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**OUTDOOR RULES
TEAMS, PLAYERS, SUBSTITUTES, EQUIPMENT,
MOUNTS AND MOUNTS' EQUIPMENT**

1. TEAMS

- a. The number of players on a team is limited to four in all games. Each team shall designate one player as its Captain, who shall have the sole right to represent the team and to discuss with the Umpire procedural matters arising during the game, except as provided in Rule 21.g relating to broken or unfastened tack or equipment.
- b. The aggregate handicap of a team must fall within the limits specified for an event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rule 1.c and 3.c.
- c. If a team has entered an event and has a player or players raised in handicap at any time from the draw through the team's last game in the event resulting in the team's total handicap being over the maximum handicap limit, the team will remain eligible for that event but must play off the higher handicap in all remaining games.
- (1) Any substitution of players in such a team must bring the team handicap within the handicap limits of the event.
 - (2) In an event played on the flat, such a team must give an opponent the goal difference between the team handicap and the upper handicap limit of the event.
 - (3) In a handicap event, such a team must give an opponent the full handicap difference.
 - (4) Should a team's handicap be raised by more than two goals during the event, the team may not continue and must conform itself to the original handicap limits of the event.
- d. In the event one or more players are not available to start a game, the team may play with less than the full team provided the aggregate team handicap on the field meets the upper and lower handicap requirements of the event. The team handicap may be altered when, and if, the team is changed.
- e. The Umpires will declare a forfeit if a team is not mounted, on the field and prepared to begin the game at the designated starting match time set by the Host Club Tournament Committee.

1. TEAMS a.....INTERPRETATION: The Captain is the representative of the team and it is through the Captain that the Umpire communicates with members of a team. The Captain's right to discuss does not include a right to debate or question judgment calls of officials; 1) The Captain may point out what he believes to be a procedural error; or 2) request definition of a call or decision if the Umpire failed to announce the call properly, but may not become argumentative or prolong the discussion as described in Rule 33. The discussion is over when the Umpire says it is over and prolongation may invoke a Penalty. This interpretation also applies to Rule 30, APPEALING FOR A FOUL. "Zero Tolerance" are the key words for the application of this interpretation.

EXAMPLES:

Blue #2 loses a stirrup. When play stops, he calls for time to replace the equipment. This is permitted under Rule 21.g, even though Blue #2 is not the Captain.

Red #3, a Captain, rides to the Umpire when a foul is called and questions the severity

of the Penalty award. This is questioning a judgment call and not permitted. The Penalty should be increased if the comment was by the fouling team's Captain and decreased if by the Captain of the team fouled.

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

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

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

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

The Red Team would like to enter an 8-12 goal tournament, but only has a 7 goal team available for their first game. Team Red offers to "assume" 8 goals. This is not permitted. Team Red must meet the minimum handicap level of 8.

After its first game in an 8-12 goal league, Red has a player rehandicapped bringing the team total to 13 goals. Red may complete the league at 13 goals, but must give an additional handicap goal to any opponent.

Team Blue has several players rehandicapped resulting in the Team being 3 goals over the event limit. Three goals are too much - the team must be rebuilt.

Team Red is completing an 8 goal event with a nine goal team. Red's 0 goal sponsor is injured in a fall and leaves the game. Any substitute, or combination of substitutions, must return the team to 8 goals. Alternatively, the team may finish the game with three players.

In a series of 12-16 goal tournaments, Team Blue is rehandicapped to 17 goals. The Team may finish the event in progress, but must reorganize before the next draw.

Team Red is entered in a 4-8 goal tournament. At game time, Red's 2 goal player was not at the field. Team Red may start the game as a 6 goal team. If the player turns up, making Team Red 8 goals, the scoreboard should be changed to reflect the higher handicap.

Team Blue's 5 goal player is late for a 16-20 goal game. As only 15 goals are available to take the field, Team Blue must forfeit the game.

Team Red enters a 6 goal tournament with two 2 goalers, a 3 goalie, and a "B". The "B" is not at the field at game time and the other 3 players want to play the game. Not permitted. Team Red is a 7 goal team without the "B" and must forfeit the game.

1. TEAMS e...INTERPRETATION: Any change in schedule is to be made by the Committee before the scheduled time. Once the scheduled time arrives, the Umpire is in charge and the game should start promptly.

1. TEAMS e...EXAMPLES:

The Red sponsor calls 15 minutes before game time saying he is delayed in traffic. The request to delay the game 30 minutes must be directed to the Committee.

At game time, the Blue captain asks the Umpire to hold up the throw-in as one of his players is delayed. Too late. The rescheduling request must be made to the Committee

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before game time. Blue may start shorthanded if the remaining players meet the minimum handicap limit. If not, the Umpire is required to declare a forfeit.

2. PLAYERS

- a. No player shall play in any event for more than one team.
- b. A player whose registration fee to the USPA has not been paid in full, or who has not been assigned a current handicap, shall not play in any match, game, or tournament event at any USPA member club. (See Tournament Condition VII. Host Tournament Committee Responsibilities.)
- c. The penalty for violation of Rules 2.a, 2.b, shall be exacted regardless of the player's knowledge or intent. Unlike many other penalties which an Umpire may elect not to exact, the penalty for violation of this rule must be exacted if a Referee, an Umpire, or a member of the Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.
- d. A player registered with the USPA is eligible to play in any USPA event except that:
 - (1) A player with a handicap of "C" (-2) or "N" (Novice) may not play in a USPA event.
 - (2) A player with a handicap of "B" (-1) may not play above the 8 goal level.
 - (3) There shall be no more than one "B" (-1) rated player per team in any USPA event of 4 goals or above.
 - (4) In no case may the handicap of any player exceed the upper handicap limit of the event.
 - (5) In any USPA event with an upper handicap limit of 4 goals or above, the handicap of any player may not exceed 3/4 of the upper handicap limit.
- e. No individual shall participate as a player or official in any match if physically impaired (e.g., sick, hurt, intoxicated) before or during the match if such impairment endangers the safety of the individual or others.
- f. No player handicapped with a "T" handicap of 6 goals or less will be allowed to play in a tournament event with an upper limit of 16 goals or above.

2. PLAYERS b. ...INTERPRETATIONS: It is the player's responsibility to be sure his credentials are in order before entering the game. There is no provision for "writing a check at the field" or "calling the office on Monday". See Rule 2.c.

Player qualifications are to be determined by the Club Committee prior to the game. If a possible ineligibility is brought to the Umpire's attention before or during the game and cannot be resolved, the game should be played and the question referred to the Committee. If the ineligibility is upheld, the game is to be declared a **forfeit** by the team with the ineligible player.

2. PLAYERS d....INTERPRETATIONS: The Host Club Tournament Committee should determine player eligibility prior to any game; however, the Umpire, particularly a Certified Umpire, will often be called upon to clarify the eligibility of a player or team. This rule applies to USPA events with specified handicap limits.

The "3/4 Rule" applies to events with an upper limit of 4 goals or above. For example, maximum 6 goal player in 8 goal polo. Maximum 4 goal player in 6 goal polo. Maximum 3 goal player in 4 goal polo, etc.

The Penalty for an ineligible player is forfeiture (Penalty 9). The Umpire has no recourse to enforcing this Rule if the infraction is brought to his attention during the game and the ineligibility is verified. If the eligibility question cannot be resolved at once it should be referred to the Tournament Committee immediately following the game.

2. PLAYERS e.... INTERPRETATION: The word "shall" requires the Umpires to remove any individual whose physical condition presents a risk.

EXAMPLES:

Late in the game on a hot day, an overweight player appears to be suffering from exhaustion. The Umpire may stop the game and give the player a chance to recover. The game should be restarted in 15 minutes with, or without, the player or a substitute.

Prior to a game, Blue No.4 is seen in the hospitality tent and appears to be intoxicated. He should not be permitted to start the game. The team may find a substitute or play short-handed as long as the aggregate handicap of the Blue team falls within the limits specified for the event, see Rule 1.b.

Team Blue enters an 8- 12 goal tournament with a 1goaler, 2 goaler, 4 goaler and a 5goaler. The 5 goal player has been acting strange and at half time is determined to be intoxicated. The Umpires will not permit the 5 goal player to start the 4th chukker, and no qualified substitute is available. Because the game has already started, the team may continue with three on a side or with a substitute that makes the Team aggregate handicap lower than the minimum limits of the tournament, see Rule 3.c.

In the 4th chukker, Umpire A's horse falls. Umpire A remounts, but is unsteady in the saddle and seems not to be under control. Umpire A should be removed by direction of the other Umpire and a replacement, if available, appointed by the Tournament Committee.

2. PLAYERS f....INTERPRETATION: This Rule applies to all players in 16 goal and higher polo. The removal of a "T" becomes effective when the office of the Association is so notified by the Chairman of the National Handicap Committee. Club and Circuit Handicap Committees may not institute such a change.

3. SUBSTITUTES

a. Unlimited substitutions shall be permitted at the end of any period, except as provided in Rule 21.d relating to an injured player.

b. A substitution may be made at any time during a game if a member of a team is, for any reason, unable to finish the game, or at the end of any period if a member of a team has been unable to play during the earlier stages of the game, except as provided in Rule 21.d relating to an injured player.

c. In all cases of substitution, the substitute must be eligible to play in the game and the team's aggregate handicap after the substitution may not exceed the upper aggregate handicap limit specified for the event; however, the team's aggregate handicap may be below the lower aggregate handicap limit specified for the event.

d. The highest team handicap on the field at any time in the game shall be counted for the entire game, except as provided in Rule 3.e.

e. In the event a player is removed from the game due to inability to continue or by disqualification and no qualified alternate is available or permitted, the team shall continue to

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play; no change in handicap shall be made, and the team will remain qualified.

f. In the event a player or players are removed from a game due to a Penalty No. 7, both teams may substitute the remaining players in accordance with conditions listed above, except that neither team's aggregate handicap on the field, plus goals received by handicap, may exceed the higher handicapped team's handicap following the enactment of Penalty No. 7. After enactment of Penalty No. 7, and the teams are reduced to three players per team, the injured player may not re-enter the game at any time.

O **3. SUBSTITUTES.....INTERPRETATIONS:** Under this Rule, players may enter the game
U freely between periods of a game. A player may only be replaced during a period if that
T player is declared unable to continue. If a game is stopped because of an injury, regardless
D of whether a foul or no foul was called, a substitution for the injured player is allowed, but
O subsequent substitutions must take place between periods. Substitutions in any combina-
O tion may be made as long as the players are individually eligible and the team does not
R exceed the upper handicap level of the event.

After a Penalty No. 7 removal, the injured player may not return and the teams must play with three players per side for the remainder of the game. The uninjured player removed from the game as a result of Penalty No. 7 will remain qualified as a substitute.

3. SUBSTITUTES b...EXAMPLES:

A player is delayed in arriving for a game. He calls ahead and authorizes his groom (an eligible player with a current handicap) to start in his place. The player arrives two minutes into the second chukker. The player may enter the game at the end of the chukker and complete the game.

Three minutes into the first chukker a player requests a time out when the ball is out of play. The player advises the Umpire that he is unable to continue. The Umpire must assume the player is injured or ill and permit up to 15 minutes for a substitute to enter the game. If the player quits without notifying the Umpire, play will resume and no time out allowed.

A player who leaves the game due to exhaustion, and is replaced by a qualified substitute, recovers and wishes to return half way through the fourth chukker. This substitution is permitted but may not take place until the end of the chukker because the player being replaced is able to continue.

Team Red with a 12 goal team, loses an 8-goaler to injury and no foul is called. As no 8 goal substitute is available, the Red Captain orders the 2 goal Red #1 to leave the game and wishes to substitute two 5 goal players. The team handicap remains 12 goals. The first substitution is allowed because of an injury. The second substitution must occur at the end of the chukker.

Red #2 is injured in the 2nd chukker and leaves the game. The game is restarted after 15 minutes without a substitute and Red shorthanded. Midway through the 3rd chukker a substitute is found for Red #2. The substitute may enter the game at any time, even though play is in progress, because the position is open.

Blue #2, a 4 goal player, is knocked out of the game and replaced by a 2 goal player. Midway through the following chukker another 4 goal player is found. The new player may replace the 2 goal player but only at the end of the chukker.

3. SUBSTITUTES c...INTERPRETATION: Any substitute during a game must have been eligible to start the game - registration fee paid, handicap in order, etc. - and the team must remain qualified under the upper handicap limit of the event. The team may, in case of a substitution, continue to play if it does not meet the lower limit of the event.

3. SUBSTITUTES c...EXAMPLE:

Team Blue, in a 4-8 goal tournament, loses its 6 goal player to injury. The only player available, who is not already on a team in the tournament, is a 1 goal player. The team, rather than continue with 3 players, is allowed the substitution, even though the team is now a 3 goal team.

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3. SUBSTITUTES d...EXAMPLES:

Team Blue enters a tournament with an 8 goal team. Early in their first game, Blue #4, a 5goaler, is injured and replaced by a 4goaler. Team Blue, even though now 7 goals, must play as 8 for the balance of the game.

Team Red enters an 8 goal tournament with a 7 goal team. Late in the game, Red's 4 goaler is injured and the only available substitute is a 5 goaler. Red can make the substitution, but will have to take one goal off of the scoreboard as they are now an 8 goal team.

3. SUBSTITUTES e...EXAMPLE:

Team Red, an 8 goal team, loses their "B" rated player to injury. No alternate is available. Team Red may continue the game with 3 players even though their on the field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team.

