seen. If field conditions are in question, the Umpires must determine whether field conditions are safe and whether the game should continue.

Examples:

(1) Umpire A, in position following the play, sees Blue #4 drift back and forth in front of the ball carrier Red #1. Umpire A blows the whistle, looks to Umpire B, points toward the goal Red is attacking and holds up four fingers. Umpire B, knowing Umpire A had a good view of the play and seeing a zigzag foul himself acknowledges with a hand signal. Umpire A then announces the foul and Penalty.

(2) Umpire A sees a foul, and signals direction and Penalty to Umpire B. Umpire B was out of position and didn't see the play. Umpire B has no basis for disagreement and Umpire A's call should stand. Once Umpire A determines there is no disagreement from Umpire B, he should announce the foul and Penalty.

(3) Umpire A sees a foul and blows the whistle. Umpire B was in position, watched the play, and is certain that no foul occurred. Umpire B should ride quickly toward Umpire A and express his opinion that there was no foul. If they do not come to agreement, the Umpires may then look to the Referee.

(4) The Umpires disagree on a call and the Referee signals for a conference. The Umpires should ride quickly to the Referee, each describe the call he made and answer any questions posed by the Referee. The Referee may uphold the opinion of either Umpire, call offsetting fouls, or void the call.

(5) The two Umpires follow four players down the field to Red's goal. After the goal is scored and on the way back to the centre of the field for a bowl in, White #1's Captain informs one Umpire that Red #4 intentionally elbowed him in the face. Because the incident occurred outside the Umpire's field of vision, the two Umpires ride to the Referee to see if he saw the infraction. The Referee informs the two Umpires that he had observed Red #4 elbowing White #1 in the face. A severe penalty is awarded to the White team.

(6) Red #3 takes an offside back shot while defending his goal. As the play turns, so does the attention of both Umpires. They are now focused on the new play down field. After Red #3 backs the ball, he turns to his right to follow the play when he collides with Blue #2, who is following the old ROW on the nearside, knocking Blue's horse down. The Umpires, hearing players call for time out, see the horse down and they blow the whistle to stop play. Since neither of the two Umpires saw the collision, they ride to the Referee for his input. The Referee acknowledges that he saw the collision and stated that there was a foul on Red #3 for running into Blue #2. The Umpires award the appropriate penalty.

(7) Blue #2 has been battling with Red #3 the entire game. The Blue team is trailing by 2 goals. A foul is called against Blue at the end of the chukka, and is converted by Red. While riding back to the bowl-in, Blue #2 argues with the Umpires and a technical is called. A Penalty No. 5 from centre field is awarded to Red. After the chukka has ended and while riding back to the sidelines, Blue #2 addresses one Umpire, stating his dissatisfaction with the last call and informing the Umpire that he needs glasses. The Umpires confer and a technical penalty is called. The next chukka is started with a penalty.

7. Goal Judges (See also Annex B)

- a. **Requirements.** A goal judge shall be appointed for each goal. On occasion, two may be used at each goal. Each shall give testimony to the Umpire at the latter's request as to the goals scored or other points of the game near the goal, but the Umpire shall make the final decisions.
- b. **Goal Scored.** When a goal is scored (see Rule 17), the goal judge should wave his flag vigorously above his head to signify that a goal has been scored.
- c. **Ball Crosses Back Line.** When the ball crosses the back line wide of the goal, the goal judge should signal by holding up a ball above his head, and then quickly place a ball on level ground one foot within the field of play where it crossed the line except that it must not be nearer than 4 yards (3.5 m) from the goal posts or sideboards.
- d. **Instructions.** Goal judges must be properly briefed, in particular;
 - (i) To wear distinctive clothing such as white coats.
 - (ii) To remain behind a white line, which must be drawn 20 yards (18 m) behind each goal, until the ball in out and the ponies have slowed down.
 - (iii) To keep all impedimenta, e.g. chairs, ball boxes, spare goal posts, at least 30 yards (27 m) behind goal posts. Other items such as bicycles should be placed well away from the ground so that they are not a danger to players or loose horses.
- e. **Back to Back Goals.** Goal judges should not be used when there is play on two grounds with back to back goals.

Example:

(1) Blue #2 turns for a back shot along the boards from Red #4. As the ball is backed, Blue #2 gets on the new line. He dribbles the ball parallel to the end line 30 yards out from the goal, pursued by Red #3. Blue #2 takes a neck shot hitting the ball high in the air. The goal judge is unable to maneuver in time and is unsure if the ball went between or over the goal post. Blue claims the shot is a goal and Red argues the ball is wide. The Umpires, nor the Referee, were in position to make the call. The Umpires shall award a knock-in to the Red team, as the benefit of the doubt shall go to the defending team.

8. Timekeepers and Scorers (See also Annex B)

A Timekeeper / Scorer (referred to hereafter as “the Timekeeper” shall be employed in all matches with an Assistant Scorer who shall man the scoreboard. The Timekeeper shall be conversant with Rules 14-17 which govern his responsibility. When Umpires fail to hear the horn due to weather, the Timekeeper shall advise where and when the game should have stopped.

Examples:

(1) During the third chukka, the scorekeeper notices a discrepancy between the score sheet and the scoreboard. When play next stops, the Umpire must be advised. The Umpire then acts as the ‘go between’ to resolve the difference. Only when agreement is reached should the game continue.

(2) Blue scores a goal in the closing seconds and the game ends before the goal is posted to the scoreboard. The Umpire is responsible for seeing that the goal is included on the official score sheet.

(3) At the start of the fourth chukka, the Blue Captain questions the score. The Umpire should check with the scorer, verify the score and notify both teams before putting the ball in play.

(4) At the start of the game, the Umpire announces that Red will receive 2 goals by handicap. The Blue Captain argues that the correct handicap is 1 goal. If the dispute cannot be settled on the spot, the game should be played to a conclusion under both handicaps and referred to the Committee for resolution.

(5) Following a game, the Red Captain reviews the game tape and discovers that a score was not counted. Correcting the score would affect the team’s net goals in the tournament. It is too late. The question should have been raised during the game.

9. Medical Cover

Clubs must ensure that at all matches played under APC Official Tournament Conditions there will be at least one person present with First Aid qualifications. Clubs should inform their local ambulance service in advance that the match is taking place and ensure that the correct telephone number is readily available. Should the Umpire require medical assistance for an injured player, he should signal by waving his stick above his head.

10. Veterinary Cover

Clubs should establish an arrangement with the local veterinary practices. For all polo matches a veterinary surgeon should either be present or on immediate call. A trailer equipped with screens and a winch must be positioned ready for use on the edge of the ground.

11. The Ground

- a. **Ground.** The ground shall be a prepared surface to include the field of play and the safety zone (See also Annex A).
- b. **Field of Play.** A full size field of play shall be 300 yards (275 m) in length (goal posts to goal posts) by 200 yards (180 m) in width if unboarded; and by 160 yards (140 m) if boarded. The minimum length shall be 250 yards (230 m).
- c. **Goal Posts.** The goal posts shall be 8 yards (7.3 m) apart (inside measurement) and able to be widened to 16 yards (14.6 m) to decide a tie (Rule 16) and centred at each end of the field. The goal posts shall be at least 10 feet (3 m) high, and light enough to give way if collided with.

- d. **Boards.** The boards shall not exceed 11 inches (28 cm) in height. They may be curved at the ends.
- d. **Safety Zone.** The Safety Zone is recommended to extend at least 10 yards (9 m) beyond the sidelines / boards and at least 30 yards (27 m) beyond the back line. Clubs should ensure in any case that the Safety Zone behind the goals is of sufficient length and texture so that a player going through the goal at speed can stop with safety. Any incident of the game which occurs in the safety zone shall be treated as though it occurred on the field of play.

12. The Ball

The size of the ball shall be 3 to 3.5 inches (76 to 89 mm) in diameter; the weight of the ball shall be within the limits of 4.25 to 4.75 ounces (120-135 grams).

13. Access During Play

- a. **Field of Play.** No person is allowed on the field of play during play for any purpose whatsoever, except the players and Umpires. If play has been halted, no person may come onto the ground to assist except as authorized by the Umpires.
- b. **Player Sent Off.** Any player sent off must return to the pony lines.
- c. **Safety Zone.** During play, the Safety Zone is restricted to the players, Umpires and goal judges except that:
 - (i) A stick holder may enter the safety zone but not the field of play to hand over a stick to a player.
 - (ii) A pony may be ridden back to the pony lines providing it is safe to do so.
 - (iii) Ponies may be stationed and changed at the side (but not in the safety zone) providing there are no spectators in the area or at the ends of the ground in the corners of the safety zone. The area in which ponies are to be changed must be fair to both sides and be agreed between the Umpires and the Polo Manager or Tournament Committee. The Umpires must help to police it.

Interpretation:

Horse-holders, grooms warming up ponies, or spare holders, are not be positioned in the safety zone surrounding the field. Horse-holders are permitted to enter the safety zone to execute a change of ponies after which he must immediately exit the area. Should the change interfere with the play, a penalty should be called. A coach or mallet holder may be in the safety zone, but interference with the play should be penalized.

Examples:

- (1) During the second chukka, the Red #2's groom rides up and down the safety zone in front of the spectators and cars waiting for Red #2 to change horses. When play is in neutral territory, the Umpires shall blow the whistle to stop play, order the groom back to the end of the field and exact a technical against the Red Team.
- (2) Blue #4 is injured and the Umpires discuss whether a Penalty No. 10 (a) is warranted against the Red #3. The Red Coach pleads with the Umpires to leave Red #3 in the game lest the Red Sponsor will withdraw his team. Such interference is not tolerated and must be penalized.
- (3) Red #4 changes mounts following a goal. He leaves the field and his groom enters the safety zone for the change. Following the change, the groom exits the area. No foul. This is a proper execution as long as the changing of horses does not occur within 30 yards (27 m) of the goal (for safety reasons).

Duration of Games and Chukkas, Winning of Games, Scoring Goals

14. *Duration of Play*

- a. **Match.** A match may be played over 4, 5 or 6 chukkas as stated in the Tournament Conditions.
- b. **Unfinished Match.** Once a match has started it shall be played to a finish unless stopped by the Umpires for some unavoidable cause, such as darkness or the weather, in which case it shall be resumes at the point at which it has stopped (score, chukka and position of the ball) at the earliest convenient time, to be decided upon by the Tournament Committee.
- c. **Chukka.** Chukkas are normally 7½ minute playing time with the exception of the last which will end on the bell after 7 minutes unless teams are tied and the Tournament Conditions require a result. (See also Rule 15).
- d. **Intervals.** In all matches there shall be a half-time interval of 5 minutes. For 5 chukka matches, this should be taken after the third chukka. All other intervals shall be of 3 minutes except 5 minutes shall be allowed if extra time is to be played or goals widened. A bell or hooter should be rung at the end of these intervals as a signal to the teams that the Umpires are about to restart play.
- e. **Continuous Play.** Play should be continuous except for the specified intervals and when an Umpire blows the whistle for whatever reason. The game will not be stopped for changing ponies during play unless a pony is injured (see Rule 29).
- f. **Unnecessary Delay.** No player or team may cause unnecessary delay either at the beginning or during a game.
- g. **Stopping Play.** The game will be stopped by the Umpires blowing one firm blast of the whistle. The clock is stopped and the ball is then dead until either the ball is hit or hit at if a penalty is awarded, or the ball in thrown in.

15. *Termination of Play*

- a. **The Bell.** Where the bell or hooter ends play, play will stop immediately on the first sound, irrespective of where the ball may be and even if the Umpires fail to hear the bell or confuse the second with the first.
- b. **Normal Chukka.** In a normal chukka, the first bell or hooter will be sounded after 7 minutes and play will continue until either a goal is scored or awarded, the ball goes out of play or hits the boards, the Umpire blows his whistle, or the second bell is rung after a further 30 seconds. Any penalty awarded after the first bell shall be taken at the beginning of the next chukka.
- c. **Last chukka.** In the last chukka play shall end at 7 minutes on the first bell except as below in Rule 15 d. If a penalty is awarded in the last chukka, it shall be taken in that chukka.
- d. **Last Chukka - Team Tied.** When the scores are tied and the Tournament Conditions require a result, play will continue until either a goal is scored or awarded, the ball goes out of play or hits the boards, or the second bell is rung after a further 30 seconds. If no goal is scored, extra time will be played.
- e. **Five Second Rule - (for last or extra chukka only).**
 - (1) If a penalty has been awarded within the last 5 seconds of either the 7 minutes or the extra 30 seconds of the last chukka, the Timekeeper must allow a further 5 seconds of play from the time the ball is hit or hit at. i.e. If the whistle blows and there were 3 seconds left in the chukka, the timekeeper shall put 5 seconds on the clock and start it once the penalty is taken. (Thus 2 seconds will have been added to the game).
 - (2) The bell will be rung if a goal is scored or when 5 seconds have elapsed.
 - (3) If another penalty is awarded inside this five seconds, the process is repeated.
 - (4) If the whistle is blown and no penalty is awarded, then play shall continue for the time remaining before the whistle was blown.
 - (5) The same process applies for any extra chukkas played.

- f. **Foul on The Bell.** If the bell rings for the end of the chukka or match just after a foul has been committed but before the Umpire has had time to blow his whistle then the penalty must be taken in accordance with the above if the foul is confirmed.

16. Extra Time with or Without Widened Goals

If an extra chukka is to be played (see Rule 15d) there will be an interval of five minutes. The team that scores or is awarded the first goal wins the match sudden death). The first chukka of extra time may be started with either:

- (i) **normal goals** at the spot from where the previous chukka ended; ends are not changed; or with
- (ii) **widened goals** if the Tournament Conditions so state or team Captains agree to save ponies and time. The first chukka with widened goals will be started with a throw in from the centre, ends having been changed but see Rule 19c.

In any event, goals will be widened for the second chukka of extra time.

17. Winning: Scoring Goals

- a. **To Win.** The side that scores the most goals, including goals awarded on handicap and by penalties, wins the match.
- b. **To Score.** A goal is scored from play when the ball passes between the goal posts or the imaginary vertical lines produced by the inner surfaces of the goal posts and across the clear of the goal line. A ball on the line is still in play. A ball hit directly over the top of either goal post shall not count as a goal because it does not pass between the inner vertical lines. If a ball splits, see Rule 30.
- c. **Disputed Goals.**
 - (i) If the two Umpires are unable to decide as to whether a goal was scored or not, having consulted the goal judge, they must give the benefit of the doubt to the defending team without consulting the Referee.
 - (ii) If it is considered that an error has been made in the recording of a goal, this may be brought to the attention of the Umpires during the match but once the match has ended there shall be no redress as to the score.
- d. **Whistle Blown as Goal Scored.** If a whistle is blown for a foul at approximately the same time as a goal is scored;
 - (i) The goal will be disallowed and a penalty awarded to the defending side if it is decided that the attacking side have committed a foul.
 - (ii) The goal will be allowed if it is decided that the attacking side have not committed a foul or the foul was blown against the defending side, whether or not the foul is confirmed.

