

THE HPA RULES FOR POLO

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

TEAMS AND PLAYERS, SUBSTITUTION, PLAYERS' EQUIPMENT

- 1. TEAMS AND PLAYERS.** (See also Annex D – Conditions for Official HPA Tournaments)
- a. Team Composition.** A team may have no more than 4 players. Two players may however be paired so that each plays a designated number of chukkas within that team.
- b. Players.**
- (i) Membership.** No person may play in matches, practice games and chukkas at or conducted by a club affiliated to the HPA in the UK or Ireland unless they are a registered member of a club and the HPA in accordance with Regulation 3.
 - (ii) Visiting Player or Official.** Any such person visiting a club of which he is not a member will be subject to the same rules of discipline and behaviour that govern the membership of that club.
 - (iii) Left Handed Players.** No player shall play with his left hand.
 - (iv) Leaving the Field.** A player may not leave the field of play during the course of a chukka without the permission of the umpires except to change a pony or a stick or for a legitimate run off.
 - (v) Appealing.** A player may not appeal in any manner to the umpires for fouls, nor may he discuss or dispute a decision with the umpires during the game.
 - (vi) Smoking.** No player shall smoke on the ground during a game or match.
 - (vii) Alcohol and Drugs.** No player may play in any match, practice game or chukka under the influence of any illegal stimulant or drug including any substance referred to in Annex A to the Regulations (Human Doping).
- c. Entries.** The team captain or manager must complete an entry form to play in a tournament. The team must be qualified to play in the tournament and the entry form must contain the names of at least three players whose total handicap adds up at least to the minimum handicap of the tournament. Any player who is entered on the entry form or whose name is added subsequently, to be qualified to play must:
- (i)** Be qualified by handicap and status to play in the tournament.
 - (ii)** Be a registered member of the HPA and a club with a current HPA handicap. If necessary, a CV form (See Regulations, Annex D) must be forwarded to the HPA at least 3 days before any match.
 - (iii)** Play for one team only in the tournament (but see Rule 2d).
- The entry form will contain a declaration which the team captain or manager must sign to the effect that the players nominated on the form or subsequently to be added or changed are qualified to play in the tournament or match and that the handicap and status of the player is correctly recorded.
- d. Team Changes.** Should a team captain or manager wish to change or add a player at any time before a match is about to start, he must submit an application to the Tournament Committee. Should the club official responsible be unable to check the eligibility of that player for whatever reason, then that player cannot play. The club official should inform the opposing team of any changes or addition as soon as possible. If the match is about to start or has started, then that player is a substitute (see Rule 2).
- e. Handicap Limits.** Certain limits are placed on the handicap of teams and players within the team. If the handicap of a player or players has been raised during the season, a high goal team

will be allowed to play above the tournament limit by that number of goals. For all other levels a team may not play off more than one goal above the tournament limit. The goal or goals awarded on handicap shall be recorded on the scoreboard at the outset. Similarly, a player may play one goal above the individual limit e.g. a player raised to 5 mid season may play in a 6 goal tournament if entered but may not play as a substitute for a 4 goal player (see Annex D).

- f. **Withdrawal or Disqualification.** A team that has entered a tournament may not withdraw once the schedule has been published without the permission of the Tournament Committee which should only be given in exceptional circumstances. A team that pulls out immediately before or during a match without such consent will invoke a charge of misconduct. A Tournament Committee has the right to disqualify a team at any time. (See Annex C para 4 for detail on adjustment of scores).
- g. **Team Shirts.** Shirts will be in team colours with the number of the player no less than 9 inches high and in contrasting colour on the back. Roman numerals are permitted. 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.
- h. **Umpire Ponies.** Teams are normally required to provide one pony for umpiring but two for high goal. Green or unfit ponies must not be offered.
- j. **Handicap Calculation.** In all matches played under handicap conditions the handicap of each player in each team will be totalled. 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.
- k. **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 HPA.
- l. **Coaching.** Coaching of players by radio or during play from the sidelines is forbidden.
- m. **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 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 HPA, the team will be suspended pending adjudication by the HPA.

2. SUBSTITUTION

- a. **General.** In order to start a match with each team having 4 players or to finish it, certain modifications to Rule 1 as detailed below are permitted. If a match is about to start or has

started and a player is late or unable to play through accident, sickness or duty, he may be replaced by a substitute. The substitute must be qualified (see Rule 1c and Rule 2d) to play in the tournament and the team must remain qualified after the substitution has been made (see also Rule 29b).

- b. **Captain's Choice.** The Tournament Committee, having been satisfied that there is a genuine need for a substitute, will ask the captain of the team requiring the substitute for his choice.
- c. **Chosen Substitute Not Qualified.** Should the chosen substitute not be qualified, the Tournament Committee must establish if there is another qualified substitute readily available. This is to include a player of the same handicap or one goal less than the player he will replace.
- d. **No Qualified Player Available.** If no qualified eligible player is readily available, the Tournament Committee may agree to any player being used who has 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. The Tournament Committee may authorise an OSP to substitute for an EU player if no qualified EU player is available.
- e. **Handicap of Substitute.** If the substitute is of the same handicap as the player he has replaced or lower, then the score will not be altered. A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap. However, if they choose to do so, up to the tournament limit, then the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the substitution occurs.
- f. **Player Raised in Handicap.** A player whose handicap has been raised mid season may not play as a substitute if the team's total handicap thereby exceeds the tournaments limits.
- g. **Team Raised in Handicap.** If a team is playing above the handicap limit of a tournament by virtue of including a player or players raised in handicap during the season, and one or both of those players has to be substituted during a match, any substitution must be on the basis of the original handicap of those players before they were raised. However, if another player in that team is substituted, the original total handicap of the team may stand (see also Rule 29b).
- h. **Double Substitution.** If a player is injured so that he cannot continue to play and, even though a qualified substitute may be available, a team may choose to make a double substitution. The injured player may be replaced by a player of a lesser handicap and another player on the team may be replaced to bring the team back to its original level (but see 2f. Player Raised in Handicap). Both substitutes must be qualified and therefore must not have played or be due to play in the tournament.
- j. **Substituted Player May Replace Substitute.** A substituted player may replace his substitute at the start of but not during any chukka in the match. Should the substitute have been of a higher handicap so that the score was altered it shall not be changed again.
- k. **Playing a Three man Team.** If a player is late or unable to play as a match is about to start, then a team may play with three players but the team aggregate handicap must remain within the tournament limits. The team will start with the aggregate handicap of the three players. If the fourth player or his substitute subsequently joins in, which he may do only at the start of but not during a chukka in the match, then his handicap will be added to the score of the opposing side but will not be subtracted if he has a minus handicap.
- l. **Team Reduced to Three Men.** A team may be reduced to three men under Rule 29b (ii) (no qualified eligible substitute for injured player) or Penalty 10 (player sent off) in which case it may play with an aggregate handicap below or above the limits of the tournament. But, in the event of a subsequent substitution, the handicap of the injured or sent off players must continue to be included in the calculation when judging the eligibility of the substitute.
- m. **Effect on the Substitute.** A player who has substituted for another in an emergency 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.

- n. **Ponies.** It is the responsibility of the team to mount the substitute.

3. PLAYERS EQUIPMENT AND TURNOUT

Players are expected to be well turned out so that the reputation of the sport is enhanced. Umpires have a responsibility to ensure that spurs, whips and studs are in accordance with the rules. A report form should be completed for any breach so that there is a record in case of repetition at another club.

- a. **Headgear.** Everybody must wear protective headgear when riding on polo grounds or the surrounds and the headgear must be worn with a chin strap properly fastened and correctly positioned (see Note 1 and Rule 28a).
- b. **Breeches.** For matches, white breeches or jeans are to be worn.
- c. **Spurs.** Spurs, including any rowel must be blunt, with the shank of no more than '1.25 inches' (3 cm) pointing downwards and to the rear. Any spur likely to wound a horse is forbidden.
- d. **Boots.** 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 long including any tag. Broken whips are not allowed.
- f. **Knee Pads and Goggles.** See Note 2.

Note 1: It is recommended that players take note that the British Horse Society recommends "that hats which comply with PAS 015, EN 1384 or ASTM F1163, ASTM F1163, with either the Kitemark or SEI offer the best protection".

Note 2: Knee pads and goggles are recommended.

PONIES, TACK AND PONY WELFARE

4. PONIES, TACK AND PONY WELFARE

- a. **General.** The overall responsibility for care and welfare of a pony rests at all times with the owner. The Stewards, Tournament Committee and match officials have a duty to enforce the Rules and may call in veterinary advice, (see also Regulation 4.3a(ii)). Additional matters on the welfare of ponies, particularly on serious injury and the administration of drugs, are covered in Annex B of the Regulations.
- b. **Veterinary Cover.** Clubs must have an arrangement for cover with a local veterinary practice. For all polo matches a veterinary surgeon who is a current member of the RCVS should either be present or on immediate call and a club official should be in attendance at all games in case a welfare problem arises.
- c. **Pony Passports.** All ponies are required by law to have a passport. These are available from the HPA.
- d. **Vaccination.** All ponies playing in the UK must have a current annual certificate of vaccination against flu.
- e. **Contagious or Infectious Diseases.** Any pony owner, stable manager or polo club which has a suspected case of a contagious disease such as ringworm or an infectious disease such as strangles or equine herpes must inform the HPA immediately with details of the action being taken. No infected pony or others in contact will be brought to a polo ground until clearance

is given by a veterinary surgeon who is a current member of the RCVS.

- f. **Turnout and Prohibited Tack.** Ponies are expected to be well turned out and poor or badly fitted tack which is causing physical damage to the pony is not allowed (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.
- g. **Condition.** A pony may not be played if:
- (i) Lamé.
 - (ii) Showing signs of distress.
 - (iii) Blind in one eye.
 - (iv) Not under proper control or showing vice.
 - (v) It has had any form of tracheotomy (tubing).
 - (vi) Showing blood from the mouth, flanks or any other part.
- (See also Rule 30a.)
- h. **Shoes and Shoeing.** The Farriers' Registration Act, which has been law since 1975, states that any person who shoes a horse, including their own, must be a farrier registered with the Farriers Registration Council. Ponies should therefore only be shod by such a farrier. 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 (25mm) 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 by a farrier 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 " (40 mm).
 - (iv) A removable stud, which is the type strongly recommended, should be removed before the pony leaves the grounds.
 - (v) A pony may be shod with a maximum of two 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.
- j. **Injections.** A pony may not be injected at polo grounds as defined in Rule 11a except by a veterinary surgeon who is a current member of the RCVS. If a local anaesthetic is used to repair a wound, the pony is not allowed to play unless passed fit to do so by a veterinary surgeon who is a current member of the RCVS.
- k. **Water and Muzzles.** Clubs must ensure that fresh or running water is readily available at all pony and horsebox lines. Water should not be withheld for an extended period and should be offered to ponies after they have played. Muzzles should not be worn continuously and no muzzle may be used that has been made or adapted in any way that restricts or reduces the ability to breathe or drink freely.
- l. **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 played 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.

- m. Ponies Used for Umpiring.** A pony that has played in a match at 8 goal level or below may be used as an umpire pony if it has had a break of at least one chukka or vice versa. Above 8 goal, any pony that has played in a match should not subsequently be used as an umpire pony or vice versa.
- n. 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.
- o. Drugs.** The administration to a pony of any drug or substance that is not a normal constituent of horse feed and is listed as banned in Annex B to the Regulations is prohibited.
- p. Horse Ambulance.** Either a trailer with motor vehicle attached or a low loading lorry each with ramp equipped with a winch and screens must be available near to the ground at all times during play.

Note. Best Playing or Turned Out Pony. 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 surgeon is present he should be asked to inspect the pony prior to the presentation.