3. SUBSTITUTES f..EXAMPLES:

Team Red enters a 12 goal tournament with a 6 goaler, a 4 goaler, and two 1 goalers. Team Blue has a 12 goal team that consists of a 5 goaler, a 4 goaler, a 2 goaler, and a 1 goal player. Team Red loses the 6 goal player to injury as a result of a foul by Blue Team and a Penalty No. 7 is awarded. As no substitute is available, the Red Captain requests permission from the Umpires to remove a player from the Blue Team. Since there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. Play will continue for the remainder of the game with 3 on a side, leaving the Red's Team aggregate handicap at 6 goals and the Blue's Team aggregate handicap at 7 goals. Subsequent substitutions by either must not exceed an aggregate team handicap of 7 goals.

Team Red enters a 10 goal team in a 12 goal tournament. The Blue Team, a 12 goal team, loses their Blue #3 (a 7 goaler) to an injury as the result of a foul and the Umpires exact a Penalty No. 7. The Blue Team, unable to find a suitable substitute, designates a 5 goaler to be removed from the Red Team, making both team handicaps 5 goals. However, Red had received 2 goals by handicap at the beginning of the game. Thus, Red's handicap is considered to be 7 goals and Blue may substitute to that level.

Team Blue, an 8 goal team, loses a 6 goal player to injury as a result of a foul by the other team. As no 6 goal player substitute is available, the Blue Captain requests permission from the Umpires to make two substitutions rather than removing a player from the other team. The Blue Captain wishes to substitute the Blue #1, a 1 goal player, for a 3-goal player and another 4 goal player for the injured 6 goal player. The substitution for the injured player is allowed, but the second substitution must take place between periods.

4. EQUIPMENT

a. No one shall be allowed to play unless equipped with a protective helmet or cap with a chin strap, the chin strap to be worn in the appropriate manner specified by the helmet manufacturer of the helmet worn by the player. (*Note: The USPA has developed standards by which different helmets can be evaluated in terms of how much protection they afford. Players are encouraged to take these standards into consideration in the selection of a helmet. Players are strongly encouraged to wear face and/or eye protection at all times during play.*)

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b. Players shall wear jerseys which distinguish the players on one team from the players on another. If the colors of two teams competing in a tournament are so alike as to lead to confusion, the team lower in the draw shall be instructed to play in some other colors. In other games the team required to play in some other colors shall be determined by lot. In all cases reasonable notice shall be given.

c. Sharp spurs, protruding buckles, or studs on a player's boots or kneeguards are not allowed.

5. MOUNTS

a. A mount is a horse or pony of any breed or size.

b. A mount blind in one eye may not be played.

c. A mount showing vice, or not under proper control, shall be removed from the game.

d. No mount shall be played in any event for more than one team. Unlike many other penalties which an Umpire may elect not to exact, the penalty for violation of this rule must be exacted if a Referee, an Umpire, or a member of the Tournament Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.

e. A mount may be removed from the game if there is blood in its mouth, or on its flanks, or anywhere on a horse's body.

f. A mount found to be improperly conditioned may be removed from the game.

g. Whip and spurs may not be used unnecessarily or excessively, such as:

(1) Slash whipping - loud and repeated strokes.

(2) Over whipping - in excess of three strokes or when mount is laboring.

(3) Heavy whipping - following a missed play.

h. No player may intentionally strike a mount with any part of the mallet.

5. MOUNTS f,g,h.....INTERPRETATIONS: The mandate is that Umpires are to take positive action to protect players and the sport from the perception of animal abuse. The Umpires must award a Penalty, which not only penalizes the fouling side, but recognizes any advantage the fouled side lost when the play was stopped.

If, in the opinion of the Umpire(s), a mount is deemed physically unfit from exhaustion, distress, lameness, excessive sweating and/or laboring in breathing, the Umpires may remove the mount for the remainder of the chukker or the entire game.

If any player abuses a mount, play should be stopped immediately and the appropriate penalty awarded.

In the case of visible blood, time should be called when play is next stopped. The player may have up to 5 minutes to clean up the mount or change. If the wound continues to bleed, the mount shall be ordered off the field. The mount may return to the game later if its condition permits.

6. MOUNTS' EQUIPMENT

- a. Shoes with an outer rim, toe grab, screws or frost nails are not allowed. Dull heel calks of the standard type are allowed only on the heels of the hind shoes.
- b. Blinkers or shadow rolls are not allowed.
- c. Protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

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DUTIES AND AUTHORITY OF COMMITTEE, UMPIRE, REFEREE, GOAL JUDGE, TIMEKEEPER, SCORER, USPA

7. COMMITTEE

A Committee appointed by the Association or by the Host Club will conduct each USPA event. The Committee shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, providing all facilities and equipment needed by the officials to conduct the event, and resolution of all questions which arise at times other than when the Umpire is in charge.

- a. The Committee shall consist of one or more individuals who shall be clearly identified to all participants.
- b. The Committee may designate any individual to represent the Committee in communicating with the participants.
- c. The Committee, or its representative, shall determine the eligibility of all players and teams.
- d. The Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11. *Disciplinary Procedure*.
- e. The authority of the Committee, or its representative, is final and subject only to the provisions of Association By-Law 12. *Protest Procedure*.

8. UMPIRES AND REFEREE

a. Every tournament game shall have two mounted Umpires and a Referee, or three mounted Umpires. These Officials shall be charged with the responsibility of seeing that the game is conducted in accordance with the Rules.

b. The authority of the Umpire(s) and/or Referee shall extend from the time each game is scheduled to start until its end, and it shall include **the ability to file a Conduct Violation in accordance with By-Law 11 against** a player whose conduct is not in the best interest of the sport.

c. Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpire.

Subject to Rule 11.a, all decisions of the Umpire, or agreed decisions of two Umpires, shall

be final. In the event two are serving and they disagree, the Referee shall decide which Umpire's opinion is to prevail or call **offsetting penalties, if confirming fouls called on both teams**. In the event of the three mounted Umpires serving and no two agree, then no foul will be called.

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UMPIRES AND REFEREE...INTERPRETATIONS: The Umpire making the call, after sounding the whistle, and receiving confirmation of the call, should announce the infraction (i.e. "crossing", Blue #3) and the Penalty (i.e. White, hit a #5). Should the second Umpire disagree he should so indicate and the two present their cases to the Referee. In a simple "did he or didn't he" situation a hand signal to the Referee may suffice. If the Referee requests clarification of the call, both Umpires should approach the Referee, make their cases briefly, and hear the decision of the Referee. The second Umpire must challenge the call of the first **before riding to the referee**. Any discussion required between Umpires or Umpires and Referee should be brief and outside the hearing of the players from either Team.

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

During the chukker, the Referee should not interfere with the duties of the two Umpires unless asked. Between chukkers, the Referee is encouraged to inform the two Umpires of any rule infractions during the chukker that the two Umpires may have not seen.

If field conditions are in question, the Umpires must determine whether field conditions are safe and whether the game should continue.

EXAMPLES:

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

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

Umpire A sees an infraction and blows the whistle. Umpire B was in position, watched the play, and is certain that no foul occurred. Umpire B should ride quickly toward Umpire A and express his opinion that there was no foul. If they do not come to agreement, the Umpires may then look to the Referee **to decide which Umpire's opinion should prevail - foul or no foul**.

The Umpires **call different fouls on the same play** and ride quickly to the Referee. Each describe the call he made and answer any questions posed by the Referee. The Referee may uphold the opinion of either Umpire, **or both, by calling offsetting fouls**.

The Referee sees Blue #3 and Red #1 roughing each other up as they follow the play and mounted Umpires. Between chukkers, the Referee points this out to the Umpires who reposition themselves to see future infractions.

9. GOAL JUDGES

a. In important games Goal Judges shall be appointed, each of whom shall give testimony to the Umpire at the latter's request as to goals scored or other points of the game near the goal, but the Umpire shall make all final decisions. When the ball goes over and across the goal line or end line, the Goal Judge shall signal with a flag whether or not a goal has been scored and, if not, shall place a ball on the field at the appropriate spot for a hit in, unless the Umpire blows the whistle to indicate a Safety as provided in Rule 21.a.

b. When the ball is hit across the end line, a Goal Judge should quickly place a new ball on level ground on the field within one foot of the spot where it crossed the line except that it must not be nearer than four yards to the goal posts or side boards. The position of Goal Judge is potentially dangerous and these Officials should be instructed to remain alert and wave their flags vigorously to avoid being trampled. A Goal Judge should wave the flag overhead to signal a goal scored until acknowledged by the Scorer, and at the feet to signal the ball going over and across the end line. The flag should be kept down and furled until a goal is scored or the ball crosses the end line. An Umpire may order a Goal Judge to signal a goal for a Penalty without the ball having actually passed through the goal.

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EXAMPLE:

Blue #2 turns for a back shot along the boards from Red #4. As the ball is backed, Blue #2 gets on the new line. He dribbles the ball parallel to the end line 30 yards out from goal, pursued by Red #3. Blue #2 takes a neck shot hitting the ball high in the air. The flagman is unable to maneuver in time and is not sure, that the ball might be over the goal post. Blue claims the shot is a goal and Red argues the ball is wide and no goal is scored. The Umpires, nor the Referee, were in position to make the call. The Umpires shall award a knock-in to the Red Team, as the benefit of the doubt shall go to the defending team.

10. TIMEKEEPER AND SCORER

An official Timekeeper and Scorer shall be appointed in all games. The Timekeeper shall be charged with the responsibility of keeping track of the time elapsed during the periods and in between periods and of signaling the Officials and players with the horn at the appropriate times. (*Note: See Rules 14, 15, 16, and 17.*) The Scorer shall be charged with the responsibility of keeping track of the score and the number of fouls committed by each team and of filling out the official score sheet. The authority of the Timekeeper and Scorer shall be subordinate to the final authority of the Umpire.

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT

a. Protests. Protests of the decisions or manner in which the Tournament Committee and/or Officials conduct an event or involving disciplinary matters shall be resolved in accordance with the By-Laws of the Association.

b. See By-Law 8. *Authority*

c. Enforcement of Rules. The USPA will enforce all of its rules in any USPA tournament. Member clubs are strongly recommended to adhere to these rules in all other club events.

d. No team may protest the scorekeeping or timekeeping of a match once the final horn has sounded.

USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT...INTERPRETATION:
Paragraphs a, b, and c of Rule 11 are all dealt with either before or after the game by other than the game officials. Questions raised during the game under 11. d. must be decided

before the conclusion of the game. When a question of time or score is raised during the game, the Umpire is responsible for resolving the question before the game continues. At the end of the game, the Umpire must verify the final score.

EXAMPLES:

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

- O Blue scores a goal in the closing seconds and the game ends before the goal is posted
U T to the scoreboard. The Umpire is responsible for seeing that the goal is included on the
T D official score sheet.
O At the start of the fourth chukker, the Blue Captain questions the score. The Umpire
O should check with the scorer, verify the score and notify both teams before putting the ball
R in play.

Before each chukker begins the Umpire should announce the score. If there is a question, it must be resolved before the ball is thrown in.

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

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

GAME FACILITIES AND EQUIPMENT**12. PLAYING FIELD**

- a. A full-sized playing field shall be 300 yards in length by 160 yards to 200 yards in width if unboarded; and 300 yards in length by 160 yards in width if boarded on the sides. The ends shall be unboarded.
- b. The boundaries on the sides of the field shall be known as the side boards or side lines.
- c. The boundaries at the ends of the field shall be known as the end lines, except for that portion between the goal posts, which shall be known as the goal lines.
- d. The imaginary line that divides the field equally at right angles to the side lines or side boards shall be known as the center line.
- e. In addition to the field of play, there shall be an area beyond the side and end lines, known as the run off area, and incidents of the game which occur here shall be treated as though they were on the playing field.
- f. The goals shall be the center 8 yards of each end line between two goal posts.
- g. The goal posts shall be at least 10 feet high, round and of equal diameter throughout. They shall be in vertical position and light enough to break upon collision.
- h. Side boards, if used, shall not exceed 11 inches in height. It is permissible to use triangular pieces of wood at the bottom of the side boards toward the playing field to deflect the ball from the side boards. These pieces shall not be over 3 inches wide nor more than 3 inches high.
- i. The field should be clearly marked at the center with a T and at all boundaries where there are

no side boards and at the edges and center of the 30, 40, and 60 yard lines at each end of the field.

13. OTHERNECESSARY EQUIPMENT

- a. Balls shall be within the limits of 3 to 3 ½ inches in diameter and 3 ½ to 4 ½ ounces in weight.
- b. Mount, whistle, pick up stick, ball bag and proper uniform for each Umpire.
- c. Official copy of the Rules for the Referee.
- d. Time clock, horn and bell for the Timekeeper.
- e. Scoreboard and official score sheet for the Scorer.
- f. Flags and uniforms for the Goal Judges.