Commencement, Interruption and Resumption of Play

18. Start of Game

At the beginning of the game the two teams shall line up in the middle of the ground, each team being on its own side of the half-way line. After calling for ends, the Umpires should ask the team captains if they are happy with the score posted on the scoreboard. After the ball has been thrown in there can be no redress even if the Umpires have failed to carry out this duty. The Umpire shall bowl the ball underhand and hard between the opposing ranks of players, from a distance of not less than 5 yards (4.5 m), the players remaining stationary until the ball has left his hand.

19. Changing of Ends

- a. **After Goal Scored.** Except in the case of a goal awarded from a Penalty 1, ends shall be changed after every goal and the game re-started from the middle of the ground with a throw in. The players shall be allowed a reasonable time in which to reach the middle of the ground at a canter and take up their positions. However, no team should be disadvantaged by delaying tactics of the opposition. If this should happen, then the whistle should be blown and the clock restarted when the ball is thrown in.
- b. **No Score at Half-Time.** Ends shall also be changed if a goal has not been scored by half-time, and play shall be re-started at a corresponding position in the other half of the ground.
- c. **Score Level: Widened Goals.** If the score is leveled at the very end of a match and the bell is rung before the ball has been thrown in, and the next chukka is due to begin with widened goals (Rule 16), then ends shall be changed once only.

Examples:

- (1) Both teams arrive at the centre line and jostle for position as the Umpire prepares to bowl-in. Play should be stopped. There should be no contact prior to the bowl-in.
- (2) The teams line up, each on its own side of centre, and move toward the Umpire as he prepared to bowl-in. The play should be stopped if the 5 yard (4 m) provision is violated.
- (3) After a hard run and scoring a goal, Red #2 is slow returning to the lineup and is still 20 yards (18 m) from the centre when the Umpire is ready to bowl-in. If Red #2 requires extra time to position, that time should be granted with the clock stopped.
- (4) Blue #3 changes horses following a goal. No extra time is permitted and the lineup goes on without him.
- (5) Following Red's goal, Blue is slow returning to the lineup and is 20 yards (18 m) from the centre when the ball is ready to play. The ball may not be put in play with Blue on the wrong side of centre. Play and the clock should be stopped and Blue either given necessary time or penalised for delay of game.

20. Wrong Line Up

- a. **By Teams.** If the Umpires inadvertently allow the teams to line up the wrong way at any time play will continue. However, if at the end of the chukka no goal has been scored, ends shall be changed and the game restarted with a throw in or hit from a corresponding position in the other half of the ground.
- b. **By Player.** If a player is on the wrong side of the line up, he may not make a play until he is behind a member of his own team.

Interpretation:

When all 8 players and the Umpires accept a lineup, that lineup becomes correct and goals scored are counted for the team that scored them. If the lineup is correct and a player scores in the 'wrong' goal, the goal is counted for the opponent. The Umpire is responsible for enforcing a proper lineup. If there is confusion the play and clock should be stopped, the situation clarified, and play resumed.

Examples:

- (1) Red scores in the South goal. Upon returning to the centre for a throw-in, the teams lineup with Red again going south and Blue going north. The Umpire throws the ball in and Red again scores in the South goal. Following the goal, the goal judge calls to the umpire that Red scored at his end twice in a row. The goal stands for Red, ends are changed in the normal way, and play continues.

(2) Red scores in the South goal, the teams line up incorrectly and Red continues to attack the South goal for the balance of the chukka with no score by either team. Between chukkas the scorekeeper points out the error to the Umpire. When the teams return, the Umpire must explain the situation, reverse direction to correct the error and resume the game.

(3) Blue #1 is slow returning to the lineup because he changed a horse. The other 7 players are in position with Blue now attacking the North goal. Blue is riding to the lineup from the South with the ball is hit toward him from the throw-in. Blue becomes confused, carries the ball to the South goal and scores. Blue has scored on his own goal and the score counts for Red.

(4) After changing horses at the end of the field, Red #1 returns to the field on the wrong side of the lineup when the Umpire puts the ball in play. Red #2 hits a solid neck shot from the lineup to Red #1, who is 60 yards from the bowl-in. Red #1 hits the ball to goal and scores. If the Umpire does elect to ignore Red #1's position for the bowl-in, Red may not have an effect on the first play. The Umpire must stop play and re bowl-in from the spot where the previous bowl-in took place.

21. Attacker Hits Behind - Hit In

- a. **Ball Hit Out.** The ball must go over and be clear of the back line to be out.
- b. **Hit In.** When the ball is hit behind the back line by the attacking side, it shall be hit in, once the Umpire has called 'Play', by a defending player from the spot where it crossed the line, but at least 4 yards (3.5 m) from the goal posts or boards. The striker may not circle once 'Play' has been called. The Umpire shall give the attacking side reasonable time to get into position before calling 'Play'. The ball is in play the moment that it has been hit or hit at, if missed (see also Rule 32a(iii)). None of the attacking side shall be behind the striker or within 30 yards (27 m) of the back line until the ball is hit or hit at; the defenders being free to place themselves where they choose.
- c. **Foul.** If a foul is blown at approximately the same time as the ball is hit over the back line by an attacker and the foul is over-ruled, the ball shall be hit in.
- d. **Hitting Before 'Play' is Called.** If the player hitting in, hits or hits at the ball before 'Play' is called the Umpire shall blow his whistle and allow the hit to be taken again. For persistent breach of this Rule, he may respond as in Rule 21e below.
- e. **Delay of Defending Side.** In the event of unnecessary delay by the defending side hitting in, the Umpire shall call on the defending side to hit in at once. If the Umpire's request is not complied with, he shall blow his whistle and award a Penalty 6.
- f. **Delay by Attacking Side.** In the event of unnecessary delay by the attacking side, the hit in shall be moved up to the 30 yard (27m) line.

Interpretation:

The objective is to get the ball in play promptly once all players have an opportunity to be safely positioned and should penalize any player, offensive or defensive, who is trying to manage the clock. Generally, 3-5 seconds from the time the ball is ready to play is sufficient. The hitter must hit on the first pass, but may not hit before 'Play' is called.

The ball is ready for play on a knock-in when the goal judge moves aside. The Umpire positioned behind the hitter is responsible for calling 'Play'.

The second Umpire is responsible for watching the positioning of players other than the hitter. Once the Umpire behind the hitter determines reasonable time has been given, he is to call 'Play'. If the second Umpire feels more time must be allowed for a particular player, he may stop play by sounding a whistle. The two Umpires, quickly consulting with the Referee, if necessary, may (a) resume the knock-in by calling 'Play'; or (b) penalize the offending player for delay of game by moving the ball forward to the 30 yard (27 m) line.

Examples:

(1) Blue #3 is prepared to knock-in. Red #1 is standing at the 25 yard (22 m) line, facing the hitter, when 'Play' is called and Blue #3 hits the ball 90 yards down field to his #2. Even though Red #1 elected to position himself improperly, he had no influence on the play. Play should not be stopped because doing so would disadvantage the Blue Team.

(2) Red #1 hits wide of goal after a fast run and circles deep behind the goal line. Red #1 is just crossing the end line on his return when 'Play' is called. If the second Umpire feels reasonable time has not been given, the whistle should sound, play should be stopped and Red #1 permitted to line up. Additional time is reasonable considering the prior play. Neither team is advantaged with the clock stopped.

(3) Red #1, his team ahead by two goals late in the game, hits wide, checks his pony, and slowly returns to the 30 yard line. The ball is placed, 'Play' called, and Blue #3 knocks in. If Red is clearly out of the play, no call should be made. If Red is involved with the play in any way, play and the clock should be stopped and the ball moved forward 30 yards. Red is taking unnecessary time to line up and Blue is being disadvantaged by permitting the clock to run.

(4) Red #1 hits wide and circles slowly as his teammate changes mounts. The ball is placed and Blue #3 is ready to knock-in while Red #1 is still circling and the teammate is off the field. The knock-in should proceed with Red #1 out of the play. If Red is advantaged, or Blue disadvantaged, by Red being positioned incorrectly, play should be stopped and the ball moved forward 30 yards.

(5) The ball is placed for a knock-in. White #4 rides to hit the ball, swings and misses. Blue #1 rides to the ball to make a play. The trailing Umpire notices the ball behind the end line (off the field) and blows his whistle to stop play. The Umpire allows White #4 a re-hit because (a) Blue cannot play the ball from out of bounds, and (b) this is a procedural error on the part of the officials.

22. Defender Hits Behind - Penalty 6 (Safety 60)

- a. **Defender Hits Behind.** If one of the defending side hits the ball over his back line either directly or off his own pony, or after glancing off the boards or goal posts, a Penalty 6 shall be awarded. However, if the ball strikes any other player or pony, or the Umpire, before going behind, it shall be a hit in.
- b. **Foul.** If the whistle is blown for a foul at approximately the same time as the ball is hit behind the back line by a defender as above and the foul is over-ruled, a Penalty 6 shall be awarded.

23. Ball Hit Over Side Line

The ball must go over and clear of the sidelines or boards to be out. When the ball is hit over the side line or boards, the Umpire will throw in the ball in accordance with Rule 24 with his pony just inside the boards or line where it went out. A reasonable time must be allowed for players to line up.

24. Restarting When the Ball Was Not Out: Throw In

If for any reason the game has to be stopped by an Umpire without the ball going out of play or a penalty being awarded, it shall be re-started in the following manner:-

- (i) The Umpire shall stand at the spot where the ball was when the incident occurred, facing the nearer side of the field of play, but not nearer the boards or side line than 20 yards (18 m).

- (ii) Both teams shall take up their positions, each team being on its own side of an imaginary line, parallel to the goal lines and extending through the Umpire to the sides of the grounds. No player may stand within 5 yards (4 m) of the Umpire.
- (iii) The Umpire shall bowl the ball underhand and hard, between the opposing ranks of players, towards the nearer side of the ground, the players remaining stationary until the ball has left his hand.

25. Restarting After Interval

On play being resumed after an interval, the ball shall be thrown in or a hit taken as if there had been no interval. If the ball hits the boards without going over them it shall be treated as though it has been hit over them. If the ball is close to the boards or side line, the throw in must still be towards the boards but from 20 yards (18 m) within the field of play. The Umpire must not wait for players who are late.

26. Play Stopped for Players Equipment

- a. If a player loses his headgear the Umpire shall stop the game to enable him to recover it, but not until an opportunity occurs that neither side is favoured thereby.
- b. If any player infringes Rule 2g (Players' Equipment), the player shall be sent off the ground by the Umpires and may not re-enter play until the offence has been rectified. Play shall be started or restarted as soon as the player has left the ground.

27. Play Stopped for Accident or Injury to Player

- a. **Player Falls Off.** If a player falls off his pony, the Umpires shall not stop the game, until the ball is in a neutral position, unless he is of the opinion that the player is injured or is liable to be injured. What constitutes a fall is left to the decision of the Umpire. The Umpire shall re-start the game with a throw in directly the player concerned is ready to resume play and shall not wait for any other player.
- b. **Player Injured.**
 - (i) If a player is injured, the umpires shall stop the game immediately and signal for medical assistance by waving the pick-up stick above their head. A period not exceeding 15 minutes shall be allowed for the recovery of the injured player. If it is likely that the player will not be able to continue, then an eligible substitute should be alerted during this period (see also Umpire Notes - Accident or Injury to Player or Pony). If he is unfit to continue, the game shall be restarted as soon as possible with a substitute. If, however, the injured player subsequently recovers he may replace his substitute but the handicap of the higher handicapped player will stand.
 - (ii) If a player is disabled by a foul, and a qualified player cannot be found to substitute (see Rule 3c), the Umpires, in consultation with the Referee, may decide to remove a player from the team that has fouled. The player removed shall be the one whose handicap is nearest above the disabled player. If the disabled player is equal to or higher than that of any of his opponents, the Captain of the team fouled will designate the one to retire. The game shall continue and no change in handicap shall be made if the team that has fouled refuses to continue, it shall forfeit the game.
- c. **Concussion.** In the event of a player being or seeming to be concussed, the Umpires, or if no Umpires are present the senior player on the ground, will stop the game and arrange for the player to see a doctor as soon as possible. The player will not be permitted to play again for a minimum of one week without a doctor's certificate of fitness. If no doctor is present when the accident occurred it will be the sole responsibility of the Umpires or the senior player present to decide if the player was actually concussed.

28. Play Stopped for Dangerous or Broken Tack, Pony Condition and Equipment

- a. **Play Continues.** Unless considered by the Umpires to constitute a danger, the game should not be stopped for lost or broken tack such as a martingale, stirrup leather, iron, or lost bandages or boots.
- b. **Play Stopped.** The game shall be stopped immediately in the following circumstances;
 - (i) If tack presents a danger to any player or pony such as a broken girth or broken martingale if the end trails on the ground, broken rein if single, broken or loose bit, broken curb chain or loose bandages or boots.
 - (ii) If any pony infringes Rule 4c, 4d or 4e, the player has 2 minutes to either fix the problem or change ponies.

Examples:

(1) Red #1's girth breaks during a hard turn. Red #1, in traffic, is in danger of falling and no longer has control of his pony. The whistle should stop play, regardless of the location of the ball. Play is resumed with a bowl-in after repairs have been made or pony changed.

(2) Blue #4 breaks a stirrup leather. He is out of the play and holds his pony under control. The game should continue until the ball is out of play at which time the whistle should sound.

(3) Blue #4 loses his mallet at mid-field, rides to the boards for a new one, and plays on. When the ball goes out of play, Blue requests time out to remove the dropped mallet from the field. Permission should be granted because the mallet poses a potential hazard.

(4) Red #3 breaks a stirrup bar on the saddle. When play stops, Red #3 requests time out and asks the Umpire if he can change horses rather than make repairs. Permission may be granted if the change can be made more quickly than the repair.

(5) Blue #1 loses a curb chain. As his groom makes the repair, blue rests in a chair catching his breath. The repair is made and Blue still rests. The Umpire should call for a lineup. A player is permitted only necessary time up to 2 minutes.

29. Play Stopped for Accident or Injury to Pony

The Umpires have a responsibility for the welfare of the ponies and if a pony goes lame, is injured or falls within the ground, the Umpire shall stop the game immediately. Additionally;

- (i) If a pony throws a shoe and if requested by a player, the Umpires shall hold up the game when it is next stopped to allow a player to change his pony.
- (ii) If a pony falls (a pony is judged to have fallen if its shoulder touches the ground) the Umpire should ensure that it is trotted up sound and fit to play before the player remounts.
- (iii) If a pony is not sound, it is the Umpire's responsibility in the absence of a vet, to see that the pony is taken off the ground in the most humane way possible.
- (iv) If a pony is seriously injured, the Umpires must ensure that the pony is shielded by the players until it can be moved from the ground.

The Umpire shall restart the game with a throw in after the player concerned is ready to resume play and shall not wait for any other player who may not be present.

30. Trodden In or Split Ball

- a. **Trodden In.** If the ball is trodden into the ground, the Umpires shall stop play, remove the ball and re-start with a throw in (Rule 24).
- b. **Split.** If the ball splits, the Umpire should stop play:
 - (i) Immediately if in equal parts
 - (ii) When play is in a neutral position if the larger part can still be played.
 - (iii) The Umpires will award a goal if it is clear that the larger part of the ball has gone through the goal.