TOURNAMENT COMMITTEE, UMPIRES AND REFEREES, GOAL JUDGES, TIMEKEEPER/SCORER AND MEDICAL COVER

5. TOURNAMENT COMMITTEE.

- a. Requirement.** For any tournament the host club will appoint a Tournament Committee of three 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 (see Annex D).
 - (ii) informing a team of a change in the entry of an opposing team.
 - (iii) structure of the tournament and the draw (see Annex C).
 - (iv) scheduling of matches.
 - (v) appointment of officials (but see Rule 7c and Annex D Paragraph 4).
 - (vi) provision of the grounds and the necessary equipment.
 - (vii) dealing with any disciplinary matters or irregularity.
 - (viii) determining an order of merit (see Annex E).
- c. Authority.** The Tournament Committee has authority over all matters pertaining to the Tournament. This will include jurisdiction over any offence committed within the grounds (see Rule 11), except that the authority of the Referee and the Umpires will be absolute immediately before, during and immediately after the game on matters regarding the conduct of play.

6. REPORT FORMS

- a. Report Forms will be distributed to every club by the HPA and must be held by the Polo Manager. A Report Form shall be filled in by an official such as an umpire or referee or by a team captain (see Rule 1k (iv)) as soon as possible to record any irregularity before, during or after play. The form shall be completed in full and signed by those officials submitting the report.
- b. Once completed and signed, the top copy will be sent to the HPA Disciplinary or Welfare Officer as appropriate, the second given to the person to whom the report refers and the third kept by the club. At the same time the club can take such action as they may deem necessary and the HPA Disciplinary or Welfare Officer may report the incident to higher authority if they consider the evidence justifies such action.
- c. It is mandatory for the umpires to fill in a Report Form if a player is sent off under Penalty 10a or b, is shown a yellow flag, for excessive misuse of the stick or a pony is seen to be blind in one eye or showing vice.

7. UMPIRES AND REFEREES (see also Annex B)

- a. **Authority.** See Rule 5c.
- b. **Referee.** The Referee or Third Man has the overall responsibility to ensure that the game is controlled by the umpires according to the rules of the HPA. He will adjudicate, when asked, if the umpires disagree in which event his decision will be final. The Referee should be in an elevated position on the centreline of the ground away from any distractions. He should concentrate on the play and not be drawn into conversation or use a mobile phone.
- c. **Consultation.** Ideally, the Referee should be in contact with at least one of the umpires by radio so that he can inform them, during a break in play, of any significant incident, particularly abusive or dangerous play off the ball. In any event, the Referee should be able to contact the Umpires at the end of each chukka and they should report to the referee at half time so that he can discuss with them the conduct of the game.
- d. **Umpires.** There will normally be two mounted umpires who have the duty to control the game according to the rules of the HPA. Should any incident occur which is not provided for in the rules then they have the authority to decide. Their decision will be final in all matters but should they disagree they should consult the Referee.
- e. **Professional Umpires.** The Chief Umpire will appoint Professional Umpires to officiate at matches as laid down but he must inform the Tournament Committee of his choice. In the event of any disagreement, his decision is final.
- f. **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.
- g. **Dress.** Umpires must wear a shirt or jacket with distinctive black and white vertical lines with clean white breeches 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.
- h. **Conduct.** An Umpire may not smoke, drink, or use a mobile phone during the course of a game or match, nor may any official be under the influence of any illegal stimulant or drug, including any substance listed as such in Annex A to the Regulations (Human Doping).

8. 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 20), 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 be more than 4 yards 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 and protective riding or cricket hard hats, but not cycle helmets.
 - (ii) To remain behind a white line, which must be drawn 20 yards behind each goal, until the ball is out and the ponies have slowed down.
 - (iii) To keep all impedimenta, e.g. chairs, ball boxes, spare goal posts, at least 30 yards 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.

9. TIMEKEEPER/SCORER (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 - 31 which govern his responsibility.

10. MEDICAL COVER

Clubs must ensure that at all matches listed in the Blue Book as "Fixtures Played Under HPA Official Tournament Conditions", there will be present 2 people 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. A First Aid qualification means having attended and completed a British Red Cross "Basic First Aid Course (Module 7)" or a St. John Ambulance "Emergency Aid for Appointed Persons Course" or an equivalent qualification, and completed such post-training refresher courses as are required to maintain a current attendance certificate. Should the Umpire require medical assistance for an injured player, he should signal by waving his stick above his head.

GROUNDS, BALL AND ACCESS DURING PLAY

11. THE GROUND(S) (See Annex A)

- a. **Ground(s).** The polo ground(s) is taken to be the enclosed area which includes the field(s) of play, the clubhouse or similar facility, the pony lines, horsebox park and any practice areas.
- b. **Field of Play.** The field of play is taken to be the prepared surface of the playing area and safety zone.
- c. **Playing Area.** The full size playing area shall be 300 yards (275 metres) in length (goal posts to goal posts) by 200 yards (183 metres) in width if unboarded; and by 160 yards (145metres) if boarded. The minimum length shall be 250 yards (230 metres).
- d. **Goal Posts.** The goal posts shall be 8 yards (7.3 metres) apart (inside measurement) and able to be widened to 16 yards (14.6 metres) to decide a tie (Rule 16) and centered at each

end of the field. The goal posts shall be at least 10 feet (3 metres) high, and light enough to give way if collided with.

- e. **Boards.** The boards shall not exceed 11 inches (28 centimetres) in height. They may be curved at the ends.
- f. **Safety Zone.** The Safety Zone is recommended to extend at least 10 yards beyond the sidelines/boards and at least 30 yards 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.
- g. **Private Grounds**
 - (i) **Inspection.** All private grounds must have been inspected by an official of the HPA and passed before they may be used for matches played in HPA tournaments.
 - (ii) **Matches.** 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 finally to send in an authenticated score sheet.

12. THE BALL

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

START, DURATION AND END OF PLAY

14. START OF PLAY

- a. **Five Minute Bell.** The timekeeper will sound the bell (or hooter) five minutes before the advertised time for the start of the match to alert the teams and officials.
- b. **Line-up and Throw-in.** At the start of the match 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 agree with the score posted on the

scoreboard (see Rule 1j for handicap calculation). The ball is then thrown in in accordance with Rule 21.

- c. **No Redress.** After the ball has been thrown in there can be no redress as to the score posted at the start of play even if the Umpires have failed to ask team captains if they agreed.

15. DURATION OF PLAY

- a. **Match.** A match may be played over 4, 5 or 6 chukkas as stated in the Tournament Conditions. Chukkas shall last at most 7 1/2 minutes playing time.
- b. **State of Play.** At any time there are three states of play:
 - (i) **Ball in Play.** Play will be continuous except for specified intervals or when an umpire blows his whistle for whatever reason. It will not be stopped to allow a player to change a pony unless it is injured. (See Rule 30).
 - (ii) **Ball Out of Play - Clock not Stopped.** The ball is out of play when it is hit over the sidelines or boards, the backline by an attacker, or if a goal has been scored. The clock is not stopped.
 - (iii) **Ball Dead - Clock Stopped.** The ball is dead when an umpire blows his whistle or at the first sound of the second bell. The clock is stopped immediately. The ball remains dead until the umpire calls "play" and it is hit, hit at or thrown in.
- c. **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 resumed 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 (see also Annex E, Rules for League Matches, paragraph 5).
- d. **Chukka.** Chukkas are normally 7 1/2 minutes 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 17).
- e. **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 longer interval may be taken after any chukka in order to allow a cut up ground to be trodden in. 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.
- f. **Unnecessary Delay.** No player or team may cause unnecessary delay before or during play. (See also Rules 24 e, f, and 39d.)

16. END OF TIME

- a. **End of Normal Chukka.** In a normal chukka, ie not the last, the first bell will be sounded as a warning after 7 minutes of play. If the ball is 'out of play' when the bell is sounded then the umpire will blow his whistle to end the chukka. If the ball is 'in play' however, play will continue until the umpire blows his whistle, it goes 'out of play' or hits the boards or at the first sound of the second bell to signify that a further 30 seconds has elapsed. Any penalty awarded after the first bell will be taken at the start of the next chukka.
- b. **End of Last Chukka.** The last chukka will end on the sound of the first bell unless the Tournament Conditions require a result and the teams are tied. In this event play will continue until either a goal has been scored or awarded or the second bell has been sounded. In the latter event extra time will be played.
- c. **Penalty at End of Last Chukka (Five Second Rule).** If a penalty has been awarded within the last 5 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. e.g. if there were 3 seconds left, the time keeper will allow 5 seconds from the time that the penalty is taken; thus 2 seconds will have been added to the game. The bell will be rung if a goal is scored or when 5 seconds have elapsed unless another penalty is awarded in which case the process is repeated. If the whistle is blown and no penalty is awarded, then play shall continue for the time remaining before the whistle was blown.

- d. **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.

17. EXTRA TIME TO BE PLAYED

- a. **Interval.** There will be an interval of five minutes
- b. **Sudden Death.** The team that scores or is awarded the first goal wins the match
- c. **First Chukka.** The first chukka may be started with either:
 - (i) Normal goals at the spot from where the previous chukka ended; ends are not changed; or
 - (ii) Widened goals if the Tournament Conditions so state or team Captains agree in order 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 18c). Teams change ends for any subsequent chukka of extra time.
- d. **Second Chukka.** Goals will be widened for the second chukka of extra time.

CHANGING ENDS, WRONG LINE UP, SCORING GOALS AND WINNING

18. CHANGING 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 time 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 or a penalty is taken.
- 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 by a throw in, hit in or penalty hit as appropriate at a corresponding position in the other half of the ground
- c. **Score Level: Widened Goals.** If the score is levelled 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 17), then ends shall be changed once only.

19. 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. Should he do so, a Penalty 5a is to be awarded at the spot where he made the play.

20. SCORING GOALS AND WINNING

- a. **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 and 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 their inner vertical lines. If a ball lodges in the goal post, a hit in will be awarded. If a ball splits, see Rule 31.

b. Disputed Goals or Score.

- (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 during a match one or other team captain notices that the score has been incorrectly recorded on the scoreboard, he may bring this to the attention of the umpires. The umpires should immediately check with the scorer to ensure that the correct score is recorded.
- (iii) No objection may be made after a match on a decision made during the game as to whether a goal was scored or not, or whether the recording of the goals was correct.

c. 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. The umpires will instruct the goal judge to wave his flag to signal the goal and at this point the clock should be restarted.

d. To Win. The side that scores the most goals, including goals awarded on handicap and by penalties, wins the match.

RESTARTING PLAY

21. THROW IN

a. When Thrown In. The ball will be thrown in by the umpire in the following circumstance:

- (i) At the start of the match (Rule 14b) or on restarting after an interval (Rule 23) if a penalty has not been awarded.
- (ii) After a goal has been scored (Rule 18a) or Penalty 1 awarded (Rule 40a).
- (iii) If the ball has gone out of play over the side lines or boards (Rule 22).
- (iv) After an accident or injury or any forced stoppage (Rules 26 – 31).
- (v) If the umpires award Penalty 7 for breach of Rules 33(p) or 39(d).
- (vi) If the whistle has been blown for a foul and the umpires or the referee rule 'No Foul' (Rule 27b).
- (vii) If the ball has been carried unintentionally (Rule 36c).

b. Where Thrown In. The umpire shall stand at the spot as laid down in the specific rule or where the incident took place, facing the nearer side of the field, but at least 20 yards from the boards or sideline.

c. Position of Teams. Both teams shall line up at least 5 yards from the umpire parallel to the back line with an appreciable distance separating each team. There shall be no contact between players on opposing sides before the ball is thrown in. Players must be onside (see rule 19b).

d. Play Restarted. The umpire, having been satisfied that the teams are apart and ordered, will bowl the ball in underhand, low and hard between the opposing ranks of players; the players to remain stationary until the ball has left his hand.

22. 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 21 with his pony just inside the boards or line where it went out. A reasonable time must be allowed for players to line up.