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DURATION OF PERIODS, GAMES, AND ROUND ROBINS, WINNING OF GAME: GOALS AND HANDICAPS

14. DURATION OF PERIODS

- a. The horn shall be sounded two minutes before each period as a warning of its commencement, and two horns shall sound at the time each period is to commence.
- b. Each period will be seven minutes in length. At the end of six and one-half minutes of elapsed time, a bell will sound to indicate thirty seconds remain in the period. At the end of seven minutes of elapsed time, a horn will sound to terminate the period. If a single horn is used in place of the 30 second bell, the horn will be sounded twice to terminate the period.
- c. If a foul is called and confirmed by the officials, and less than 5 seconds remain in the period, then the clock will be reset to provide 5 seconds of play.
- d. Should the score be tied at the end of the last regular period, the game shall be resumed in overtime periods played under the same conditions as described in the above sections, with intervals between periods as provided in Rule 16, until one side obtains a goal which shall determine the game.
- e. **At the discretion of the Committee, in the event of a tie at the end of the last regular period, or any overtime period, the game may be concluded by a “shootout” procedure, after a 2-minute interval, conducted as follows:**
 - (1) **The Umpire(s) will determine which goal to use. One Umpire will set up each ball, the other Umpire to serve as a goal judge.**
 - (2) **Each player, in turn, and alternating teams, will attempt a free hit from the 40 yard line at an undefended goal. All players not hitting to be behind, and not closer than 10 yards, from the ball.**
 - (3) **The team to hit first shall be decided by lot.**
 - (4) **Each shootout goal to score 1 point. After all players have hit, the team with more points will be declared the game winner by one goal.**
 - (5) **Should a tie remain after all players have hit, all players will hit again, the team which hit first, now hitting last, until a winner is produced.**
- f. All periods shall terminate at the first sound of the final horn, wherever the ball may be, although the ball is still in play. For the purposes of counting goals subsequently scored or exacting penalties for fouls subsequently committed, periods should be considered to have ended at the times intended by these subsections rather than waiting for the horn, or the Umpire's whistle. However, to avoid any mistake about whether the horn has actually been

sounded or not, or whether such sounding may have been inadvertent or untimely, players should continue to play until they hear the Umpire's whistle.

15. RUNNING AND STOPPING OF CLOCK

a. Only if and when the Umpire stops the play with the whistle, shall the clock be stopped. The clock shall not be stopped when a goal is scored or the ball otherwise goes out of bounds unless the Umpire blows the whistle.

b. If play is to be resumed by the Umpire bowling the ball in between the teams, the clock (if it has been stopped by the Umpire's whistle) does not resume running until the ball leaves the Umpire's hand.

c. If play is to be resumed by a team hitting in from its end line or by a team taking a foul shot, the clock (if it has been stopped by the Umpire's whistle) does not resume running until the Umpire says "play" and the ball is hit, hit at, or touched by the mallet of any member of the offensive team.

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16. GAMES

A game shall be a maximum of 6 regular periods and an unlimited number of overtime periods with intervals of four minutes after each period, except at half time in games of four or more regular periods and before the first overtime period in the event of a tie, in which cases the intervals shall be 10 minutes. An additional 10 minute interval shall be allowed after each completion of the same number of overtime periods as the number of periods before the first 10 minute interval. In games consisting of an uneven number of regular periods, the half time shall come at the end of the middle period. Any game shall be played to its conclusion unless suspended and abandoned as provided in Rule 22.g.

17. ROUND ROBINS (See Tournament Conditions Section VI B.2.c)

18. WINNING OF GAME: GOALS

The team with the most goals wins the game. Goals may be awarded by handicap or penalty (Rule 19), or may be scored from play. 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. The ball must go all of the way over and across the side, end or goal line to be out of bounds or a goal. A ball on the line is still in play. A ball hit through or directly over either goal post shall not be scored because it does not pass between their inner vertical lines produced.

19. GOALS UNDER PENALTIES AND BY HANDICAP

Goals awarded under penalties and by handicap shall count as goals scored. The number of goals awarded by handicap is determined by finding the difference between the total of the handicaps assigned by the USPA to the players on one team and the total of the handicaps assigned by the USPA to the players on the other team and multiplying one-sixth of that difference times the number of periods (excluding overtime periods) in the game in question. Fractions of a goal of one-half or more shall be counted as a goal. Whether or not a game shall be played on a handicap basis shall be determined by the Committee.

COMMENCEMENT, INTERRUPTION, AND RESUMPTION OF PLAY**20. HOW PLAY COMMENCES**

a. The game begins by both teams taking their positions at the T in the center of the field at the starting time designated by the Host Club Tournament Committee, and the Umpire bowling the ball, parallel to the end line, underhand and hard, onto the ground in front of and between the opposing ranks of players, each team being on the same side of the center line as the goal which it is defending, no player to be within 5 yards of the Umpire. The teams shall decide by lot which goal each will defend initially.

b. If the Umpire inadvertently permits all players on both teams to line up the wrong way, the responsibility rests with the Umpire, and there is no redress; but if at the end of the period no goal has been scored, the ends shall then be changed back.

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20. HOW PLAY COMMENCES a....INTERPRETATION: The Umpire must enforce a consistent procedure to avoid any player gaining unfair advantage. The ball must be presented consistently--underhand, hard, and in front of the players. Players must be on their own side of the center line and not in contact. Players must be at least 5 yards from the Umpire. Players may not rush the Umpire. The ball is ready for play when the Umpire is positioned. If the players are not ready within 3-5 seconds the whistle should stop the clock. Players may be penalized for consistent violation.

EXAMPLES:

Both teams arrive at the center line and jostle for position as the Umpire prepares to bowl-in. Play should be stopped. There should be no contact prior to the bowl-in.

The teams line up, each on its own side of center, and move toward the Umpire as he prepares to bowl-in. The play should be stopped if the 5 yard provision is violated.

After a hard run and scoring a goal, Red #2 is slow returning to the lineup and is still 20 yards from center when the Umpire is ready to bowl-in. If Red #2 requires extra time to position, that time should be granted with the clock stopped.

Blue #3 changes horses following a goal. No extra time is permitted and the lineup goes on without him.

Following Red's goal, Blue is slow returning to the lineup and is 20 yards from center when the ball is ready for play. The ball may not be put in play with Blue on the wrong side of center. Play and the clock should be stopped and Blue either given necessary time or penalized for delay of game.

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

EXAMPLES:

Red scores in the south goal. Upon returning to the center throw-in, the teams line up with Red again going south and Blue going north. The Umpire throws the ball in and Red

again scores in the South goal. Following the goal, the flagger calls to the Umpire that Red has scored at his end twice in a row. The goal stands for Red, ends are changed in the normal way, and play continues.

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

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

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

21. HOW PLAY IS INTERRUPTED

Play shall be continuous thereafter until play and the clock are stopped by the Umpire blowing the whistle in one of the following situations:

a. Ball Hit Across End Line (Safety).

If a player hits the ball across that player's own end line, either directly or after glancing off that player's own mount, a goal post or the side boards, the Umpire shall stop the game and call a Safety unless the ball strikes another player, an opposing player's mallet, or another player's mount before crossing that end line. A player is considered to have "hit" the ball if the ball merely touches the mallet. This is true even though the player may have been swinging in the opposite direction or not swinging at all.

b. Foul called.

- (1) Any infringement of the Rules constitutes a foul and the Umpire may stop the game by sounding the whistle.
- (2) If the Umpire deems it to be in the best interest of the game, the Umpire may also elect not to stop play by calling a foul.
- (3) In the event of a foul being called when play is already stopped, such as a violation of Rule 30 or 33, the Umpire may so signal by: a) again sounding the whistle; or, b) waving a red flag, at the option of the Umpire.

c. Damaged, Buried Ball.

If the ball becomes damaged to the extent it is unplayable by being chipped, broken, or trodden into the ground the Umpire shall stop the game. What is a chipped, broken, buried, or unplayable ball shall be the sole discretion of the Umpire. If the ball is minorly chipped or broken, the Umpire should not stop the game until it is in such a position that neither team is favored. In the case of a broken ball, the largest piece shall be played.

d. Injury to Player.

If a player is injured, the Umpire shall stop the game, and the player shall have 15 minutes within which to recover, provided, however, that no player who has been rendered

unconscious shall be allowed to resume play in any game that day. If, and when, during this interval the injured player is able to resume play or an eligible player is substituted, the Umpire shall continue the game. The game shall be continued not more than 15 minutes after it was stopped because of the injury unless the injured player's treatment on the field requires additional time to remove the player from the field.

e. Player Falls Off.

If a player falls off, the Umpire shall stop the game when the ball is in neutral territory (i.e., as soon as neither team will be deprived of an imminent opportunity to score a goal). If, however, the player, in the opinion of the Umpire, may be injured, or in jeopardy of being injured, the Umpire shall stop the game immediately. What constitutes a fall shall be left to the discretion of the Umpire.

f. Fallen or Injured Mount.

If a mount falls or is injured, the Umpire shall stop the game immediately. A player whose mount has been injured shall change to another mount within 5 minutes, providing the Umpire deems the injury to be of a serious nature. The game shall be resumed immediately if the injury is decided not serious and not later than 5 minutes if the change of mount is allowed. Except as provided in this rule and in the enforcement of Rule 5.b or 5.c relating to mounts blind or showing vice, or 6 (a) relating to mounts improperly shod, a player should never be allowed time out for the purpose of changing mounts.

g. Broken Tack or Equipment.

(1) The game shall be stopped immediately for any broken or loose equipment which results in loss of control of the mount or danger to player or mount.

(2) The game may be stopped, at the request of any player, for broken or loose equipment of a non-critical nature when the ball is out of play.

(3) Play shall not be stopped, nor time taken out, for a lost or broken mallet.

(4) Whenever play is stopped for repair or replacement of equipment, the player may be allowed a maximum of five (5) minutes for the repair. With the permission of the Umpire, the player may be permitted to change mounts rather than to affect the repair.

h. Lost Helmet.

If a helmet falls off, the play shall be stopped as soon as possible when the play is in a neutral position.

i. Lodged Ball.

If the ball becomes lodged against a player, mount or equipment, in such a way that it cannot be dropped immediately, the Umpire shall stop the game and the ball shall be considered dead at the point where it was first carried.

j. Period Ends.

The Umpire shall stop the game at the end of each period.

k. Suspension of Game.

The Umpire shall suspend the game in the event of darkness, inclement weather, or any other reason which the Umpire or Umpires and Referee believe to be in the best interest of the game.

l. In the event of an inadvertent whistle stopping play there shall be a throw-in toward the boards or sideline at the point at which play was stopped.

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21. HOW PLAY IS INTERRUPTED b.....INTERPRETATIONS: The game is stopped only by the Umpire's whistle or by the horn at the end of the chukker. Although the Umpire is responsible for the safe conduct of the game according to the Rules, the Umpire is not required to call a foul for every violation.

When a foul occurs at or slightly after the horn ending the chukker, the Umpires are encouraged to exact a penalty under two circumstances: a) when the foul occurs simultaneously with the horn ending the chukker, and b) when the foul was a continuation of the play (approximately 1 to 1 1/2 seconds after the horn) because the play developed before the horn that ended the chukker. According to Rule 14.c, the clock will be reset to 5 seconds and the penalty will be taken that same chukker. These conditions apply to all chukkers.

O A technical foul occurring between chukkers shall be executed at the beginning of the next
U chukker.
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D EXAMPLES:

O Red #1 hits wide of goal and is a little slow returning to the field. Blue #3 is ready to
O knock-in and play is called. As Blue #3 hits, Red #1 is riding to position at about the 25 yard
R mark. The Umpire may elect not to call this foul as Red #1 is not endangered or taking
advantage of his incorrect positioning.

The Umpire's whistle sounds and a foul is announced against Blue #1. Blue #3 protests the call excessively. As play is already stopped, the Umpire may signal the "dead ball foul" on Blue #3 either by again sounding the whistle, or by waving a flag.

Red #3 hits a long shot down field. Blue #4, well ahead of Red #3, rides to back the ball. The horn blows one second before Red #1 makes a dangerous crossing foul in front of the Blue #4. The Umpires should award an appropriate penalty to Blue, make sure that five seconds are on the clock and execute the penalty during the same chukker.

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

Blue #4 knocks in and rides to follow up. Red #2 circles to Blue's left and is slightly ahead. Blue, anticipating that Red will interfere with his ROW to the ball, checks to avoid a possible collision. Red pulls out and gives Blue passage to the ball. The trailing Umpire sees the minor infraction, but holds up on the whistle to see how the play will develop. Blue #4 hits a long shot to Blue #2, who hits a long shot to goal. This non-call by the Umpires did not interfere with Blue's play and did not disadvantage the Blue Team.

21. HOW PLAY IS INTERRUPTED g...EXAMPLES:

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

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

Red #3 hooks an opponent and drops his mallet. Red plays on without a mallet until the ball goes over the boards and then asks for time to retrieve the dropped mallet. Time should not be granted. Red may play with, or without, a mallet, but must procure a new one on his own time.

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

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

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

Red #2 asks for, and is granted, time out for tack repair. He does not ask permission to change mounts. When Red returns to the field, he has changed horses. This is a violation of Rule 21.g. The whistle, or a flag, should signal the "dead ball" foul, and the appropriate penalty applied.

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22. HOW PLAY IS RESUMED

a. After the ball goes across a team's end line (other than from a Safety as provided in Rule 21.a., the team whose end line is crossed shall hit the ball in, or hit at it, from a point on the field which is within one foot of the point where the ball crossed the end line, except as provided in subsection e. (3). below. Should this point be closer than 12 feet to a side board or goal post, the ball shall be hit, or hit at, from a point on the field which is within one foot of the end line and which is 12 feet from that side board or goal post (but not between the goal posts). Each team shall be given a reasonable time to position itself for the resumption of play, and no member of the team defending against the hit-in shall be closer than 30 yards to the end line when the Umpire says "Play" and the ball is hit or hit at. Players should be expected to position themselves at a slow canter.