31. Carrying the Ball

A player may not catch, kick or hit the ball with anything but his stick. He may block with any part of his body but not with an open hand. He may not carry the ball intentionally. If the ball becomes lodged against a player, his pony or his equipment in such a way that it cannot be dropped immediately, the Umpire shall blow his whistle and restart the game with a throw in (Rule 24) at the point where it was first carried.

Line of the Ball, Right of Way, Crossing, Checking, Blocking and Stopping on the Ball

32. Line of the Ball and Right of Way

- a. **Line of the Ball - LOB**
 - (i) When the ball is struck or thrown in, the path along which it traveled to a stop or is traveling, and its extended path, is known as the line of the ball.
 - (ii) If the line of the ball changes unexpectedly, for example when a ball glances off a pony, and as a result the right of way changes, the player who had the right of way must be given room to continue a short distance on his original right of way in order to clear. He may not change his direction or increase his pace in order to try and claim a new line of the ball or right of way.
 - (iii) If a player hits at and misses a dead (out of play) ball the line is taken as that which the player was riding.
- b. **Right of Way - ROW**
 - (i) At each moment of the game, there shall exist as between any two or more players in the proximity of the ball a priority referred to as the Right of Way. This shall be considered to extend ahead of the player who has established himself on it, and in the direction in which that player is riding. The width of the Right of Way should allow a player to proceed down the line freely and is taken to be approximately 5 feet (1.5 m). The 5 feet (1.5 m) should be taken from the player's nearside leg to his offside. The Right of Way is not identical to and must not be confused with the line of the ball, and does not depend on who last hit the ball.
 - (ii) The Right of Way can change to another player who establishes himself safely for a play that gives him precedence.
 - (iii) If the line of the ball changes and as a result the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way but he must do so in the quickest and least obstructive way without making a play on the ball. In this case, it is not a play if a pony kicks the ball.

Examples:

(1) Red is carrying the ball on the offside. Blue rides slightly ahead and to the left of Red. As Red passes mid-field, Blue pulls slightly to the right narrowing the ROW and Red checks to maintain control of the ball. Foul Blue. When Blue pulled to the right, Red's ROW was infringed.

(2) Blue carries the ball on the offside. Red rides from the right to bump. Blue checks slightly, Red mis-times the play, and passes close in from of Blue. Foul Red. Both players had a ROW extending ahead of them. At the point the two ROW intersected, the ROW of Blue prevailed over Red because Blue was both parallel to the LOB and had the LOB on the offside.

(3) As Blue #1 carries the ball down field followed closely by Blue #3, Red rides from the right, executes a hook, and passes behind Blue #1. Foul Red. Although Red passed behind and clear of Blue #1, Blue #3 also had a ROW extending ahead of his course and was fouled by Red.

(4) Blue #2 carries the ball down field with the LOB on his right. At mid-field he is met by Red #4 riding directly toward him. Blue #3 attempts to ride-off Red #4 and clear the way for his teammate. Foul Blue #2. Although his ROW extends ahead, he must yield to two players also on the LOB.

(5) Blue #2 carries the ball on his offside. Red #1 and Blue #3, riding together, but at an angle to the LOB meet Blue #2 from ahead and to his right. The two pass in front of Blue #2 at a close distance. No foul on Blue #2. The two players were not on the LOB and did not have a ROW. Foul on Red #1 for crossing Blue #2's ROW unless forced there by Blue #3's ride-off. If Blue #3 forces Red #1 into Blue #2's ROW, the foul is on Blue #3.

Interpretation:

The ROW and LOB are not identical. The LOB is a frame of reference for ROW. The last striker does not have an automatic ROW.

Example:

(1) Blue #3 hits a long ball. Red #4, well ahead, rides to the LOB, becomes parallel to it and backs the ball before Blue arrives to carry it on. Blue is not granted the ROW automatically; only if Red cannot safely make the play.

Interpretation:

At any time if the act of an opponent requires the player on the Right of Way to adjust or maneuver to avoid a dangerous situation, a foul has occurred. If the player of the ROW does not adjust or maneuver and the risk of collision or danger is present, a foul has occurred. If the opponent's act created a risk of collision or danger, a foul should be called. Whether or not the opponent concedes the next play has nothing to do with the foul.

When a player carrying the ball elects to slow down, or check up on the LOB, there are several factors that determine whether an opponent may establish himself on the line safely: (a) the relative speed between the two players at the instant the player enters the ROW, and (b) the distance between the two players at the instant the player enters the ROW. After the player has entered the ROW safely, neither the acceleration from the player from behind, nor the deceleration of the player in from will cause the player who has entered the ROW safely to foul.

When a player carrying the ball checks, the greater the distance between players will allow a safer opportunity to enter the line safely. The closer the attacker is to the ball, the opportunity for a defender to enter the ROW safely and to make a play on the ball decreases.

Examples:

(1) Red #2 is carrying the ball to goal. Blue #4 riding slightly ahead and to the left of Red realizes he will not be able to wait for a ride-off and crosses to his nearside where he hoped to be able to back the ball. Red, seeing Blue only slightly ahead and closing, checks and pulls his horse to the left, passing behind Blue. Foul on Blue for causing Red to pull out to avoid a collision.

(2) Red #1 is on the ROW and carrying the ball at speed. Blue #4, defending, comes from Red's right at an angle to the line of the ball. As Blue flattens out to the line, his horse's rear quarter drifts in front of red. Blue pulls back to the nearside and concedes Red the next hit. Blue has committed a ROW violation. The foul should be called if danger was created.

(3) Blue #2 hits the ball well down field. Red #4 rides to the LOB, places himself parallel to the LOB and hits the backshot. No foul on Red unless a risk to Blue is present. Blue's ROW extends only far enough ahead to give him the required margin of safety for the speed at which he is traveling.

(4) Blue carries the ball on the offside. Red rides from the right and at an angle to the LOB to hook. As Red reaches over his mount's neck to hook, his mount's head crosses the LOB and interferes with Blue. Foul Red. Red's ROW extended only to the LOB and any portion of man or mount crossing the LOB or ROW fouls Blue.

(5) Blue #2 carries the ball on his off side at speed. Red #3 approaches Blue from the left for an even ride-off. Blue #2, 20 yards (18 m) from the ball, checks down to a canter to avoid a ride-off. Red #3 accelerates, entering the line three horse lengths in front of Blue and Plays the ball on his off side. No foul on Red #3 because Blue #2, by checking, took the danger out of the play, and allowed the red player to enter the ROW at a safe distance and relative speed, with no risk of collision.

(6) White hits the ball well down field. Green, on White's nearside, makes a clean ride off and the two are parallel on the LOB. White, realizing he will not win the ride-off, checks down several yards from the ball and Green continues and plays the ball on his off side. No foul on Green. White elected to check down creating a safe distance from the ball and between the two players. This allowed Green to safely enter the ROW.

(7) Red #3 is galloping on the LOB. Blue #2 attempts a ride off from Red's nearside. Red #3 checks slightly but continues to gallop on the LOB. Blue #2, approaching at a greater speed, merely brushes Red #3 and slips in front of Red #3 and plays the ball. Foul Blue #2. Blue #2 did not execute a proper ride-off and didn't safely enter the ROW.

(8) Red #1 is on the ROW and carrying the ball at speed. Blue #4 comes from Red's left at an angle and speed to engage Red #1 in a ride-off. As Blue #4 flattens out his horses hind quarters drift in the ROW of Red. Red #1 checks and avoids a collision. Foul on Blue for shading the ROW and causing a dangerous situation.

(9) White #4 rides on the LOB to hit an off side backshot. Purple #1 coming from White's left for a ride-off, travels parallel to White #4 30 yards (27 m) from the ball. White #4 checks down to avoid a ride-off. Purple #1 accelerates to the LOB and enters the ROW safely. As Purple #1 arrives at the ball, he slows his speed to carry the ball to goal. White #4, coming from behind, spurs his mount, accelerates, and runs into the hind quarters of Purple #1. This is a foul on White #4. Once Purple #1 entered the ROW safely, the White #4 must go to the nearside to make a play.

(10) Red #3 has established himself on the LOB at speed. At approximately 1½ horse lengths from the ball, Red #3 checks to turn the ball back towards his goal for an offensive play. Blue #1 checks with Red #3, Blue #1 attempts to ride off, however, slips in front of Red #3, making a play on the ball. This is a foul on Blue because he did not execute a proper ride off.

Interpretation:

When the LOB and ROW change, for whatever reason, a player obstructing the new ROW must be given a chance to move off that ROW. An opponent who picks up the new ROW before it can be cleared and creates a dangerous situation has committed a foul. The obstructing player may not play the ball or the opponent. The player may not select the exit route which best positions him for the next play. He must select the route which most effectively clears the ROW. The obstructing player must simply get out of the way.

Examples:

(1) Blue taps the ball to the right creating a new line, checks, turns and prepares to follow the new line. Red, following, is unable to check and turn so follows the old line until clear of the play. Blue must hold up to let Red clear. Red must ride through to avoid fouling. Red fouls if he makes a play at the ball or man.

(2) Blue hits the ball forward. The ball lands on a divot and bounces to the side. Red, previously out of the play, may now meet the ball fairly and assume the ROW. Blue can check and turn to remain safely out of Red's new path, but elects to ride through so as to be better positioned to defend Red's run down the field. Foul on Blue for not taking the most immediate exit from the old ROW.

(3) Blue taps the ball to the side under Red's pony. Red, trapped on the new ROW kicks his pony on to clear the way. As he rides clear, his horse kicks the ball spoiling the follow up play for Blue. No foul. The kicked ball is a bad break for Blue, but is treated as just another line change. Red was not 'making a play' when the ball was kicked.

(4) A new line catches red on the ROW. Red moves properly to clear the ROW, and in moving off his mount, kicks the ball creating another line change and placing Red safely on a new ROW. Red may play the ball. The new line creates a new ROW and a new situation.

(5) A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new, and now clear ROW, Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege.

(6) Blue holds up so Red can clear a new line. Red clears slowly to give his teammate time to ride up and hook. Foul Red. This is 'making a play'.

(7) As Blue hits the ball downfield, Red, well to the right, rides to meet the LOB on the offside. Red reaches the ball ahead of Blue, hits and follows his course in front of Blue. Foul Red. Red had a ROW as long as the LOB was on his right. As soon as his course crossed the original LOB, however, the LOB was no longer on his right and Red had no play.

Right of Way Illustration

Example 1.

A hits the ball to X, and follows its line to take it on the off side. This entitles A to the Right of Way as shown. If B can unquestionably reach the ball at X, without interfering with A's stroke or causing A to check in the slightest degree to avoid the risk of a collision, then B may take an off side backhander at B'.

But, if there is the slightest doubt about B riding clear of A, then A's ROW holds good and B's only change of hitting the ball is to swerve towards B", keeping clear the ROW, and taking a nearside backhander. If in taking this backhander, or afterwards, B's horse in the slightest degree enters the ROW, B fouls.

Example 2.

B hits the ball under his pony's neck to X, and swings round in a semi-circle to B'. C follows the line of the ball to C'. A collision is imminent between C and B at X. Although B hit the ball last, B has failed to obtain the ROW because B has failed to follow the ball on its exact new line without deviation, whereas C has ridden on a line closer or more parallel to the new LOB.

Example 3.

Red #2 hits the ball to X and follows its line to take again on the offside. Red #2 is therefore entitled to the ROW, as shown. Blue #4 rides for the ball. Red #1 goes with Blue #4 riding off all the way. A collision appears probable at X. Red #1 will commit a dangerous foul if he fails to give way and consequently:-

- (a) forces Blue #4 across the ROW, thereby causing Red #2 to check to avoid a collision, or
- (b) causes the Blue #4 to check in order to avoid being sandwiched between the two red players.
- (c) The umpire must observe closely whether the Blue #4 fouls by riding across the ROW of his own free will or whether the Red #1 fouls by forcing blue #4 across it.

33. Crossing

Once a player has established himself on the Right of Way, no player shall enter or cross that Right of Way except at such a distance that not the slightest risk of collision or danger to any player is involved. (**A - J**).

- A.** Two opposing players on the exact line of the ball, making a play on one another, either following or meeting the ball have the Right of Way over all other players (two against one).

Interpretation:

Two players are considered to be 'making a play against each other' or engaged, when their concentration is on each other and not on another player riding from another direction.

Examples:

(1) Blue #2 carries the ball and Red #3 rides with him attempting a nearside hook. Blue #1 meets the play with the LOB on his right. Foul Blue #1. Even though Red #3 was on the nearside, he was engaged with Blue #2 and the two players on the LOB have the ROW.

(2) Blue # 2 is following the ball. Red #3 is riding hard to catch up and try for a hook. Blue #1 is meeting the ball planning a short backshot pass to Blue #2. Foul Red if he crosses Blue #1's ROW in his attempt to get to Blue #2. If Red does reach and engage Blue #2 without endangering Blue #1, Blue #1 must yield the ROW to the two players.

(3) Red # 2 carries the ball on his offside. Blue #3 waits to the right of the LOB for Red to reach him so he can hook. Red #1 rides to meet the LOB on his offside and will collide with Blue #3. Foul Blue #3. Blue may be concentrating on getting a hook on Red when Red reaches him, but Red is not yet engaged in the play. Blue #3 is standing in the ROW of Red #1.

(4) Blue #1 carries the ball. Red #4 waits on the nearside for Blue to reach him and the two ride together on the LOB. Blue #2 sees that his teammate is in trouble and rides to meet intending to force Red #4 out of the play. Foul Blue #2. Red #4 and Blue #1 had engaged before Blue #2 entered the play.

(5) Red #4 gallops with the LOB on the nearside. Blue #1 comes from behind to take the ball on the offside. Blue #3 rides to meet the play and force a foul on Red #4. Foul on Blue #3 if Red #4 and Blue #1 are focused on each other. Foul Red #4 if he has time to safely pull out but does not do so.

- B.** A player following the ball on its exact line and taking it on his off side has the Right of Way over all other players except as in Rule 33a.

- C.** A player meeting the ball on its exact line and taking it on his off side has the Right of Way over all other players except as in Rule 33a.

- D.** When two or more players ride in the general direction of the ball, the player that has precedence, and consequently the Right of Way, is the one whose approach to the ball is at the smallest angle to the line of the ball. In the case of equal angles, the player that has the line of the ball on his off side has the Right of Way.

Interpretation:

The Umpire cannot apply a protractor to the angle of both players. Unless the player with the LOB on his left is clearly at a lesser angle, the player with the LOB on his right has the ROW.

Examples:

(1) Blue and Red, both with the LOB on their right, ride to meet or follow the ball. The player at the lesser angle to the LOB has the ROW and the opponent cannot play the ball unless he can do so at a safe distance ahead of the player.

(2) Red rides from the left of the LOB to take the ball on his offside. Blue rides from the right of the LOB at approximately the same angle. Both plan to take the ball on the offside and their extended paths will intersect at the ball. Foul Blue if there is any doubt at all about Blue's being at the lesser angle to the LOB.