23. RESTARTING AFTER INTERVAL

On play being resumed after an interval, the ball shall be thrown in or a penalty or hit in taken as if there had been no interval. If the ball hit the boards without going over them it shall be treated as though it had been hit over them. The Umpire must not wait for players who are late.

24. ATTACKER HITS BEHIND - HIT IN

- a. **Attacker Hits Behind.** 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, the goal judge will place the ball in accordance with Rule 8c. The umpire shall give the attacking side reasonable time to get into position before calling 'Play'. None of the attacking side shall be forward of the 30 yard line until the ball is hit or hit at; the defenders may place themselves where they choose. The striker may not tee up the ball but may reposition it once. Once the umpire has called "Play", the striker may not circle and must hit in at once. The ball is in play the moment that it has been hit or hit at and missed (see also Rule 32a(iii)).
- c. **Foul.** If the whistle is blown for a foul at approximately the same time as the ball is hit behind 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. He shall award a Penalty 6 for persistent breach of this rule.
- e. **Delay by Defending Side.** In the event of unnecessary delay by the side hitting in, the umpire shall call for the ball to be hit in at once. If the umpire's request is not complied with, he shall 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 line, none of the attacking side to be forward of the 60 yard line.

25. 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, 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.

PLAY NOT STOPPED/ STOPPED**26. PLAY NOT STOPPED**

Play will not be stopped in the following circumstances:

- a. **Advantage Rule.** The umpires may choose not to stop play for a foul if the side fouled would be clearly disadvantaged thereby (see Annex B paragraph 3f(v)). To signal that he has seen the foul but is playing the advantage, the umpire should raise his hand.
- b. **Lost or Broken Tack.** Time out will not be given for lost or broken tack such as a martingale,

stirrup leather or iron, lost bandages or boots if, in the umpires opinion, there is no danger to the players or ponies. For Dangerous Tack see Rule 30b.

- c. **Ball Hits Umpires Pony.** If the ball hits the umpires pony or any other impediment on the ground, play will continue with a new line being established as if it had hit a playing pony.

27. PLAY STOPPED FOR A FOUL

- a. **Foul.** A foul is defined as any infringement of the Rules. Should a foul be committed, the umpires will blow the whistle to stop play except when he considers that the side fouled would be clearly disadvantaged (see Rule 26a).
- b. **No Foul.** If the Referee rules 'No Foul' or the umpires themselves agree after consultation that a foul was not committed, then a throw-in will be taken from the spot where the ball was when the whistle was blown. If the Referee is unable to see the play, then he should rule 'No Foul'.

28. PLAY STOPPED FOR PLAYERS EQUIPMENT

- a. **Illegal Equipment.** If any player infringes Rule 3a (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.
- b. **Loss of Headgear.** If a player loses his headgear the Umpire shall stop the game when play is neutral to enable him to recover it.

29. PLAY STOPPED FOR DISMOUNTED OR INJURED PLAYER

- a. **Player Dismounted.** If a player dismounts from his pony voluntarily or by accident, 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. 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. A dismounted player may not hit the ball nor interfere with the play and should make every effort to retain a hold of his pony.
- 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 a qualified substitute should be alerted during this period (see also Rule 2 and Annex B, Paragraph 4g). If he is unfit to continue, the game shall be restarted as soon as possible with a substitute.
 - (ii) If a player be disabled by a foul, and a qualified player cannot be found to substitute (see Rule 2), 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 equal or failing that nearest above to the disabled player. If the disabled player is 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. If no doctor is present when the accident occurs it will be the sole responsibility of the Umpires or the senior player present to decide if the player was actually concussed. The HPA must be notified within 24 hours by fax or email and the player will not be permitted to play again for a minimum of one week

from the date of the concussion without a certificate of fitness from a doctor.

30. PLAY STOPPED FOR INJURY TO PONY OR DANGEROUS TACK

- a. **Welfare.** The umpires have a responsibility during play for the welfare of ponies. Should a pony be in distress or lame it must be led off the ground as quietly as possible.
- (i) **Conditions.** If a pony is suffering from any of the conditions outlined in Rule 4g, in particular lameness, distress, showing blood or lack of control or vice, then the umpires must stop the game immediately and the player must change his pony.
 - (ii) **Pony Falls.** If a pony falls, (a pony is judged to have fallen if its shoulder touches the ground) umpires should ensure that it is trotted up and that it is sound before the player remounts.
 - (iii) **Serious Injury.** If a pony is seriously injured then it must be taken off the ground in a horse ambulance. (See also Rule 4 and Paragraph 7 of Annex B to the Regulations and Paragraph 4g of Annex B to the Rules.)
 - (iv) **Lost Shoe.** If a pony throws a shoe, the player may point this out to the umpires, who will allow the player to change his pony during the next break in play. In the above cases the umpires shall restart the game directly the player concerned has returned and is ready to play and shall not wait for any other player who may not be present.
- b. **Dangerous Tack.** The game will be stopped immediately in the interest of safety for tack which 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 band ages or boots. The umpire may allow the player to rectify the fault immediately on the ground if it can be done quickly. Otherwise the player must leave the ground and play will be restarted as soon as the player has done so, unless the tack has been broken by contact with another pony in which case the start of play will be delayed until his return.

31. PLAY STOPPED FOR 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 21).
- 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. The umpires will award a goal if it is clear that the larger part of the ball has gone through the goal.

LINE OF THE BALL, RIGHT OF WAY AND PRECEDENCE

(See Appendix on page 337 for Figs i to xvii)

32. LINE OF THE BALL AND RIGHT OF WAY (Redrafted)

- a. **Line of the Ball (LOB).**
- (i) The LOB is taken as the extended path along which the ball has travelled or is travelling.
 - (ii) If a player misses an out of play or dead ball, the LOB is taken as that which the player was riding.
- b. **Right of Way (ROW).** At any stage when the ball is in play, there shall exist as between any two or more players a precedence which is referred to as the ROW which:
- (i) Shall be considered to extend ahead of any player who has established himself on it, and in the direction in which such player is riding.

- (ii) Entitles a player to proceed down it freely and without danger to hit the ball on his offside unless he is subjected to a legitimate ride off or stick hooking, or is meeting two players on the exact LOB as in 33c.
- (iii) Is taken to be approximately 5 feet wide measured from the ball to player's near side leg.

c. LOB and ROW.

- (i) The LOB is the reference from which a player must judge if he is or is not entitled to the ROW. The ROW may or may not be identical to the LOB and will depend on the particular situation covered in the rules below.
- (ii) The ROW will depend on direction, angle to the LOB and speed relative to other players. The ROW will usually belong to the player travelling in the same direction as the ball who has established himself quickest on or at the closest angle to the LOB. It will not necessarily belong to the player who last hit the ball.

33. ROW OR PRECEDENCE BETWEEN PLAYERS (Redrafted)

- a. **Crossing.** A player may cross the LOB but may not enter or cross the ROW of a player already established on it if he either endangers that player or causes him to check or pull away. A player crossing behind a player on the ROW will foul if he crosses another player following up on that ROW.
- b. **Meeting.** When two players are riding from opposite directions to hit the ball, they must play the ball on their off side.

Players on the Exact LOB

- c. Two opposing players riding on the exact LOB and simultaneously making a play on each other, whether they are following or meeting the ball, have the ROW over a single player coming from any direction (Fig i).
- d. A player on the exact LOB, either following (Fig ii) or meeting the ball (Fig iii) on his offside, has a ROW over all other players except as in 33c above.
- e. Two players riding in opposite directions on the exact LOB have an equal ROW provided that both take the ball on their offside (Fig iv).

Players at an Angle to the LOB

- f. When two or more players ride in the same direction, the player who has the ROW is the one who is at the least angle to the LOB (Fig v) provided that he plays the ball on his off side (Fig vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Figs vii and viii). Any player or players riding in the same direction that the ball is travelling or has travelled has a ROW over any player or players approaching from the opposite direction (Fig ix, x and xi) unless the player or players are on the exact line as in 33c and 33d.

Losing the ROW

- g. If an opponent enters a ROW safely in front of another player with the ball ahead of him, the player following cannot ride into that player from behind and only has a play on his near side (Fig xii). A player loses a ROW if he checks to avoid what would have been a legitimate ride off by an opponent who is then able to enter safely the ROW (Fig xiii).
- h. If a player hits the ball past the offside stirrup of an opponent who is on the LOB and travelling at the same speed, the opponent has the right to play the ball on his offside. The player who hit the ball, or a player following, cannot ride into the opponent from behind and only has a nearside play (Fig xiv).
- j. The player with the ROW is entitled to play the ball on his offside. If a player switches to play the ball on his nearside he loses the ROW and has fouled if he endangers another player or

causes another player to check or pull away (Fig xv).

- k. A player may lose the ROW if, having hit the ball, he deviates from the exact LOB (Fig xvi).

Change of ROW

- l. If the player in possession changes the line suddenly towards an opposing player, that player must clear the new ROW immediately without making a play on the ball. In this case, it is not a 'play' if a pony kicks the ball.
- m. If the LOB and hence the ROW changes unexpectedly, the players on the original ROW have a right to continue for a short distance but they may not make a play if another player is established on the new line.
- n. The ROW is deemed not to change if the ball deviates unexpectedly for a short distance only and the player with the original ROW can still play the ball without changing direction.

Obstructing the ROW

- o. A player may not position himself or his pony so as to block or obstruct the legitimate progress of a player trying to move forward with the ball, other than by a legitimate ride off or stick hooking.

Stopping or Slowing down on the Ball - One Tap Rule

- p. The player with the ball who chooses to stop or slow down to walking speed when he is being challenged but is neither being obstructed nor ridden off may then tap the ball only once, after which he must leave it, accelerate with it or hit it away (Fig xvii). The opponent is considered to be challenging if he is within one horse's length on either the offside or the nearside of the player with the ball. A player who chooses to tap the ball under the pony of a challenging player will foul if he rides into the challenging player other than by a legitimate ride off. The penalty for breach of this shall normally be Penalty 7, but, if the rule is breached persistently by a team, a more severe penalty may be awarded.

34. SPARE

RIDING OFF, DANGEROUS RIDING, INTIMIDATION, HOOKING, MISUSE OF WHIP, SPURS AND STICK, ROUGH OR ABUSIVE PLAY

(See Appendix on page 339 for Figs xviii to xxv)

35. RIDING OFF, DANGEROUS RIDING AND INTIMIDATION

A player may not ride in a manner which creates danger to another pony, player, official or any other person or which places the welfare of his own pony at undue risk. A player must ride off shoulder to shoulder (saddle to saddle) and may push with his arm above the elbow provided the elbow is kept close to the side. In particular, a player may not (Fig xviii):

- a. Ride off at such an angle or speed as to endanger a player or his pony.
- b. Ride into an opponent behind the saddle.
- c. Ride an opponent across or into the ROW of another player at an unsafe distance (Fig xix).
- d. Ride off an opponent who is already being ridden off by another member of his team (sandwiching) (Fig xx).
- e. Continue to ride off another player over the goal line, thereby endangering a goal judge.
- f. Ride his pony from behind into the forehand or backhand stroke of an opponent (Fig xxi).
- g. Use his pony to spoil a stroke by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke (Fig xxii).
- h. 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.
- j. Pull across or over a pony's legs either in front or behind in such a manner as to risk tripping either pony.

- k. Ride at an opponent in such a manner as to intimidate, causing him to pull out or miss his stroke, although no foul actually occurs.

