

AUSTRALIAN RULES OF POLO

As adopted by



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Compiled by G. Gilmore December 2003

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Australian Polo Council Ltd
PO BOX 150, Windsor, NSW 2756
Telephone – (02) 9388 9593 Fax – (02) 9388 9793
Email – apc@australianpolo.com.au Website – www.australianpolo.com.au

THE ETHICS AND ETIQUETTE OF POLO

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

Responsibility of Players:

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

Responsibility of Umpires:

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

AUSTRALIAN POLO COUNCIL RULES 2010

TEAMS AND PLAYERS, SUBSTITUTION, PLAYERS' EQUIPMENT

1. Teams and Players	6
a. Team Composition	6
b. Players	6
c. Entries	6
d. Team Changes	6
e. Handicap Limits	6
f. Withdrawal or Disqualification	6
g. Team Shirts	7
h. Ponies Played by Another Team	7
j. Umpire Ponies	7
k. Handicap Calculation	7
l. Team Captain	7
m. Coaching	7
n. Not Trying	7
2. Substitution	7
a. General	7
b. Captain's Choice	7
c. Chosen Substitute Not Qualified	7
d. No Qualified Player Available	7
e. Handicap of Substitute	7
f. Player Raised in Handicap	8
g. Team Raised in Handicap	8
h. Double Substitution	8
j. Substituted Player May Replace Substitute	8
k. Playing a Three Man Team	8
l. Team Reduced to Three Men	8
m. Effect on the Substitute	8
n. Substitution in High Profile Matches	8
o. Ponies	8
3. Players' Equipment and Turnout	
a. Headgear	8
b. Spurs	8
c. Breeches, Boots and Kneepads	8
d. Whips	8
e. Goggles	8

PONIES, TACK AND PONY WELFARE

4. Ponies, Tack and Pony Welfare	8
a. General	8
b. Veterinary Cover	9
c. Welfare Officer	9
d. Contagious or Infectious Diseases	9
e. Turnout and Prohibited Tack	9
f. Condition	9
g. Shoes and Shoeing	9
h. Injections	10

j. Water and Muzzles	10
k. Number of Chukkas	10
l. Ponies Used for Umpiring	10
m. Drugs	10
n. Horse Ambulance	10

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

5. Tournament Committee	10
a. Requirement	10
b. Duties	10
c. Authority	11
d. Match Not Started or Not Completed	11
6. Report Forms	11
7. Umpires and Referees (See also Annex B)	11
a. Authority	11
b. Referee	11
c. Consultation	11
d. Umpires	11
e. Professional Umpires	11
f. One Umpire	11
g. Dress	12
h. Conduct	12
j. International Matches	12
8. Goal Judges (See also Annex B)	12
a. Requirements	12
b. Goal Scored	12
c. Ball Crosses Back Line	12
d. Instructions	12
e. Back to Back Goals	12
9. Timekeeper/Scorer (See also Annex B)	12
10. Medical Cover	12

GROUNDS, BALL AND ACCESS DURING PLAY

11. The Ground(s) and Field of Play	13
a. Ground(s)	13
b. Field of Play	13
c. Playing Area	13
d. Goal Posts	13
e. Boards	13
f. Safety Zones	13
g. Private Grounds	13
h. Ground Unsafe to Play	13

12. The Ball	13
13. Access During Play	13
a. Playing Area	13
b. Safety Zone	13

START, DURATION AND END OF PLAY

14. Start of Play	13
a. Five minute bell	13
b. Line-up and Throw-in	14
c. No Redress	14
15. Duration of Play	14
a. Match	14
b. State of Play	14
c. Unfinished Match	14
d. Chukka	14
e. Intervals	14
f. Unnecessary Delay	14
16. End of Time	14
a. End of Normal Chukka	14
b. End of Last Chukka	14
c. Penalty of End of Last Chukka	14
d. Foul on the Bell	15
17. Extra Time to be Played	15
a. Interval	15
b. Sudden Death	15
c. First Chukka	15
d. Second Chukka	15

CHANGING ENDS, WRONG LINE UP, SCORING GOALS AND WINNING

18. Changing Ends	15
a. After Goal Scored	15
b. No Score at Half-Time	15
c. Score Level: Widened Goals	15
19. Wrong Line Up and Offside	15
a. Wrong Line Up By Teams	15
b. Offside Player	15
20. Scoring Goals and Winning	15
a. To Score	15
b. Disputed Goals or Score	15
c. Whistle Blown as Goal Scored	16
d. To Win	16

RESTARTING PLAY

21. Ball Not Out: Throw In	16
a. When Thrown In	16
b. Where Thrown In	16

c. Position of Teams	16
d. Play Restarted	16

22. Ball Hit Over Side Line or Boards	16
--	----

23. Restarting After Interval	16
--------------------------------------	----

24. Attacker Hits Behind: Hit In	16
a. Attacker Hits Behind	16
b. Hit In	17
c. Foul	17
d. Hitting Before 'Play' is Called	17
e. Delay by Side Hitting In	17
f. Delay by Side Facing Hit In	17

25. Defender Hits Behind - Penalty 6 (Safety 60)	
a. Defender Hits Behind	17
b. Foul	17

PLAY NOT STOPPED/STOPPED

26. Play not Stopped	17
a. Advantage Rule	17
b. Lost or Broken Tack	17
c. Ball Hits Umpires Pony	17

27. Play Stopped for a Foul	17
a. Foul	17
b. No Foul	17

28. Play Stopped for Players' Equipment	17
a. Illegal Equipment	17
b. Loss of Headgear	18

29. Play Stopped for Dismounted or Injured Player	18
a. Player Dismounted	18
b. Player Injured	18
c. Concussion	18

30. Play Stopped for Injury to Pony or Dangerous Tack	18
a. Welfare	18
b. Dangerous Tack	18
c. Request Stop	19

31. Play Stopped for Trodden in or Split Ball	19
a. Trodden In	19
b. Split	19

LINE OF THE BALL, RIGHT OF WAY AND PRECEDENCE

32. Right of Way and Line of the Ball	
a. Line of the Ball (LOB)	19
b. Right of Way (ROW)	19
c. LOB and ROW	19

33. ROW or Precedence Between Players	19
34. Spare	20

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

35. Riding Off, Dangerous Riding and Intimidation	21
--	-----------

36. Hooking, Misuse of the Stick Carrying the Ball	21
a. Hooking	21
b. Misuse	21
c. Carrying the Ball	21

37. Rough or Abusive Behaviour	22
---------------------------------------	-----------

PENALTIES

38. Personal Fouls and Technical Penalties	22
---	-----------

39. Penalties – General	22
a. Ball in Play	22
b. Positioning of the Ball	22
c. Circling	22
d. Delay	22
e. Penalty on or within 60 Yard Line	22
f. Behind the Ball	23
g. Wrong Ling Up by Defender	23
h. At end of Chukka	23

40. Penalties – Specific	23
a. Penalty 1 – Penalty Goal	23
b. Penalty 2 – 30 Yard Hit	23
c. Penalty 3 – 40 Yard Hit	23
d. Penalty 4 – 60 Yard Hit	23
e. Penalty 5 (a) – Hit From the Spot	24
f. Penalty 5 (b) – Hit From the Centre	24
g. Penalty 6 – 60 Yard Hit – Safety 60	24
h. Penalty 7 – Throw In	24
j. Penalty 10 – Player Sent Off	24

ANNEX A - SUGGESTED LAYOUT OF THE FIELD OF PLAY	25
--	-----------

ANNEX B - NOTES FOR OFFICIALS	26
--------------------------------------	-----------

1. Introduction
2. The Referee
3. The Umpires
4. Explanation of Some Rules
5. Club Welfare Officer
6. Timekeeper/Scorer
7. Goal Judges
8. Umpire Grading Committee