(3) Red starts with the LOB well to his right. Blue starts with the LOB on a slight angle to his left. Red rides directly to the LOB then turns making his course parallel to the LOB. Blue continues his course and the two will intersect at the ball. Foul Blue. Although Blue started at a lesser angle to the LOB, Red's adjustment put him at a lesser angle and Blue must now stay on the nearside and not cross Red's ROW.

- E. Two players riding in opposite directions to meet the ball on its exact line to take it on their respective off sides have equal priority.
- F. Any player riding at an angle to the line of the ball but in the direction that it is traveling has the Right of Way over any other player riding also at an angle but in the opposite direction. Both players must keep the line of the ball on their off side.
- G. If a player enters the Right of Way of an opposing player safely with the ball ahead of him, the opposing player must not ride into him from behind, but must take the ball on the near side, providing that he does not endanger in any way another player who would have been clear.
- H. If a player hits the ball forward and past an opposing player who is on the same line and traveling at the same speed, the opposing player has the right to play the ball as long as he does not cross. The player hitting the ball forward must cross to take the ball on the near side, providing that he does not endanger in any way another player who would have been clear.
- J. A player may surrender his Right of Way if, having hit the ball, he deviates from its exact line.

34. Checking, Blocking and Stopping on the Ball

Checking is a deliberate and sudden reduction in speed.

Blocking is impeding the legitimate path of another player.

- a. A player may not check on the Right of Way of another player if by so doing he runs the slightest risk of collision with that player.
- b. Stopping on the Ball. A player in possession of the ball with an unimpeded Right of Way but with an opponent in a position to attempt a defensive play must continue to move the ball. If he is moving at a walking speed or stops, he may tap the ball once only and then must leave it, accelerate to run with it or hit it away. A Penalty 7 (throw in) should be awarded for the breach of this rule. The opponent is considered to be in a 'position to attempt a defensive play' if he is within one horse's length on either the off or the nearside of the player with the ball.

Interpretation:

When the game is brought to a standstill or the speed of a walk by the act of the offensive player walking, cantering in place, or stopping, and a defending player is in position to attempt a defensive play, the Umpire should stop the game and resume play with a throw in towards the nearest sideboards. The player in possession of the ball should have continued to move the ball. Once defended only one tap will be allowed, and the offensive player must leave it, accelerate to run with the ball or hit away.

Example:

(1) Red #3 knocks in and carries the ball towards the 60 yard (55 m) line. Blue #2 rides ahead and to the left, but clear of Red's ROW. Red checks down to a canter in place, dribbling the ball, as Blue #2 moves into position to attempt a defensive play. Red #3 taps the ball forward to the right and then to the left, trying to dribble around the Blue player. Since Red was only allowed one tap when defended, the whistle should sound and the ball bowled in.

- c. A player who enters the projected Right of Way safely, at the same speed or faster than a player in possession, but then reduces speed, thus blocking the player in possession should be penalized for blocking.
- d. A player attempting to ride off an opponent who checks on the line of the ball to avoid the ride off, thereby causing the player to cross, shall not be penalized if the Umpires consider that his opponent on checking gave up the Right of Way.

Riding Off, Dangerous Riding, Intimidation, Hooking, Misuse of Whip, Spurs and Stick, Rough Abusive Play

35. Riding Off, Dangerous Riding and Intimidation

A player may not ride in a manner which creates danger to another pony, player or official or which places the welfare of his own pony at undue risk. A player must ride off shoulder to shoulder and may push with his arm above the elbow provided the elbow is kept close to the side.

Interpretation:

Any careless or deliberate act which unnecessarily endangers an individual or mount, including the player and the player's own mount, constitutes a violation of this rule.

Examples:

(1) Blue #3 hits a long shot down field to Blue #2. As Blue #2 races to hit the ball, Red #3, coming to the line of the ball from Blue's left, engages at high speed at a slight angle. As Red collides shoulder to shoulder, Blue's pony is staggered from the force of contact. Foul Red, as he was the aggressor, coming at the greater angle, and causing danger.

(2) Red #4 following the play rides to take a near side back shot at a slight angle to the line of the ball. Blue #1, also at a slight angle to the line of the ball, rides to take an off side forehand shot. They both meet shoulder to shoulder, at the same angle and speed, but both horses are staggered from the impact. The Umpire, if unable to determine the aggressor, should blow the whistle, check the ponies and bowl the ball in.

(3) Red #4 prepares to hit a Penalty No. 4. Red rides fast to the ball, taps it forward to the goal, and rides hard to follow up. Blue #2 defending in the goal mouth and standing flatfooted when the ball was first hit, is unable to react in time, and a near collision results. Foul Red. Not only did Red ride hard to the goal ignoring the consequences, he did not give the Blue defender the necessary time to clear the ROW. This example would also apply to a Penalty No. 6.

In particular, a player may not:

- a. Ride off at such an angle as to cause the opponent to be intimidated thereby.
- b. Ride off at a speed that is not compatible with the speed of the opponent.
- c. Ride into an opponent behind the saddle.
- d. Ride an opponent across or into the Right of Way of another player at an unsafe distance.
- e. Ride off an opponent who is already being ridden off by another member of the team (sandwiching). However, it is not a foul for a player to hook legitimately an opponent's stick while the opponent is being ridden-off by the team mate of the player hooking.
- f. Continue to ride off another player over the goal line, thereby endangering a goal judge.
- g. Ride his mount up into the backhand stroke of another player from behind.
- h. Ride his mount up the line of the ball from behind and into the stroke of an opponent making a full forehand shot.
- j. Use his pony to spoil a shot by riding over the ball and into an opposing player who has already started the downward swing of a full shot.

Examples of the "j rule":

(1) Red #3, closely followed by Blue #2, turns the ball to the right. Blue checks, turns inside Red, and as Red dribbles around the turn, Blue executes a firm but fair, shoulder to shoulder ride off and comes up with the ball. No foul.

(2) Blue #3, with the ball in front, leans forward and dribbles the ball down field. Red #2 reaches over his mount's neck to hook and puts the mount's head in Blue's lap. Foul Red for a dangerous bump, but not for riding into the dribble.

(3) Blue #2 carries the ball down field. Red #3 rides from Blue's right, at an angle and reaches over his mount's neck to successfully hook Blue's stick. As Red completes the hook, his horse travels over the ball, makes a solid shoulder to shoulder contact with Blue's horse, rides Blue off, and permits Red to execute an offside tail shot. No foul. The hook was fair; and once hooked, Blue was no longer swinging at the ball when Red's horse crossed the line of the ball and executed the legal ride off.

(4) As Blue #4, with the ROW, begins his backswing, Red #1 bumps him on the mallet side. No foul - the mallet head was not in motion toward the ball.

(5) Red #1 hits a short shot down field. As Red rides to strike again, Blue #3 comes for an offside bump. Red, seeing Blue approach, cocks his arm for a strong forehand shot. Blue bumps Red and hits the backshot. No foul - regardless of how exaggerated the backswing may be. Blue made contact before the mallet head was put in motion towards the ball.

(6) Red and Blue ride to the ball on opposite sides of the LOB. As Red raises his mallet and begins a nearside stroke, Blue rides him off from the left. Foul Blue, if the mallet head was in motion toward the ball. Foul Red if the stroke begins after Blue makes the ride off. As long as a legal ride off has been made, Blue may make the play.

(7) Blue and Red are riding parallel on opposite sides of the ball. As they near the ball, Blue crosses the LOB, makes contact with Red, and takes the ball on his nearside. No foul. Blue has executed a legal ride off. Red has no play.

(8) Blue and Red ride to the ball on opposite sides of the LOB. As Blue comes to execute the ride off, Red raises his mallet in preparation for a nearside backshot. No foul. The mallet head had not been put in motion toward the ball and the ride off was legal.

- k. Zigzag in front of another player in such a way as to cause the latter either to have to check his pace or risk a fall.
- l. Pull across or over a pony's legs either in front or behind in such a manner as to risk tripping either pony.
- m. Ride at an opponent in such a manner as to intimidate, causing him to pull out or miss his stroke.

36. Hooking and Misuse of the Stick

- a. Hooking. For a player to make a legitimate hook, the following conditions must apply:
 - (i) He is on the same side of his opponent's pony as the ball, or in a direct line behind, and his stick is neither over or under the body or across the legs of an opponent's pony.
 - (ii) All of his opponent's stick is below shoulder level.
 - (iii) His opponent is in the act of striking the ball.
- b. Misuse. A player may not hold his stick in such a way as to interfere with another player or his pony or use his stick in a manner which creates danger to another pony or player such as:
 - (i) Reaching over and across or under and across any part of an opponent's pony to strike at the ball.
 - (ii) Hitting into or amongst the legs of an opponent's pony. A player who is holding the ball through dribbling should be penalized if he is judged to have created the danger by then playing a full shot.
 - (iii) Taking a full swing at the ball from the throw in or in a melee in such a way as to endanger other players or ponies.
 - (iv) Taking a full swing under a pony's neck in such a way as to endanger another player or pony riding alongside.
 - (v) 'Windmilling' or 'helicoptering' his stick either as an appeal or in celebration of scoring a goal.
 - (vi) Dropping the head of the stick on the pony's rump.

Interpretation:

Each player is responsible for his or her mallet at all times. The mallet shall not be used in a dangerous or abusive manner toward the opponent or toward either pony, regardless whether in the act of hooking or hitting at the ball. The player should be held accountable for the use of his or her mallet, unless another player is clearly at fault by riding into the stroke.

Examples:

- (1) Red and Blue ride parallel, but not in contact toward the ball. Blue prepares for a neck shot and strikes Red's pony on the downswing. Foul Blue - Red was safely positioned before the stroke began. Blue has a right to hit the ball straightforward or backward, but does not have the right for his mallet to take up both sides of the line when the defender is riding parallel.
- (2) Blue #3 and Red #2 are making a play on the ball. Red #2 is positioned on Blue's near side. While both players are concentrating on each other and riding parallel, Blue #3 takes an off side neck shot and strikes Red #2 in the head with his mallet. Foul on Blue for improper use of the mallet. Red was safely positioned before the stroke began.

37. Rough or Abusive Behaviour

A player may not:

- a. Use his whip other than in exceptional circumstances before the ball is thrown in for the start of play. For this offence the Umpires should award as a minimum a Penalty 5(b).
- b. Use his whip or spurs unnecessarily or in excess at any time.
- c. Intentionally strike his own pony with his stick at any time.
- d. Intentionally strike another player or another player's pony with his stick, whip or fist.
- e. Abuse his pony by hauling or jabbing it unnecessarily in the mouth.

- f. Use foul language or a gesture or abuse to a player or use foul language in such a way as to bring the game of polo into disrepute.
- g. Seize with the hand, strike or push with the head, hand, arm or elbow another player but see Rule 35.
- h. Knowingly strike the ball when it is off the field of play or after the whistle has been blown. If a hit is made after the whistle for a foul, the Umpires should increase the severity of the penalty if the hit is by a member of the team fouled.

Interpretation:

The mandate is the Umpires are to take positive action to protect players and the sport from the perception of animal abuse. The following acts are to be penalised:-

Slash whipping - repeated and loud strokes.

Over whipping -in excess of 3 consecutive whips or whipping when pony is labouring or showing no response.

Heavy whipping -following a missed play.

Furthermore, the Umpires must take action for the following events:

Broken whips - are prohibited.

Spur cuts - any visible blood on the flanks of the pony. Ponies must be removed from the game and can return if blood is wiped clean from the pony.

The selection of penalties ranges from Penalty 1 to Penalty 10. The Umpires must award a Penalty, which not only penalizes the fouling side, but recognises any advantage the fouled side lost when the play was stopped. If in the opinion of the Umpire(s), a pony is deemed physically unfit from exhaustion, distress, lameness, excessive sweating and/or labouring in breathing, the Umpires may remove the pony for the remainder of the chukka or the entire game.

If any player abuses a pony, play should be stopped immediately and the appropriate penalty awarded. In the case of visible blood, time should be called when play is next stopped. The player may have up to 2 minutes to clean up the pony or change. If the wound continues to bleed, the pony shall be ordered off the field. The pony may return to the game later if its condition permits.

Interpretation:

A player deliberately or intentionally striking another player with severity and/or the intent to inflict bodily harm with horse, hand, whip or mallet, shall be ejected from the remainder of the game with no substitution in accordance with Rule 10.

A minor foul, i.e., elbow, or pushing with hand or mallet is not tolerated and should be penalized according to severity. The appropriate penalty shall be exacted & the player or players ejected for the remainder of the chukka. The Umpires will use their discretion in determining the severity and whether the striking was deliberate.

Example:

(1) White #3 places his mallet in front of Blue's #2 horse's head to impede White's horse. In Blue's attempt to make a play, he strikes White's mallet with the butt of his mallet. The Umpires blow the whistle and announce both fouls, but elect to sit both players down for the remainder of the chukka. This type of unsportsmanlike conduct will not warrant being ejected for the remainder of the game.

Penalties

38. *Personal Fouls and technical Penalties*

A personal foul is one that involved behaviour that is unsportsmanlike or likely to bring the game into disrepute and should be awarded for disrespect towards or arguing with an umpire or other official, for foul or abusive language to an umpire, other official, any groom or spectator, and for appealing contrary to Rule 1i (iii) and 2f. Warnings should not be given. For such personal fouls, technical penalties shall be awarded progressively as follows:

- a. A penalty for first offence or a more severe penalty if a penalty has already been awarded for a foul. If a Penalty 2 has already been awarded and a defending player offends, then the penalty will be taken as normal but, if missed, will be taken again. If successful on the first attempt then play will be restarted with a penalty 5(b) (hit from the centre).
- b. A Penalty 10(a) (player sent off for the rest of the chukka) or Penalty 10(b) (player sent off for the rest of the match) should be awarded for a further offence.

39. *Taking of Penalties*

- a. **Ball in Play.** The ball is in play the moment it has been hit or hit at and missed (see also Rule 32a(iii)).
- b. **Team Taking the Penalty.** The team taking the penalty or hit (the attacking team) must:
 - (i) **Positioning the Ball.** Making a tee is not allowed: one player only may position the ball, provided he takes no longer than five seconds. The ball may only be repositioned once and not after 'Play' has been called.
 - (ii) **Not Circle.** Once the Umpire has called 'Play', the striker must immediately start to take the hit. The ball must be hit at on the first approach without any circling at the beginning of or during the run up.
 - (iii) **Not Cause Unnecessary Delay.**
 - (iv) **Not strike the ball a second time with a full shot.** When taking a penalty anywhere on the 60 yard line, the striker and his team members, after the initial hit or hit at the ball, may not subsequently hit or hit at the ball with more than half shot until the ball has been hit or hit by an opponent, or in such a way that the Umpires consider dangerous. A half shot is defined as the dead of the stick starting the downward swing below the shoulder of the striker.
- c. **Infringement by Team Taking the Penalty.** If the team taking the penalty infringe the rules, the Umpires will normally award a Penalty 7 except for infringement as in Rule 39b(iv) when a Penalty 5a will be awarded from the spot where the offence occurred. If the rules pertaining to Penalty 2 or 3 are infringed, then the defending team shall be awarded a hit from the middle of their own goal.
- d. **Infringement by Team Facing Penalty.** If the team facing the penalty (the defending team) infringe the rules whilst the penalty is being hit, then another hit will be taken unless a goal has been scored or awarded. In the case of a Penalty 2 or 3, if a member of the defending team comes out between the goal posts or crosses the back line before the ball is hit and stops the ball, and in the opinion of the Umpires a goal would have been scored, then the goal will be awarded. If, however, the Umpires consider that a goal would not have been scored, then the hit will be retaken. If the player who stopped the ball did not infringe the rules but another member of his team did, another hit will be awarded.