If a member of the defending team is closer than 30 yards to the end line after the Umpire says "Play" and the ball is hit, or hit at, the Umpire shall blow the whistle stopping play and move the ball straight ahead (perpendicular to end line) 30 yards. Play shall then be resumed as before with no member of the defending team closer than 60 yards to the end line. The Umpires shall indicate to the defending team the location of the appropriate distance from the end line.

b. After a Safety or a foul is called and confirmed and a foul shot is awarded, play shall be resumed by the taking of the foul shot except as provided in subsection e. (4) below.

(1) The player hitting the foul shot may approach the ball only once. If the player passes the ball, the whistle shall sound and the ball shall be bowled in as stated in Rule 22.e.(4).

(2) The player hitting the foul shot may not "Tee" a Penalty No. 5 but must hit the ball as positioned by the Umpire.

c. In the event a goal is scored at approximately the same time play is stopped by the Umpire's whistle:

(1) A penalty may be awarded or the field goal counted if a foul is confirmed against the defending team. The Umpires shall be charged with determining whether or not a Penalty 1 is called for in each instance. Should they elect to do so, the field goal will not count; however, all normal procedures for carrying out the Penalty 1 will be followed.

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Should they elect not to call a Penalty 1, then they shall count the field goal and resume play at center field.

(2) The goal shall be counted, and play resumed at center field, if no foul is awarded.

(3) The goal shall not be counted, and the appropriate penalty awarded, if a foul is confirmed against the attacking team.

d. After the Umpire stops the game because the ball breaks when first hit on a foul shot or on a hit-in, play shall be resumed with another ball from the same point in the same manner. Otherwise play shall be resumed with a new ball as provided in subsection e. (4) below.

e. In all other cases, the Umpire puts the ball into play by bowling it in, in the same manner as provided in Rule 20 except as provided below after allowing the players a reasonable time in which to line up.

(1) After a goal has been scored, except goals awarded by handicap or Penalty No. 1, the Umpire shall bowl the ball in with the ends changed.

(2) After the ball is hit across the side boards or side line the Umpire shall bowl the ball in from a point 10 yards inside the boards or line where it went out and toward the opposite boards or line.

(3) If the team hitting in does not hit, or hit at, the ball in a reasonable time after "Play" or if the ball is hit, or hit at, before the Umpire calls "Play", the Umpire shall blow the whistle to stop the clock and then shall bowl in the ball at a right angle to the end line from the point the ball had been placed for the hit-in. For such a bowl in, the team which delayed play shall be on the side nearer the goal. What is a reasonable time for the ball to be hit or hit at after the Umpire says "Play", is discretionary with the Umpire.

(4) If the team fouled and awarded a foul shot does not hit, or hit at, the ball in a reasonable time after the Umpire says "Play," the Umpire shall bowl in the ball at the point it was placed for the foul shot toward either side boards or side lines. The

decision is to be the Umpire's and to be final.

(5) Players may not in any way alter the surface of the playing field to tee up the ball. Players may not dismount to tee up the ball. Once an Umpire calls "Play", a ball may not be re-tee'd. In the event a player alters the surface of the field or dismounts to tee a ball, the Umpire shall blow the whistle and then bowl the ball in at the point it was placed for the foul shot towards either side lines at the sole discretion of the Umpire.

(6) After awarding a goal under a Penalty No. 1, the Umpire shall bowl the ball in as provided in Penalty No. 1 (b).

(7) After the Umpire stops the game while the ball is on the playing field, play shall resume by a bowl-in from the point where the ball was considered dead toward the nearer side boards or side lines.

In the event this point does not allow sufficient room for the teams to line up on the field, the Umpire shall bowl the ball in in the same manner, from the nearest point that allows it.

f. After the Umpire stops the game because the period ended, play shall be resumed at the beginning of the next period in the same manner as if play was being resumed in the period which ended except that the team which lost the draw at the beginning of the game may elect, when the game continues after the half time interval, which goal to defend. In the event that goals are changed under this rule, the ball shall be put back into play in the same relative part of the field. When Umpires fail to hear the horn due to the weather or wind conditions, the Referee or the Timekeeper shall immediately advise the Umpire where and when the game should have stopped.

g. A suspended game shall be resumed at the point at which it was suspended as to

score, period, and position of the ball at the earliest convenient time, to be decided by the Committee. If a suspended game is determined to have no conceivable effect on the outcome of the event, the game may be abandoned by a decision of the Committee.

22. HOW PLAY IS RESUMED a.....INTERPRETATIONS: The Umpire's responsibility is to give all players a reasonable time to position themselves and not to give an advantage to a team attempting to manipulate the clock. Generally, 3-5 seconds from the time the ball is ready for play is sufficient. The ball is ready for play on a knock-in when the goal judge moves aside. The Umpire positioned behind the hitter is responsible for calling "Play". O
The second Umpire is responsible for watching the positioning of players other than the U
hitter. Once the Umpire behind the hitter determines reasonable time has been given, he is T
to call "Play". If the second Umpire feels more time must be allowed a particular player, he D
may stop play by sounding the whistle. The two Umpires, quickly consulting with the O
Referee, if necessary, may: a) resume the knock-in by calling "Play"; or, b) penalize the O
offending player for delay of game by moving the ball forward to the 30 yard line. R

EXAMPLES:

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

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

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

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

Blue #1 hits wide of goal and circles deep into the end zone. Red #4 is ready to knock in and as the Umpire announces "Play", the Blue #1 is still within 30 yards of the ball. As Red #4 brings the ball in off the back line, Blue #1 is still within 30 yards of the ball. Since Blue had no influence on the knock-in, it is recommended that the Umpires allow play to continue. If Blue #1 makes a play, then the whistle should sound and the ball moved forward to the 30 yard line.

The ball is placed for a knock-in. White #4 rides to hit the ball, swings and misses. Blue #1 rides to the ball to make a play. The trailing Umpire notices the ball behind the end line (off the field) and blows his whistle to stop play. The Umpire allows White #4 a re-hit because a)

Blue cannot play the ball from out of bounds and b) this is a procedural error on the part of the officials.

22. HOW PLAY IS RESUMED b. i. Rule 22. e. (4) (2).....INTERPRETATIONS: The objective of this rule is to get the ball in play promptly once all players have an opportunity to be safely positioned. The hitter is allowed only one approach to the foul shot and may not hit before the Umpire calls "Play". The hitter of the foul shot is considered to be approaching the ball when he or she has advanced forward toward the ball. If a player who is awarded a penalty shot hits the ball before the Umpire calls play, the whistle should sound and the ball shall be bowled-in as stated in Rule 22. e. (4). If the play is deemed to be dangerous, the Umpire, at his discretion, may exact more than one penalty as provided in Rule 35.c. Depending on the severity of the danger, the Umpire may award a free hit to the defending team from the same spot the foul shot was to have taken place, or may elect to exact a more severe penalty.

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In a situation where the hitter taking a Penalty No. 2 or 3 swings at the ball and misses, the Umpire should sound his whistle and award a free hit to the defending team from the same spot the foul shot was to have taken place. The ball is considered in play if the hitter swings and misses a Penalty No. 4, 5, or 6 or knock in.

EXAMPLES:

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

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

Blue #2, taking a Penalty No. 2 foul shot, approaches the ball, and hits the ball towards the goal. While following the ball, Blue #2 rides over the top of the ball and his horse kicks the ball through the goal with his hoof. The goal does not count and a free hit is awarded to the defending team from the spot where the ball was kicked or as defined in Rule 36. Penalty No. 2, (c).

A Penalty No. 2 is awarded to the Red Team. As the Red #1 approaches the penalty shot, before he is able to swing at the ball, his horse runs over the top of the ball kicking the ball several yards towards the goal. Because the hitter is only allowed one approach to the ball, the Umpires shall blow their whistle to stop play and execute a bowl-in as defined in Rule 22. sub-section (3) (4).

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

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

Following a Blue safety, Red #3 changes mounts quickly and prepares to hit the 60

yard shot. His mount has not settled and Red #3 asks the Umpire's permission to circle again. Permission should not be granted.

As Blue #3 rides to hit a Penalty No. 5 he notices that the ball lies in a divot. He asks the Umpire to reposition the ball. This is a reasonable request. The Umpire should have noticed the divot when first spotting the ball.

The whistle sounds; the Umpire announces the foul and awards Blue a Penalty No. 5. The Umpire throws the ball toward the point of the infraction and calls "Play". Red #3 requests that the ball be placed on fair ground. This is a proper request. The Umpire should have spotted the ball with more care.

Following a Penalty No. 5 award, the Umpire rides to center field, drops the ball, and upon seeing the ball on level ground, calls "Play". Blue #4 rides over and tees the ball. The ball has been touched and the ball is in play.

Following a Penalty No. 5 award, the Umpire rides to center field, tees the ball up and rides away. Blue #4 rides over and tees the ball prior to the Umpire calling "Play". The whistle should sound and the umpire shall bowl-in the ball towards either sideboards or sideline at the point where the ball was spotted. Teeing a Penalty No. 5 is not permitted.

A Penalty No. 4 is awarded to the Blue team. As the Blue #3 tees up the ball, the Umpire goes to pick up an extra ball left on the field. While the Umpire is retrieving the extra ball and before he says "Play", Blue #3 proceeds to execute the Penalty shot on goal, hitting a defending player who had his back turned to the play. Foul on Blue. There is no excuse for hitting the ball before play is announced and when the clock is stopped.

22. HOW PLAY IS RESUMED e. (3)....INTERPRETATION: The objective is to get the ball in play promptly once all players have an opportunity to be safely positioned. The hitter must hit on the first pass, but may not hit before "Play" is called. The Umpire should allow players sufficient time to properly position themselves, and should penalize any player, offensive or defensive, who is trying to manage the clock.

EXAMPLES:

Blue is down a goal late in the game. Red hits the ball over the backline and Blue lines up quickly for the knock-in. As soon as the flagger is out of the way, Blue #3 knocks in. The ball was hit before the call of "Play"; the whistle should sound and the ball be bowled-in perpendicular to the back line.

Red is ahead late in the game and Red #3 rides deep into the end zone before slowly turning to knock-in. As Red #3 nears the ball, he circles again. The whistle should sound for a bowl-in. The second approach is not permitted.

Blue #2 hits wide of goal and rides to change mounts. Blue #1 sees Blue #2 off the field, and rides very slowly from the back line toward the 30 yard line. The ball is positioned, and the Umpire is ready to call play. The whistle should sound and delay of game called on Blue #1.

22. HOW PLAY IS RESUMED e. (4)....INTERPRETATION: On Penalties No. 2, 3, 4, and 6 the player is permitted an approximate 15-20 seconds to tee the ball. The hitter must hit all Penalties, and knock-ins including No. 5, on the first approach. An unusually long or slow approach is also a violation of this rule.

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EXAMPLES:

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

A Penalty No. 4 is awarded to Blue. At the sound of the whistle, Blue #3 rides to change his horse and returns to the field as the Umpire drops the ball for the Penalty hit.

O Blue's teammate tees the ball and moves out of the way. The Umpire calls "Play" and Blue #3 approaches the ball. Blue 3's fresh mount is skittish and will not take its correct lead.
U Blue asks the Umpire for a second approach. Not permitted.

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

O Red is awarded a Penalty No. 3. As Red #3 positions the ball, he is joined by a R teammate and they move the ball around for some time looking for the right tee and discussing the coming play. The Umpire should sound the whistle after 15-20 seconds and bowl the ball in.

Following a Penalty No. 5 award, the Umpire rides to center field, drops the ball, and upon seeing the ball on level ground, calls "Play". Blue #4 rides over and tees the ball. The ball has been touched and the ball is in play.

Following a Penalty No. 5 award, the Umpire rides to center field, tees the ball up and rides away. Blue #4 rides over and tees the ball prior to the Umpire calling "Play". The whistle should sound and the umpire shall bowl-in the ball towards either sideboards or sideline at the point where the ball was spotted. Teeing a Penalty No. 5 is not permitted.

Following a Penalty No. 5 award, the Umpire rides to center field. Seeing that the Umpire has dropped the ball in a divot on a Penalty No. 5, Blue #3 asks that the ball be repositioned. This is a proper request and the Umpire should move the ball to fair ground. To save time, the Umpire throws a ball toward the center line and calls "Play". This is improper. The Umpire should place the ball properly for the hit.

PERSONAL FOULS**23. LINE OF THE BALL**

- a. The line of the ball is the line of its course or that line produced forward or backward at any moment.
- b. When a dead ball has been put into play through being hit at and missed, the line is considered to be in the direction in which the player was riding when the ball was hit at.
- c. If the ball becomes stationary while remaining in play, the line of the ball is that line upon which it was traveling before stopping.