ANNEX C – GUIDELINES FOR OFFICIAL TOURNAMENTS	37
--	-----------

1. General
2. Entry
3. Schedule
4. Withdrawal or Disqualification of a Team
5. Knockout Tournament
6. League and Group Tournaments
7. Round Robin or American Tournament
8. Penalty Shoot Out
9. Expenses

ANNEX D - CONDITIONS FOR OFFICIAL APC TOURNAMENTS	40
--	-----------

1. General
2. Team Composition
3. Team Change and Substitution in a High Profile Team
4. International Matches
5. National Teams
6. Officials
7. Entry Fees

ANNEX E - RULES FOR LEAGUE AND GROUP MATCHES	41
---	-----------

1. General
2. Order of Merit Within a League All Teams Having Played Each Other
3. Order of Merit Within Groups & Leagues in Which All the Teams Have Not Played Each Other
4. Order of Merit Across Leagues and Groups
5. Teams Still Tied
6. Placing of Teams for Knockout Phase
7. Match Not Played or Completed
8. Tournament Played Both Open and Handicap
9. Cancellation

ANNEX F - EXAMPLES TO THE RULES	47
INDEX TO RULES	51

THE APC RULES FOR POLO

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

TEAMS AND PLAYERS, SUBSTITUTION, PLAYERS' EQUIPMENT

1. TEAMS AND PLAYERS. (See also Annex D - Conditions for Official APC Tournaments)

a. Team Composition. A team may have no more than 4 players. Two players may however be paired so that each plays a designated number of chukkas within that team.

b. Players.

- i. **Membership.** No person may play in matches, practice games and chukkas at or conducted by a club affiliated to the APC unless they are a registered member of the APC.
- ii. **Visiting Player.** Any such person visiting a club of which he is not a member will be subject to the same rules of discipline and behaviour that govern the membership of that club.
- iii. **Left Handed Players.** No player shall play with his left hand.
- iv. **Leaving the Field.** A player may not leave the field of play during the course of a chukka without the permission of the umpires except to change a pony or a stick or for a legitimate run off.
- v. **Appealing.** A player may not appeal in any manner for a foul.
- vi. **Dispute and Abuse.** A player may not question or dispute a decision by the umpires at any time nor may he abuse them. The team captain, however, may ask for clarification of a decision. (See Rule I (iii)).
- vii. **Smoking.** No player shall smoke on the ground during a game or match.
- viii. **Alcohol and Drugs.** No player may play in any match, practice game or chukka under the influence of alcohol or any illegal stimulant or drug including any substance referred to in the World Anti Doping Code Prohibited List. In January 2010, the *WADA Prohibited List* was accessible on the internet through the website of the World Anti-Doping Agency (www.wada-ama.org). See APC Anti Doping Policy and APC Safety Testing Policy.

c. Entries. The team captain or manager must complete an entry form to play in a tournament. The team must be qualified to play in the tournament and the entry form must contain the names of at least three players whose total handicap adds up at least to the minimum handicap of the tournament. Any player who is entered on the entry form or whose name is added subsequently, to be qualified to play must:

- i. Be qualified by handicap and status to play in the tournament.
- ii. Be a registered member of the APC and a club with a current APC handicap.
- iii. Play for one team only in the tournament (but see Rule 2d).

The entry form will contain a declaration which the team captain or manager must sign to the effect that the players nominated on the form or subsequently to be added or changed are qualified to play in the tournament or match and that the handicap and status of the player is correctly recorded.

d. Team Changes. Should a team captain or manager wish to change or add a player at any time before a match is about to start, he must submit an application to the Tournament Committee. Should the club official responsible be unable to check the eligibility of that player for whatever reason, then that player cannot play. The club official should inform the opposing team of any changes or addition as soon as possible. If the match is about to start or has started, then that player is a substitute (see Rule 2).

e. Handicap Limits. A team may enter in a tournament one goal above the tournament's limit with a player whose handicap has been raised during the season. They must be penalised one goal for this, which may put them over the tournament limit.

f. Withdrawal or Disqualification. A team that has entered a tournament may not withdraw once the schedule has been published without the permission of the Tournament Committee which should only be given in exceptional circumstances. A team that pulls out immediately before or during a match without such consent will invoke a charge of misconduct. A Tournament Committee has the right to disqualify a team at any time. (See Annex C paragraph 4 for detail on adjustment of scores).

g. Team Shirts. Shirts will be in team colours with the number of the player no less than 9 inches (22cm) high and in contrasting colour on the back. Roman numerals are permitted. If, in the opinion of the umpires or Tournament Committee, the colours of two competing teams are so alike as to lead to confusion, the team lower in the draw or second named in a league competition shall be instructed to play in another colour. Teams must have available a second set of shirts of contrasting colour.

h. Ponies Played by another Team. In tournaments, a pony played by one team cannot be played by any other team in the same tournament.

j. Umpire Ponies. Teams are normally required to provide one pony for umpiring. Green or unfit ponies must not be offered. See also Rule 4e and l.

k. Handicap Calculation. In all matches played under handicap conditions the handicap of each player in each team will be totalled. The lower total will then be subtracted from the higher and the resulting difference will be multiplied by the number of chukkas to be played in the match and divided by 6. This will give the number of goals to be given to the team with the lower total handicap. All fractions will count as half-a-goal. See Annex B Paragraph 6c.

l. Team Captain.

- i. A captain will be appointed by each team. The umpires should identify the captain before the start of any match.
- ii. The team captain or the team manager may not appeal against the appointment of any particular umpire, referee or other official nor against the time or venue of a game.
- iii. The team captain has the right to ask the umpires to clarify a decision they may have made, however, once the umpires have, in their opinion, answered the team captain's query, he may not continue to question or dispute the decision in any way.
- iv. A team captain may complete a report form detailing any irregularities by the Tournament Committee or the officials and submit it within 12 hours to the Tournament Committee who will forward it to the State Association and APC. (See Rule 6.)

m. Coaching. Coaching of players by radio or during play from the sidelines is forbidden.

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

2. SUBSTITUTION

a. General. In order to start a match with each team having 4 players or to finish it, certain modifications to Rule 1 as detailed below are permitted. If a match is about to start or has started and a player is late or unable to play through accident, sickness or duty, he may be replaced by a substitute. The substitute must be qualified (see Rule 1c and Rule 2d) to play in the tournament and the team must remain qualified after the substitution has been made (see also Rule 29b).

b. Captain's Choice. The Tournament Committee, having been satisfied that there is a genuine need for a substitute, will ask the captain of the team requiring the substitute for his choice.

c. Chosen Substitute Not Qualified. Should the chosen substitute not be qualified, the Tournament Committee must establish if there is another qualified substitute readily available. This is to include a player of the same handicap or one goal less than the player he will replace.

d. No Qualified Player Available. If no qualified eligible player is readily available, the Tournament Committee may agree to any player being used who has played or be due to play in another team. A player who is no longer in the tournament should be played in preference to one who is still in it.

e. Handicap of Substitute. If the substitute is of the same handicap as the player he has replaced or lower, then the score will not be altered. A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap. However, if they choose to do so, up to the tournament limit, then the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the

substitution occurs.

f. Player Raised in Handicap. A player whose handicap has been raised mid season may not play as a substitute if the team's total handicap thereby exceeds the tournaments limits, or to that to which it was raised by a second member of the team whose handicap was also raised mid season.

g. Team Raised in Handicap. If a team is playing above the handicap limit of a tournament by virtue of including a player or players raised in handicap during the season, and one or both of those players has to be substituted during a match, any substitution must be on the basis of the original handicap of those players before they were raised. However, if another player in that team is substituted, the original total handicap of the team may stand.

h. Double Substitution. If a player is injured so that he cannot continue to play and, even though a qualified substitute may be available, a team may choose to make a double substitution. The injured player may be replaced by a player of a lesser handicap and another player on the team may be replaced to bring the team back to its original level (but see 2f Player Raised in Handicap). Both substitutes must be qualified and therefore must not have played or be due to play in the tournament.