Interpretation:

On Penalties 2, 3, 4 5a, 5b and 6 the player is permitted an approximate 5 seconds to tee the ball. The hitter must hit all Penalties, and knock-ins including Nos. 5a and 5b, on the first approach. An unusually long or slow approach is also a violation of this rule.

Examples:

(1) Blue #3 prepares to hit a Penalty No. 5. Blue's teammate is changing horses and slow to return to the field. Blue takes a wide, slow circle, passes the ball, and approaches the ball a second time. The whistle should sound as soon as Blue passes the ball. The Umpire should bowl the ball in. A second approach is not permitted.

(2) A Penalty No. 4 is awarded to Blue. At the sound of the whistle, Blue #3 rides to change his horse and returns to the field as the Umpire drops the ball for the Penalty hit. Blue's teammate tees the ball and moves out of the way. The Umpire calls 'Play' and Blue #3 approaches the ball. Blue #3's new pony is skittish and will not take its correct lead.. Blue asks the Umpire for a second approach. Not permitted.

(3) The red team has been trying to slow the game down from the early stages. After several reminders to move things along, Red slowing tees the ball and begins a very long, slow circle to the ball. The Umpire should sound the whistle and bowl the ball in.

(4) The Blue #3 tees up a Penalty No. 4. Blue #3 hits a hard penalty shot at the unprepared defending players before the Umpire has announced 'Play'. The whistle shall sound and the defending team is awarded a free hit from the same spot the foul shot was to have taken place because this was a dangerous play.

(5) Red #3 is awarded a Penalty No. 6. After the Umpire announces 'Play', the Red #3 approaches the ball, swings and misses. The defending Blue #2 quickly enters the line and takes the ball on his off-side and carries the ball down field and scores. Because Penalty No. 6 is defended, the ball is considered in play when the hitter hits at the ball.

(6) Blue #2, taking a Penalty No. 2 foul shot, approaches the ball, and hits the ball towards the goal. While following the ball, Blue #2 rides over the top of the ball and his horse kicks the ball through the goal with his hoof. The goal does not count and a free hit is awarded to the defending team from the middle of the goal posts.

(7) A Penalty No. 2 is awarded to the Red team. As the Red #1 approaches the penalty shot, before he is able to swing at the ball, his horse runs over the top of the ball kicking the ball several yards towards the goal. Because the hitter is only allowed one approach to the ball, the Umpires shall blow their whistle to stop play and execute a bowl-in.

(8) The Red team is awarded a Penalty No. 6. The Red #3 approaches the ball and as he prepares to swing, his horse kicks the ball forward 3-5 yards. The Red #3 quickly taps the ball forward and dribbles toward his goal. In this defended goal situation, the ball is considered to be in play and the hitter is allowed to make a play on the ball.

(9) Blue #3 circles on his approach to a Penalty No. 4. As he nears the ball, his mount switches leads and he passes the ball to approach again. Not permitted. As soon as he passes the ball, the whistle should sound and the ball shall be bowled-in.

(10) Following a Blue safety, Red #3 changes mounts quickly and prepares to hit the 60 yard shot. His pony has not settled and Red #3 asks the Umpire's permission to circle again. Permission should not be granted.

40. Specific Penalties

Penalty 1 - Penalty Goal

If, in the opinion of the Umpire, a player commits a dangerous and/or deliberate foul in the vicinity of goal in order to save a goal, the team fouled shall be allowed one goal. The game shall be restarted at a spot 10 yards (9 m) from the middle of the goal of the team that has fouled (defending team) with a throw in. Ends shall not be changed.

Penalty 2 - 30 Yard (27 m) Hit - UNDEFENDED

The Umpires will give the Captain of the team fouled (team that is taking the penalty) the choice between:

Either: A free hit from the spot where the fouled occurred; none of the defending team to be within 30 yards (27 m) of the ball, nor come out from between the goal posts.

Or: A free hit from a spot 30 yards (27 m) from the goal line of the team that has fouled, opposite the middle of the goal.

In both cases, all the defending team may not defend the penalty conversion attempt and are to be behind their back line or off the field of play but not between the goal posts until the ball leaves the field, or is blown dead. The team taking the penalty are to be behind the ball at the moment it is hit or hit at (See Note 1).

Interpretation

No player other than the hitter has a play. The hitter may hit at the ball once and once only. If a goal is scored players return to centre. If the goal is missed players position for a knock-in. If the ball dies on the field, the whistle stops play and players position themselves for a free hit by the defending team from the middle of the goal mouth. No defense means that no defending player may enter the field, or otherwise, attempt to distract the hitter until the Umpire has signalled a goal, knock-in or free hit. Distracting the hitter includes such things as:- standing behind the goal mouth, waving, shouting, riding back and forth, etc..

All the teammates of the fouled team are to position themselves behind the ball, which is an imaginary line parallel to the end line. This does not prohibit a teammate from the fouled team to change horses off the playing field. Should a teammate of the fouled team return to the field prior to the ball being hit, this player must enter the playing field from behind the ball or must be completely off the playing field. Any teammate from the fouled team who elects to change horses while a Penalty No. 2 or 3 is taken, should be no closer than 30 yards from the goal posts for safety reasons. After the ball has been hit, the player that is off the field on the fouled team may enter at any point.

Examples:

(1) Blue is awarded a Penalty No. 2. As Blue #3 hits the ball, Red rides across the goal and clears the ball. Foul Red - award the goal if it probably would have scored, re-hit if it probably would have gone wide. No member of the fouling team may enter the field until the ball leaves the field or is blown dead.

(2) Red is awarded a Penalty No. 2 from the spot three yards from the goal mouth. The Blue players, assuming a score, ride to centre field for the bowl-in. As Red approaches the ball his horse ducks out, and the ball is shanked to right of goal. Foul Blue - the players were on the field. Red gets a re-hit.

(3) As Blue prepares to hit a Penalty No. 2, the members of the Red team line up in the goal mouth behind the goal line. Red's positioning is unsafe, unsportsmanlike and not permitted. If Blue misses the goal, a re-hit should be awarded.

(4) As Blue approaches a Penalty No. 2, the Red #3 rides parallel to the end line as though preparing for a crossing defense. Re-hit if the goal is missed. Red #3 is obviously attempting to distract the hitter even if he does not enter the field of play.

Penalty 3 - 40 Yard (36 m) Hit - UNDEFENDED

A free hit from a spot 40 yards (36 m) from the goal line of the team that has fouled opposite the middle of the goal.

All the defending team may not defend the penalty conversion attempt and are to be behind their back line, but not between the goal posts, until the ball leaves the field or is blown dead. The team taking the penalty are to be behind the ball at the moment it is hit or hit at (See Note 1).

Interpretation

No player other than the hitter has a play. The hitter may hit or hit at the ball once and once only. If a goal is scored players return to centre. If the goal is missed, players position for a knock-in. If the ball dies on the field, the whistle stops play and the players position themselves for a free hit by the defending team from the middle of the goal mouth. No defense means that no defending player may enter the field or otherwise attempt to distract the hitter until the Umpire has signalled a goal, knock-in or free hit. Distracting the hitter includes such things as standing behind the goal mouth, waving, shouting, riding back and forth etc..

Examples:

(1) Blue is awarded a Penalty No. 3. As Blue #3 hits the ball, Red rides across the goal and clears the ball. Foul Red - award the goal if it probably would have scored; re-hit if it probably would have gone wide. No member of the fouling team may enter the field until the ball leaves the field or is blown dead.

(2) Red is awarded a Penalty No. 3. The Blue players, assuming a score, ride to centre field for the bowl-in. As Red approaches the ball his horse ducks out and the ball is shanked to right of the goal. Foul Blue - the players were on the field. Red gets a re-hit.

(3) Penalty #3 is awarded to Blue. Blue #3 hits badly, the ball strikes a goal post, bounces back on the field and stops three feet from the post. The whistle blows and the ball is put into play by awarding Red a free hit from the middle of the goal posts.

(4) Red is awarded a Penalty No. 3. Red mis-hits and the ball comes to rest 5 yards from the goal line. Red rides forward and taps it through. No goal. Red gets one hit only. The ball is put in play with a free hit by the defending team from the middle of the goal posts.

Penalty 4 - 60 Yard (55 m) Hit

A free hit at the ball from a spot 60 yards (55 m) from the goal line of the team that has fouled opposite the middle of the goal. All the defending team to be behind the 30 yard (27 m) line. The team taking the penalty shall be free to place themselves where they choose (Note Rules 39 b(ii) and 39 b (iv) – Not Circle and Not Strike the Ball a Second Time with a Full Shot).

Interpretation:

The practice of dribbling the ball forward then striking hard toward the grouped defenders is considered extremely dangerous. The velocity of the ball creates the danger, and not whether a half swing or a quarter swing was taken. This is deemed to be:- 'Exhibiting a lack of consideration for safety for the player, player's pony or any other player or pony', and also infringing Rule 39 b (iv) and will be penalised with a Penalty No. 5a.

Examples:

(1) Blue taps a Penalty No. 4 forward and to the right and continues to dribble toward the goal mouth. As Blue nears the goal line, a Red defender is caught standing in Blue's path. Foul Red. Blue has every right to dribble and the LOB and ROW must be respected in the goal mouth as anywhere else. This example also applies to a Penalty 6.

(2) Blue #3 dribbles a Penalty No. 6 to the right of the goal mouth. While 30 yards out, Blue #3 takes a full hard swing at the ball while shooting on goal with defending players positioned inside the goal mouth. The ball is poorly hit and travels approximately 20 yards and stops. Foul on Blue. Although Blue #3 miss-hit the ball, his intention was to strike the ball with force, which would have resulted in a dangerous play. Penalty 5a awarded to the defending team.

Penalty 5(a) - Free Hit from the Spot

A free hit at the ball from the spot where the foul took place, but not nearer the boards or side lines than 4 yards (3.6 m).

None of the defending team to be within 30 yards (27 m) of the ball, nor behind the ball (See Note 1). The team taking the penalty shall be free to place themselves where they choose. The team taking the penalty shall be free to place themselves where they choose. A Penalty 5(a) should not be awarded against a defending team within their own 60 yard (55 m) line. A Penalty 2, 3 or 4 is to be awarded as appropriate.

Penalty 5(b) Free hit from the Centre

A free hit at the ball from the centre of the ground. None of the defending team to be within 30 yards (27 m) of the ball, nor behind the ball. (see Note 1).

Penalty 6 - 60 Yard (55 m)

Hit Opposite where ball crossed the back line - Safety 60)

A free hit at the ball from a spot of 60 yards (55 m) from the back line, opposite where the ball crossed it, but not nearer the boards or side lines than 4 yards (3.6 m). All the defending team to be behind the 30 yard (27 m) line. The team taking the penalty shall be free to place themselves where they choose. (Note Rules 39 b (ii) and 39 b (iv)).

Penalty 7 - Throw In

A throw-in in accordance with Rule 24 from the point where the foul occurred.

Penalty 10(a) - Player Sent Off for the Rest of the Chukka

The umpires may send off a player for the rest of the chukka in progress in addition to any other penalty (see Note 2). If Penalty 10(a) is awarded, a report form must be submitted by the Umpires.

Penalty 10(b) - Player Sent Off for the Rest of the Match

The umpires may send off a player for the rest of the match, in addition to any other penalty (see Note 2). If Penalty 10(b) is awarded, a Report Form must be submitted by the umpires.

Note 1: Behind the ball is interpreted as being behind a line parallel to the back line and running through the point where the ball has been placed.

Note 2: Umpires must agree that a player should be sent off. If not in agreement, the Referee must be asked to decide. The side to which the sent off player belonged shall continue with three players only. Penalty 10(a) and (b) may be given for any breach of the Rules. Umpires should make it clear to the players penalised and to the team captains which penalty has been given.

41. Selection of Penalties

- (1).** There are degrees of dangerous play and unfair play, as it may be an advantage to the team fouling or a disadvantage to the team fouled. Where more than one penalty is prescribed, the penalty or penalties are left to the discretion of the Umpire.

Interpretation.

Selection of Penalty gives the Umpire a range of Penalties from which to choose for most situations. In making the selection, the Umpire must apply two principles:

- a. the team fouled must never be worse off than before after the Penalty award; and
- b. by definition, the term 'Penalty' means that the fouling team's strategic position must be lessened by the Penalty award. The Penalty must suit the violation and penalise the fouling team by awarding an advantage to the team fouled.

Examples:

(1) Blue is running to goal and approaching midfield. Red, riding to Blue's left and half a length behind, realised that he will not be able to catch Blue and make a ride-off. As Blue prepares to hit a centring shot, Red reaches across and tips Blue's mallet, spoiling the shot. Although the foul hook is minor, it was committed deliberately, and the disadvantage to Blue is major. Penalty No. 3 should be awarded.

(2) Blue #2 and Blue #3 sandwich Red #3 about 80 yards (72 m) out from the goal. Foul Blue and a severe Penalty award to Red. Not only is this a dangerous foul, but also stops Red's run to goal. Open goal Penalty No. 2 or No. 3. A Penalty No. 4 is not adequate in this situation.

- (2).** Regarding selection of penalties, degrees of danger and unfair advantage should be taken into account whenever a foul is called; likewise, (1) the location of the foul, (2) the positions of the two teams on the field, (3) the effect said foul has on the outcome of the play and (4) the frequency with which the offending team or one of its members has committed similar fouls should be taken into consideration when determining the penalty to be awarded.

Interpretation

The Umpire is required to consider all four factors (see below in eg. 1 a - d) in selecting the appropriate Penalty. Each factor will put its own effect on the final judgment and the penalty awarded.

Example:

(1) As Blue #3 turns to pick up a tailed backshot from Blue #4, he is hit hard by Red #2 and his horse stumbles. The horse regains its footing, but Blue is too late to make the play. Foul Red - dangerous riding. The Penalty award must consider:

- a. Location - deep in defending territory - perhaps a No. 5(b) centre hit.
- b. Positions of teams - Blue #3 was well positioned, and had he not been fouled might have had a good run - perhaps a No. 4 Penalty.
- c. Effect on the play, the difference between Blue making the play and putting the ball in Red's territory and missing the play is great - Penalty No. 4.
- d. Frequency of similar fouls - if Red has played a clean game, and the foul is just bad timing - Penalty No 5(b) from the centre, however, if Red has been penalised several times for rough play - Penalty No. 4.