24. RIGHT OF WAY

- a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which shall be considered to extend ahead of the player entitled to it, and in the direction in which the player is riding.
- b. The Right of Way, which is awarded in subsections (e), (f), (g), and (h) below, is not to be confused with the line of the ball, nor does it depend on who last hit the ball.

c. No player shall enter or cross this Right of Way except at such a distance that not the slightest risk of a collision or danger to any player is involved.

d. When the Line of the Ball changes and, as a result, the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way. A player clearing the Right of Way may make no offensive or defensive play in doing so.

e. No player may have the ball directly in front or on the near side if by doing so an opponent is endangered who could have safely attempted to hook the player or to hit the ball had the original player been placed with the ball on the off side. This subsection takes precedence over subsections (f) and (g) below. (*Note: A player may have the ball on the near side if any of the following conditions are met: 1) a legal ride off has been executed; 2) the opponent is traveling parallel, or nearly parallel, to the player; or 3) if the opponent is far enough behind for the player to safely complete the play.*)

f. As between two players, when one is following the ball and the other meeting the ball: Regardless of their respective angles, a player following the ball has the Right of Way over a player meeting the ball, other than a player meeting the ball with the line of the ball on the off side who has not crossed and does not subsequently cross the line of the ball at an unsafe distance in front of the player following the ball. A player meeting the ball in this fashion has the Right of Way over a player following the ball.

g. As between two players, when both are following or both are meeting the ball:

(1) The player riding parallel to or at the lesser angle to the line of the ball has the Right of Way over the player riding at the greater angle to the line of the ball.

(2) In the rare case of two players on opposite sides of the line of the ball riding at exactly equal angles to it, both players have the Right of Way up to the line until the angle of one to the line becomes less than the angle of the other.

h. Two players when riding in the same direction on the line of the ball, either following or meeting the ball, and simultaneously making a play against each other, have the Right of Way over a single player coming from any direction. This subsection takes precedence over Rule 25.a.

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24. RIGHT OF WAY a.....INTERPRETATION: The ROW has sufficient width and distance to permit the player to ride and play the ball in safety. Any defensive play by an opponent must leave the ROW clear. “Shading”, “pinching” or “squeezing” the ROW so as not to give the player clear passage between the opponent and the LOB is a ROW violation. The foul must be called at the time the infringement occurs.

EXAMPLES:

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

Red is carrying the ball at speed on the offside. As Blue closes from the left for a rideoff, Red checks slightly to avoid the bump. Foul Blue the instant he infringes Red’s ROW. However, if Red checks to a walk, or stops, Rule 25.c. applies, the whistle should sound immediately and the ball be thrown in. Red loses the ROW when he slows to a walk or stops.

Blue carries the ball on the offside. Red rides from the right to bump. Blue checks slightly, Red miss-times the play, and passes close in front of Blue. Foul Red. Both players had a ROW extending ahead of them. At the point the two ROW intersected, the ROW of Blue

prevailed over Red because Blue was both parallel to the LOB and had the LOB on the off-side.

Blue knocks-in a short distance and canters to the ball to hit again. Red has positioned himself 60 yards out to meet the knock-in and is well to the right of the hitter. As Blue hits the second time he is met by Red who steals the ball. No foul. At the time the players met, both had the ROW on their offsides and both were parallel to the LOB.

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

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

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

24. RIGHT OF WAY b.....INTERPRETATION: The ROW and LOB are not identical. The LOB is a frame of reference for ROW. The last striker does not have an automatic ROW.

EXAMPLES:

Blue #2 hits a strong offside neck shot. As he strikes, he crosses the new LOB extended back from the ball and turns to his left to follow up his hit. Red #3, following and also rides toward the ball. Each player's ROW is defined by his relationship to the new LOB, not by his ROW on the old LOB.

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

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

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

When a player carrying the ball checks, the greater the distance between players will allow

a safer opportunity for an opponent to enter the line safely. The closer the attacker is to the ball, the opportunity for a defender to enter the right of way safely and to make a play on the ball decreases.

EXAMPLES:

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

White #1 is on the Right of Way. Red #4 crosses close in front to position himself for a nearside shot. White checks but retains possession of the ball. Red, realizing he may have caused White to check, does not make a play but permits White to make the next play. Red then rides White off and backs the ball. Foul Red for crossing. Even though White retained possession the Right of Way, violation should be called and the Penalty awarded must recognize White's offensive advantage.

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

Blue #4 knocks in and rides to follow up. Red #2 circles to Blue's left and slightly ahead. Blue, anticipating that Red will interfere with his ROW to the ball, checks to avoid the collision. Red pulls out of the play and gives Blue safe passage to the ball. Foul Red. Red's act caused Blue to alter his course.

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

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

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

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

Red #3 is galloping on the LOB. Blue #2 attempts a ride off from Red's nearside. Red #3 checks slightly but continues to gallop on the LOB. Blue #2, approaching at a greater

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speed, merely brushes Red #3 and slips in front of Red #3 and plays the ball. Foul, Blue #2. Blue #2 did not execute a proper ride off and did not safely enter the ROW.

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

White #4 rides on the LOB to hit an off side back shot. Purple #1 coming from White's left for a ride off, travels parallel to White #4 thirty-(30) yards from the ball. White #4 checks down to avoid the ride-off. Purple #1 accelerates to the LOB and enters the ROW

O U T D O #4, coming from behind, spurs his mount, accelerates, and runs into the rear quarters of Purple #1. This is a foul on White #4. Once Purple #1 entered the ROW safely, the White #4 must go to the nearside to make a play.

O R Red #3 has established himself on the LOB at speed. At approximately 1 1/2 horse lengths from the ball, Red #3 checks to turn the ball back towards his goal for an offensive play. Blue #1 checks with Red #3, Blue #1 attempts a ride off, however, slips in front of Red #3, making a play on the ball. This is a foul on Blue. Because Red checked so close to the ball, and Blue did not execute a proper ride off. There was not adequate distance for Blue to safely enter the ROW.

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

EXAMPLES:

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

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

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

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

A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new, and now clear ROW,

Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege.

Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate uses the opportunity to ride up and hook Blue. No foul, just the breaks of the game.

Blue holds up so Red #2 can clear a new line. Red clears slowly to give his teammate time to ride up and hook. Foul Red #2. This is "making a play".

24. RIGHT OF WAY e.....INTERPRETATION: Players are considered parallel when the mounts are overlapped on one another. If an opponent moves ahead so the player nearer the LOB is no longer lapped on, the player must switch to the offside giving the opponent a nearside play. This does not permit the opponent to endanger the player or mount. Players are considered overlapped or lapped on when any part of a player's mount is next to or equal with any part of an opponent's mount while riding parallel or nearly parallel to the player.

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EXAMPLES:

Blue carries the ball on the nearside. Red rides parallel on Blue's offside with his stirrup even with Blue's horse's head. As Blue hits the ball forward, Red leans out and hits a nearside back-shot striking Blue's mount. Foul Red. Condition #2 was met as they rode side by side or were overlapped. Red fouled by hitting into Blue's mount.

Red and Blue ride to the ball on opposite sides of the LOB. As Red raises his mallet and begins a nearside stroke, Blue rides him off from the left. Foul Blue, if the mallet head was in motion toward the ball. Foul Red if the stroke begins after Blue makes the ride-off. As long as Condition #1 is met by a legal ride-off, Blue may make the play.

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

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

Blue and Red ride to the ball on opposite sides of the LOB. As Blue moves to the right to execute a ride-off, Red also drifts to the right so contact is not made. As Blue prepares to hit on the nearside, Red raises the mallet and strikes across Blue's mount. Foul Red. Blue was in position to, and attempted to, execute a legal ride-off. Red's evasion of the ride-off does not permit the dangerous swing into Blue's mount.

Blue rides with the LOB at a slight angle to his left. Red also rides with the LOB on his left but at a wider angle. Both will reach the ball at the same time. Blue is required to play the ball on the offside. Once Blue moves to the offside, Red has a play on the nearside, but must not cross the LOB into Blue's ROW. The players were not parallel or overlapped because Red was at a wide angle.

As Red carries the ball on his nearside, Blue rides hard at a severe angle from the right. Red must switch to the offside and give Blue safe passage up to the LOB. Blue may not intimidate Red or infringe his ROW. The players were not parallel or overlapped because Blue came to the line of the ball at a severe angle.

Red and Blue ride together, both on the right side of the LOB. As they near the ball, Blue, on Red's right, begins to pull ahead. Once Condition #1 (a legal ride-off) and Condition #2, (the opponent is traveling parallel or nearly parallel or overlapped) no longer exist, Red must move to the offside and allow Blue a safe nearside play on the ball.

24. RIGHT OF WAY f....INTERPRETATION: Once safely placed with the ball on the offside, a player following the LOB has the ROW over a player meeting the ball. The player meeting the ball may do so only if he keeps the LOB on his right throughout the play.

EXAMPLES:

- O Blue #3 hits an offside back-shot away. Blue #2, following, turns, crosses the new LOB and prepares to carry the ball on. Red #3, also following but to the right, rides toward the new LOB to meet the ball. Foul Blue #2 if he crosses the LOB at an unsafe distance ahead of Red #3. Foul Red if Blue's cross is safe and Red fails to keep the LOB on his right as he meets Blue.
- D Blue #3 hits an offside back-shot away. Blue #2 rides to the ball with the LOB at a slight angle to his left. Red #3 rides to meet the ball at a wide angle, but with the LOB on his right. The extended paths of the two players will intersect at the ball. Foul Blue, as long as Red keeps the LOB on his right.

Blue #2 hits a long ball down field. Red #3 safely enters well ahead of Blue #2 and rides to back the ball. Blue #1 turns and rides to meet the ball; also planning a back-shot. No foul if both players maintain the LOB on their right until they pass. Foul on either player if he hits and turns across the LOB into the path of the other.

As Blue #2 hits the ball downfield, Red #3, well to the right, rides to meet with the LOB on the offside. Red reaches the ball ahead of Blue, hits and follows his course in front of Blue. Foul Red. Red had a ROW as long as the LOB was on his right. As soon as his course crossed the original LOB, however, the LOB was no longer on his right and Red had no play.

24. RIGHT OF WAY g. (1)(2)....INTERPRETATION: The Umpire cannot apply a protractor to the angle of both players. Unless the player with the LOB on his left is clearly at a lesser angle, the player with the LOB on his right has the ROW.

EXAMPLES:

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

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

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

24. RIGHT OF WAY h....INTERPRETATION: Two players are considered to be "making a play against each other" when their concentration is on each other and not on another player riding from another direction.

EXAMPLES:

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

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

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

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

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

25. STOPPING ON BALL

a. Subject to Rule 24.h , a player who has safely entered the Right of Way of another player along the established path that the ball has already traveled and who is following the ball may slow down or stop in that Right of Way, provided that players approaching from behind have sufficient time to go around. A player is considered to have entered along the "established path that the ball has already traveled" as opposed to the "projected path that the ball has yet to travel" once the ball is ahead of the stirrup. This is true even if the player enters the projected path first, and the ball subsequently passes the stirrup. However, the player may not slow down or stop in another player's Right of Way in order to allow the ball to pass his stirrup.

b. A player who has safely entered the Right of Way of another player along the projected path that the ball has yet to travel, whether meeting or following the ball, may not slow down or stop in that other player's Right of Way.

c. A player on the Right of Way, defended by an opponent and in possession of the ball, shall continue to move the ball. Should the player walk or stop, the Umpire may sound the whistle and bowl the ball in.

25. STOPPING ON THE BALL c.....INTERPRETATIONS: When the game is brought to a standstill or the speed of a walk by the act of the offensive player walking, cantering in place, or stopping, and a defending player is in position to attempt a defensive play, the Umpire should stop the game and resume play with a bowl-in towards the nearest sideboards. The player in possession of the ball should have continued to move the ball. Once defended, only one tap will be allowed, and the offensive player must run with the ball or hit away. Otherwise, the Umpire should stop the game and resume play with a bowl-in towards the nearer sideboards.

The offensive player is considered to be defended when a defensive player (s) has maneuvered within a horse length and in position to make a defensive play, either on the offside or near side of the offensive player.

If the offensive player stops or checks because the defensive player has entered the right of way, that foul should be called against the defending player and play resumed with the appropriate penalty.

O EXAMPLE:

U Red # 3 knocks in and carries the ball toward the 60. Blue # 2 rides ahead and to the left,
T but clear of Red's Right of Way. Red checks down to a canter in place, dribbling the ball,
D as Blue # 2 moves into position to attempt a defensive play. Red # 3 taps the ball forward
O to the right and then to the left, trying to dribble around the Blue player. Since Red was
O only allowed one tap when defended, the whistle should sound and the ball bowled in.
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26. DANGEROUS RIDING

On even terms, a player may ride off an opponent or may interpose the player's mount between an opponent and the ball, but may not ride dangerously, as for example:

a. Bumping in a manner dangerous to a player or mount; i.e., undue force. What is considered a dangerous bump is left to the discretion of the Umpire. Whenever a mount is knocked off balance, whether it falls or not, a dangerous bump has occurred, and the mere fact that some of the dangerous factors listed were absent does not mean that a foul should not be called. The following factors, among others, should be taken into consideration:

- (1) Relative speeds of the two mounts. It is very dangerous to bump an opponent if you are not moving at approximately the same speed whether it be fast or slow.
- (2) Relative sizes of the two mounts.
- (3) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.
- (4) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.
- (5) States of exhaustion of the mounts involved.
- (6) Lack of readiness of an opponent for the bump (blind-siding).

b. Zigzagging in front of another player riding at a gallop.
c. Pulling or sliding across or over a mount's fore or hind legs in such a manner as to risk tripping either mount.

d. Riding an opponent across or into the Right of Way of another player at an unsafe distance.

e. Exhibiting a lack of consideration for safety on the part of a player for the player, player's mount, or for another player or mount.

f. Two players of the same team riding off an opponent at the same time whether or not it being on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden off by a teammate of the player hooking or striking.

g. Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no entry or cross of the Right of Way actually occurs.

h. Deliberately riding one's mount into the stroke of another player. For the purpose of

this Rule, a “dribble”, in which the mallet head is not raised above the mount’s hock or knee, is not considered a “stroke”.