36. HOOKING, MISUSE OF THE STICK AND CARRYING THE BALL

- a. **Hooking.** For a player to make a legitimate hook, the following conditions must apply:
 - (i) He must be on the same side of his opponent's pony as the ball (Fig xxiii), or in a direct line behind (Fig xxiv and xxv), and his stick must be neither over or under the body nor across the legs of an opponent's pony.
 - (ii) All of his opponent's stick must be below the level of his opponent's shoulder.
 - (iii) His opponent must be in the act of striking the ball.
 - (iv) A player may hook legitimately the stick of an opponent at the same time as the opponent is being ridden off by a team mate.
- b. **Misuse.** A player may not hold his stick in such a way as to interfere with another player or is pony or use his stick in a manner that 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 a pony.
 - (iii) A player who is holding the ball through dribbling should be penalised if he is judged to have created the danger by then playing a full shot.
 - (iv) 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.
 - (v) Taking a full swing under a pony's neck in such a way as to endanger another player or pony riding alongside.
 - (vi) "Windmilling" or "helicoptering" his stick either as an appeal or in celebration of scoring a goal or to summon his groom.
 - (vii) Dropping the head of the stick onto the pony's rump.
- c. **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 its 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 21) at the point where it was first carried.

37. ROUGH OR ABUSIVE BEHAVIOUR

A player may not:

- a. Use his whip other than in exceptional circumstances when the ball is not in 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 or offensive language or a gesture of abuse 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 (see also 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 fouling team, or cancel the penalty or decrease its severity if the hit is by a member of the team fouled.

- j. Intentionally strike a ball during play in such a way that it may cause injury to a spectator or official, or damage to property.

PENALTIES

38. PERSONAL FOULS AND TECHNICAL PENALTIES

A personal foul involving unsportsmanlike conduct such as, but not limited to:

- Disrespect towards officials.
- Arguing with the umpire or other official.
- Foul or abusive language.
- Appealing for fouls verbally or with the stick.
must at minimum be penalised by a technical as follows:
- Any penalty for first offence.
- A more severe penalty if a penalty has already been awarded. If a Penalty 2 has already been awarded, then the Umpire will raise an arm and allow the penalty to be taken as normal. If successful, play will be restarted with a Penalty 5b, teams having changed ends. If unsuccessful, the penalty will be retaken and play will continue as normal.

39. PENALTIES - GENERAL

- a. **Ball In Play.** The ball is in play the moment it has been hit or hit at if missed. Should the striker hit the ball before 'Play' has been called, the hit shall be taken again.
- b. **Positioning of the Ball.** Making a tee is not allowed: one player only may position the ball, and must take no longer than five seconds. The ball may be repositioned once only and not after 'Play' has been called.
- c. **Circling.** 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.
- d. **Delay.** No player may cause unnecessary delay; this can include an excessively long run up. For abuse of this rule in the first instance, a Penalty 7 shall be awarded.
- e. **Penalty On or Within 60 Yard Line.** When taking a penalty on or within the 60 yard line, the striker and his team members, after the initial hit or hit at the ball, whether it be a full or half shot, may not subsequently hit or hit at the ball with more than a half shot until the ball has been hit or hit at by an opponent, or in such a way that the umpires consider dangerous. A half shot is defined as the head of the stick starting the downward swing below the shoulder of the striker. The penalty for breach of this rule will be a Penalty 5a.
- f. **Behind The Ball.** To be 'behind the ball' a player must be behind a line that runs through the spot where the ball has been placed parallel to the back line.
- g. **Wrong Line Up by Defender.** If a defender lines up behind the ball or is closer than 30 yards where the ball is hit at, a more severe penalty will be awarded.

40. PENALTIES - SPECIFIC

a. Penalty 1 - Penalty Goal

If, in the opinion of the Umpire, a player commits a dangerous or deliberate foul in the vicinity of goal in order to save a goal, the team fouled shall be awarded one goal. The game shall be restarted by the umpire throwing in from the spot ten yards from the centre of the goal of the team that fouled towards the boards, with his right side nearest to the backline. Ends shall not be changed.

b. Penalty 2 - Hit from the Spot or 30 Yard Hit

The umpires will give a choice to the captain of the team which has been fouled:

- Either: a free hit from the spot where the foul occurred.
- Or: a free hit on the 30 yard line, opposite the middle of the goal.

- (i) The team taking the penalty must be behind the ball when it is hit or hit at (see also Rule 39e.)
- (ii) The defending team must be behind their back line and at least 30 yards from the ball until it is hit or hit at. They may not stand between the goal posts, nor when the ball is brought into play or subsequently during this phase of play may they enter the field of play between the goal posts.
- (iii) If a defending player is seen to be fouling as the ball is hit, the Umpire will raise an arm and blow the whistle. If the penalty hit has or would have gone through the goal if it had not been stopped or deflected by a stick or a pony, a goal shall be awarded. If the penalty shot has missed or would have missed the goal, the penalty shall be retaken.

c. Penalty 3 - 40 Yard Hit

A free hit from the cross 40 yards from the goal line of the team that has fouled, opposite the middle of the goal. The option of a hit from the spot not offered.

- (i) Team taking the penalty as for a Penalty 2.
- (ii) The defending team as for Penalty 2.
- (iii) A Penalty 3 is retaken or a goal awarded if a defending player fouls, as for Penalty 2.

d. Penalty 4 - 60 Yard Hit

A free hit at the ball from the 60 yard line of the team that has fouled opposite the middle of the goal.

- (i) The team taking the penalty may place themselves where they choose (see also Rule 39e).
- (ii) The defending team must be behind the 30 yard line.

e. Penalty 5(a) - Hit from the Spot

A free hit at the ball from the spot where the foul took place, but at least four yards from the boards or side lines. A Penalty 5a will not be awarded against a defending team within their own 60 yard line but rather a Penalty 2, 3 or 4 as appropriate.

- (i) The team taking the penalty may place themselves where they choose.
- (ii) The defending team must be at least 30 yards from the ball, and not behind it.

f. Penalty 5(b) - Hit from the Centre

A free hit at the ball from the centre of the ground.

- (i) The team taking the penalty may place themselves where they choose.
- (ii) The defending team must be at least 30 yards from the ball, and not behind it.

g. Penalty 6 - 60 Yard Hit - Safety 60

When a defender hits the ball over his own back line, the attacking team is awarded a free hit at the ball from a spot on the 60 yard line opposite where the ball crossed the back line but at least four yards from the boards or side lines (see Rule 25).

- (i) The team taking the penalty may place themselves where they choose (see also Rule 39e).
- (ii) The defending team must be behind the 30 yard line.

h. Penalty 7 - Throw In

A throw in in accordance with Rule 21 from the spot where the foul occurred.

j. Penalty 10 - Player Sent Off

Penalty 10(a) or (b) may be given for any breach of the Rules but the 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 and any player sent off must return to the pony lines. Umpires should make it clear to the player(s) penalised and to the captains of the teams which penalty has been given. In both cases, a report form must be completed by the umpires.

(i) Penalty 10(a)

A player sent off for the rest of the chukka in progress in addition to any other penalty.

(ii) Penalty 10(b)

A player sent off for the rest of the match, in addition to any other penalty. (See also Regulation 4.3a(i))

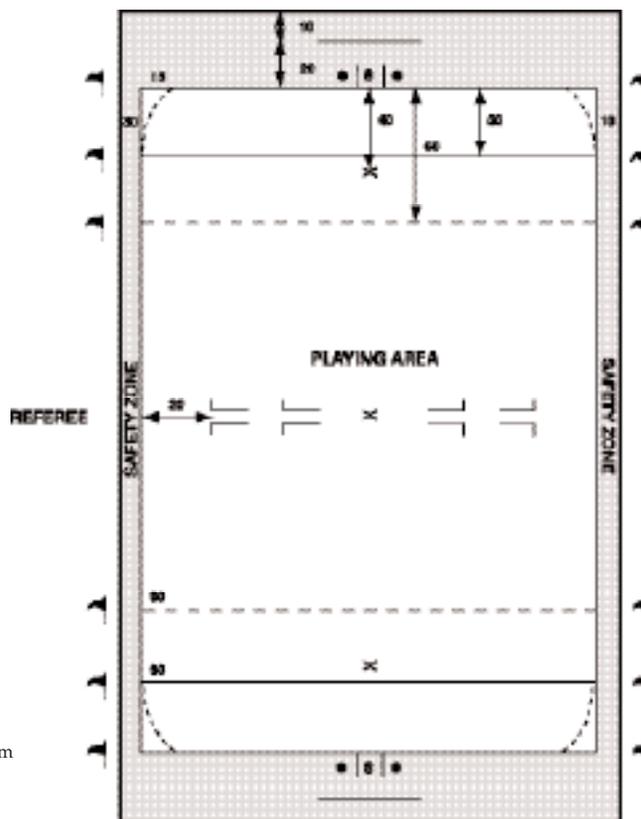
41. YELLOW FLAG - FOR HIGH GOAL ONLY

For the purpose of this Rule, there are two levels; 22 goal and above is considered to be one level and 18 goal Victor Ludorum to be another level.

- a. A Yellow Flag should be awarded for a serious or second personal foul or for a dangerous or deliberate foul. A Yellow Flag will always be awarded in conjunction with a penalty and will therefore be in addition to any field or technical penalty awarded. A Yellow Flag shall be awarded like any other foul and consequently, unless the other umpire disagrees, his agreement shall be assumed. There shall be no appeal against any Yellow Flag awarded.
- b. A player who is shown two Yellow Flags during one match will be automatically stood down for his next tournament match of equivalent level.
- c. A player awarded three Yellow Flags in one match will be sent off for the rest of the match and automatically stood down for his next tournament match of equivalent level.
- d. A player who accumulates three Yellow Flags in two or more matches will be automatically stood down for his next tournament match of equivalent level. The next tournament match shall mean that which the player concerned is scheduled to play when the last yellow flag was awarded or, if no match for such player has been scheduled, the next tournament match for which the player concerned is entered. Yellow flags will not be discounted if a player is nominated to play as a replacement or substitute in a tournament match for which he was not originally entered.
- e. Following a player being stood down, two Yellow Flags only are discounted.
- f. An umpire report form will be completed and retained by the HPA for all Yellow Flags awarded. Any Yellow Flags awarded in a season will not be carried forward to the next season.

ANNEX A - SUGGESTED LAYOUT OF THE FIELD OF PLAY

See also Rule 11



• Sockets for widened goals 4 yards out from each goal post

Length: 300 yards (275 metres) maximum, 250 yards (230 metres) minimum.

Width: 200 yards (183 metres) maximum unboarded, 160 yards (145 metres) maximum boarded.

Safety Zone: At sides about 10 yards, at ends about 30 yards.

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. These should be one yard apart.

Boards:

Boards keep the ball in play, allow the ground to be narrowed and spread the game more evenly across the field. They should not exceed 11 inches in height and be of treated timber at least one inch 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 (4x2in) may be fitted at the base of the board to deflect the ball back into play. Boards may be curved from the 30 yard line to 15 yards into the back line.

ANNEX B - NOTES FOR OFFICIALS

1. **INTRODUCTION.** These notes are included in order to explain some of the tasks of 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 the Rules of Polo take precedence.
 2. **THE REFEREE.** The Rules shall be administered by a referee and two mounted Umpires as laid down in Rule 7. The Referee has a very responsible position and he should have considerable polo experience at least to the level of the match that 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 must make his position known to the umpires before a match. 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 an 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 fouled, 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.
 - a. **Consultation.** 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.
 - b. **Radios.** Ideally, the Referee will be able to talk to at least one umpire by radio during the match. This will save time and allow the Referee and, through him, the commentator to know what is happening on the ground; eg, when a technical penalty is awarded or there is a stoppage owing to injury. In any event, he should have some means of contacting the umpires after each chukka and they should report to him at half time to discuss any particular aspects of play. If the referee is in communication with the umpires by radio, then, during a break in play, he may inform them of any abusive or dangerous play off the ball which he has seen. The umpires can then take whatever action they deem appropriate.
 - c. **One Umpire.** 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 too may be dispensed with.
3. **THE UMPIRES**
 - a. **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.