(3). More than one penalty may be exacted by the Umpire when applicable.

Interpretation.

The Umpire is expected to apply whatever Penalty or combination of Penalties from No. 1 to No. 10 that will best fit the circumstances. Normally, simultaneous fouls by both teams are offsetting, but flagrant conduct may cause a Penalty to be increased or decreased in severity.

Examples:

(1) As Blue prepared to hit to goal from about 50 yards (45 m) out, he is deliberately foul-hooked by Red. Blue retaliates by swinging his mallet at Red's head. Penalty No. 2 or No. 3 against Red for the fouled hook. Penalty No. 10 against Blue for the mallet.

(2) Blue carries the ball down the right boards at mid-field and sees Red coming from the left for a ride-off. Blue checks to avoid the bump and Red crosses in front to get to his nearside. As Red crosses, Blue goes to the whip, jumps his horse into Red and knocks Red to the ground. Foul Red for crossing. Foul Blue for dangerous riding., The fouls are offsetting, but if the Umpire feels Blue deliberately knocked Red down, Penalty No. 10 (a) or 10 (b) may be given.

(3) Red #3, sees Blue #2 ahead and safely to the left waiting to bump. Red pulls his mount off the LOB and rides hard into Blue knocking horse and rider to the ground. Foul Red. Penalty No. 4, 3 or 2 against Red for dangerous riding and Penalty No. 10(a) or 10(b) for the deliberate and/or dangerous act.

(4) A No. 2 Penalty is announced against Red. The Red Captain argues loudly that the call is incorrect. As the ball cannot be moved forward from a converted Penalty No. 2, the foul should be announced as a Penalty No. 5 (b) - centre hit, following the execution of the Penalty No. 2, or a re-hit is awarded if the Penalty No. 2 is missed.

(4). If, in the opinion of the Umpire, a player commits a dangerous and/or deliberate foul in the vicinity of the goal in order to save a goal, a Penalty No. 1 shall be exacted.

Interpretation.

Penalty No. 1 is an extraordinary Penalty which requires a level of danger or deliberation above that inherent in the game. The player fouled must have a very high probability of scoring. Once such a foul is called, Penalty No. 1 shall be awarded. The penalty, is the goal which would probably have been scored and then a 10 yard (9 m) throw in. Penalty No. 1 may be awarded regardless of whether or not the goal was actually scored.

Examples:

(1) Red carried the ball to goal with Blue riding with him all the way. As Red crosses the 30 yard (27 m) line and prepares to tap the ball through the goal, Blue reaches behind his back and foul hooks. Although not necessarily dangerous, it was highly deliberate and to save the goal - Penalty No. 1.

(2) As Blue prepares to hit the final shot to goal from about 40 yards (36 m) out, Red, riding from behind and to Blue's right, reaches for a hook. As Red does so, his horse rides over the ball and is hit by Blue's swing. Foul Red, but a Penalty No. 2, not Penalty No. 1. Red's play, although a foul, did not have the elements of danger or intent required for a Penalty No. 1.

(3) As Blue approaches the goal, Red realizes that a goal is imminent. Red's only chance is a hard bump that knocks Blue off the ball. Red makes the bump, Blue's horse stumbles badly but recovers, and the ball rolls through the goal. Foul Red and Penalty No. 1. The field goal does not count but the Penalty No. 1 awards a goal and the throw-in is on the 10 yard (9 m) line. Red's play was deliberate, dangerous and to prevent a sure goal.

(4) Red #4 rides Blue #1 wide as Blue #2 carries the ball behind them. As Red #4 nears the back line, he realises that Blue #2 has a sure goal. Red #4 turns back and as Blue #2 hits up to goal, Red #4 crosses, takes the ball and saves the goal. Penalty No. 1 against Red. Red #2 has deliberately fouled to prevent the goal. Even though the foul may not be dangerous a Penalty No. 1 is called for. A Penalty No. 2 does not penalize Red for the deliberate foul.

(5). Penalty No. 5 is only for minor fouls, fouls that are:

- (i) without danger;
- (ii) Inadvertent, not deliberate;
- (iii) Minor advantage to the fouling team; or
- (iv) Minor disadvantage to the team fouled. (Note: If, in the opinion of the Umpire, the team fouled is moving toward goal and has an offensive advantage, the Penalty should be moved forward even if the foul is minor).

Interpretation.

A play without the elements of danger, deliberation, advantage or disadvantage is seldom a foul. A minor foul, if called in favour of the offensive team, should be moved forward to a Penalty No. 4. This does not mean that a foul in favour of the defending team should not move forward. Penalty No. 5 (a) from the point of the foul should be awarded only for the most minor incidents and not from within the fouling team's 60 yard line.

Examples:

(1) Blue prepares to back the ball from the goal mouth. As Blue starts the swing, Red rides over the ball, and Blue is forced to check the swing. Foul Red. Penalty No. 5 (a) from the spot. Although inadvertent and not dangerous, Blue had no opportunity to set up an offensive play.

(2) Red clears the ball from goal with a neck shot to the corner. As Red rides to hit again, Blue picks him up, and they ride together to the ball. Both players fence for the ball, turning and jostling for position. Blue ends up inadvertently foul hooking Red. Foul Blue, Penalty No. 5 (a) from the point of the foul. In the same play, if Red ends up fouling Blue, Penalty No. 4. Penalty No. 5 (a) should not be awarded within the fouled team's 60 yard (55 m) line.

(3) Blue, carrying the ball 40 yards (36 m) from mid-field, is fouled by Red who crosses Blue to position for a nearside backshot. At least a Penalty No. 4 or, if Red's cross was dangerous a Penalty No. 3 or No. 2.

(6). Personal fouls involving unsportsmanlike conduct such as:

- (i) Disrespect toward the officials.
- (ii) Arguing with the umpires or other officials.
- (iii) Foul or abusive language.
- (iv) Appealing for fouls verbally or with a mallet,

May, at a minimum, be penalized as follows:

- a. Warning or a penalty for the first offence.
- b. A more severe penalty if a penalty has previously been called.
- c. A player being suspended from the remainder of the chukka with no substitution if the player has been previously penalised or warned.
- d. A player being suspended from the game with no substitution if he has previously been suspended for a portion of a chukka.

Interpretation.

The Umpire must act firmly and consistently to address the player whose behaviour has crossed the line. When the whistle goes, the appropriate Penalty is awarded. If the player then, physically or verbally, commits a personal foul the whistle should again sound and the ball placement be advanced. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be put off the field. Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

A technical foul is a personal foul charged against a player, a team, a coach, or a groom for misconduct or a foul not involving active play. To indicate that a technical foul has been called, the Umpire shall blow his whistle. If a penalty has previously been called, a more severe penalty shall be exacted. If a second technical foul is called on the same player, prior to the ball being put into play, a Penalty No. 10 (a) shall be exacted. A player receiving a third technical foul shall be ejected for the entire game.

If an Umpire elects to put a player off the field for any reason, the Umpire should confer with his fellow Umpire and explain why he is sending the player from the game. If the second Umpire challenges the call, the Referee shall make the final decision by upholding the opinion of either Umpire.

Examples:

(1) Blue #4, on the right of way, goes to back the ball, as Red #1 crosses in front of Blue #4 and hits the ball forward towards his goal. The whistle sounds and a Penalty No. 5 (a) from the spot is awarded. Red #3 insults the Umpire stating that the call was incorrect. The Umpire sounds his whistle indicating that a technical foul has been called and announces that the new penalty is from the centre 5 (b). Red #3 continues to insult and argue with the Umpire. A second technical foul is called, and a Penalty No. 10(a) is given. The Penalty No. 10(a) was given because this was the second technical foul called on the same player, prior to the ball being put into play.

(2) Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty No. 4 against Blue and Blue argues loudly that the call is incorrect. The whistle should sound again and the ball moved to a Penalty No. 3. Further protest should cause the player to be removed for the rest of the chukka.

(3) Blue #3 protests the Umpire's call loudly, abusively, and with a foul and offensive personal reference to the Umpire. Immediate sending off is justified. No preliminary warning or penalty is required.

(4) A crossing foul against Blue #3 occurs as Red #3 carries the ball along the side boards in the far corner near his goal. The Umpires stop play and award a Penalty No. 5 (a) spot hit. Blue argues with the Umpire and the whistle sounds again and a technical foul is called. A Penalty No. 5 (b) is called and the ball is placed at centre field.

(5) The umpires call a crossing foul on Blue #3 and stop play in Red's end of the field, 20 yards (18 m) from the centreline. Blue #3 argues with the Umpires and the whistle sounds again, and the Umpire calls a technical foul. The Penalty No. 5 (a) spot hit is moved to a Penalty No. 4. Moving the spot hit to centre field would not disadvantage the Blue team by moving the ball forward 20 yards (18 m), and therefore, a more severe penalty is warranted.

(6) White #3 receives a technical for arguing with the Umpires in the first chukka and one in the second chukka for unsportsmanlike conduct. In the third chukka, White #3 receives another technical for arguing with the Umpires. The Umpires shall exact a Penalty No. 10 (a) for the remainder of the chukka. If White #3 receives a fourth technical, he should be sat down for the remainder of the game.

ANNEX A - SUGGESTED LAYOUT OF A POLO GROUND

Length: 300 yards (270 m) maximum, 250 yards (220 m) minimum

Width: 200 yards (180 m) maximum unboarded, 160 yards (145 m) maximum boarded.

Safety Zone: At sides about 10 yards (9 m), at ends about 30 yards (27 m)

Markings: Broken lines or full marking may be used across the grounds. Marks on the boards or flags (clear of the safety zone) are useful as a guide to the Umpires. A line of tees clear of the centre spot should be marked on the centre line. A double tee as shown will help keep teams apart at the throw in.

Boards: Boards keep the ball in play, allow the ground to be arrowed and spread the game more evenly across the field. They should not exceed 11 inches (27.5 cm) in height and be of treated timber at least one inch (2.54 cm) thick. A metal peg should be inserted down the middle to secure them to the ground. They should be tongued and grooved at the ends or joined by a metal plate. A board should be easily replaceable during a match if damaged. A triangular arris rail (4x2") (10x5 cm) may be fitted at the base of the board to deflect the ball back into play. Boards may be curved from the 30 yard (27 m) line to 15 yards (13.6 m) into the back line.

ANNEX B - NOTES FOR OFFICIALS

General

These notes are included in order to explain some of the tasks of the Referees, Umpires and other officials. They are also designed to clarify and elaborate on some of the Rules of Polo and the penalties to be taken subsequent upon the infringement of these rules. The notes do not attempt to interpret all the incidents of play which are covered in the rules. They are not comprehensive and where there is apparent confliction of the Rules of Polo take precedence.

The Referee

The Rules shall be administered by a Referee and two mounted Umpires as laid down in Rule 6. The Referee has a very responsible position and he should have considerable polo experience at least to the level of the match which he is refereeing. He must be in an elevated and isolated position at the centre of the ground from which he can best observe the play. He will be consulted if the two Umpires disagree as to the foul or as to what penalty to award. Thus he must concentrate throughout the game, as the decisions he will make will have a bearing on its outcome. He must avoid distractions such as talking to neighbours or using a mobile phone. If the Umpire appeals to the Referee, he will in the first instance raise a hand and if the Referee is satisfied that he saw and understood the play then he will confine his decision as to whether a foul occurred or not. If he considered that a foul did occur and it is obvious which side foul, then he should raise one hand above his head and point with the other in the direction in which the hit is to be taken. If however he considers no foul occurred, or he could not see the incident because his sight was obscured, he should stand and make the wash out signal by moving his hands horizontally across his body.

If the Referee is in any doubt as to the nature of the foul or direction in which it should be given, he should make the come hither signal and move onto the ground. The Umpires should canter towards him for consultation. This should be kept as brief as possible and be carried on out of earshot of the players and spectators. Alternatively, the Umpires might wish to consult with the Referee in their own right in which case they should proceed as above.

On occasion, the Umpires will agree that a foul has occurred but disagree as to the penalty to be awarded. They will then point to the two alternative spots (e.g. centre or sixty) and the Referee will point to the spot at which he considers the penalty should be taken. The Referee must make his position known to the Umpires before a match and consult with them at half time highlighting any particular aspects of play which may have escaped their notice. The Tournament Conditions may stipulate that there will be only one Umpire in which case the Referee has to act as a second Umpire to whom the mounted Umpire can appeal for assistance. In certain cases the Referee may be dispenses with.

The Umpires

General

The authority of the Umpires should be absolute in all matters affecting the conduct of play immediately before, immediately after and during play. Polo is one of the hardest games to umpire due to the complexity of the Rules, the speed at which it is played and the need to make immediate decisions based on an assessment of speed, angle and distance.

The good Umpire must therefore know the rules, concentrate on the play throughout and be consistent, clear and decisive in his judgements. In this way he will earn the respect of the players and make his task much easier. He should treat the players with fairness and understanding being ready to defuse any potentially explosive situation; he should be a dictator without being dictatorial. The Umpires should do all that they can to make a game flow and minimise delays but at the same time punish offences and maintain firm control. It is not in the gift of the team Captains to agree time out except if agreed for friendly matches or if one or other team is on borrowed ponies.

Selection

There will normally be two Umpires but the Tournament Committee may stipulate that there be only one Umpire. They should select the Umpires for a match with care. For preference, those who have an interest in the outcome of the match and those who have a relative playing should not be asked to umpire. The Committees should use discretion when selecting umpires avoiding as far as possible those who have a record of dissent from certain teams. There are never enough experienced Umpires to go round so a pairing with one less experienced is to be encouraged, not least to give the latter a chance to learn. A team Captain may inform the Committee that his team is not happy with a certain Umpire before the tournament but once the Umpire has been appointed he may not appeal in any way against the appointment.

Preparation

An Umpire should arrive at the ground at least ten minutes before the match is due to start. He should be smart in appearance; dressed in white with boots and helmet. He must report to the club official in charge of umpires for his match and be issued with an Umpire shirt, whistle and pick up stick. He should then check the pony which he has been allocated to ensure that it looks up to the job and that it is fully tacked for polo with ball bags (tail bandages are optional). It is extremely important that the Umpires are well mounted on reliable and fit ponies. It is not sensible to allocate a green or unfit pony as the Umpire will not be able to carry out his duties effectively and the pony may be damaged. The Polo Manager will give the Umpires the go ahead when the teams are ready and all his officials, including medical and veterinary, are in place. He should also brief the Umpires if there is going to be a parade before the match. If so, it is advisable for the Umpires to have tossed up to decide ends before going onto the ground.