26. DANGEROUS RIDING a.....INTERPRETATION: A legal ride off is performed without displacing the opponent with a forceful blow or jolt. A bump at speed is very dangerous, especially if the aggressor is at a greater angle and speed. All factors should be taken into consideration when determining a dangerous riding violation, as well as defining the aggressor. The foul should be called against the aggressor, regardless of whose horse wobbles or goes down.

EXAMPLES:

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

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

26. DANGEROUS RIDING e.....INTERPRETATION: Any careless or deliberate act which unnecessarily endangers an individual or mount, including the player and the player’s own mount, constitutes a violation of this rule.

EXAMPLES:

Blue #3 dribbles a Penalty No. 4 toward the goal hoping to draw a foul on an opposing Red player. In doing so, he finds himself wide of goal with the goal mouth blocked by teammates and opponents. Blue hits a very hard shot into the pack of players hoping to get lucky and score. Foul Blue. This is a careless and deliberate act which endangers players standing properly in the goal mouth.

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

Both examples would apply to a Penalty No. 6.

26. DANGEROUS RIDING h.....INTERPRETATION: A “stroke” is defined as the mallet head in motion toward the ball. A “dribble”, where the mallet head is kept below the level of the mount’s hock or knee, is not considered a “stroke”. The wind-up is not part of the “stroke”.

EXAMPLES:

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

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

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

- O As Blue #4, with the ROW, begins his back-swing, Red #1 bumps him on the mallet side. No foul--the mallet head was not in motion toward the ball.
- D Red #1 hits a short shot down field. As Red rides to strike again, Blue #4 comes for an offside bump. Red, seeing Blue approach, cocks his arm for a strong fore-shot. Blue bumps Red and hits the back-shot. No foul--regardless of how exaggerated the back-swing may be, Blue made contact before the mallet head was put in motion toward the ball.

Red and Blue ride parallel, but not in contact toward the ball. Blue prepares for a neck shot and strikes Red's mount on the downswing. Foul Blue--Red was safely positioned before the stroke began.

Blue hits the ball down field. As Red closes to ride him off, Blue cocks his mallet and begins a downswing although well away from the ball. Foul on Blue. Although the mallet head was in motion, it was not directed toward the ball. Blue hit into Red's horse.

27. ROUGH OR ABUSIVE PLAY

- a. No player may seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with the arm above the elbow, provided the elbow is kept close to the side.
- b. No player may physically abuse another player or the player's own or another player's mount.
- c. A player deliberately striking another player may be ejected from the remainder of the game with no substitution in accordance with Penalty 10 and the incident shall be reported by the Umpire to the Club Disciplinary Committee or Delegate for further action.

27. ROUGH OR ABUSIVE PLAY c...INTERPRETATIONS: A player deliberately or intentionally striking another player with severity and/or the intent to inflict bodily harm with horse, hand, whip or mallet, shall be ejected from the remainder of the game with no substitution in accordance with Penalty 10.

A minor infraction, i.e. elbow, or pushing with hand or mallet is not tolerated and should be penalized according to the severity. The appropriate penalty shall be exacted; the player or players ejected for the remainder of the chukker, and a substitution(s) will be at the Umpire's discretion. The Umpires will use their discretion in determining the severity and whether the striking was deliberate.

EXAMPLES:

White #3 places his mallet in front of Blue #2's horse's head to impede White's horse. In Blue's attempt to make a play, he strikes White's mallet with the butt of his mallet. The Umpires blow the whistle and announce an offsetting foul, but elect to sit both players down for the remainder of the chukker, with no substitutions. This type of unsportsmanlike conduct will

not warrant being ejected for the remainder of the game.

Blue #2 has been warned by the Umpires about roughness of play and the use of his elbow. In the second chukker, Blue #2 is observed placing an elbow in the face of his opponent, Red #3. Umpire A blows the whistle and announces the foul against Blue #2. Because Blue #2 has been previously warned about roughness of play, the Umpires eject him from the game, but allow a substitute at the beginning of a later chukker.

Red #3 carries the ball down field towards his goal as White #2 executes a ride off, causing Red #3 to miss the goal shot. In frustration, Red #3 swings at White #2 in retaliation. The Umpires shall award a Penalty 10 with no substitution.

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28. IMPROPER USE OF MALLETS

a. No player may hook or strike an opponent's mallet unless on the same side of the opponent's mount as the ball, or in a direct line behind, and the mallet is neither over, under, nor across any part of the opponent's mount. The mallet may not be hooked or struck unless the adversary is in the act of hitting at the ball, or in the act of hooking or striking the player's mallet. The act of hitting at the ball shall include both the upward and downward phases of the stroke. No player may hook or strike an opponent's mallet unless all of the mallet is below the opponent's shoulder. No player may swing the mallet in "windmill" fashion, as in appealing for a foul. (*Note: Although subsection (a) of Rule 28 indicates that a player may, under certain conditions, "strike" an opponent's mallet, subsection (c) should always be observed. Thus, the manner of "striking" intended by subsection (a), is that which is in no way dangerous or abusive to the opponent or mount and it is, therefore, a foul to strike an opponent's mallet with excessive force as in the case of slashing or swinging hard at the opponent's mallet as opposed to just bumping or pushing it off its course.*)

b. No player may reach immediately over and across or under and across any part of an opponent's mount to hit at the ball, nor hit into or among the legs of an opponent's mount.

c. No player may use the mallet in a manner which is dangerous or abusive to another player or to the player's own or another player's mount.

d. All players shall play the mallet with their right hand, with the exception of left-handers registered with the USPA prior to January 1, 1974.

e. No player may intentionally strike the ball after the whistle or if the ball is otherwise out of play. If a hit occurs after a whistle for a foul, or if the ball is otherwise out of play, the Umpire may award or 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. If the ball that is struck intentionally after the whistle endangers a person or horse, the Umpire is encouraged to exact Penalty 10.

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

EXAMPLES:

Red and Blue ride parallel, but not in contact toward the ball. Blue prepares for a neck shot and strikes Red's mount on the downswing. Foul Blue – Red was safely positioned before the stroke began. Blue has a right to hit the ball straightforward or backward, but

does not have the right for his mallet to take up both sides of the line when the defender is riding parallel.

Red # 2, concentrating on the ball, cocks and begins his stroke for a neck shot towards his goal as Blue # 3 rides at an angle with speed to bump Red on his near side. As Red # 2 completes his swing, the mallet hits Blue # 3 in the face. Foul Blue for entering the play late after Red had started his stroke at the ball. Blue created the danger even though he was injured.

O Blue #3 and Red # 2 are making a play on the ball. Red # 2 is positioned on Blue's near side. While both players are concentrating on each other and riding parallel, Blue #3 takes an off side neck shot and strikes Red # 2 in the head with his mallet. Foul on Blue for improper use of the mallet. Red was safely positioned before the stroke began.

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O **29. DISMOUNTED PLAYER**

O No dismounted player may hit the ball or interfere in the game.

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30. APPEALING A FOUL

No player may appeal in any manner to the Umpire for a foul. This does not preclude a Captain from discussing any matter with the Umpire.

30. APPEALING FOR A FOUL.....INTERPRETATIONS: Appealing for a foul may be by voice or action. A demeaning comment or gesture is an appeal. The raising of the mallet in an attempt to draw the Umpire's attention to a play is an appeal.

If a player is fouled, the foul should not be ignored because of an appeal. Both are fouls and both should be called and announced. The Penalty for the appeal may reduce or offset the Penalty for the other infraction. If the appeal is called and no other infraction, the appeal is to be penalized.

EXAMPLES:

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

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

The ball is hit deep by Blue #2. As Red #4 rides to back it, Blue #1, coming from behind and to the left of Red #4, passes Red, safely enters the Right of Way, and carries the ball downfield. Red #4 pulls his mount to a walk, looks over his shoulder to the Umpire, and holds up his mallet hand with the mallet hanging from his thumb. Foul on Red for appealing. The penalty awarded must be severe so as not to disadvantage Blue by stopping the play.

31. CARRYING A BALL

A player may not catch, kick or hit the ball with anything but the mallet. A player may block

the ball with any part of the body. A player may not carry the ball intentionally.

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE

a. No person or persons shall be allowed within the playing field or run-off area except Players, Umpires, Referees, Managers, Mallet-holders and Goal Judges, except by special permission of the Umpire.

b. A player requiring a mallet, a change of mount, or assistance from an outside person during a game shall ride beyond the end-lines or side-boards or side-lines to procure it. No person shall come onto the playing field to assist except when the ball is dead and when permission is granted by the Umpire.

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE a. b.....INTERPRETATION:

Rule 32.a. requires that horse-holders not be positioned in the run-out area surrounding the field. Rule 32.b. permits the holder to enter the run-off area to execute the change after which he must immediately exit the area. Should the change interfere with the play, a penalty should be called. A coach or mallet holder may be in the run-off area, but interference with the play should be penalized.

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EXAMPLES:

During the second chukker, the Red #2's groom rides up and down the run-off area in front of the spectators and cars waiting for Red #2 to change horses. When play is in neutral territory, the Umpires shall blow the whistle to stop play, order the groom back to the staging area and exact a technical against the Red Team.

Blue #4 is injured and the Umpires discuss whether a Penalty No. 10 is warranted against the Red #3. The Red Coach pleads with the Umpires to leave Red #3 in the game lest the Red Sponsor will withdraw his team. Such interference is not tolerated and must be penalized.

Red #4 changes mounts following a goal. He leaves the field and his groom enters the run-off area for the change. Following the change, the groom exits the area. No foul. This is a proper execution as long as the changing of horses does not occur within 30 yards of the goal (for safety reasons).

PENALTIES**33. UNSPORTSMANLIKE CONDUCT**

Unsportsmanlike conduct, including but not limited to the following, shall not be permitted:

- a. Vulgar language
- b. Abusive language
- c. Disrespectful attitude toward any official, player, coach or spectator
- d. Arguing with Umpire(s) or other officials
- e. Inappropriate behavior by any member of a team organization

33. UNSPORTSMANLIKE CONDUCT..INTERPRETATION: Unsportsmanlike conduct, in any manner, or in any language, is not to be tolerated. The whistle should sound immediately and Rule 35. SELECTION OF PENALTIES applied.

EXAMPLES:

Red #2 steals the ball from Blue #3. Blue responds with a blistering tirade in Spanish. The Umpire, although not fluent in Spanish, recognizes the tone and may call a foul.

Team Blue's coach stalks the sidelines yelling loudly at his players and questioning the Umpires' judgment. This behavior is a team foul and should be penalized.

A tailgater on the sunny side of the field is vulgar and abusive toward a female player on the Red Team. Although obviously partisan, this individual is not part of the Blue Team organization. The Umpire should ask club management to deal with the situation.

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34. REPEATED FOULS

a. For undue repetition of careless or deliberate fouls by one or both teams, the Umpire should exact a more severe penalty for each occurrence until conduct in the best interest of the game resumes.

35. SELECTION OF PENALTIES

a. The Umpire may declare any violation of the Rules of Play a foul when seen or, when not seen, upon satisfactory evidence to the Umpire.

(1) When a foul is called, the Umpire shall stop play by sounding the whistle and announce the foul and Penalty.

(2) Should a foul be called when play has already been stopped, the Umpire shall so indicate by again sounding the whistle and/or by a red flag and announce the foul and Penalty.

(a) A "dead ball" foul may be penalized by offsetting an announced foul, or increasing or decreasing the severity of an announced foul.

(b) A "dead ball" foul may be called at any time play is stopped including following a goal or between periods of the game.

b. There are degrees of dangerous and unfair play. Where more than one Penalty is prescribed, the selection is at the discretion of the Umpire. Among the considerations:

(1) Degree of danger or unfair advantage.

(2) Location of the violation on the field

(3) Position of players on the field.

(4) Frequency of similar violation.

c. More than one penalty may be exacted by the Umpire where appropriate.

d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is bowled-in at the point where play was stopped.

- e. The following Penalties may be exacted for violation of specific Rules:

RULE VIOLATED	PENALTY EXACTED	
2	9	
3	9	
4	10	
5b or c	8	
5d	9	
6	8	
21a	6	
24	1,2,3,4,5,7 or 10	O
25	1,2,3,4,5,7 or 10	U
26	1,2,3,4,5,7 or 10	T
27	1,2,3,4,5,7 or 10	D
28	1,2,3,4,5,7 or 10	O
29	1,2,3,4,5,7 or 10	O
30	2,3,4,5 or 10	R
31	2,3,4 or 5	
32	2,3,4 or 5	
33	2,3,4,5 or 10	
34	2,3,4 or 10	

(1) Penalty No. 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.

(2) Penalty No. 5 is to be awarded for fouls that are:

- (a) Without danger
- (b) Inadvertent, not deliberate
- (c) Minor advantage or disadvantage to either team

(3) Penalty No. 10 may be awarded for a dangerous or deliberate foul or conduct prejudicial to the game.

(4) Increasingly severe penalties shall be exacted for repetitive or flagrant fouls up to, and including, Penalties 9 and 10.

(5) Personal fouls involving unsportsmanlike conduct may, at a minimum, be penalized as follows:

- (a) Warning or a penalty for the first offense.
- (b) A more severe penalty if a penalty has previously been called or a warning given.
- (c) A player being suspended from the remainder of the period with no substitution if the player has been previously penalized or warned.
- (d) A player being suspended from the game with or without substitution if the player has previously been suspended from a portion of a period.