j. Substituted Player May Replace Substitute. A substituted player may replace his substitute at the start of but not during any chukka in the match. Should the substitute have been of a higher handicap so that the score was altered it shall not be changed again.

k. Playing a Three Man Team. If a player is late or unable to play as a match is about to start, then a team may play with three players but the team aggregate handicap must remain within the tournament limits. The team will start with the aggregate handicap of the three players. If the fourth player or his substitute subsequently joins in, which he may do only at the start of but not during a chukka in the match, the handicap of the team will be recalculated to include the handicap of the joining player if one goal or above and the score board altered accordingly in favour of the opposing team. If the joining player's handicap is 0 goal or below, then no alteration will be made to the score.

l. Team Reduced to Three Men. A team may be reduced to three men under Rule 29b (ii) (no qualified eligible substitute for injured player) or Penalty 10 (player sent off) in which case it may play with an aggregate handicap below or above the limits of the tournament. But, in the event of a subsequent substitution, the handicap of the injured or sent off player must continue to be included in the calculation when judging the eligibility of the substitute.

m. Effect on the Substitute. A player who has substituted for another in an emergency under Rule 2d should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.

n. Substitution in High Profile Matches. See Annex D paragraph 3.

o. Ponies. It is the responsibility of the team to mount the substitute.

3. PLAYERS EQUIPMENT AND TURNOUT

Players are expected to be well turned out so that the reputation of the sport is enhanced. Any equipment that has sharp projections which might cause injury to another player or pony is forbidden. Umpires have a responsibility to ensure that spurs and whips are in accordance with the rules. A report form should be completed for any breach so that there is a record in case of repetition at another club. (See Rule 6c(v) and 28a.)

a. Headgear. When riding on a polo grounds (which includes the surrounds) everyone must wear protective headgear with the chinstrap or harness correctly fastened.

b. Spurs. Spurs, including any rowel must be blunt, with the shank of no more than 1.25 inches (3 cm) pointing downwards and to the rear. Any spur likely to wound a horse is forbidden.

c. Breeches, Boots and Knee Pads. For matches white breeches or jeans and brown boots with knee pads are to be worn.

d. Whips. Whips must not be more than 48 inches (120cm) long including any tag. Broken whips are not allowed.

e. Goggles. Goggles are recommended.

4. PONIES, TACK AND PONY WELFARE

a. General. The overall responsibility for care and welfare of a pony rests at all times with the

owner. The Tournament Committee and match officials have a duty to enforce the Rules and may call in veterinary advice, (see also APC Discipline Policy Section 2). Additional matters on the welfare of ponies, particularly on serious injury, heat policy and the administration of drugs, are covered in the APC Risk Management Policy & Procedures Section 2.

b. Veterinary Cover. Clubs must have an arrangement for cover with a local veterinary practice. For all polo matches a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board should either be present or on immediate call and a club official should be in attendance at all games in case a welfare problem arises.

c. Welfare Officer. Every club must appoint a Welfare Officer to be responsible for all aspects of pony welfare particularly in the pony lines. The umpires have the main responsibility for pony welfare on the field of play. (See Annex B para 5)

d. Contagious or Infectious Diseases. Any pony owner, stable manager or polo club which has a suspected case of a contagious disease such as ringworm or an infectious disease such as strangles or equine herpes must inform the State Association and/or APC immediately with details of the action being taken. No infected pony or others in contact will be brought to a polo ground until clearance is given by a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board.

e. Turnout and Prohibited Tack. Ponies are expected to be well turned out and poor or badly fitted tack which is causing physical damage to the pony is not allowed (see note for best playing or turned out pony). Each pony must be protected by bandages or boots on all four legs and it must have its tail put up. Ponies for umpiring should be equipped for polo except their tails need not be put up. The following are not allowed to be used during any game:

- i. A noseband, headpiece or headcollar which incorporates wire or any sharp material.
- ii. A hackamore or bitless bridle (may be used in practice chukkas at the discretion of the club).
- iii. Blinkers or any form of noseband or other equipment which obstructs the vision of the pony.
- iv. The mouthpiece of any bit, whether single or double, of not less than 0.25 inch (6.50 mm) in diameter at its narrowest point.
- v. A tongue tie – unless used under veterinary advice, Club Horse Welfare Officer to be notified of its use. Tongue ties are to be applied immediately before a game and removed immediately after a game, maximum time a tongue tie is to be on the horse is 10 minutes. **Specifications:** Tongue Ties must be a nylon stocking, leather strap or rubber band and be at least 25mm in width. **Proper application:** All tongue ties are to be looped around the tongue and either attached to the bit or secured around the jaw. Tongue ties must be **clearly visible** at all times.

f. Condition. A pony may not be played if:

- i. Lame.
 - ii. Showing signs of distress.
 - iii. Blind in one eye.
 - iv. Not under proper control or showing vice.
 - v. It has had any form of tracheotomy (tubing).
 - vi. Showing blood from the mouth, flanks or any other part.
- (See also Rule 6c and 30a.)

g. Shoes and Shoeing.

Frost nails, road studs, screws and fancy spikes or any protruding nails or sharp edges on a shoe are not allowed except as below:

- i. Rimmed shoes may be worn but the rim must be on the inside of the shoe only.
- ii. A calkin or stud must be of less than 0.5" (13 mm) cubed and be fitted on the last inch (25mm) of the outside heel of the hind shoe. A non-slip plug or road plug may be fitted. A plug is sunken into the shoe by a farrier and is not to be confused with any form of stud.
- iii. If a shoe has a calkin or fixed stud it must be balanced by a raised and feathered inside heel tapered for a minimum of 1.5 " (40 mm).
- iv. A removable stud, which is the type strongly recommended, should be removed before the pony leaves the grounds.
- v. A pony may be shod with a maximum of two road nails or non-slip nails per shoe in order that it may be exercised safely on the roads. Such nails must not be on the widest part of the shoe.

- vi. A pony may be played without all four shoes or without hind shoes. Should this lead to the pony not being under proper control so as to be a danger to itself or others then it should be ordered off by the umpires.
 - h. Injections.** A pony may not be injected at polo grounds except by a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board or under his/her supervision. If a local anaesthetic is used to repair a wound, the pony is not allowed to play unless passed fit to do so by a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board. Only veterinary products approved for veterinary use in Australia by the Australian Pesticides and Veterinary Medicine Association (APVMA) may be used.
 - j. Water and Muzzles.** Clubs must ensure that fresh or running water is readily available at all pony and horsebox lines. Water should not be withheld for an extended period and should be offered to ponies after they have played. Muzzles should only be used for short periods to prevent a pony from feeding. They should not be adapted in any way to reduce the ability to breathe or drink.
 - k. Number of Chukkas.** In the normal duration of a match, a pony must not be played for more than two full non consecutive chukkas, or the equivalent time; a pony which has played in more than half a chukka may not be played again for at least ten minutes. A pony must not be played in more than three full chukkas or the equivalent time in any one day. Should a match go to extra time then a pony that has played two chukkas may be played for as much time as the extra chukka lasts providing it has had a break of at least ten minutes.
 - l. Ponies Used for Umpiring.** A pony that has played in a match at 8 goal level or below may be used as an umpire pony if it has had a break of at least one chukka or vice versa. Above 8 goal, any pony that has played in a match should not subsequently be used as an umpire pony or vice versa.
 - m. Drugs.** The administration to a pony of any drug or substance that is not a normal constituent of horse feed and is listed as banned in the APC Risk Management Policy & Procedures Section 2.1 (horse welfare policy) is prohibited.
 - n. Horse Ambulance.** Either a trailer with motor vehicle attached or a low loading lorry each with ramp equipped with a winch and screens must be available near to the ground at all times during play. Clubs should practice the procedure from time to time.
- Note. Best Playing or Turned Out Pony. Clubs are encouraged to award a prize for the best playing or best turned out pony. They must however ensure that the pony is in a fit state to collect its prize - i.e. that it is not distressed, looks well and does not have spur or whip marks, a cut mouth, sore back or any other signs of ill treatment. If a pony has received an accidental injury, such as a tread, then it should not be excluded from collecting its prize, provided that the injury has been properly treated. If a veterinary surgeon is present he should be asked to inspect the pony prior to the presentation.*