The Umpires should take the following action at this time:

- a. Ride onto the ground together at least two minutes before the scheduled start time of their match, with the teams if there is to be a parade.
- b. Blow their whistles to check their efficiency and alert the teams.
- c. Check on the teams' colours to ensure that there is sufficient contrast. The Polo Manager should have already done this but the Umpires have the ultimate say.
- d. Check on the Referee and locate him.
- e. Check on the location of the medical support.
- f. Check that the Time-Keeper and Scorer are alert.
- g. Check the scoreboard to ensure any handicap difference has been correctly credited.
- h. Decide on which side and back line each is to take. They may swap at half time if the sun is troublesome.
- i. Establish who are the two team Captains, call them together and toss for ends. The Captain of the visiting team is normally asked to make the call. The Captains should also be asked at this time if they are happy with the score as posted. Once the ball has been thrown in there is no redress.
- j. Be prepared to penalise any player who whips his pony before the ball has been thrown in.
- k. The Umpires should now be ready to throw in the ball. Should however one Umpire be late, the team Captains on being asked by the Polo Manager, may agree for the game to be started with one Umpire.
- l. Following the appointed starting time, the umpires may commence the game by throwing the ball in, notwithstanding that all players may not be present.

Umpire Positioning

The Umpires are a team and must work together. The more experienced Umpire of the pair must do all that he can to bring his partner with him and encourage him to make his own decisions. If the more experienced Umpire takes upon himself the decision as to a foul without consulting his partner he will undermine his position and allow the teams to drive a wedge between them. Umpires will inevitably disagree but they must be aware that too frequent reference to the Referee will delay the game unnecessarily and serve as above to undermine their authority. The Umpires after discussion are perfectly entitled to throw the ball in without reference to the Referee.

The Umpires should try to complement each other in order to cover the whole ground, similar to partners in a doubles tennis match. The correct position should be one Umpire trailing the play on the line of the ball and the other level and parallel with the play. One trailing Umpire and one parallel Umpire at all times. Notwithstanding an Umpire's position on the ground, he must not hesitate to blow his whistle if he sees a foul as his partner may have been unsighted or be in the act of turning. It is above all imperative that the Umpires keep up with the game to make the correct decisions swiftly and to maintain control. **Should the ball hit an Umpire's pony, play will continue.**

Stopping the Play

The whistle must be blown decisively and loudly with one long blast which will stop the play and the clock. The Umpire should have the whistle in his mouth or his hand ready for instant use. If the decision to blow is delayed the moment will have past and the foul may go unpunished or, if blown late, the call will cause confusion and loss of confidence.

The Umpires must remember that the Time Keeper acts on their whistle and unless blown loudly he may not hear it, particularly if there is a strong wind or background noise. In general terms the whistle should not be blown when the ball goes over the boards, back line when hit by an attacker or when a goal is scored. The Umpire, particularly if he is alone, may however blow the whistle to stop the clock after suitable elapsed time to allow himself to get into position for a throw in.

Umpire A having blown his whistle should check quickly that Umpire B agrees with the foul and the proposed penalty. This should be done by pointing or other pre-arranged signal. Discussion between the Umpires should only take place if there is disagreement so that delay is cut to a minimum. If they still cannot decide then they must refer to the Referee by raising a hand and/or cantering over towards him. This procedure can be short-circuited by Umpire B if he believes Umpire A has made a wrong call, by raising his hand to obtain a decision from the Referee. As an overall consideration nothing is more damaging to the authority of the Umpires and to the flow and enjoyment of the match than delays caused by excessive consultation between the Umpires and the Referee. Decisive, immediate and firm action is to be preferred to shilly-shallying and consultation which often results in no more than a throw-in.

Once they have agreed that one or other side has fouled then the Umpires must decide on the penalty to award. In doing so they must remember that the side defending the penalty, i.e., the side that has fouled, have the opportunity to regroup and get into the best position for defence. Thus the penalty should be made to count, being moved up the ground if the defending team have fouled and, at the very least, a hit from the spot if the attacking side fouled. Having agreed on the penalty to be awarded, Umpire A should announce 'Cross against Red, free hit from the spot' and without waiting canter to the spot where the foul occurred, drop the ball and take up his position.

Should the Referee signal 'No Foul' then the Umpires should throw in the ball at the spot where it was when the whistle was blown (Rule 24).

The Umpires should use the Advantage Rule (Rule 6g) with discretion as the side fouled would often prefer a penalty rather than to have play continue. It should never be invoked for a very dangerous or deliberate foul.

If a player is disabled by a foul, every effort should be made to find a qualified substitute. One occasion this may or may not be possible in which case the Umpires, in consultation with the Referee, may decide to remove a player from the side that fouled. (See Rule 27b(ii)).

Appealing

Rule 2f states that 'A player may not appeal in any manner'. This is probably the most frequently broken rule in the book and one in which Umpires must use a certain amount of discretion.

If a player sees an opponent about to commit a foul which may endanger him or his pony, his instinctive action is to raise his stick, and sometimes his voice as a warning; that is to say I am more interested in self preservation than hitting the ball and inter alia as a signal to the Umpires that he thinks a foul is about to be committed. The Umpires must be aware that appealing with a stick or verbally is a foul and thus under normal circumstances must be penalised. Any form of frantic waving of the stick in the air (helicoptering) must always be a foul as it constitutes a danger to other players and their ponies. The Captain of each team has the right during the game to ask the Umpires on that or any other decision they may make. Sometimes the Umpires can pre-empt a potentially explosive situation by calmly explaining why the foul was given. They should not under any circumstances, either during or after the game, enter into discussion with the Captains or any other player as to their conduct during the game.

Report Forms

The Umpires are required to fill in a Report Form (Rule 6a) for any irregularities or incidents of misconduct and submit the form to the Tournament Committee immediately after the game. The Tournament Committee will take such action as they consider necessary and forward the form to the APC as appropriate. The Umpires are required to fill in a report form when implementing Penalty 10(a) and 10(b) or if a pony is seen to be blind in one eye or showing vice.

Pony Welfare

Umpires are responsible for the welfare of the ponies during play in particular they must check the length and serviceability of whips and length and sharpness of spurs and studs. A pony showing signs of distress or with blood in its mouth or on its flanks must be sent off.

Throw In

General

Umpire A, who is to throw-in the ball, must ensure that the teams are lined up on a T or equivalent with the nearest players at least five yards from him and with a distinct gap separating the two teams who must remain stationary. Umpire B will be about forty yards away at the back of the throw-in ready to move parallel and level with the play. The ball should be thrown-in and under hand so that it remains low to prevent players hitting wildly in the line-out. All rough and dangerous play should be penalised instantly. Umpire A will take up position as trailing Umpire.

Centre

Used when starting or restarting after a goal has been scored or the goal posts have been widened. Umpires should allow a reasonable time i.e., a canter, for the teams to return to the centre after a goal has been scored. Should the Umpires inadvertently allow the teams to line up the wrong way there is no redress but if by the end of the chukka no further goal has been scored, then ends should be changed and play started at a corresponding position in the other half of the ground.

Boards

Used when the ball is hit across the boards or sidelines. Umpire A stands with his pony inside the boards with the teams lined up at least 10 yards (9 m) from the boards and separated until the ball is thrown in. Thereafter proceed as above.

Towards the Boards

Used to restart the game at any spot if a Penalty has been awarded, a foul has been overruled, the ball is buried or damaged, after an accident or incident which has caused play to be stopped, unnecessary delay in taking a penalty or as the second element of Penalty 1. Proceed as from the centre.

Hit In

Umpire A, on whose side the ball has been hit out over the back line, should be behind the ball but clear of the goal so that he can see the exact line and get a clear view of a opposing player coming in for a meet. He will become the trailing Umpire. When he is satisfied that both sides are in position, and no unnecessary delay has occurred, he should call 'Play'. Umpire B should be keeping an eye on the 30 yard (27 m) line to see that the opposing side do not cross the line before the ball is hit or hit at. Umpire B is in the parallel position and should move up the ground level with the play. Should there be unnecessary delay by the side hitting in, a Penalty 6 shall be awarded. If the opposing side cause unnecessary delay then the hit in is moved up to the 30 yard (27 m) line.

Explanation of Some Rules

Prolongation of Last Chukka in Event of a Tie (Rule 15)

The last chukka shall normally end, although the ball may be still in play, at the first stroke of the 7 minute bell. However, if the scores are tied and the match is to be played to a result, then the chukka shall continue until the ball goes out of play or the second bell (7½ minutes) is sounded. If still a tie then after an interval of 5 minutes, the match shall be continued until sudden death. Ends are not changed. If, however, goals are to be widened by agreement of the Captains, because the Tournament Rules require it or because the extra chukka has been scoreless, then ends are changed and the ball is thrown in from the centre. Play with widened goals must not start with a Penalty. Any such awarded will be played out in the previous chukka.

Prolongation in Case of Penalty Awarded (Rule 15e)

If the Umpires award a penalty within 5 seconds of the end of the match, whether in normal or extra time, they must ensure that the Time Keeper is aware of their decision and he knows that 5 seconds of play must be allowed from the moment the penalty striker hits or hits at the ball. On occasion, another penalty can be awarded during the 5 seconds period, in which case the clock should be reset to allow a further 5 seconds of play and so on.

Line of Ball and Right of Way (Rules 32 and 33)

The Umpires must watch the play very closely so that they are certain of the line of the ball each time it has been hit and this know which player has the Right of Way. The moment the line of the ball is changed they must know who is entitled to the new Right of Way and in what direction it lies. A player who was on the old Right of Way must be given sufficient room to pull up or turn otherwise a foul should be blown (Rule 32b(iii)). This Rule has become increasingly difficult to apply with the current form of play in which a player taps the ball to the side and follows round on the new line.

It is very important that Umpires understand the meaning of the Right of Way, which is set out in detail in Rule 32b. In general terms, it follows the line of the ball with the player parallel to it following down the exact line taking the ball on his off side having priority over all others. A player riding in the direction the ball is travelling at an angle to its line has the Right of Way over a player meeting the ball at an angle but two players riding to meet exactly on the line or lines projected have equal rights. The player who strikes the ball and then deviates from its line surrenders his right to the Right of Way. Two players when riding in the same direction of the line of the ball simultaneously making a play against each other, have the Right of Way over a single player coming from any direction (Two against One Rule). The Umpires, as well as establishing in their mind the Right of Way at every moment of the game, must also assess the relative speed and distance when a player crosses or enters the Right of Way. If there is no danger whatsoever and no requirement for the player already on the line to check, then no foul will have been committed.

Checking and Blocking (Rule 34)

Umpires must read and understand Rule 34b which allows a defended player, proceeding at walking pace or slower, only one tap of the ball. In particular a player who taps the ball under an opponent's pony, then turns onto the new line and claims the foul must be penalised. Umpires must make a judgement as to whether a player is being blocked by an opponent and thus cannot go forward or is deliberately restraining his pony in order to gain advantage. Equally the Umpires must use the judgement in the application of Rule 34f on ('old soldiering' Rule 34f). They must decide if a player has given up his Right of Way by checking and that it is safe for an opponent to ride in front of him to take the ball. A player has not got a licence to blunder at an angle into an opponent on the ball causing him to hook up to avoid a nasty ride off.

Riding Off, Dangerous Riding and Intimidation (Rule 35)

At all times the Umpires must have the welfare of the players and their ponies uppermost in their mind. Thus Rule 35 contains a lot of examples of dangerous riding which could cause injury to player or pony. A player carrying out one of these actions must be immediately penalised. A player may ride off an opponent who is making a half shot providing he is parallel, level and travelling at approximately the same speed. Should the player ride into a full shot he is hazarding himself and his pony and should be penalised. Umpires have to be alert to police the rules of dangerous riding and if in doubt should penalise a player who is seen to endanger another player or pony.

Hooking and Misuse of Stick (Rule 36)

The Rule states that a player may only hook or strike at an opponent's stick when the opponent is in the act of striking the ball and his stick is below the level of the shoulder. Some examples of the dangerous use of the stick are:

- a. Taking a full swing at the ball from the throw in or in any scrimmage in such a way as to endanger another player.
- b. Striking hard into the legs of a group of ponies in the scrimmage.

- c. Striking the ball in the air so as to endanger other players.
- d. Taking a full swing under the neck in such a way as to endanger a player riding alongside.
- e. Striking an opponent's stick in such a way as to cause injury.

Any player intentionally hitting his own pony with his stick, or abusing his pony by excessive use of the whip or spurs must be subject of a report, a copy of which should be sent to the Chairman of the Welfare Committee. Furthermore any player intentionally striking another player or his pony shall be severely penalised to the extent that the Umpire may award Penalty 10(a) or (b).

Accident or Injury to Player or Pony (Rule 27, 28 and 29)

The umpires have a responsibility to do all that they can to prevent accident or injury to players or ponies. For example, if a player is behaving dangerously so as to be a hazard to himself or other players he must be warned, penalised and if necessary sent off. Common faults are dangerous use of the stick particularly in a melee, zigzagging in front of another pony, slowing down on the ball and hitting the ball hard into a crowd of players. Equally a pony which is out of control or has dangerous tack must be ordered off to prevent injury to others. Should an accident to a player or pony occur then the Umpires must immediately take charge. If a player is injured then the Umpires should stop the game and summon medical assistance by waving the pick-up stick above the head. They should keep players and any other who come onto the ground away from the medical team except those who are actively helping. They should consult with the Team Captain of the injured player about possible substitutes and keep the Commentator informed as to what is happening. Taking into account the paramount need to treat the injured player in the best conditions possible, the Umpires endeavour to restart the match as soon as possible. They must get clearance from the Medical Officer before allowing a player who could have suffered concussion, to play. If there is no Medical Officer present then this responsibility devolves onto the Umpires.

The Timekeeper / Scorer

General

Rule 8 states: 'A Timekeeper / Scorer (referred to hereafter as 'The Timekeeper') shall be employed in all matches with an Assistant Scorer who shall man the scoreboard'. In many cases, the Timekeeper and Scorer will be the same person.

Timekeeper

The Timekeeper should be conversant with Rules 14, 15, 16 and 17 which govern his responsibilities.

Clocks

The Timekeeper must be provided with a proper polo stop-clock, which can be stopped and started at will. This clock will govern the time, the clock on the scoreboard is for guidance only. He will also require an ordinary stopwatch as a backup and to time the extra 5 seconds of play (see below).

Stopping the Clock

The time during which a penalty is being exacted or an accident being dealt with does not count in the 7 minutes playing time. The fact that the time is not to be counted (i.e., the clock is to be stopped) is indicated by the Umpire blowing one firm blast on his whistle. The time starts to count again when the Umpire says 'Play' and the ball is hit or hit at. Note that the clock is not stopped when a goal is scored or the ball goes over the back or sideline.

Ringling the Bell

It is the Timekeeper's duty to ring the bell when 7 minutes of playing time has elapsed, and again 30 seconds later if play has not already stopped. Great care must be taken that the stroke of the bell coincides exactly with the termination of the 7 and 7½ minutes. In the case of a close match, a ball may pass between the goal posts a second before or after the correct time of the conclusion of the final chukka. The Timekeeper's responsibility in this matter is therefore of great importance.

Intervals

Between each chukka there is an interval of 3 minutes. In all matches there is a half-time interval of 5 minutes. Should play begin before the 3 minutes are up, it is unnecessary to ring the bell but the clock should be started at the moment that play begins. If the play has not begun at the end of each interval, then the Timekeeper shall ring the bell, but he must not start the clock until play actually begins. In the event of a tie requiring that an extra chukka be played, the interval shall be 5 minutes. In this case, it is the Umpire's duty to see that the game is not started again until the 5 minutes interval has been taken.