35. SELECTION OF PENALTIES a.....INTERPRETATION: Selection of Penalty gives the Umpire a range of Penalties from which to choose for most situations. In making the selection, the Umpire must apply two principles: 1) the team fouled must never be worse off after the Penalty award than before; and 2) by definition, the term "Penalty" means that the fouling team's strategic position must be lessened by the Penalty award. The Penalty must suit the violation and penalize the fouling team by awarding an advantage to the team fouled.

EXAMPLES:

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

Red No. 4 rides to back the ball from the goal mouth. As he begins his stroke, Blue #2 tries a near-side shot to goal, miss-times, and puts his pony's foot over the ball ruining Red's shot. Foul Blue - riding into the shot. The Penalty awarded should be a No. 5 from the center of the field. Even though the foul was not deliberate, it spoiled an important back-shot to a teammate, which would have given them an offensive advantage.

O Blue No. 3 rides to back the ball from the goal mouth. As he begins his stroke, Red #2
U tries an offside shot to goal, miss-times, and puts his pony's foot over the ball ruining
T Blue's back-shot. Foul Red - riding into the stroke. Since there was no teammate open to
D give an offensive advantage to the Blue team, the Penalty awarded should be a No. 5 from
O spot.
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Blue #2 and Blue #3 sandwich Red #3 about 75 yards out and running to goal. Foul Blue and a severe Penalty award to Red. Not only is this a dangerous foul, but also stops Red's run to goal. Open goal Penalty No. 3 or No. 2. A Penalty No. 4 is not adequate in this situation.

35. SELECTION OF PENALTIES b.....INTERPRETATION: The Umpire is required to consider all four factors in selecting the appropriate Penalty. Each factor will put its own effect on the final judgment which must weigh each and its relationship to the final award.

EXAMPLE:

As Blue #3 turns to pick up a tailed back-shot from his #4, he is hit hard by Red #2 and his horse stumbles. The horse regains its footing, but Blue is too late to make the play. Foul Red - dangerous riding. The Penalty award must consider: 1) location - deep in defending territory - perhaps a No. 5 center hit; 2) position of teams - Blue #3 was well positioned, and had he not been fouled might have had a good run - perhaps a No. 4 Penalty; 3) effect on the play, the difference between Blue making the play and putting the ball in Red's territory and missing the play is great - Penalty No. 4; 4) frequency of similar fouls - if Red has played a clean game, and the foul is just bad timing - Penalty No. 5 from the center; however, if Red has been penalized several times for rough play - Penalty No. 4.

35. SELECTION OF PENALTIES c.....INTERPRETATION: The Umpire is expected to apply whatever Penalty or combination of Penalties from No. 1 to No. 10 that will best fit the circumstances considering the parameters from Rule 35. a. and b. Normally, simultaneous fouls by both teams are offsetting, but flagrant conduct may cause a Penalty to be increased or decreased in severity.

EXAMPLES:

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

Blue carries the ball down the right boards at mid-field and sees Red coming from the left

for a ride-off. Blue checks to avoid the bump and Red crosses in front to get to his nearside. As Red crosses, Blue goes to the whip, jumps his horse into Red and knocks Red to the ground. Foul Red for crossing; foul Blue for dangerous riding. The fouls are offsetting, but if the Umpire feels Blue deliberately knocked Red down, Penalty No. 10 may be exacted.

As Blue #2 hits the ball to goal, he is fouled by Red #3. Blue #3, seeing the foul but away from the play, twirls his mallet to draw the Umpire's attention to the foul. Penalty No. 3 would normally be awarded to Blue for the foul. However, the mallet twirl should also be penalized, and it is appropriate to move the Penalty back to a No. 4.

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

A No. 2 Penalty is announced against Red. The Red Captain argues loudly that the call is incorrect. A violation of 35.g.2. is called. As the ball cannot be moved forward from a converted Penalty No. 2, the foul should be announced as a Penalty No. 5 (center hit) following the execution of the Penalty No. 2, or a re-hit is awarded if the Penalty No. 2 is missed.

35. SELECTION OF PENALTIES e.1).....INTERPRETATION: Penalty No. 1 is an extraordinary Penalty which requires a level of danger or deliberation above that inherent in the game. The player fouled must have a very high probability of scoring. Once such a foul is called, Penalty No. 1 shall be exacted. The penalty is the goal which would probably have been scored and the 10 yard line throw-in. Penalty No. 1 may be awarded regardless of whether or not the goal was actually scored (see Rule 22. c. (1)).

EXAMPLES:

Red carries the ball to goal with Blue riding with him all the way. As Red crosses the 30 yard line and prepares to tap the ball through the goal, Blue reaches behind his back and cross-hooks. Although not necessarily dangerous, highly deliberate and to save the goal - Penalty No. 1.

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

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

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

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35. SELECTION OF PENALTIES e.2)....INTERPRETATION: A play without the elements of danger, deliberation, advantage, or disadvantage is seldom a foul. A minor infraction, if called in favor of the offensive team, should be moved forward to Penalty No. 4. This does not mean that a foul in favor of the defending team should not move forward. Penalty No. 5 from the point of the infraction should be awarded only for the most minor incidents and not from within the fouling team's 60 yard line. If called, however, the Penalty awarded must favor the fouled team at the expense of the fouling team.

O **EXAMPLES:**

U Blue prepares to back the ball from the goal mouth. As Blue starts the swing, Red rides T over the ball, and Blue is forced to check the swing. Foul Red - riding into the stroke of D Blue. Penalty #5 from the spot, although inadvertent and not dangerous, Blue had no O opportunity to set up an offensive play.

O Red No. 4 rides to back the ball from the goal mouth. As he begins his stroke, Blue #2 R tries a nearside shot to goal, miss-times, and puts his pony's foot over the ball ruining Red's back-shot to an open teammate. Foul Blue - riding into the shot. The Penalty awarded should be a No. 5 from the center of the field. Even though the foul was not deliberate, it spoiled an important back-shot to a teammate, which would have given them an offensive advantage.

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

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

35. SELECTION OF PENALTIES f.....INTERPRETATION: Although a wide range of Penalties are available for most infractions, extreme Penalties are intended for extreme situations. This applies to extremely severe as well as extremely minor situations. Selection of Penalty must discourage improper conduct and play. If improper conduct continues, the Penalty selected should be increasingly severe until the desired result is obtained. A foul normally calling for a Penalty No. 4 may be awarded a Penalty No. 2 or No. 3 if the team has been consistently fouling.

EXAMPLES:

Red #1 takes a full swing in the lineup, hitting an opponent's horse early in the game. Penalty No. 5 is awarded. As the game goes on, Red #1 continues to take full swings in the lineup. The Penalty for successive violations should be moved to a No. 4, or, if necessary, a No. 3 until Red stops the practice.

Several members of the Blue team are penalized early in the game for dangerous riding such as: hitting behind the saddle, severe angle, unnecessary force. The severity of Penalty awards should be increased until the team resumes safe play.

35. SELECTION OF PENALTIES g.....INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle goes, the appropriate Penalty is awarded. If the player then, physically or verbally, commits a personal foul as defined in 33.g. the whistle should again sound and the ball placement be advanced. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be put off the field. Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

A technical foul is a personal foul charged against a player, a team, a coach, or a groom for misconduct or a rule infraction not involving active play. To indicate that a technical foul has been called, the Umpire shall sound his whistle, or pull his red flag. If a penalty has previously been called, a more severe penalty shall be exacted. If a second technical foul is called on the same player, prior to the ball being put into play, a Penalty No. 10 shall be exacted. A player receiving a third red flag during the match should be sat down for the remainder of the chukker. A player who has already been sat down for receiving two red flags on the same play, should be ejected for the entire game.

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

EXAMPLES:

Blue #4, on the right of way, goes to back the ball, as Red No. 1 crosses in front of Blue #4 and hits the ball forward towards his goal. The whistle sounds and a Penalty No. 5 from the spot is awarded. Red #3 insults the Umpire stating that the call was incorrect. The Umpire sounds his whistle and waves his red flag indicating that a technical foul has been called and announces that the ball placement will be advanced one degree to mid field. Red #3 continues to insult and argue with the umpire. A second technical foul is called, the red flag is waved again, and a Penalty No. 10 is exacted. The Penalty No. 10 was exacted because this was the second technical called on the same player, prior to the ball being put into play.

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty No. 4 against Blue and Blue argues loudly that the call is incorrect. The whistle should again sound, a violation of 33.g.2. announced and the ball moved to a Penalty No. 3. Further protest should cause the player to be removed for the rest of the chukker.

Blue #3 protests the Umpires' call loudly, abusively, and with a foul and offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required.

A crossing foul against Blue #3 occurs as Red #3 carries the ball along the side boards in the far corner near his goal. The Umpires stop play and award a Penalty #5 spot hit. Blue argues with the Umpire and the whistle sounds again, the Umpire pulls a red flag, and a technical foul is called. The Penalty #5 is moved up one degree and the ball is placed at center field.

The Umpires call a crossing foul on Blue #3 and stop play in Red's end of the field, 20 yards from the centerline. Blue #3 argues with the Umpires and the whistle sounds again,

and the Umpire pulls the red flag and calls a technical foul. The Penalty #5 spot hit is moved to a Penalty #4. Moving the spot hit to center field would not disadvantage the Blue Team by moving the ball forward 20 yards, and therefore, a more severe penalty is warranted.

White #3 receives a red flag for arguing with the Umpires in the first chukker and one in the second chukker for unsportsmanlike conduct. In the third chukker, White #3 receives another red flag for arguing with the Umpires. The Umpires shall exact a Penalty #10 for the remainder of the chukker. If White #3 receives a fourth red flag, he should be sat down for the remainder of the game. It is the Umpire's discretion whether to allow a substitute at the beginning of any remaining chukkers.

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36. SPECIFIC PENALTIES

PENALTY NO.1

- a. The team fouled shall be awarded one goal, and ends shall not be changed.
- b. The game shall be resumed by the ball being bowled-in parallel to the end lines from a point on the center of the 10 yard line nearest the fouling team's goal, the Umpire positioned in front of and facing the players, with the fouling team's end line to the Umpire's right.

PENALTY NO.2

- a. A free hit at the ball by the team fouled from the center of the 30 yard line nearest the fouling team's goal, or, if preferred by the Captain of the team fouled, from the point the foul occurred. After the Umpire says "Play" and the ball is hit or hit at, all of the fouling team shall be positioned at least 30 yards from the ball and behind their end line or off the playing field. The team fouled shall not be closer to that end line than the ball when it is hit, or hit at.
 - b. The fouling team may not defend the penalty conversion attempt.
 - (1) If in the opinion of the Umpire the free hit would have resulted in a goal, but is prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.
 - (2) If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.
 - c. The team fouled may hit or hit at the ball only once.
 - (1) If the ball does not clear the playing field, the Umpire shall sound the whistle when the ball has stopped and award a free hit to the defending team from the spot the ball stopped.
 - (a) Should the spot be closer than 12 feet from a goal post, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a goal post.
 - (b) Both teams can position themselves for the free hit anywhere on or off the playing field, except that no opponent shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit or hit at.
 - d. If the team fouled fails to properly position itself, the fouling team shall hit the ball in, or hit at it, from the center of its goal line with no member of the team fouled closer than 30 yards to the end line when the ball is hit or hit at.
 - e. If both teams fail to carry out the correct procedure, the team fouled shall have another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES. PENALTY NO. 2. a. b. c.....INTERPRETATIONS: No player other than the hitter has a play. The hitter may hit or hit at the ball once and once only. If a goal is scored players return to center. If the goal is missed players position for a knock-in. If the ball dies on the field, the whistle stops play, and players position themselves for the free hit. No defense means that no defending player may enter the field, or otherwise, attempt to distract the hitter until the Umpire has signaled a goal, knock-in or free hit. Distracting the hitter includes such things as: standing behind the goal mouth, waving, shouting, riding back and forth, etc.

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

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EXAMPLES:

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

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

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

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

PENALTY NO. 3 (UNDEFENDED)

- a. A free hit at the ball by the team fouled from the center of the 40 yard line nearest the fouling team's goal. After the Umpire says "Play" and the ball is hit or hit at, all of the fouling team shall be positioned behind their end line or off the playing field. The team fouled shall not be closer to the end line than the ball when it is hit, or hit at.
 - b. Same as Penalty No. 2 (b)
 - c. Same as Penalty No. 2 (c)
 - d. Same as Penalty No. 2 (d)
 - e. Same as Penalty No. 2 (e)

36. SPECIFIC PENALTIES PENALTY NO. 3. a.....INTERPRETATION: No player other than the hitter has a play. The hitter may hit or hit at the ball once and once only. If a goal is scored players return to center. If the goal is missed, players position for a knock-in. If

the ball dies on the field, the whistle stops play, and players position themselves for the free hit. No defense means that no defending player may enter the field or otherwise attempt to distract the hitter until the Umpire has signaled a goal, knock-in or free hit. Distracting the hitter includes such things as standing behind the goal mouth, waving, shouting, riding back and forth, etc.

EXAMPLES:

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

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

R Penalty No. 3 is awarded to Blue. Blue No. 3 hits badly, the ball strikes a goal post, bounces back on the field and stops three feet from the post. No foul, and the ball is put into play by awarding Red a free hit from the nearest point 12 feet from the goal post.