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

5. TOURNAMENT COMMITTEE.

- a. Requirement.** For any tournament the host club will appoint a Tournament Committee of three or more individuals, who preferably should have little or no vested interest in the outcome of the event. In the absence of a Tournament Committee, the Polo Manager of the Club or his representative with the umpires and referee shall act as the Tournament Committee.
- b. Duties.** The Tournament Committee will be charged with the overall responsibility for the running of the tournament. This will include;
 - i. Checking the eligibility of each entry and any subsequent substitution (see Annex D).
 - ii. Informing a team of a change in the entry of an opposing team.
 - iii. Structure of the tournament and the draw (see Annex C).
 - iv. Scheduling of matches.
 - v. Appointment of officials (but see Rule 7e and Annex D Paragraph 3).
 - vi. Provision of the grounds and the necessary equipment.
 - vii. Overseeing, through the Club Welfare Officer, the welfare of ponies in particular their

- condition, shoeing and watering (see Rule 4).
 - viii. Dealing with any disciplinary matters or irregularity.
 - ix. Determining an order of merit (see Annex E).
- c. Authority.** The Tournament Committee has authority over all matters pertaining to the Tournament. This will include jurisdiction over any offence committed within the grounds, except that the authority of the referee and the umpires will be absolute immediately before, during and immediately after the game on matters regarding the conduct of play.
- d. Match Not Started or Not Completed.** On occasion, normally as a result of inclement weather, a match may be cancelled or postponed. If possible, the decision should be taken in time so that teams do not travel but if they have arrived at the ground then the Tournament Committee, having consulted the team captains, shall make the decision on whether to start the match. If started then the responsibility rests with the umpires as to whether the match should be stopped or not, again having consulted team captains. If possible, the match should be started or restarted as soon as conditions improve but, if not, the Tournament Committee must decide there and then with the two captains a date, time and location for the match to be played or completed to fit in with the overall tournament schedule. (See Rule 15c and Annex E paragraph 7). Consideration should be given to a Penalty Shoot Out (See Annex C para 8) if it is clear that the match cannot be started or completed.

6. REPORT FORMS

- a.** Report Forms will be distributed to every club by the State Associations and/or APC and must be held by the Polo Manager. A Report Form shall be filled in by an official such as an umpire or referee or by a team captain (see Rule 1l (iv)) immediately after the game has finished to record any irregularity before, during or after play. The form shall be completed in full and signed by those officials or the team captain submitting the report.
- b.** Once completed and signed, one copy is given to the tournament committee (Club), one copy will be sent to the State Association and one to the APC. At the same time the club can take such action as they may deem necessary and the State Association or Welfare Officer may report the incident to higher authority if they consider the evidence justifies such action.
- c.** It is mandatory for the umpires to fill in a Report Form for the following so that there is a record in case of repetition at another club:
- i. If a player is sent off under Penalty 10a or b (Rule 40j(i) and (ii)),
 - ii. For excessive misuse of the stick or dangerous riding (Rule 35 and Rule 36).
 - iii. If a pony is seen to be blind in one eye or showing vice or not under proper control or has had any form of tracheotomy (Rule 4f (iii), (iv), and (v)).
 - iv. If a player's spurs or whip are not in accordance with the rules (Rule 3b and d).
 - v. Team not trying (Rule 1n).

7. UMPIRES AND REFEREES (see also Annex B)

- a. Authority.** See Rule 5c.
- b. Referee.** The referee or Third Man has the overall responsibility to ensure that the game is controlled by the umpires according to the rules of the APC. He will adjudicate, when asked, if the umpires disagree in which event his decision will be final. The referee should be in an elevated position on the centerline of the ground away from any distractions. He should concentrate on the play and not be drawn into conversation or use a mobile phone.
- c. Consultation.** Ideally, the referee should be in contact with at least one of the umpires by radio so that he can inform them, during a break in play, of any significant incident, particularly abusive or dangerous play off the ball. In any event, the referee should be able to contact the umpires at the end of each chukka and they should report to the referee at half time so that he can discuss with them the conduct of the game.
- d. Umpires.** There will normally be two mounted umpires who have the duty to control the game according to the rules of the APC. Should any incident occur which is not provided for in the rules then they have the authority to decide. Their decision will be final in all matters but should they disagree they should consult the referee.
- e. Professional Umpires.** The Chief Umpire will appoint Professional Umpires to officiate at matches as laid down but he must inform the Tournament Committee of his choice. In the event of any disagreement, his decision is final.
- f. One Umpire.** The Tournament Committee may stipulate in the tournament conditions that

there will only be one Umpire or, if this has not been done and in order to get a match started, invite the two Captains to agree to only one. When there is only one umpire, there will normally be a referee but he too on occasion may be dispensed with.

g. Dress. Umpires must wear a shirt or jacket with distinctive black and white vertical lines with clean white breeches or jeans and polished brown boots. They must wear a hard hat with a chin strap properly fastened and correctly positioned when mounted. The host club will normally provide an umpire shirt, whistle, pick up stick and ball bag (already on the umpire pony) for each umpire.

h. Conduct. Any referee or umpire or any other official visiting a club of which they are not a member will be subject to the same rules of discipline and behaviour that govern the membership of that club. An umpire may not smoke or use a mobile phone during the course of a match and may only drink (non alcoholic) between chukkas nor may any official be under the influence of any illegal stimulant or drug, including any substance listed as such in the World Anti Doping Code Prohibited List. In January 2010, the *WADA Prohibited List* was accessible on the internet through the website of the World Anti-Doping Agency (www.wada-ama.org). See APC Anti Doping Policy and APC Safety Testing Policy.

j. International Matches. Special rules may apply. See Annex D paragraph 3.

8. GOAL JUDGES (See also Annex B)

a. Requirements. A goal judge shall be appointed for each goal. On occasion, two may be used at each goal. Each shall give testimony to the umpire at the latter's request as to the goals scored or other points of the game near the goal, but the umpire shall make the final decisions.

b. Goal Scored. When a goal is scored (see Rule 20), the goal judge should wave his flag vigorously above his head to signify that a goal has been scored.

c. Ball Crosses Back Line. When the ball crosses the back line wide of the goal, the goal judge should signal by holding up a ball above his head, and if the umpire has not blown the whistle to award a Penalty 6, he should then quickly place a ball on level ground one foot within the field of play where it crossed the line except that it must be more than 4 yards (3.5 metres) from the goal posts or sideboards.

d. Instructions. Goal judges must be properly briefed, in particular:

- i. To wear distinctive clothing such as white coats and protective riding or cricket hard hats, but not cycle helmets.
- ii. To remain behind a white line, which must be drawn 20 yards (18 metres) behind each goal, until the ball is out and the ponies have slowed down.
- iii. To keep all impedimenta, e.g. chairs, ball boxes, spare goal posts, at least 30 yards (27 metres) behind goal posts. Other items such as bicycles should be placed well away from the ground so that they are not a danger to players or loose horses.

e. Back to Back Goals. Goal judges should not be used when there is play on two grounds with back to back goals.

9. TIMEKEEPER/SCORER (See also Annex B)

A Timekeeper/Scorer (referred to hereafter as "the Timekeeper") shall be employed in all matches with an Assistant Scorer who shall man the scoreboard. The Timekeeper shall be conversant with Rules 14 - 31 which govern his responsibility. During the match he should fill out a scorecard and when completed hand it in to the Polo Manager as the true record of the score.