- b. **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.
- c. **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 (tails 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 -
- 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.
 - Blow their whistles to check their efficiency and alert the teams.
 - 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.
 - Check on the Referee and locate him.
 - Check on the location of the medical support.
 - Check that the Time-keeper and Scorer are alert.
 - Check the scoreboard to ensure any handicap difference has been correctly credited.
 - Decide on which side and back line each is to take. They may swap at half time if the sun is troublesome.
 - 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 agree with the score as posted. Once the ball has been thrown in there is no redress.

- Be prepared to penalise any player who whips his pony before the ball has been thrown in.
 - 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.
- d. **Working Together.** 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.
- e. **Umpire Positioning.** Having agreed before the start which side and back line each should take, 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. 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. However the umpires should try to keep out of the game keeping on a flank or behind as far as possible. Should the ball hit an umpires' pony, play will continue.
- f. **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.
- (i) 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.
 - (ii) 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 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.
 - (iii) 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

- (iv) Should the referee signal 'No Foul' then the umpire should throw in the ball at the spot where it was when the whistle was blown (Rule 27b).
 - (v) The Umpires should use the Advantage Rule (Rule 26a) with discretion as the side fouled would often prefer a penalty rather than to have play continue. It should never be invoked for a deliberate or very dangerous foul.
 - (vi) If a player is disabled by a foul, every effort should be made to find a qualified substitute. On occasion this 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 29b(ii)).
- g. Appealing.** Rule 1b(iv) 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 for clarification of a decision but this does not include the right to challenge 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 a game, enter into discussion with the captains or any other player as to their conduct during the game.
- h. Report Forms.** The Umpires are required to fill in a Report Form (Rule 6) 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 Chief Umpire or HPA Welfare Officer as appropriate. The umpires are required to fill in a report form for Penalty 10a and b, for a yellow flag, for excessive misuse of stick or if a pony is seen to be blind in one eye or showing vice.
- j. Pony Welfare.** Umpires are responsible for the welfare of the ponies during play in particular they must check the length and serviceability of whips, 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.
- k. Throw-in. (See Rule 21).**
- (i) **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. There shall be no contact between players on opposing sides before the ball is thrown in. 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 hard 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.

- (ii) **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 immediate 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.
 - (iii) **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 from the boards and separated until the ball is thrown in. Thereafter proceed as above.
 - (iv) **Towards the Boards.** Used to restart the game at a spot if a Penalty 7 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.
- l. **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 an 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 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 line.
- m. **Penalties.** There are ten specific penalties listed which Umpires will use to penalise players for breach of the Rules. They should know both the number and name of the penalties but in any event they must know the name. The majority of penalties in common use involve a hit by the side fouled but the Umpires may award a throw-in if a penalty is incorrectly taken, after the ordering off of a pony or player or sending off a player. Umpires must ensure that any penalty awarded is appropriate to the foul committed, taking into account the direction of play, severity, position on the ground at which it occurred and prevalence. They must be consistent in their award, showing equal disfavour to both sides within the above parameters. Rule 39 covers the correct taking of penalties. In brief, teeing up is not allowed and only one player may position the ball, provided he takes no longer than 5 seconds. If the ball rolls into a hole, it may be repositioned once but not after 'Play' has been called. Nor is the striker allowed to circle once the Umpire has called 'Play'. Failure to comply is penalised with a throw-in from the spot (Penalty 7) where the penalty was to have been taken. The ball is in play the minute it has been hit or hit at. When taking Penalties 2, 3, 4 or 6 on or within the 60 yard line, the striker and his team members, after the initial hit or hit at the ball may not hit or hit at the ball with more than a half shot i.e. the head of the stick not starting above the shoulder of the striker. Failure to comply is to be penalised with a free hit from the spot (Penalty 5a).
- (i) **Penalty 1 (Dangerous or Deliberate Foul to Save a Goal).** The Umpires, having awarded Penalty 1, shall instruct the goal judge to wave his flag to signify a goal. The game shall be restarted by the umpire throwing in from the spot ten yards from the centre of the goal of the team that fouled towards the boards, with his right side nearest to the backline. Ends shall not be changed.
 - (ii) **Penalty 2 (Thirty Yard Hit or Hit from the Spot).** Umpire A must ask the Captain of the team fouled if he would like a hit from the spot where the foul took place or a hit from

the 30 yard line opposite the centre of the goal. Umpire A then places the ball. Umpire B should meanwhile take up position on the back line or equivalent distance to the ball ensuring that the defending players are correctly positioned (i.e. 30 yards from the ball behind the goal line or off the ground and not between the line of the goal posts extended) and that no player crosses the back line or equivalent before the ball is hit or hit at or enters play through the goal. Umpire A should call 'Play' when he is happy that the stage has been set. Should a defending player be seen to be fouling, for example standing in or entering through the goal mouth or crossing the back line before the ball is hit, then the umpire on the line should raise his hand blow his whistle and proceed as in Rule 40b(iii).

- (iii) **Penalty 3 (Forty Yard Hit).** Umpire A drops the ball on the cross at 40 yards from the goal and then proceed as for Penalty 2.
- (iv) **Penalty 4 (Sixty Yard Hit).** Umpire A drops the ball on the 60 yard line opposite the middle of the goal and takes up position behind the striker. Defending players to be behind the 30 yard line. Umpire B will be behind the right hand goal post as he looks out from the back line with the goal judge on the left post. The Umpires must watch the flight of the ball carefully as many disputes arise as to whether the ball went between the inside edge of the posts projected vertically upwards or not. In the event of dispute, their decision, not the goal judge's, is final but they should give the benefit of the doubt to the side defending. They should be on their guard to penalise a full shot after the initial hit (Rule 39e).
- (v) **Penalty 5a (Hit from the Spot).** Umpire A drops the ball where the foul took place. Umpire B positions himself down field to ensure that none of the defending side are closer than 30 yards to the ball or behind it. Penalty 5a should not be awarded against a defending team within their own 60 yard line. The Umpires should award a Penalty 2, 3 or 4 as appropriate taking into account the point where the foul took place, the severity of the foul and the likelihood of a goal being scored if the attacker had not been fouled. There is no rule to say that the ball may not be taken back for a Penalty.
- (vi) **Penalty 5b (Hit from the Centre).** Umpire A places the ball on the centre line opposite the centre of the goal. Umpire B acts as in Penalty 5a.
- (vii) **Penalty 6 (Ball hit behind by Defender).** This penalty is awarded if a defender hits the ball over his own back line (Rule 25) either directly or off his own pony or after glancing off the boards or goal post. If however it strikes any other player or an umpire before going behind it is a hit in. A free hit is given on the 60 yard line opposite to where the ball crossed the back line but at least 4 yards from the boards or goal posts. None of the defending side to be forward of the 30 yard line. The attacking side can be where they choose. It may also be awarded for delay in hitting in (Rule 24e).
- (viii) **Penalty 7 (Throw-in).** The Umpire may award a Penalty 7 for the incorrect taking of a penalty from the spot where the penalty was due to be taken and for infringement of the one tap rule (Rule 33p). They may also award a Penalty 7 for unnecessary delay or for any other offence which would penalise too severely the team against whom it was awarded.
- (ix) **Penalty 10 (a) (Player Sent Off for Rest of the Chukka).** The Umpires may send off a player for the remainder of a chukka, in addition to any other penalty, for a foul or conduct prejudicial to the game (Rule 38). The player sent off must return immediately to the pony lines and the game will continue with three players on the side penalised. Before they send off a player, the umpires must be in agreement. If not then the referee must decide. The umpires must make it clear to the player being sent off and his team

captain whether they have awarded Penalty 10(a) or 10(b), particularly in the last chukka. The umpires must complete a report form at the end of the match and hand it to the Polo Manager of the host club. Any substitution must comply with Rule 21.

- (x) **Penalty 10 (b) (Player Sent Off for Rest of the Match).** The Umpires may send off a player for the remainder of the match for a similar but more serious offence than Penalty 10(a). The same restrictions will apply.

4. EXPLANATION OF SOME RULES

- a. **Prolongation of Last Chukka in Event of a Tie (Rule 16).** 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 a goal is scored or the second bell (7 1/2 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 must be played out in the previous chukka.
- b. **Prolongation in Case of Penalty Awarded (Rule 16c).** If the Umpires award a penalty with in 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.
- c. **Line of Ball and Right of Way (Rule 32) and Precedence of Players (Rule 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 thus 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 33 l and m). 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 overall 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 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.
- d. **The Player with the ROW (Rule 33).** Umpires must read and understand Rule 33p which allows a defended player, proceeding at walking pace or slower, only one tap of the ball, unless he is being ridden of by an opponent. 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 their judgment in the application of Rule 33g (old soldiering). 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.

e. **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 list 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. A ride off that causes a pony to lose its balance or stumble is likely to have been too severe and should be penalised.

f. **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:

- Taking a full swing at the ball from the throw in or in any scrimmage in such a way as to endanger another player.
- Striking hard into the legs of a group of ponies in the scrimmage.
- Striking the ball in the air so as to endanger other players.
- Taking a full swing under the neck in such a way as to endanger a player riding alongside.
- Striking an opponents stick in such a way as to cause injury.

Any player intentionally striking another player or any pony with his stick, or abusing his pony by excessive use of the whip or spurs shall be severely penalised to the extent that the umpire may award Penalty 10(a) or (b).

g. **Accident or Injury to Player or Pony (Rule 29 and 30).** 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 others 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 should 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. If a pony falls or appears to be lame, the Umpires must stop the game and see that the pony is trotted up. If not sound it should be taken off the ground in the most humane way possible. Should a pony be badly injured or stay down

the Umpires should ask the players to form a circle to shield the pony from spectators. If a Veterinary Officer is present, then he will take charge otherwise the Umpires should ensure that screens are erected, if necessary, and the pony is removed by trailer from the ground as humanely and speedily as possible. Try to keep the commentator informed to cover up as best he can.

5. UMPIRE GRADING COMMITTEE

Every Associate Member of the HPA as well as being allocated a handicap should also have an Umpire Grade. Each member is assessed by an Umpire Grading Committee annually and the grade published in the Blue Book. It is incumbent on all those who play polo not only to know the rules but also to take their turn as umpires. Once a player has reached -1 handicap he is eligible and should be encouraged to take his C grade umpire test. Umpire tests are held in April and May and also at other times on demand. On passing the test he will be graded CP until he has umpired a sufficient number of games to satisfy his club that he be recommended to the Umpire Grading Committee for upgrading to C.

6. THE TIMEKEEPER/SCORER

- a. **General. Rule 9 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.
- b. **Timekeeper.** The Timekeeper should be conversant with Rules 14 to 31 which govern his responsibilities.
 - (i) **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 back up and to time the extra 5 seconds of play (see below).
 - (ii) **Five Minute Bell.** The timekeeper will ring the bell five minutes before the advertised time for the start of the match to alert the teams and officials. If the players are not responding, he may be requested to ring the bell again to help get the match underway. He should not start the clock until play actually starts.
 - (iii) **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 line, if hit by an attacker, or sideline.
 - (iv) **Ring 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 7 1/2 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.
 - (v) **Intervals.** Between each chukka there is an interval of 3 minutes. In all matches there is a half-time interval of 5 minutes. In a 5 chukka match, the interval is taken after the 3rd chukka. 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.

(vi) **Additional 5 Seconds.** Rule 16c is extremely important to the Timekeeper, as he is the only official who can carry out this rule.

c. **Scoring**

(i) **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.

(ii) **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.

(iii) **End of 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 in to the Polo Manager. This score sheet will then act as the official record of the match.

(iv) **Objections.** No objection 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.

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

7. THE GOAL JUDGES

a. **General.** Rule 8 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, of an age as laid down by the Health and Safety at Work Executive, 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 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 no nearer than 30 yards 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.

b. **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.

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

- A flag.
- Sufficient balls in a box or bag.