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

PENALTY NO.3(DEFENDED)

As outlined in Tournament Condition VII.F. a Penalty No. 3 may be defended in games approved by a Host Tournament Committee at the 20 goal and above level.

a. A free hit at the ball by the team fouled from the center of the 40 yard line nearest the fouling team's goal. All of the fouling team shall position themselves behind their end line, and they shall not come onto the playing field until the Umpire says "play" and the ball is hit, or hit at, and then not from between the goal posts. The team fouled shall not be closer to the end line than the ball when it is hit, or hit at.

b. If in the opinion of the Umpire the free hit would have resulted in a goal, but was prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.

c. If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

d. If the team fouled fails to properly position itself, the fouling team shall hit the ball in, or hit at it, from the center of its goal line with no member of the team fouled closer than 30 yards to the end line when the ball is hit, or hit at.

e. If the conditions of both subsection (c) and (d) above are met, the team fouled shall have another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES PENALTY NO.3(DEFENDED)...INTERPRETATION: On a defended Penalty No. 3 the ball is "hot" from the instant it is hit or hit at and all Rules of ROW are in effect. Defenders must position themselves wide of the goal and not enter the field through the goal.

EXAMPLES:

Blue #1, defending, stands behind the goal line, between the posts to distract the hitter. When the ball is hit, Blue #1 meets it directly on the line of the ball. Foul Blue - entering between the posts - award the goal to Red because Blue's improper procedure prevented the scoring of the goal.

Blue #3 hits a defended Penalty No. 3. Red #2 meets the ball cleanly from the right of the goal. As Blue approaches the ball, the Umpire notices Red #1 riding onto the field after changing horses. Foul Red - improper positioning - rehit to Blue, the improper procedure did not prevent the scoring of the goal.

As Blue #3 starts his swing, Red #2 jumps the line to defend. Blue's shot is wide of the goal - rehit to Blue.

Blue #4 positions himself at the 30 yard mark as Blue #3 hits the Penalty No. 3. Improper positioning against Blue. Team Red is awarded a free hit from the center of the goal mouth.

As Blue hits the Penalty No. 3, Red #3 defends by riding quickly from the left of the goal. Red #2 defends by attempting to meet the ball from the right of goal. The two Red players collide. Foul Red - dangerous riding - Penalty No. 1. A goal is awarded to Blue and the bowl-in 10 yards out with Red's goal to the Umpire's right.

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PENALTY NO.4

a. A free hit at the ball by the team fouled from the center of the 60 yard line nearest the fouling team's goal, both teams free to position themselves anywhere on or off the playing field except that no member of the fouling team shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit, or hit at.

b. If, in the opinion of the Umpire, the free hit would have resulted in a goal, but was prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.

c. If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES. PENALTY NO. 4. a. b. c.INTERPRETATION: The practice of dribbling the ball forward then striking hard toward the grouped defenders is considered extremely dangerous. The velocity of the ball creates the danger, and not whether a full swing, half swing, or a quarter swing was taken. Umpires are directed to apply Rule 26e. to eliminate this practice: "Exhibiting a lack of consideration for safety on the part of a player for the player, player's mount, or any other player or mount."

EXAMPLES:

Blue is awarded a Penalty No. 4. As he approaches the ball, he taps the ball to the right to create a new LOB and perhaps draw a foul against a defending player attempting to meet the ball. The foul does not occur and the hitter is close to goal with little room to maneuver. Blue then hits a hard neck shot to drive the ball through the pack of players clustered in the goal mouth. Foul Blue - lack of consideration for safety.

Red hitting a Penalty 4 sees the ball move slightly as he approaches. Knowing the ball is now in a depression, he taps it out no more than 5 yards, then hits toward the goal. No foul - Red hit from a distance and even though he did move the ball forward before he hit, the move was intended to improve his lie, not due to a lack of consideration of safety.

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Blue taps a Penalty No. 4 forward and to the right and continues to dribble toward the goal mouth. As Blue nears the goal line, a Red defender is caught standing in Blue's path. Foul Red. Blue has every right to dribble and the LOB and ROW must be respected in the goal mouth as anywhere else. There was no lack of consideration for safety shown.

All three examples apply to Penalty 6.

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

PENALTY NO.5

a. A free hit at the ball by the team fouled from the center of the playing field, or in the case of a minor infraction or an inadvertent foul hook, from the point of the infraction if the Umpire so chooses. Should the point of infraction be closer than 12 feet from a goal post, sideboard, or sideline, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a goal post, sideboard, or sideline. Both teams are free to position themselves anywhere on or off the playing field, except that no member of the fouling team shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit, or hit at.

- b. Same as Penalty No. 4 (b)
- c. Same as Penalty No. 4 (c)

PENALTY NO.6

a. A free hit at the ball by the team fouled from a point on the 60 yard line opposite where the ball crossed the line. Should the point on the 60 yard line opposite where the ball crossed the line be closer than 12 feet from a sideboard, or sideline, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a sideboard, or sideline. Both teams are free to position themselves anywhere on or off the playing field except that no member of the fouling team shall be closer than 30 yards to the ball when the umpire says "Play" and the ball is hit, or hit at.

- b. Same as Penalty No. 4 (b)
- c. Same as Penalty No. 4 (c)

PENALTY NO.7

If a player is disabled by a foul to the extent the Umpire permits or orders the player's retirement from the game, the Captain of the team fouled shall designate the removal of a player from the fouling team whose handicap is nearest above that of the disabled player. If the disabled player's handicap is equal to or higher than that of any player on the fouling team, any member of that team may be designated. In the event of a handicap game, there shall be no change in the handicap from as it was at the time of infraction. In the alternative, the team fouled shall have the option of providing a qualified substitute.

36. SPECIFIC PENALTIES. PENALTY NO. 7.....INTERPRETATION: The awarding of a Penalty No. 7 is left solely to the discretion of the umpires and should be awarded only when an injury is the result of a foul. The Umpire is directed to allow 15 minutes, as provided in Rule 21. (d), for the fouled team to find a replacement for the injured player or to designate a player to be removed from the fouling team. The Penalty No. 7 must be

exacted at the time the foul occurred and not after play has resumed. If the removal of a player is selected, teams shall continue to play three (3) on a side for the remainder of the game. The player removed from the game as a result of Penalty No. 7 will remain qualified as a substitute. However, the injured player may not return once the teams are reduced to 3 on a side.

EXAMPLES:

Blue #3 is carrying the ball towards his goal, and Red #2 bumps Blue #3 at a severe angle, causing Blue #3's horse to stumble. As the horse regains his footing, Blue #3 loses his balance and falls from the horse, breaking his leg. The Umpires announce a Penalty No. 2 for dangerous riding and since the Blue player cannot continue, a Penalty No. 7 is awarded. The Blue Team informs the Umpires that a suitable replacement is not available and, therefore, designates a player to be removed from the Red team.

Red #2 is hit in the face with Blue #3's mallet and a time out is requested. After several minutes, Red #2 tells the umpires that his vision is blurred but will continue to play. After the game has resumed for several minutes, Red #2 announces that he cannot continue to play and asks the umpires to exact a Penalty No. 7. Since the play had resumed, Rule 21. (d) Injury to a Player applies. The game will be stopped and the Red Team will have 15 minutes to find a replacement. Penalty No. 7 cannot be exacted after play has resumed from the initial injury.

PENALTY NO. 8

The mount is ordered off the field by the Umpire and disqualified from being played again during the game. If a mount is ordered off the field for infringement of Rule 6, after removal of the offense, the mount may be allowed to play provided the game is not delayed.

PENALTY NO. 9

The game shall be forfeited. In the event both teams commit a rule violation in the same game invoking Penalty No. 9, both teams shall forfeit the game, regardless of which violation occurred first.

PENALTY NO. 10

The Umpire may exclude a player for all or any portion of the remaining periods of a game in case of a deliberate, dangerous foul, or conduct prejudicial to the game, and may, or may not, allow a substitution for the removed player during the exclusion. In the event substitution is allowed, that player shall be of even or less handicap, and there shall be no change in the handicap from as it was at the time of infraction.

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APPENDIX A

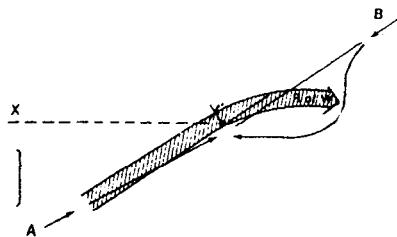
RIGHT OF WAY ILLUSTRATIONS

EXAMPLE I

Rule: 24(c) and 24(f)

The ball has been hit from X and is about to stop at X'. A is riding in the general direction in which the ball is traveling, and provided A rides to take the ball on the off side (which will necessitate swerving to the left of the course A is shown as following) A will be entitled to the Right of Way shown. In this case B can meet the ball safely at X' only if B can cross over to the proper side of the line before A straightens out on the line.

If, however, B accomplishes this before A gets to the proper side, then A loses the Right of Way to B.



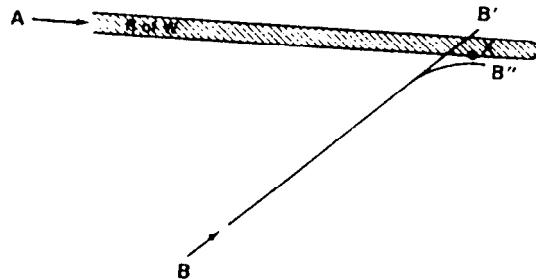
EXAMPLE II

Rule: 24(c) and 24(g)

A hits the ball to X, and follows its line to take it on the off side. This entitles A to the Right of Way, as shown.

If B can unquestionably reach the ball at X, without interfering with A's stroke or causing A to check in the slightest degree to avoid the risk of a collision, then B may take an off side backhander at B'.

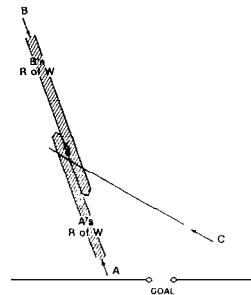
But if there is the slightest doubt about B riding clear of A, then A's Right of Way holds good and B's only chance of hitting the ball is to swerve towards B', keeping clear of the Right of Way, and taking a nearside backhander. If in taking this backhander, or afterwards, B's mount in the slightest degree enters the Right of Way, B infringes Rule 24(c).



EXAMPLE III

Rule: 24(f)

A hits the ball in from behind to X.
 B rides to meet it and C to take it on.
 A collision is imminent between B and C at X.
 B is entitled to the Right of Way because B is meeting the ball on its exact line to take it on the off side.
 C must not cross this Right of Way.
 The only way for the team hitting in to take the ball on, is for A to follow the line and take an off side shot, because A and B are each entitled to their own Rights of Way, which are clear of one another.

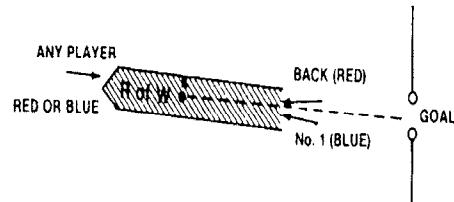


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EXAMPLE IV

Rule: 24(h)

The ball has been hit from the mouth of the goal to X.
 The Back (Red) and No.1 (Blue) are following up the line of the ball, riding each other off.
 These two players share the Right of Way, as shown, and no other player, or players (Red or Blue) may cross or enter this Right of Way, even if meeting the ball on its exact line.



EXAMPLE V

Rule: 24(g)

The ball has been hit to X.

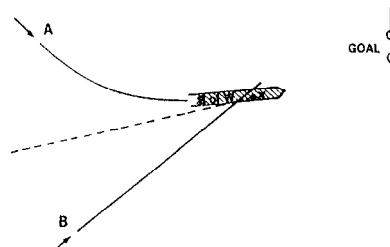
Neither A nor B hit it there, but the striker is not near enough to the ball to risk a collision with either.

Both start to ride to the ball with equal rights.

A collision appears probable at X.

A has the Right of Way, as shown, as he followed more closely the line on which the ball has been traveling.

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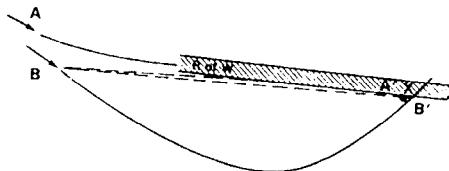
**EXAMPLE VI**

Rule: 24(b) and 24(g)

B hits the ball under his pony's neck to X, and swings round in a semi-circle to B'. A follows the line of the ball to A'. A collision is imminent between A' and B' at X.

Although B hit the ball last, B has failed to obtain the Right of Way because B has failed to follow the ball on its exact new line without deviation, whereas A has ridden on a line closer or more nearly parallel to the new line of the ball.

A is therefore entitled to the Right of Way.



EXAMPLE VII
Rule: 24(h) and 25(d) and 25(f)

No. 2 (Red) hits the ball to X and follows its line to take again on the offside. No. 2 (Red) is therefore entitled to the Right of Way, as shown.

The Back (Blue) rides for the ball. The No. 1 (Red) goes with the Blue riding Blue off all the way.

A collision appears probable at X.

No. 1 (Red) will commit a dangerous foul if No. 1 (Red) fails to give way and consequently:

- (a) forces the Back (Blue) across the Right of Way, thereby causing No. 2 (Red) to check to avoid a collision, or
- (b) causes the Back (Blue) to check in order to avoid being sandwiched between the two Red players.
- (c) the Umpire must observe closely whether the Back (Blue) fouls by riding across the Right of Way of Blue's own free will or whether the No. 1 (Red) fouls by forcing Blue across it.

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