10. MEDICAL COVER

Clubs must ensure that at all matches played under APC Official Tournament Conditions there will be one person present with First Aid qualifications. Clubs should inform their local ambulance service in advance that the match is taking place and ensure that the correct telephone number is readily available. A First Aid qualification means having attended and completed at a minimum, a (Workplace Level 2) Senior First Aid Course covering CPR from a Nationally Registered Training Organisation (RTO), and completed such post-training refresher courses as are required to maintain a current attendance certificate. Should the umpire require medical assistance for an injured player, he should signal by waving his stick above his head.

GROUNDS, BALL AND ACCESS DURING PLAY

11. THE GROUND(S) AND FIELD OF PLAY (See Annex A)

a. Ground(s). The polo ground(s) is taken to be the enclosed area which includes the field(s) of play, the clubhouse or similar facility, the pony lines, horse truck parking and any practice areas.

b. Field of Play. The field of play is taken to be the prepared surface of the playing area and safety zone.

c. Playing Area. The full size playing area shall be 300 yards (274 metres) in length (goal posts to goal posts) by 200 yards (183 metres) in width if unboarded; and by 160 yards (146metres) if boarded. The minimum length shall be 250 yards (229 metres).

d. Goal Posts. The goal posts shall be 8 yards (7.3 metres) apart (inside measurement) and able to be widened to 16 yards (14.6 metres) to decide a tie (Rule 16) and centered at each end of the field. The goal posts shall be at least 10 feet (3 metres) high, and light enough to give way if collided with. Should a goal post be knocked down then the umpires should allow play to continue until it is neutral (see Rule 15b(i)).

e. Boards. The boards shall not exceed 11 inches (28 centimetres) in height. They may be curved at the ends.

f. Safety Zone. The Safety Zone is recommended to extend at least 10 yards (9 metres) beyond the sidelines/boards and at least 30 yards (27.5 metres) beyond the back line. Clubs should ensure in any case that the safety zone behind the goals is of sufficient length and texture so that a player going through the goal at speed can stop with safety. Any incident of the game which occurs in the safety zone shall be treated as though it occurred on the playing area.

g. Private Grounds

i. **Inspection.** All private grounds must have been inspected by an official of the APC and passed before they may be used for matches played in APC tournaments

ii. **Matches.** A Tournament Committee that, in agreement with the owner, schedules a match to be played on a private ground must contact the Polo Manager of the Club designated as the overseeing club for that ground. The Polo Manager should inform the Tournament Committee of the matches and teams that have been played at that ground in previous tournaments. If in agreement then the designated club must have an official at the ground who shall be responsible for all matters concerning the match.

h. Ground Unsafe to Play. If it is the opinion of the Tournament Committee or the umpires that a ground is unsafe to play see Rules 5d and 15c.

12. THE BALL

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

13. ACCESS DURING PLAY

a. Playing Area. No person is allowed on the playing area during play for any purpose whatsoever, except the players and umpires. If play has been halted, no person may come onto the playing area to assist except as authorized by the umpires.

b. Safety Zone. During play, the safety zone is restricted to the players, umpires and goal judges except that:

i. A stick holder may enter the safety zone but not the playing area to hand over a stick to a player.

ii. A pony may be ridden back to the pony lines providing it is safe to do so.

iii. Ponies may be stationed and changed at the side (but not in the safety zone) providing there are no spectators in the area or at the ends of the ground in the corners of the safety zone. The area in which ponies are to be changed must be fair to both sides and be agreed between the umpires and the Polo Manager or Tournament Committee. The umpires must help to police it.

START, DURATION AND END OF PLAY

14. START OF PLAY

a. Five Minute Bell. The timekeeper will sound the bell (or hooter) five minutes before the advertised time for the start of the match to alert the teams and officials.

b. Line-up and Throw-in. At the start of the match the two teams shall line up in the middle of the ground, each team being on its own side of the half-way line. After calling for ends, the umpires should ask the team captains if they agree with the score posted on the scoreboard (see Rule 1k for handicap calculation). The ball is then thrown in in accordance with Rule 21.

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

15. DURATION OF PLAY

a. Match. A match may be played over 4, 5 or 6 chukkas as stated in the Tournament Conditions. Chukkas shall last at most 7 ½ minutes playing time.

b. State of Play. At any time there are three states of play:

- i. **Ball in Play.** Play will be continuous except for specified intervals or when an umpire blows his whistle for whatever reason. During this time, on occasion, play is deemed to be neutral when neither side has the advantage. It will not be stopped to allow a player to change a pony unless it is injured. (See Rule 30).
- ii. **Ball Out of Play - Clock not Stopped.** The ball is out of play when it is hit over the sidelines or boards, the backline by an attacker, or if a goal has been scored. The clock is not stopped.
- iii. **Break in Play - Ball Dead - Clock Stopped.** A break in play with the ball dead occurs when an umpire blows his whistle, or at the first sound of the second bell, or the first in the last chukka (unless the match is tied and a result is required). The clock is stopped immediately. The ball remains dead until the umpire calls "play" and it is hit, hit at or thrown in.

c. Unfinished Match. Once a match has started it shall be played to a finish unless stopped by the umpires for some unavoidable cause, such as darkness or the weather, in which case it shall be resumed at the point at which it has stopped (score, chukka and position of the ball) at the earliest convenient time, to be decided upon by the Tournament Committee (see also Annex E, Rules for League Matches, Paragraph 7).

d. Chukka. Chukkas are normally 7 ½ minutes playing time with the exception of the last which will end on the bell after 7 minutes unless teams are tied and the Tournament Conditions require a result (see also Rules 16 and 17).

e. Intervals. In all matches there shall be a half-time interval of 5 minutes. For 5 chukka matches, this should be taken after the third chukka. All other intervals shall be of 3 minutes except 5 minutes shall be allowed if extra time is to be played or goals widened. A longer interval may be taken after any chukka in order to allow a cut up ground to be trodden in. A bell or hooter should be rung at the end of these intervals as a signal to the teams that the umpires are about to restart play.

f. Unnecessary Delay. No player or team may cause unnecessary delay before or during play. (See also Rules 18a, 24 e, f, and 39d)

16. END OF TIME

a. End of Normal Chukka. In a normal chukka, i.e. not the last, the first bell will be sounded as a warning after 7 minutes of play. If the ball is 'out of play' when the bell is sounded then the umpire will blow his whistle to end the chukka. If the ball is 'in play' however, play will continue until the umpire blows his whistle, it goes 'out of play' or hits the boards or at the first sound of the second bell to signify that a further 30 seconds has elapsed. Any penalty awarded after the first bell will be taken at the start of the next chukka.

b. End of Last Chukka. The last chukka will end on the sound of the first bell unless the Tournament Conditions require a result and the teams are tied. In this event play will continue until either a goal has been scored or awarded or the second bell has been sounded. In the latter event extra time will be played. (See Rule 17)

c. Penalty at End of Last Chukka (Five Second Rule). If a penalty has been awarded within the last 5 seconds of the last chukka, the Timekeeper must allow a further 5 seconds of play from the time the ball is hit or hit at. e.g. if there were 3 seconds left, the time keeper will allow 5 seconds from the time that the penalty is taken; thus 2 seconds will have been added to the game. The bell will be rung if a goal is scored or when 5 seconds have elapsed unless another penalty is awarded in which case the process is repeated. If the whistle is blown and no penalty is awarded, then play shall continue for the time remaining before the whistle was blown.

d. Foul on The Bell. If the bell rings for the end of the chukka or match just after a foul has been committed but before the umpire has had time to blow his whistle and the foul is confirmed, the penalty will be taken as above.