- Immediate access to spare goal posts.
 - The ability to change a goal post if it is broken and widen the goals if required.
 - The goals post in the correct position and that they are vertical.
 - No impedimenta, other than balls, on the ground or within 30 yards of the goal line.
 - Distinctive clothing and are wearing a hard hat. Wet weather clothing should also be available.
 - Knowledge of the team colours so they can distinguish which side is attacking and which is defending.
- d. **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 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.
- e. **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 some times 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 an 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 an umpire's whistle which will render the ball dead and thus, 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.
- f. **Penalties.** When Penalties 4 or 6 are being 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 One 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.
- g. **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 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 line.
- h. **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 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 24 and 25).

- j. **During Match.** 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.
- k. **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

1. GENERAL. The Fixture List of tournaments is in Section 4. The HPA Rules for Polo will apply to all matches. Unless marked with an asterisk the 'Conditions for HPA Tournaments' as laid out in Annex D will apply. Those tournaments that are to count towards the Victor Ludorum are in bold italics.

2. ENTRY. (See also Rule 1b) A Club wishing to run a tournament must prepare an entry form which should include the following:

- Name of tournament.
- Handicap level.
- Inclusive dates.
- Status (eg, official or if not, any special conditions that apply).
- Entry fee and note of any additional cost of officials, medical cover etc.
- Closing date of entry.
- Blank line so teams can enter dates on which they would prefer not to play.
- For leagues or groups whether matches are to be played to a result or may finish in a draw.
- Any disclaimer and additional information.
- Declaration as to eligibility of those entered.
- Signature Block.

To enter, the team captain/manager must submit a completed entry form and send it to the Tournament Committee with the entry fee before the closing date. As a general rule the Tournament Committee should accept all entries up to the closing date. They may try to achieve extra entries in order to give a better balance to the tournament (eg to achieve eight teams rather than seven) but the process should not be so drawn out that the issuing of the schedule is delayed. It is, however, at the discretion of the Tournament Committee to refuse an entry, to ballot out teams or to run a tournament on an invitation basis.

The Tournament Committee should whenever possible arrange a balanced and achievable schedule for a tournament at their club. This may require teams entered to play qualifying rounds at other clubs. This will be arranged by agreement between polo managers and clubs are expected to co-operate in accepting teams which may not be from their own club. (See Annex D Paragraph 5b for conditions).

3. SCHEDULE. Once entries have been received, the Polo Manager must decide, if it is not in the tournament conditions, whether the tournament should be run as a knockout, league, group or combination of both. He will know how many entries have been received, how many playing days are available and days on which teams would prefer not to play and have an idea of the constraints on the players. Based on all this he can decide the format of the tournament and can produce a schedule of the matches which should include where appropriate nominated umpires and referees. It has become increasingly popular to start a tournament on a league or group basis, finishing with a knockout, as this guarantees each team a number of matches and also enables a time table to be drawn up.

4. WITHDRAWAL OR DISQUALIFICATION OF A TEAM. See Rule 1f. If a team is disqualified or its withdrawal is accepted by the Tournament Committee and the team has already played in the tournament then, in a knockout, the team which they have played and beaten in the previous round may go through to the next round. In a league or group all the

matches which the team has played will be declared null and void with points and goals gained by their opponents subtracted from their total.

5. KNOCKOUT TOURNAMENT. A knockout tournament is one in which teams are drawn to play preliminary rounds, quarter finals, semi finals and finals. Unless there are eight or sixteen 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	No of Teams	Byes at Top	Byes at Bottom
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	1
	15	0	1
	16	0	0

6. LEAGUE AND GROUP TOURNAMENTS.

- a. **League Tournament.** A league tournament will consist of one or more leagues with each team in its league playing the other. When there is more than one league, the most successful teams go on to a main or subsidiary knockout dictated by an order of merit (see Annex E).
 - (i) There should always be the same or more places for teams in a knockout than the number of leagues or groups.
 - (ii) Leagues of three teams are to be avoided if possible as they are more prone to match fixing than larger leagues. If used, the team that loses the first match in its league should ideally play the third team next so that the next league match will count towards the overall result
 - (iii) For reasons of time or availability it may sometimes be necessary to schedule a tournament in which all the teams in a league do not play each other. This is acceptable although undesirable.
- b. **Group System.** In each group there are two subgroups of two or more teams (each subgroup must have the same number of teams) which then play across so that each team in one subgroup plays each team in the other. The group system should be used sparingly but it may enable teams in a tournament to be given the same number of matches in the league or group phase, However, as teams within a group have not played each other, this system can sometimes lead to maverick results which are only partially offset by combining all the results within the group (See Paragraph 1 d of Annex E).
- c. **Combined Leagues and Groups.** Sometimes, in order to achieve a uniform number of matches played, the league and group system can be combined. For example, if there are fourteen teams in a tournament, the Committee can schedule two leagues of four teams and

a group of six teams (two subgroups of three teams each) so that every team plays three matches in this phase.

- d. **Progression to Knockout Phase.** Once an order of merit has been established (See Annex E) then a knockout phase may be held starting with a quarter or semi final or straight to a final.

7. **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 first 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 E.

8. **EXPENSES.** The Council has approved the following arrangements for the guidance of Club Secretaries when making arrangements for visits from other Clubs:-
 - a. At all tournaments or matches, official or unofficial, the Host Club may provide stabling, straw, hay and board and lodging for grooms on a repayment basis if prior arrangements have been made between the Secretaries of the Host Club and the visiting teams.
 - b. It is suggested that the charges to be made are set out by the Host Club in their Schedule of Conditions for the tournament.
 - c. The Captain of a team winning any challenge cup is expected to have the name of the team and of its members engraved upon the cup at his own expense.

ANNEX D

- CONDITIONS FOR OFFICIAL HPA TOURNAMENTS

1. GENERAL. Official HPA Tournaments take priority over non-official Tournaments and as a general principle the higher goal tournament takes priority over the lower goal. Any queries may be referred to the Stewards of the HPA whose decision will be final.

2. TEAM COMPOSITION. All entries will be checked by the host club against the restrictions for official tournaments as set out below:

Level	Max no of Chukkas	Min H'cap	Max H'cap	Max no of OSP*	Min H'cap of OSP*
High Goal (22+)	6	0	10	4	2
High Goal (22)	6	0	10	2	4***
High Goal (18)	5	0	10	2	4***
Medium Goal (15)	5	0	10	1	3
Intermediate Goal (12)	4	-1	7	1	3
Low Goal (8)	4	-1	6	1	2**
Low Goal (6)	4	-2	4	1	
Low Goal (below 6)	4	-2	3	1	

* OSP = Overseas Sponsored Player (see Status Guidelines for Overseas Players)

** Victor Ludorum Tournaments only. For all other Official HPA tournaments an OSP of any handicap may play.

*** Any sponsored player less than 6 goals will not be allowed to play in a 22 or 18 goal tournament, other than the Indian Empire Shield and the Prince of Wales Trophy, until the Handicap Committee has confirmed his handicap in writing to the player's club.

3. NATIONAL TEAMS. No team may have four overseas players unless it is an invited national team which has been approved by the Stewards. However, the Stewards are likely to waive the condition for an established overseas patron who wishes to play with an immediate family member who is also from overseas. In the case of a substitution in such a family team, normal tournament conditions and rules will apply.

4. OFFICIALS. Below are the recommended minimum grades for officials for Official HPA Tournaments which clubs should, where possible, follow.

Level	First Umpire	Second Umpire	Referee Grade or Minimum H'cp
22 +	P	P	A 6
18	P	P	A 5
15	A	A	A 3
12	B	B	B 2
8	B	B	C 2
6	C	C	C 1
4	C	C	C 1
2	C	C or CP	C 0

For example: A 3 goal player may referee medium goal even though he may be only a C grade umpire.

Note: Professional Umpires shall be used for the semifinals and finals of the 18 goal and 15 goal Victor Ludorum tournaments.

5. ENTRY FEES

- a. As a guide, Clubs should graduate the entry fee to the suggested maximum according to the matches to be played in the tournament. The suggested maximum, which does not include fees for umpires or other officials, is:

High Goal 17-22	£5,000
High Goal 15-18	£2,500
Medium Goal	£1,500
Intermediate Goal	£1,000
Low Goal	£750

- b. The host club may arrange for qualifying rounds of its tournament to be played at another club in which case the host club will refund 75% of the entry fee of those teams that do not qualify to the club holding the qualifying rounds. A team that plays only one qualifying match will be refunded 50% of the entry fee by either the host club or the club holding the qualifying rounds.
- c. When a single match is played away from the host club, then 20% of the entry fee shall be paid by the host club to the club holding the match.

ANNEX E

RULES FOR LEAGUE AND GROUP MATCHES

(See also Annex C)

1. **GENERAL.**
 - a. This Annex lays down the rules for calculating the Order of Merit within and across leagues and groups and related issues. It should be read in conjunction with Annex C, Paragraph 6, which gives guidelines for running tournaments under the league and group systems.
 - b. **Points System.** In each league or group a points system will operate for matches as follows:
 - (i) **Played for a Win:** Win = 1 Lose = 0
 - (ii) **Draw Acceptable:** Win = 2 Draw = 1 Lose = 0
 - c. **Definitions.** The following definitions will apply throughout the Annex:
 - (i) **Who Beat Whom.** If two teams are tied on points, 'goal difference' or 'goals scored' and they have played each other then the team which won the match between them shall go above the other team in the order of merit. This is known as the 'who beat whom' rule.
 - (ii) **Goals Scored.** This is the sum of the 'goals scored' by a team including those awarded on handicap.
 - (iii) **Goals Against.** This is the sum of the 'goals scored' against a team including those awarded to their opponents on handicap.
 - (iv) **Goal Difference.** This is the sum of 'goals scored' by a team less the 'goals against'. It may result in a minus total.
 - d. **Group System.** When the group system is used, the result of all the matches within the group should be taken. Thus with two subgroups of two teams each playing across, the result of all four matches should be taken together.
2. **ORDER OF MERIT WITHIN A LEAGUE OR GROUP.** In a tournament that involves leagues and/or groups, a record of the results should be drawn up as in the examples in the Appendix.
 - a. **Points.** The order of merit is established initially by taking the number of points scored by each team in its league or group (Example A).
 - b. **Two Teams Tied on Points.**
 - (i) If two teams are tied on points, the first placed team will be decided by the 'who beat whom' rule (Example B).
 - (ii) If the result of the match between the two tied teams was a draw, or the teams have not played each other, the first placed team will be that with the best 'goal difference' counting all the matches played by the two teams in their league or group.
 - (iii) If the teams are tied on 'goal difference', the first placed team will be the one with the most 'goals scored', again counting all the matches played by the two teams in their league or group (Example C).
 - c. **Three Teams Tied on Points.** If three teams are tied on points, recalculate the points scored counting only the matches played between the tied teams.
 - (i) If this results in two teams still being tied on points, the 'who beat whom' rule will apply as in Paragraph 2b.
 - (ii) If the three teams are still tied on points, go to the 'goal difference' again counting only the matches played between the tied teams. The team with the lowest 'goal difference' goes third and then go to the 'who beat whom' rule to decide which team goes first and which second. If two teams are second equal on 'goal difference' then the 'who beat-

whom' rule will apply. If the result was a draw or the two teams have not played each other then 'goal difference' followed by 'goals scored' will decide the outcome (Example D).

- (iii) If the three teams remain tied on 'goal difference', the order of merit is established by placing first the team with the highest 'goals scored', again counting only the matches between the tied teams. Thereafter the 'who beat whom' rule will apply. If the result was a draw or the two teams have not played each other then go to 'goals scored' to separate the two teams remaining.
- d. **Four or More Teams Tied.** In the unlikely event that four or more teams are tied on points, then proceed as in Paragraph 2c above.
- e. **Teams Still Tied.** If teams remain tied having applied all the above methods to separate them, then the Tournament Committee shall determine the order of merit by using a play off, other equitable test such as penalty shoot out, or the toss of a coin.