Additional 5 Seconds

Rule 15(e) is extremely important to the Timekeeper, as he is the only official who can carry out this rule.

Scoring

Before Match

The Polo Manager should provide a score sheet completed as far as possible. From this sheet the handicap received by a team will be put on the board by the Assistant Scorer. The Scorer will particularly note the colours in which the teams are playing and alter details on the score sheet if necessary and directions of the teams at the first throw in.

During Match

The Scorer will record the goals scored (noting if possible the name of the player scoring the goal, the time at which the goal was scored and the direction of play). He will instruct the Assistant Scorer to put up the score on the board being particularly careful to check that the correct team has been credited. At all times it is the Scorer's figures that count.

End of the Match

At the end of the match, the Timekeeper will add up the goals received on handicap and scored, fill in such details as weather, the time the match was completed and any unusual occurrences, sign the form as correct and hand it to the Polo Manager. This score sheet will then act as the official record of the match.

Objections

No objections may be lodged after the game to the Tournament Committee, Umpires or the Goal Judges as to whether a goal was scored or not, or an error was made in recording the score or team handicap. Note, however, that it is the duty of the Umpires to draw team Captains attention to the score as posted before a match (i.e., any goals received on handicap) and changes may be made as agreed. However, thereafter no objection may be raised. If the Umpires fail to carry out this duty, there can be no objection from either team.

Assistant Scorer

The Assistant Scorer is responsible for preparing the scoreboard before the match, and updating goals and chukka numbers during the match. He should have communication with the Timekeeper if they are not sitting together.

The Goal Judges

General

Rule 7 covers the role and duties of goal judges. Under the Rules the Club has the responsibility to ensure that goal judges are fully trained, are fit and active, and have parental permission if required. It is recommended that Clubs draw up their own set of standing orders to be issued on signature to all goal judges. The Club must also ensure that a line is drawn 20 yards (18 m) away and parallel to the goal line behind which the goal judge must stay during play and that spare goal posts and ball boxes are left not nearer than 30 yards (27 m) from the goal line. Other items such as bicycles should be placed well away from the ground so as not to be a danger to horses. Goal judges must not be used when play is in progress simultaneously on two grounds with back to back goals.

Equipment

The Club must issue goal judges with protective headgear (a cricket helmet is recommended) and distinctive clothing, normally white, and ensure that they are worn during play. Goal judges require a bag or box of balls, a white flag and access to spare goal posts.

Before match

Goal judges should be in position 10 minutes before the scheduled start of a match and should check that they have:

- (1) A flag
- (2) Sufficient balls in a box or bag
- (3) Immediate access to spare goal posts
- (4) The ability to change a goal post if it is broken and widen the goals if required
- (5) The goal post in the correct position and that they are vertical
- (6) No impedimenta, other than balls, on the ground or within 30 yards of the goal line
- (7) Distinctive clothing and are wearing a hard hat. Wet weather clothing should also be available.
- (8) Knowledge of the team colours so they can distinguish which side is attacking and which is defending.

During Match

Once the match is started, the goal judge must observe the play carefully at all times as the situation can change very quickly. When play comes down the left hand side of the ground, the goal judge should begin to move to the right to keep the ball in his sight between the posts and if the play comes from the right, he should move to the left. At all times however, he must remain behind the 20 yard (18 m) line until the ball is out of play and the ponies have slowed down. The goal judge must also keep his eye on the ponies as they approach to see which way they are turning or swinging. Evasive action should be taken if essential but it is often better to stand still as the player will turn away. It is an offence for two players to ride each other off over the goal line if it endangers the goal judge.

Goal Scored

In normal play, if the goal judge is certain that a goal has been scored (i.e., the goal went over and clear of the goal line), even though play continues, he will wave his flag vigorously over his head until receiving acknowledgement from the score keeper.

It is sometimes difficult for the goal judge to be certain that a goal was scored as his view may be obscured, he may be taking evasive action or he may be confused by the flight of the ball. In this event, he should make no signal at which point the Umpires should come to him to consult and then make their decision.

The goal judge should never get into discussion with a player as he is answerable only to the Umpires who should protect him from pressure and abuse. Once a decision has been made by the Umpires, they will instruct him either to wave his flag to signify a goal or to place the ball for a hit in. The goal judge must also be on the alert for the Umpires whistle which will render the ball dead and this, if it subsequently goes through the goal or over the back line, no action should be taken by him. In the normal course the Umpires will award a penalty and play will continue with a hit or throw in.

Penalties

When Penalties 4 or 6 are to be taken, the goal judge should be behind the left hand post as he looks onto the ground and one of the Umpires will take the right hand post. For Penalty 6 the goal judge and Umpire should be on the straight line drawn between the ball and the goal post. He should then be able to tell if the ball went over the goal line and inside the goal post projected vertically. Judgement may be required if the ball hits a flag blowing in the wind, if the ball swerves in the air or goes over the post. Before making a signal, the goal judge should receive confirmation from the Umpire who will normally raise his hand if he is satisfied it was a goal. If the Umpires award a Penalty 1 or a goal as a result of a foul by a defender, they will instruct the Goal Judge to wave his flag as if a goal had been scored.

Hit over Back Line by Attacker

If the ball was hit over the back line by an attacker, then the goal judge should signal by holding a ball above his head. When the ponies have slowed down he should run forward and place a ball just in front of the back line where it crossed but no nearer than 4 yards (3.6 m) from a goal post or the boards. He should make a good lie for the ball otherwise time will be wasted as the striker tees it up. Remember that the clock is still running. Then pick up any loose balls and return swiftly behind the 20 yard (18 m) line.

Hit over Back Line by Defender

If the ball was hit over the back line by a defender, then the umpires will award penalty 6 which is taken on the 60 yard (55 m) line opposite where the ball went out of play. The umpires might ask the goal judge for help in deciding if a defender or attacker hit the ball over the back line (see Rule 22). The goal judge may relax a little between chukkas and at half time although he must remain alert to players coming onto the ground to stick and ball. He can usefully tread-in in front of his own goal, collect up any stray balls and be prepared for the Umpires to come up to him at this time to replenish their ball bags.

Two Goal Judges

Should there be two goal judges for each goal, they will work as a pair covering each goal. They must be particularly alert to avoid being ridden down as the options for the players are reduced.

ANNEX C - GUIDELINES FOR TOURNAMENTS

General

In drawing up the schedule for a tournament, the Polo Manager must first establish whether the tournament conditions require a knockout, a league or combination of both. He must also know how many teams are likely to enter, how many playing days are available and any constraints enforced by the outside commitments of players. Based on this information he can decide on the format for the tournament which should be included in the schedule. It has become increasingly popular to start a tournament on a league basis, finishing with a knockout, as this guarantees each team a number of matches and also enables a firm timetable to be drawn up.

Knock Out Tournament

A knock out tournament is one in which teams are drawn to play preliminary rounds, quarter finals, semi finals and finals. Unless there are eight teams in the tournament there will be a requirement to have bye rounds. The method of placing these is shown in the table below. It is often popular to have a subsidiary to the main tournament to give the teams beaten in the first round a minimum of two matches. The subsidiary matches should be scheduled so that they fall as close as possible to the time and date of the equivalent matches arranged for the winning teams.

Method of Drawing Byes in Tournaments	<u>No. of Teams</u>	<u>Byes at Top</u>	<u>Byes at Bottom</u>
All Byes are in the first round	5	1	2
	6	1	1
	7	0	1
	8	0	0
	9	3	4
	10	3	3
	11	2	3
	12	2	2
	13	1	2
	14	1	2
	15	1	2
	16	0	2

League Tournament

In a league tournament, teams are placed in a league and each plays the other in that league. Teams can also be placed in paired groups with an equal number of teams in each so that each team in one group plays each team in the other. The league and group system can be combined, for example if there are fourteen teams in a tournament there can be two leagues of four and two groups of three so that every team plays three matches during this phase. The order of merit can be established using the system laid out in Annex E (Rules for Official League Matches). If it is necessary to establish an order of merit of teams playing in paired groups then it is fairer to take all the results together, rather than those within one group only. Once an order of merit has been established then a knockout phase may be held starting with quarter finals, semi-finals or going straight to a final.

Round Robin or American Tournament

If three teams are to play on one day, then a Round Robin is a good answer. Normally each team plays two or three chukkas against the other. Two of the teams play consecutively e.g. the first four chukkas or the last four and the third team has a break in the middle. It is recommended that each match should end on the final bell whether the score is level or not and that two points are awarded for a win and one for a draw. To decide the order of merit refer to Annex F (Rules for League Matches).

Use of Private Grounds

- a. All private grounds must be inspected by the APC and passed before they may be used for matches played in official APC tournaments.
- b. A Tournament Committee that, in agreement with the owner, schedules a match to be played on a private ground must contact the Polo Manager of the Club designated as the overseeing club for that ground. The Polo Manager should inform the Tournament Committee of the matches and teams that have been played at that ground in previous tournaments. If in agreement, then the designated club has the responsibility for all matters referring to the match. This includes the officials, the necessary medical and veterinary cover, any substitution and disciplinary action and the completion and submission of an authenticated score sheet.
- c. Some criteria that should be considered when inspecting and authorising a private ground are as follows:-
 - (i) height of the grass when mown to playing length
 - (ii) correct safety zones
 - (iii) water availability for both humans and animals
 - (iv) adequate number of and safety of tie-up lines
 - (v) truck parking
 - (vi) player and spectator parking (i.e. enough safe room)
 - (vii) availability of ambulance and veterinarian
 - (viii) adequate scoreboard
 - (ix) correct ongoing maintenance of field (i.e. irrigation, sand, verti-draining, spraying, fertilising, etc.)
- d. There should be a minimum time frame set out by each club within which they must check the private grounds and then re-check after all criteria have been met.

ANNEX D - RULES FOR OFFICIAL LEAGUE MATCHES

1. General

- (a) As a policy clubs should accept all entries although they have the right to refuse an entry or use their discretion as to how many are accepted.
- (b) When there are two or more leagues in a tournament then the winner, runner-up etc., will be decided by a system of paly-offs as decided by the tournament committee.
- (c) Every match in a league will be played for a result unless otherwise stated in the tournament conditions. If a draw is acceptable, the conditions must state whether the draw is called after an extra chukka or not. Tournament conditions must specify when goals are to be widened.

2. Order of Merit

- (a) **Points System.** To decide the order of merit in each league a points system will operate with either
 - (i) Matches Played for a Result. 1 for a win and 0 for a loss in tournaments that are played for a result, or
 - (ii) Matches Where a Draw is Acceptable. 2 for a win, 1 for a draw and 0 for a loss in tournaments where draws are acceptable to the Tournament Committee.
- (b) **Two Teams Tied.** If two teams are tied with the same number of points, the first placed team will be the team which won the match between the two teams (this is the 'who beat whom' rule); if Rule 2a (ii) above is being played and the result of that match was a draw, the order of merit is established using the total of net goals credited to each team, i.e., the sum of the goals scored minus the sum of the goals against, both including those received on handicap, counting all the matches between the teams in that league. Should the teams still be tied on net goals, then the difference in gross goals (goals scored and those received on handicap) determines the order of merit.
- (c) **Three Teams Tied.** If three or more teams are tied on points, taking into account all the matches in their league, then the order of merit is established between those teams, only taking into account the points awarded in the matches between the tied teams. Should two teams still be tied, then the 'who beat whom' rule applies. If however three or more teams remain tied on points, taking into account the matches between these teams, the order of merit is established using the total number of net goals credited to each team. Should teams still be tied, then the difference in gross goals will determine the order of merit (see (c) above for definitions).
- (d) **Teams Still Tied.** If the teams still remain tied, then the Tournament Committee shall determine the order of merit by using:
 - (i) the 'who beat whom' rule, as set out above
 - (ii) a play off
 - (iii) other equitable test or
 - (iv) toss of a coin.
- (e) **Across League or Groups.** It may sometimes be necessary to establish an order of merit across leagues or groups if teams are to go forward to play quarters, semis or finals. The order of merit will be headed by the first placed team in each league. Thereafter an overall order will be established taking into account all the teams in the tournament. In calculating this the 'who beat whom' rule will not apply, so it will be based first on points scored, secondly net goals and then gross goals. If there is still a tie then the Tournament Committee will proceed as in (d) above. This system will also be used in calculating the order of merit within groups i.e., when teams listed together play teams in another group rather than their own.

- (f) **Placing of Teams.** For quarter or semi finals, teams will normally then be placed so that the highest rated plays the lowest rated, the second placed the next to the lowest and so on. i.e., for semi finals team 1 in order of merit plays team 4 and team 2 plays team 3, and for quarter finals team 1 plays team 8, team 2 plays team 7, team 3 plays team 6 and team 4 plays team 5. It may be necessary to vary this formula so those teams that have played each other in the league stage are not drawn to play each other again.
3. **Match not Played or Completed.** If a league match cannot be played or, if started, cannot be continued and if in either case it cannot be re-scheduled, then:
- If not played: the score is calculated by taking the net goals accumulated by each team in the other matches which they have played in their league or across their group divided by the number of matches played. If this produces a tie in a tournament in which matches are to be played to a result then a similar calculation will be made taking account of gross goals scored. If two teams still remain tied the Rule 2d(iii) or (iv) will apply.
 - If started: the score will be calculated by dividing the score at the time the match was abandoned by the number of chukkas completed and multiplying by the total number of chukkas in the match. If the teams were equal when the match was abandoned, each team will be awarded half a point.
4. **Tournament Played Both Open and Handicap.** If the tournament is played on the open and handicap basis:
- A team that wins both the open and handicap section in a league must go for the open final.
 - When the positions of the teams in a league are being calculated, the games against all teams in the league will be considered. If there are two or more teams tied, only the games between the tied teams are considered as in Rule 3 above, except that a team that has won the open section of the league shall not be considered as a tied team.
 - As in Rule 2 above, matches must be played for a result in both the open and handicap sections. Although there may be a result in one section at the end of 7 minutes in the last chukka, play may have to be extended for a further 30 seconds and extra chukkas played according to the tournament rules, in order to get a result in the other section. When the result of one section is established, that result will not be altered by subsequent play that may be required for the other section in that match. It is important that Umpires and Timekeepers are briefed on this requirement.
 - Scoreboards should show the 'Open' score, any handicap should be shown on a separate number hung below the appropriate team.
5. **Withdrawal.** A team wishing to withdraw from the tournament before completing the league program, through sickness of horses, etc., must satisfy the Tournament Committee that its reason is bona fide. If withdrawal is accepted then those matches which the teams have already played in the league will be declared null and void and points and goals gained by the other teams subtracted from their total.
6. **Disqualification.** Should a team be disqualified by the Tournament Committee then a similar ruling on points and goals to that for withdrawal outlined in Rule 5 will apply.
7. **Cancellation.** If the result of a league is known before the last matches are played and the result cannot be influenced by those matches, they may be cancelled provided both team Captains, the club where the matches were due to be played and the Tournament Committee all agree.