17. EXTRA TIME TO BE PLAYED

a. Interval. There will be an interval of five minutes.

b. Sudden Death. The team that scores or is awarded the first goal wins the match.

c. First Chukka. The first chukka may be started with either:

- i. Normal goals at the spot from where the previous chukka ended; ends are not changed; or
- ii. Widened goals if the Tournament Conditions so state or team Captains agree in order to save ponies and time. The first chukka with widened goals will be started with a throw in from the centre, ends having been changed (but see Rule 18c). Teams change ends for any subsequent chukka of extra time.

d. Second Chukka. Goals will be widened for the second chukka of extra time.

CHANGING ENDS, WRONG LINE UP, SCORING GOALS AND WINNING

18. CHANGING ENDS

a. After Goal Scored. Except in the case of a Penalty One, ends shall be changed after every goal is scored. One umpire should canter as if from the back line. When he reaches the centre the ball shall be thrown in to restart play. Should a team cause unnecessary delay, the whistle should be blown and a Penalty 5b should be awarded against them.

b. No Score at Half-Time. Ends shall also be changed if a goal has not been scored by half-time, and play shall be re-started by a throw in, hit in or penalty hit as appropriate at a corresponding position in the other half of the ground.

c. Score Level: Widened Goals. If the score is levelled at the very end of a match and the bell is rung before the ball has been thrown in, and the next chukka is due to begin with widened goals (Rule 17) then ends shall be changed once only.

19. WRONG LINE UP AND OFFSIDE

a. Wrong Line Up By Teams. If the umpires inadvertently allow the teams to line up the wrong way at any time play will continue. However, if at the end of the chukka no goal has been scored, ends shall be changed and the game restarted with a throw in or hit from a corresponding position in the other half of the ground.

b. Offside Player. A player is offside if he enters play on the side of the opposing team at a throw in, hit in or penalty, i.e. behind the ball (see Rule 39f). He may not make a play until he is behind a player of his own team. Should he do so a Penalty 5a is to be awarded.

20. SCORING GOALS AND WINNING

a. To Score. A goal is scored from play when the ball passes between the goal posts or the imaginary vertical lines produced by the inner surfaces of the goal posts and across and clear of the goal line. A ball on the line is still in play. A ball hit directly over the top of either goal post shall not count as a goal because it does not pass between their inner vertical lines. If a ball lodges in the goal post, a hit in will be awarded. If a ball splits, see Rule 31. Should a goal post fall in such a way as to stop a goal which in the judgment of the umpires would have been scored then it should be awarded.

b. Disputed Goals or Score.

- i. If the two umpires are unable to decide as to whether a goal was scored or not, having first consulted the goal judge, and if still in doubt the referee, they must give the benefit of the doubt to the defending team.
- ii. If during a break in play e.g. after a goal has been scored, one or other team captain notices that the score has been incorrectly recorded on the scoreboard, he may bring this to the attention of the umpires. The umpires should immediately check with the scorer to ensure that the correct score is recorded.
- iii. An objection may not be made as to the score after a match is over and in no event will

the score be altered.

c. Whistle Blown as Goal Scored. If an umpire blows his whistle for a foul at the same time as a goal is scored then:

- i. If it is agreed that the attacking team have committed the foul, the goal will be disallowed and a penalty awarded to the defending team. If the umpires disagree and the referee rules "No Foul" then the goal will stand. If, however the referee was unsighted and therefore unable to make an informed judgment he should instruct a throw in to be taken at the spot where the ball was when the whistle was blown.
- ii. If the defending team have been blown for a foul then the goal will stand even if the referee rules 'No foul'. If it is agreed that the defending team have committed a foul, the umpires have the option of a Penalty One or restart from the centre with a Penalty 5b; or throw in as normal depending on the severity of the foul.
- iii. Should the goal stand then the umpires will instruct the goal judge to wave his flag. The clock will be restarted at this point, unless the umpire blows his whistle for a second time to signify that a penalty has been awarded.

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

RESTARTING PLAY

21. THROW IN

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

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

b. Where Thrown In.

- i. Ball hit over sideline or boards. See Rule 22.
- ii. On all other occasions the umpire will stand at the spot as laid down in the specific rule or where the incident took place but at least 20 yards (18 metres) from the sidelines or boards. The ball to be thrown in towards the nearest sidelines or boards.

c. Position of Teams.

Both teams shall line up at least 5 yards (4.5 metres) from the umpire parallel to the back line with an appreciable distance separating each team. There shall be no contact between players on opposing sides before the ball is thrown in. Players must be onside (see rule 19b).

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

22. BALL HIT OVER SIDE LINE OR BOARDS

The ball must go over and clear of the sidelines or boards to be out. When the ball is hit over the side line or boards, the umpire will throw in the ball in accordance with Rule 21 with his pony just inside the boards or line where it went out. A reasonable time must be allowed for players to line up.

23. RESTARTING AFTER INTERVAL

On play being resumed after an interval, the ball shall be thrown in or a penalty or hit in taken as if there had been no interval. If the ball had hit the boards before the interval it shall be treated as if it were out. The umpire must not wait for players who are late.

24. ATTACKER HITS BEHIND - HIT IN

a. Attacker Hits Behind. The ball must go over and be clear of the back line to be out.

b. Hit In. When the ball is hit behind the back line by the attacking side, the goal judge will place the ball in accordance with Rule 8c. The umpire shall give the team facing the hit reasonable time to get into position before calling 'Play'. None of these players shall be forward of the 30 yard line until the ball is hit or hit at; the team taking the hit may place themselves where they choose. The striker may not tee up the ball but may reposition it once. Once the umpire has called "Play", the striker may not circle and must hit in immediately. The ball is in play the moment that it has been hit or hit at and missed (see also Rule 32a). Should a member of the team facing the hit cross the 30 yard line before the ball is struck the hit in should be moved forward to the 30 yard line.

c. Foul. If the whistle is blown for a foul at approximately the same time as the ball is hit behind the back line by an attacker and the foul is over-ruled, the ball shall be hit in.

d. Hitting Before 'Play' is Called. If the player hitting in, hits or hits at the ball before "Play" is called the umpire shall blow his whistle and allow the hit to be taken again. He shall award a Penalty 6 for persistent breach of this rule.

e. Delay by Side Hitting In. In the event of unnecessary delay by the side hitting in, the umpire shall call for the ball to be hit in at once. If the umpire's request is not complied with, he shall award a Penalty 6.

f. Delay by Side Facing Hit In. In the event of unnecessary delay by the side facing the hit in, the hit in shall be moved up to the 30 yard line, none of the side facing the hit in to be forward of the 60 yard line.

25. DEFENDER HITS BEHIND - PENALTY 6 (SAFETY 60)

a. Defender Hits Behind. If one of the defending side hits the ball over his back line either directly or off his own pony, or after glancing off the boards or goal posts, Penalty 6 shall be awarded. However, if the ball strikes any other player or pony, or the umpire, before going behind, it shall be a hit in.

b. Foul. If the whistle is blown for a foul at approximately the same time as the ball is hit behind the back line by a defender as above and the foul is over-ruled, a Penalty 6 shall be awarded.

PLAY NOT STOPPED/ STOPPED

26. PLAY NOT STOPPED

Play will not be stopped in the following circumstances:

a. Advantage Rule. The umpires may choose to allow play to continue if a player is fouled but it would disadvantage him or his team, were play stopped. However, if during the subsequent phase of play the player fouled is unable to maintain the advantage then play should be stopped and the penalty awarded. (See Annex B paragraph 3f(v)). The advantage rule should not be invoked for a dangerous foul. To signal that he has seen the foul but is playing the advantage, the umpire should say 'Play On' and raise his hand.

b. Lost or Broken Tack. Time out will not be given for lost or broken tack such as a martingale, stirrup leather or iron, lost bandages or boots if, in the umpires opinion, there is no danger to the players or ponies. For Dangerous Tack see Rule 30b.