3. ORDER OF MERIT ACROSS LEAGUES AND GROUPS.

- a. **The Knockout Phase.** Many tournaments start with a league/group phase and then progress to a knockout. If this is the case, the first placed team in each league or group, counting all matches they have played, have an automatic place in the main knockout (See Annex C Paragraph 6a). However, there may be a need to fill more vacancies in the main or a subsidiary knockout. In this case, go to the second placed teams in each league or group (see subparagraph b below to work out the order of merit between them) and possibly the third placed until all the vacancies are filled.
- b. **The Order of Merit.** It is sometimes necessary to establish an order of merit between all the teams in a tournament with leagues or groups e.g. to establish placings in the knockout phase (See Paragraph 4 below) or for the Victor Ludorum. The first step is to equalise the number of matches played by each team in their league or group. Take out the lowest placed team in the larger league(s) or group(s) and recalculate the number of points etc. based on the matches played between the remaining teams (Example E). The order of merit is then established by using the methods outlined in Paragraph 2. Should these placings differ from those in subparagraph 3a above then those in subparagraph 3a will stand and the necessary adjustment shall be made.

- 4. **PLACING OF TEAMS FOR KNOCKOUT PHASE.** The order of merit as outlined in Paragraph 3c above will normally be used to place teams for the knockout phase of a tournament as follows:

Quarter Finals:	1st v 8th	Semi Finals:	1st v 4th
	3rd v 6th		2nd v 3rd
	4th v 5th		
	2nd v 7th		

These placings may be altered for scheduling reasons or to avoid teams that have played each other in the league phase meeting in the early rounds of the knockout. A draw can also be made.

- 5. **MATCH NOT PLAYED OR COMPLETED.** If a league match cannot be played or, if started, cannot be completed, and in either case cannot be re-scheduled, then a result should be calculated as follows:
 - a. **If not played:**
 - Taking all the matches played in the league or group concerned, establish the 'goal difference' for each team. The score is then calculated by dividing the 'goal difference'

of each team by the number of matches played by each team; all fractions to count as half.

- If this produces a tie in a tournament in which matches are to be played for a win then a similar calculation will be made taking account of 'goals scored'.
- If two teams remain tied then Paragraph 2e will apply.

b. If started but not completed:

- The score will be calculated by taking the score of each team at the time the match was abandoned. These scores are then each divided by the number of chukkas completed and multiplied by the total number of chukkas due to be played in the match to give the score; all fractions to count as half.
- If the teams were equal when the match was abandoned, each team will be awarded half a point.

6. TOURNAMENT PLAYED BOTH OPEN AND HANDICAP. If the tournament is played both open and on handicap:

- a. Scoreboard.** The scoreboard should show the 'Open' score with any goals awarded on handicap displayed separately below the appropriate team.
- b. Last Chukka.** Matches must be played for a win in both the open and handicap sections. Although there may be a win in one section at the end of 7 minutes in the last chukka, play may have to continue in order to get a win in the other section. When the result of one section has been established, that result will not be altered by the subsequent play that may have been required to get a match result in the other section. It is important that umpires and time-keepers are briefed on this requirement.
- c. Order of Merit.** A team that wins both the open and handicap section in a league must go for the open final. When the order of merit is being calculated, all matches are counted. If two or more teams are tied on points, only matches between the tied teams are counted as in Paragraph 2b above, except that a team that has won the open section of the league shall not be considered as a tied team.

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 the Tournament Committee, the club where the matches were due to be played and both team captains all agree.

EXAMPLES TO ANNEX E

Example A - League with order of merit decided on points.

League 1	A team	B team	C team	No team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		7 - 8	12 - 7		LW	1	19	15	+4	2
B team	8 - 7		9 - 4		WW	2	17	11	+6	1
C team	7 - 12	4 - 9			LL	0	11	21	-10	3
No team										

Example B - League with two teams tied on points - order of merit on 'who beat whom' rule.

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 7	7 - 9	6 - 7	WLL	1	23	23	0	4
B team	7 - 10		11 - 6	9 - 8	LWW	2	27	24	+3	1
C team	9 - 7	6 - 11		4 - 5	WLL	1	19	23	-4	3
D team	7 - 6	8 - 9	5 - 4		WLV	2	20	19	+1	2

B team and D team are tied on points so go to 'who beat whom'. B team won the match so go first. Likewise C team beat A team so they go into third despite the fact that they have a worse goal difference.

Example C - 4 teams grouped in 2 sub groups.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			9 - 6	7 - 6	WW	2	16	12	+4	1
B team			6 - 5	7 - 4	WW	2	13	9	+4	2
Sub Group 2										
C team	6 - 9	5 - 6			LL	0	11	15	-4	3
D team	6 - 7	4 - 7			LL	0	10	14	-4	4

Teams play across. A team and B team each have two points and have not played each other. Go to goal difference and the scores are still tied; go to goals scored and A team go first and B team second. Likewise C team go third and D team fourth.

Example D - 4 teams in a league with 3 teams tied on points.

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 5	6 1/2 - 10	8 - 0	WLV	2	24 1/2	15	+9 1/2	1
B team	5 - 10		9 - 3	7 - 3	LWW	2	21	16	+5	2
C team	10 - 6 1/2	3 - 9		3 - 1	WLV	2	16	16 1/2	- 1/2	3
D team	0 - 8	3 - 7	1 - 3		LLL	0	4	18	-14	4

Three teams tied on points so the 4th team (D team) is discounted and the scores are recalculated taking into account only the scores between the remaining three teams. See below.

Example D - 4 teams in a league with 3 teams tied. Bottom team discounted.

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 5	6 1/2 - 10		WL	1	16 1/2	15	+1 1/2	1
B team	5 - 10		9 - 3		LW	1	14	13	+1	2
C team	10 - 6 1/2	3 - 9			WL	1	13	15 1/2	- 2 1/2	3
D team										

Each remain with one point. C Team goes third on goal difference. Then go to the 'who beat whom' rule which puts A Team first and B Team second.

Example E - 3 leagues of 3 and one of 4. There is to be a main and subsidiary semi final.

League 1	A team	B team	C team	No team	Win/lose	Points	Goals scored	Goals Against	Goal Difference	Place in League	Overall Place
A team		7 - 6	7 - 5		WW	2	14	11	+3	1	2
B team	6 - 7		8 - 6		LW	1	14	13	+1	2	6
C team	5 - 7	6 - 8			LL	0	11	15	-4	3	11
No team											
League 2	D team	E team	F team	No team							
D team		7 - 5 ½	7 - 4		WW	2	14	9 ½	+4 ½	1	1
E team	5 ½ - 7		4 ½ - 5		LL	0	10	12	-2	3	10
F team	4 - 7	5 - 4 ½			LW	1	9	11 ½	-2 ½	2	8
No team											
League 3	G team	H team	J team	No team							
G team		4 - 2	2 - 3		WL	1	6	5	+1	1	4
H team	2 - 4		8 - 5		LW	1	10	9	+1	2	7
J team	3 - 2	5 - 8			WL	1	8	10	-2	3	9
No team											
League 4	K team	L team	M team	N team							
K team		3 ½ - 12	7 ½ - 7	3 - 3 ½	LWL	1	14	22 ½	-8 ½	3	-
L team	12 - 3 ½		6 - 4	5 - 6 ½	WWL	2	23	14	+9	2	-
M team	7 - 7 ½	4 - 6		6 - 6 ½	LLL	0	17	20	-3	4	-
N team	3 ½ - 3	6 ½ - 5	6 - 6 ½		WWW	3	16 ½	14	-2 ½	1	-

To establish the order within the league and which teams therefore qualify for the knock out phase, all matches are counted. The next step is to reduce League 4 to three teams by eliminating the bottom team and recalculating the score as shown below in order to produce an order of merit across the leagues.

League 4	K team	L team	M team	N team							
K team		3 ½ - 12		3 - 3 ½	LL	0	6 ½	15 ½	-9	3	12
L team	12 - 3 ½			5 - 6 ½	WL	1	17	10	+7	2	5
M team											
N team	3 ½ - 3	6 ½ - 5			WW	2	10	8	+2	1	3

The winners of each league go into the main semi final: D team go 1st, A team 2nd, N team 3rd and G team 4th. In the subsidiary semi final, L team go 5th, B team 6th having been equal on points and goal difference but scored more than H team who go 7th and F team go 8th. N team and L team will qualify in their original league placings even if their positions change following equalisation.

Example F - The tournament has a group of 4 and 3 leagues of 3. There is to be a main and subsidiary semi-final.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals scored	Goals Against	Goal Difference	Place in League	Overall Place
A team			8 1/2 - 6	7 - 6	WW	2	15 1/2	12	+3 1/2	2	5
B team			6 - 5	7 - 4	WW	2	13	9	+4	1	3
Sub Group 2											
C team	6 - 8 1/2	5 - 6			LL	0	11	14 1/2	-3 1/2	3	10
D team	6 - 7	4 - 7			LL	0	10	14	-4	4	11
League 1	E team	F team	G team	No team							
E team		6 - 8	7 - 3		LW	1	13	11	+2	2	6
F team	8 - 6		8 - 4		WW	2	16	10	+6	1	1
G team	6 - 7	4 - 8			LL	0	7	15	-8	0	13
No team											
League 2	H team	J team	K team	No team							
H team		4 - 5	7 - 5		LW	1	11	10	+1	1	4
J team	5 - 4		4 - 6		WL	1	9	10	-1	3	9
K team	5 - 7	6 - 4			LW	1	11	11	0	2	8
No team											
League 3	L team	M team	N team	No team							
L team		4 1/2 - 7	5 1/2 - 8		LL	0	10	15	-5	3	12
M team	7 - 4 1/2		3 - 5		WL	1	10	9 1/2	+ 1/2	2	7
N team	8 - 5 1/2	5 - 3			WW	2	13	8 1/2	+4 1/2	1	2
No team											

The winners of each league/group go into the main semi finals. In this case there are 3 teams on 2 points so the order of merit for those 3 is decided on goal difference: 1st F team, 2nd N team, 3rd B team. H team is 4th as they won their league. Note that A team who won both their matches and has 2 points is not in the semi-finals. Then, taking the seconds in each league/group, A team is 5th with 2 points. There are then 3 teams placed 2nd with 1 point so the order of merit is again decided on goal difference: E team 6th, M team 7th and K team 8th. Also note two teams from the group and one from each league do not get another game.

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APPENDIX TO THE RULES

Rule 33c

Two opposing players riding on the exact LOB and simultaneously making a play on each other, whether they are following or meeting the ball, have the ROW over a single player coming from any direction.



Fig i. Red 4 and Blue 1 are on the exact LOB and have the ROW over all other players. Red 2 has no play. If Red 4 starts to make a play on Blue 1 when Red 2 is already established to meet Blue 1, then Red 4 will have fouled.

Rule 33d

A player on the exact LOB, either following (Fig ii) or meeting the ball (Fig iii) on his offside, has a ROW over all other players except as in 33c above.

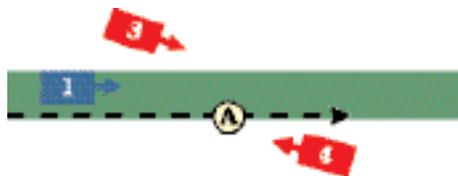


Fig ii. Blue 1 is on the exact LOB and has the ROW over all other players including two players meeting, even if they are on the exact LOB.

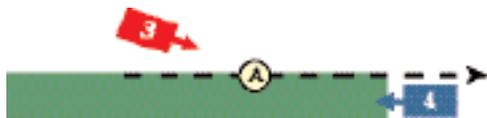


Fig iii. Ball is hit to A. Blue 4 is meeting on the exact LOB and has ROW.

Rule 33e

Two players riding in opposite directions on the exact LOB have an equal ROW provided that both take the ball on their offside.



Fig iv. Red 3 is on the exact line following the ball and has the ROW but Blue 4 would still have the right to meet him right hand to right hand as he also is on the exact line.

Rule 33f

When two or more players ride in the same direction, the player who has the ROW is the one who is at the least angle to the LOB (Fig v) provided that he plays the ball on his off side (Fig vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Figs vii and viii). Any player or players riding in the same direction that the ball is travelling or has travelled has a ROW over any player or players approaching from the opposite direction (Fig ix, x and xi) unless the player or players are on the exact line as in 33c and 33d.

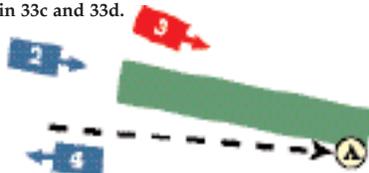


Fig v. Blue 4 hits long backhand to A. Blue 2 has ROW over both Red players.

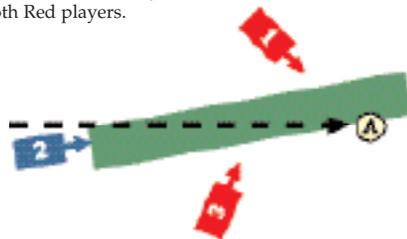


Fig vi. Blue 2 is riding at a lesser angle to the LOB than either Red 1 or 3 and therefore has the ROW to take the ball on his offside as shown. Red 3 could make a legitimate ride off or a nearside play. However, Red 1 has no play on Blue 2 as he is at too acute an angle to ride off and cannot hook from that side.

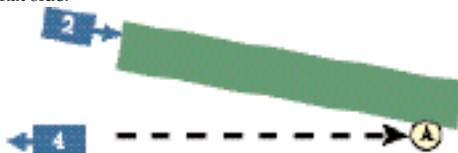


Fig vii. Blue 4 hits backhand to A. Blue 2 and Red 3 appear to be at equal angles. Blue 2 has the LOB on his offside and has the ROW.

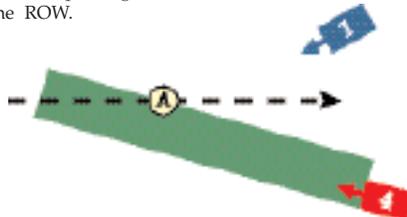


Fig viii. Red 4's approach is at the lesser angle to the LOB and he has the ROW. If Blue 1 was considered to be approaching at an equal angle, Red 4 still has the ROW because the LOB is on his offside.

Rule 33f contd

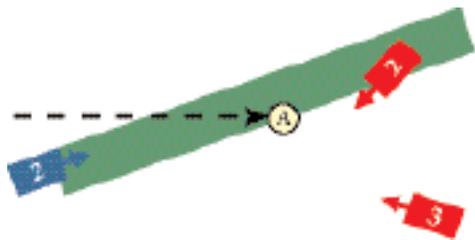


Fig ix. Blue 2 has the ROW as he is travelling in the same direction as the ball. If Red 3 was on the exact LOB, he would have the ROW on meeting (see Rule 33b) Red 3 may attempt to hook Blue 2's stick. If Blue 2 takes the ball on the near side, he will lose his ROW and foul because he endangers Red 3 and 2.

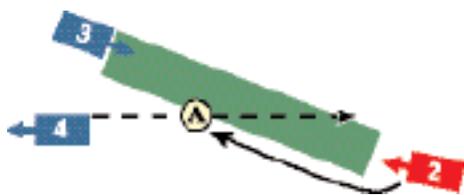


Fig x. Blue 4 backs the ball to A. If Red 2 is not on the exact line of the ball, then Blue 3 has the ROW as he is travelling in the direction that the ball was hit. To make a play without fouling, Red 2 must move to A without endangering or impeding Blue 3 who has the ROW.

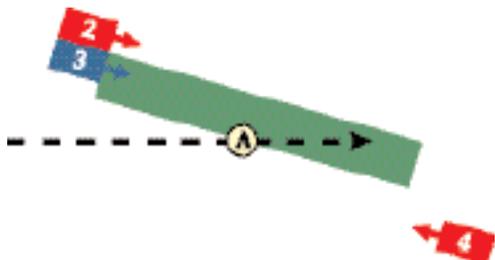


Fig xi. Blue 3 and Red 2 have the ROW and Red 4 has no play. If Red 4 was meeting on the exact LOB, Red 4 would have ROW.

Rule 33g

If an opponent enters a ROW safely in front of another player with the ball ahead of him, the player following cannot ride into that player from behind and only has a play on his nearside (Fig xii). A player loses a ROW if he checks to avoid what would have been a legitimate ride off by an opponent who is then able to enter safely the ROW (Fig xiii).

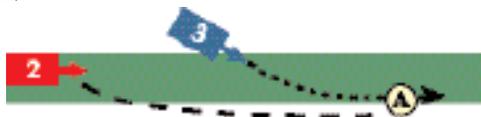


Fig xii. Red 2 has possession and hits to A. Red 2's ROW is as shown. Blue 3 may enter the ROW provided he does not endanger or impede Red 2. Red 2 must not ride into Blue 3 (including riding him off from behind) and only has a play on his nearside.

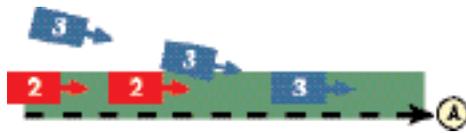


Fig xiii. Blue 3 goes to ride off Red 2 legitimately. If Red 2 checks to avoid a legitimate ride off, he surrenders the ROW if Blue 3 can enter the ROW safely.

Rule 33h

If a player hits the ball past the offside stirrup of an opponent who is on the LOB and travelling at the same speed, the opponent has the right to play the ball on his offside. The player who hit the ball, or a player following, cannot ride into the opponent from behind and only has a nearside play.



Fig xiv. Red 2 has possession and hits the ball to A. Red 2's ROW is as shown. Blue 3 may play the ball once it has passed his stirrup, providing he has not slowed down to wait for the ball. Red 2 must not ride into Blue 3 from behind but must take the ball on the near side.

Rule 33j

The player with the ROW is entitled to play the ball on his offside. If a player switches to play the ball on his nearside he loses the ROW and has fouled if he endangers another player or causes another player to check or pull away.

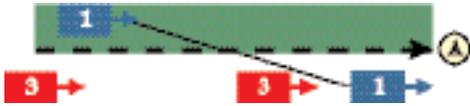


Fig xv. Blue 1 has the ROW as shown. Blue 1 fouls if he switches to take the ball on his nearside and endangers Red 3 or causes Red 3 to have to check.

Rule 33k

A player may lose the ROW if, having hit the ball, he deviates from the exact LOB.

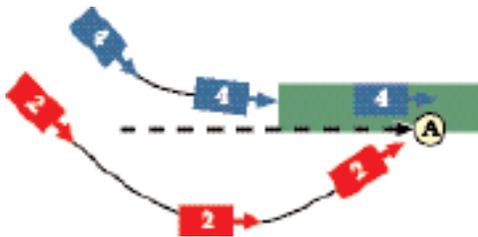


Fig xvi. If Red 2 hits the ball under the neck to A but does not manage to stay on the exact LOB then the player on the lesser angle to LOB has the ROW. Blue 4 is at a lesser angle to the LOB and has the ROW. Red 2 can play the ball on the near side, or make a legitimate ride off or hook on Blue 4. (See Rules 35j and 36a).

Rule 33p

The player with the ball who chooses to stop or slow down to walking speed when he is being challenged but is neither being obstructed nor ridden off may then tap the ball only once, after which he must leave it, accelerate with it or hit it away (Fig xvii). The opponent is considered to be challenging if he is within one horse's length on either the offside or the nearside of the player with the ball. A player who chooses to tap the ball under the pony of a challenging player will foul if he rides into the challenging player other than by a legitimate ride off. The penalty for breach of this shall normally be Penalty 7, but, if the rule is breached persistently by a team, a more severe penalty may be awarded.

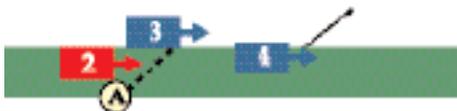


Fig xvii. Red 2 has possession; Blue 3 is in a defensive position between Red 2 and the goal. Blue 4 must clear the ROW and Red 2 must continue to move the ball. He may tap the ball only once and must then leave it, accelerate with it or hit it away. If Red 2 hits to Blue 3, Blue 3 must clear the new ROW immediately without making a play on the ball. It is not a play if the pony kicks the ball.

Rule 35a,b

A player may not ride in a manner which creates danger to another pony, player, official or any other person 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. In particular, a player may not:

- Ride off at such an angle or speed as to be dangerous to a player or his pony.
- Ride into an opponent behind the saddle.

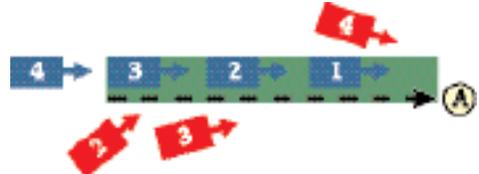


Fig xviii. Blue 4 hits ball to Blue 1 who is on the line of the ball and has the ROW. Red 4 can make a legitimate ride off on Blue 1.

Red 3 can play the ball on the nearside, (provided he does not impinge the ROW before or after playing his shot), or he can hook Blue 2 if he is playing a shot, or ride off Blue 2 legitimately; he can not ride in behind the saddle or from behind.

Red 2 is at too severe an angle to ride off Blue 3 or 4 legitimately.

Rule 35c

A player may not ride an opponent across or into the ROW of another player at an unsafe distance.

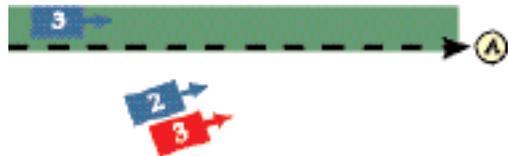


Fig xix. Blue 3 has the ROW. If Red 3 rides Blue 2 into the ROW, thereby impinging or endangering Blue 3, Red 3 has fouled.

Rule 35d

A player may not 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 a team mate of the player hooking.

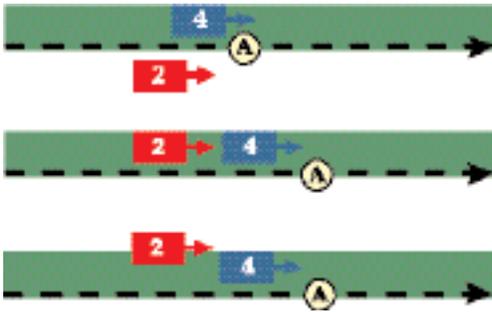


Fig xx. Blue 1, who has the ROW, is already being ridden off by Red 3. If Red 4 rides off Blue 1, it is a sandwich. However, Red 4 can hook Blue 1 when he is making a shot. If Red 3 pushes Blue 1 across the line to make contact with Red 4 it is also a foul against Red.

Rule 36a

For a player to make a legitimate hook, the following conditions must apply:

- (i) He must be on the same side of his opponent's pony as the ball (Fig xxiii), or in a direct line behind (xxiv and xxv), and his stick must be neither over or under the body or across the legs of an opponent's pony.
- (ii) All of his opponent's stick must be below the level of his opponent's shoulder.
- (iii) His opponent must be in the act of striking the ball.

**Rule 35f**

A player may not ride his pony from behind into the forehand or backhand stroke of an opponent.



Fig xxi. Red 2 can not ride from behind into the forehand or backhand stroke of Blue 4.

Rule 35h

A player may not use his pony to spoil a stroke by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke.



Fig xxii. Red 2 can not ride over the top of the ball if Blue 4 has already started the downward swing of a full forehand or backhand stroke.

Fig xxiii. Red 2 may only hook if Blue 4 is making a stroke and all of Blue 4's stick is below the level of his shoulder.

Fig xxiv. Red 2 may hook Blue 4 if Blue 4 is making a stroke and Red 2 is directly behind.

Fig xxv. Should Red 2 not be directly behind, then he will foul