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

27. PLAY STOPPED FOR A FOUL

a. Foul. A foul is defined as any infringement of the Rules. Should a foul be committed, the umpires will blow the whistle to stop play except when he considers that the side fouled would be clearly disadvantaged (see Rule 26a).

b. No Foul. If the referee rules 'No Foul' or the umpires themselves agree after consultation that a foul was not committed, then a throw-in towards the nearest boards or sideline will be taken from the spot where the ball was when the whistle was blown. If the referee is unable to make an informed judgment on the play, then he should rule 'No Foul'.

28. PLAY STOPPED FOR PLAYERS EQUIPMENT

a. Illegal Equipment. If any player infringes Rule 3 (Players' Equipment), the player shall be sent off the ground by the umpires and may not re-enter play until the offence has been rectified. Play shall be started or restarted as soon as the player has left the ground.

b. Loss of Headgear. If a player loses his headgear the umpire shall stop the game when play is neutral to enable him to recover it.

29. PLAY STOPPED FOR DISMOUNTED OR INJURED PLAYER

a. Player Dismounted. If a player dismounts from his pony voluntarily or by accident, the umpires shall not stop the game until play is neutral (see Rule 15b(i)), unless he is of the opinion that the player is injured or is liable to be injured, in which case he should stop play immediately. The umpire shall re-start the game with a throw in directly after the player concerned is ready to resume play and shall not wait for any other player. A dismounted player may not hit the ball nor interfere with the play and should make every effort to retain hold of his pony.

b. Player Injured.

- i. If a player is injured, the umpires shall stop the game immediately and signal for medical assistance by waving the pick-up stick above their head. A period not exceeding 15 minutes shall be allowed for the recovery of the injured player. If it is likely that the player will not be able to continue, then a qualified substitute should be alerted during this period (see also Rule 2 and Annex B, Paragraph 4g). If he is unfit to continue, the game shall be restarted as soon as possible with a substitute.
- ii. If a player be disabled by a foul, and a qualified player cannot be found to substitute (see Rule 2), the umpires, in consultation with the referee, may decide to remove a player from the team that has fouled. The player removed shall be the one whose handicap is equal or failing that nearest above to the disabled player. If the disabled player is higher than that of any of his opponents, the captain of the team fouled will designate the one to retire. The game shall continue and no change in handicap shall be made; if the team that has fouled refuses to continue, it shall forfeit the game.
- iii. If an umpire stops play on the request of a player claiming injury or sickness then the same conditions will apply as in Rule 30c below.

c. Concussion. In the event of a player being or seeming to be concussed the umpires, or if no umpires are present the senior player on the ground, will stop the game and arrange for the player to see a doctor as soon as possible. If no doctor is present when the accident occurs it will be the sole responsibility of the umpires or the senior player present to decide if the player was actually concussed. The State Association and APC must be notified within 24 hours by fax or email and the player will not be permitted to play again for a minimum of one week from the date of the concussion without a certificate of fitness from a doctor.

30. PLAY STOPPED FOR INJURY TO PONY OR DANGEROUS TACK

a. Welfare. The umpires have a responsibility during play for the welfare of ponies. Should a pony be in distress or lame it must be led off the ground as quietly as possible.

- i. **Conditions.** If a pony is suffering from any of the conditions outlined in Rule 4f, in particular lameness, distress, showing blood or lack of control or vice, then the umpires must stop the game immediately and the player must change his pony.
- ii. **Pony Falls.** If a pony falls, (a pony is judged to have fallen if its shoulder touches the ground) umpires should stop play immediately and ensure that it is trotted up and that it is sound before the player remounts.
- iii. **Serious Injury.** If a pony is seriously injured then it must be taken off the ground in a horse ambulance. (See also Rule 4n and the APC Risk Management Policy & Procedures Section 2.1.7 and Paragraph 4g of Annex B to the Rules.)
- iv. **Lost Shoe.** If a pony throws a shoe, the player may point this out to the umpires, who will allow the player to change his pony during the next break in play.
- v. **Restart of Play.** In the above cases the umpires shall restart the game directly the player concerned has returned and is ready to play and shall not wait for any other player who may not be present.

b. Dangerous Tack. The game will be stopped immediately in the interest of safety for tack which presents a danger to any player or pony such as a broken girth or broken martingale if the end trails on the ground, broken rein if single, broken or loose bit, broken curb chain or loose bandages or boots. The umpire may allow the player to rectify the fault immediately on the ground if it can be done quickly. Otherwise the player must leave the ground and play will

be restarted as soon as the player has done so, unless the tack has been broken by contact with another pony in which case the start of play will be delayed until his return.

c. Request Stop. If a player asks for play to be stopped for any reason, no other player of that team may leave the playing area (which does not include the safety zone) without the permission of the umpires until the game has been restarted. The umpires shall not wait for any member of the other team before restarting the game. The penalty for breach of this rule will be a Penalty 5a or an upgrade if a penalty has already been awarded.

31. PLAY STOPPED FOR TRODDEN IN OR SPLIT BALL

a. Trodden In. If the ball is trodden into the ground, the umpires shall stop play, remove the ball and re-start with a throw in (Rule 21).

b. Split. If the ball splits, the umpire should stop play:

- i. Immediately if in equal parts.
- ii. When play is neutral (See Rule 15b(i)), if the larger part can still be played. Play will be restarted with a throw in if the ball was in play and another hit if not. A goal will be awarded if the larger part of the ball went through the goal.

LINE OF THE BALL, RIGHT OF WAY AND PRECEDENCE

(See Annex F for Examples to the Rules - Figs i to xvii)

32. LINE OF THE BALL AND RIGHT OF WAY

a. Line of the Ball (LOB).

- i. The LOB is taken as the extended path along which the ball has travelled or is travelling.
- ii. If a player misses an out of play or dead ball, the LOB is taken as that which the player was riding.

b. Right of Way (ROW). At any stage when the ball is in play, there shall exist as between any two or more players a precedence which is referred to as the ROW which:

- i. Shall be considered to extend ahead of any player who has established himself on it, and in the direction in which such player is riding.
- ii. Entitles a player to proceed down it freely and without danger to hit the ball on his offside unless he is subjected to a legitimate ride off or stick hooking, or is meeting two players on the exact LOB as in 33c. If he places himself to take it on the near-side and thereby in any way endangers another player who would otherwise have been able to make or attempt to make a legitimate play he must keep clear of this other player so that this other player can make or attempt to make that legitimate play.
- iii. Is taken to be approximately 5 feet wide measured from the ball to players near side leg.

c. LOB and ROW.

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

33. ROW OR PRECEDENCE BETWEEN PLAYERS

a. Crossing. A player may cross the LOB but may not enter or cross the ROW of a player already established on it if he either endangers that player or causes him to check or pull away. A player crossing behind a player on the ROW will foul if he crosses another player following up on that ROW.

b. Meeting. When two players are riding from opposite directions to hit the ball, they must play the ball on their off side.

Players on the Exact LOB

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

- d. A player on the exact LOB, either following (Fig ii) or meeting the ball (Fig iii) on his offside, has a ROW over all other players except as in 33c above.
- e. Two players riding in opposite directions on the exact LOB have an equal ROW provided that both take the ball on their offside (Fig iv).

Players at an Angle to the LOB

f. When two or more players ride in the same direction, the player who has the ROW is the one who is at the least angle to the LOB (Fig v) provided that he does not contravene rule 32b (ii) if he plays the ball on his nearside (Fig vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Figs vii and viii). Any player or players riding in the same direction that the ball is travelling or has travelled has a ROW over any player or players approaching from the opposite direction (Fig ix, x and xi) unless the latter are on the exact line as in 33c and 33d.

Losing the ROW

- g. A player in possession of the ball may check to avoid what would have been a legitimate ride off but if an opponent is then able to enter the ROW safely with the ball ahead of him, the player following cannot ride into that player from behind and only has a play on his nearside (Figs xii and xiii.)
- h. If a player hits the ball past the offside stirrup of an opponent who is on the LOB and travelling at the same speed, the opponent has the right to play the ball on his offside. The player who hit the ball, or a player following, cannot ride into the opponent from behind and only has a nearside play (Fig xiv).
- j. The player with the ROW is entitled to play the ball on his offside. If a player switches to play the ball on his nearside he loses the ROW and has fouled if he endangers another player or causes another player to check or pull away (Fig xv).
- k. A player may lose the ROW if, having hit the ball, he deviates from the exact LOB (Fig xvi).

Change of ROW

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

Obstructing the ROW

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

Stopping or Slowing down on the Ball - One Tap Rule

p. The player with the ball who chooses to stop or slow down to walking speed when he is being challenged but is neither being obstructed nor ridden off may then tap the ball only once in any direction, after which he must immediately leave it, accelerate with it or hit it away (Fig xvii). Should he leave it for another member of his team to take, that player, whether challenged or not, must immediately run with it or hit it away without the option of a tap. The opponent is considered to be challenging if he is within one horse's length on either the offside or the nearside of the player with the ball. The penalty for breach of this rule shall normally be Penalty 7 (throw in), but, if the rule is breached persistently by a team, a more severe penalty may be awarded. A player who chooses to tap the ball under the pony of a challenging player will foul if he rides into the challenging player other than by a legitimate ride off.

34. SPARE

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

(See Annex F for Examples to the Rules - Figs xviii to xxv)

35. RIDING OFF, DANGEROUS RIDING AND INTIMIDATION

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

- a. Ride off at such an angle or speed as to endanger a player or his pony.
- b. Ride into an opponent in front or behind the saddle. (Fig xviii)
- c. Ride an opponent across or into the ROW of another player at an unsafe distance (Fig xix).
- d. Ride off an opponent who is already being ridden off by another member of his team (sandwiching) (Fig xx).
- e. Continue to ride off another player over the goal line, thereby endangering a goal judge.
- f. Ride his pony from behind into the forehand or backhand stroke of an opponent (Fig xxi).
- g. Use his pony to spoil a stroke by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke (Fig xxii). Note: This does not prevent a player from riding over the ball on a legitimate ride off when an opponent is tapping the ball or has not started the downward swing of a full forehand or backhand stroke.
- h. Zigzag in front of another player in such a way as to cause the latter either to have to check his pace or risk a fall,
- j. Pull across or over a pony's legs either in front or behind in such a manner as to risk tripping either pony.
- k. Ride at an opponent in such a manner as to intimidate, causing him to pull out or miss his stroke, although no foul actually occurs.

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

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

- i. His pony must be on the same side of his opponent's pony as the ball (Fig xxiii), or in a direct line behind (Fig xxiv and xxv), and his stick must be neither over or under the body nor across the legs of an opponent's pony.
- ii. All of his opponent's stick must be below the level of his opponent's shoulder.
- iii. His opponent must be in the act of striking the ball.
- iv. A player may hook legitimately the stick of an opponent at the same time as the opponent is being ridden off by a team mate.

b. Misuse. A player may not hold his stick in such a way as to interfere with another player or his pony or use his stick in a manner that creates danger to another pony or player such as:

- i. Reaching over and across or under and across any part of an opponent's pony to strike at the ball.
- ii. Hitting into or amongst the legs of a pony.
- iii. A player who is holding the ball through dribbling should be penalised if he is judged to have created the danger by then playing a full shot.
- iv. Taking a full swing at the ball from the throw in or in a melee in such a way as to endanger other players or ponies.
- v. Taking a full swing under a pony's neck in such a way as to endanger another player or pony riding alongside.
- vi. "Windmilling" or "helicoptering" his stick either as an appeal or in celebration of scoring a goal or to summon his groom.
- vii. Dropping the head of the stick onto the pony's rump.

c. Carrying the Ball. A player may not catch, kick or hit the ball with anything but his stick. He may block with any part of his body but not with an open hand. He may not carry the ball intentionally. If the ball becomes lodged against a player, his pony or its equipment, in such a way that it cannot be dropped immediately, the umpire shall blow his whistle and restart the game with a throw in (Rule 21) at the point where it was first carried.

37. ROUGH OR ABUSIVE BEHAVIOUR

A player may not:

- a. Use his whip other than in exceptional circumstances when the ball is out of play or dead. For this offence the umpires should award as a minimum a Penalty 5 (b).
- b. Use his whip or spurs unnecessarily or in excess at any time.
- c. Intentionally strike his own pony with his stick at any time.
- d. Intentionally strike another player or another player's pony with his stick, whip or fist.
- e. Abuse his pony by hauling or jabbing it unnecessarily in the mouth.
- f. Use foul or offensive language or a gesture of abuse in such a way as to bring the game of polo into disrepute.
- g. Seize with the hand, strike or push with the head, hand, arm, or elbow another player (see also Rule 35).
- h. Knowingly strike the ball when it is off the field of play or after the whistle has been blown. If a hit is made after the whistle for a foul, the umpires should increase the severity of the penalty if the hit is by a member of the fouling team, or cancel the penalty or decrease its severity if the hit is by a member of the team fouled.
- j. Intentionally strike a ball during play in such a way that it may cause injury to a spectator or official, or damage to property.

PENALTIES

38. PERSONAL FOULS AND TECHNICAL PENALTIES

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

- i. Disrespect towards officials,
- ii. Arguing with the umpire or other official,
- iii. Foul or abusive language,
- iv. Appealing for fouls verbally or with the stick,

must be penalised by a penalty known in this case as a technical penalty. If a penalty has already been awarded then an upgrade to a more serious penalty should be made except when the initial penalty was a Penalty 2 in which case the umpire will raise an arm and allow the penalty to be taken as normal; if successful, play will be started with a Penalty 5b, teams having changed ends; if unsuccessful then it will be taken again and play will continue as normal. A Penalty 1 will not be given as a technical. Note that a Penalty 10a or b can be awarded in addition to any of the above penalties.

39. PENALTIES - GENERAL

Where the selection of the penalty to be awarded is at the discretion of the umpire, the umpire should take into consideration the degree of danger and unfair advantage, the location of the foul and the position of all the players, and the frequency of similar fouls.

a. Ball in Play. The ball is in play the moment it has been hit or hit at if missed. Should the striker hit the ball before 'Play' has been called, the hit shall be taken again.

b. Positioning of the Ball. Making a tee is not allowed: one player only may position the ball, and must take no longer than five seconds. The ball may not be repositioned after 'Play' has been called.

c. Circling. Once the umpire has called 'Play', the striker must immediately start to take the hit. The ball must be hit at on the first approach without any circling at the beginning of or during the run up.

d. Delay. No player may cause unnecessary delay; this can include an excessively long run up. Note: For abuse of Rules 39 b, c, and d in the first instance a Penalty 7 will be given with a more severe penalty thereafter.

e. Penalties 3, 4 and 6. The striker must have the intent to carry out Penalties 3, 4 and 6 in only one hit and may not make a preliminary hit for himself or a team mate. If he mishits or misses the ball, he or any member of his team may not subsequently hit or hit at the ball with more than a half shot until the ball has been hit or hit at by an opponent, nor in such a way that umpires consider dangerous. A half shot is defined as the head of the stick starting the downward swing below the shoulder of the striker. A Penalty 5a from where the penalty was taken shall be awarded to the opposing team for any infringement by any member of the team taking the penalty.

f. Behind the Ball. To be 'behind the ball' a player must be behind a line that runs through the spot where the ball has been placed parallel to the back line.

g. Wrong Line Up by Defender. If a defender lines up behind the ball or is closer than 30 yards to the ball when the ball is hit or hit at, then the penalty will be upgraded.

h. At End of Chukka. Special rules apply for penalties awarded after the first bell of a chukka. See Rule 16a and c.

40. PENALTIES – SPECIFIC

a. Penalty 1 - Penalty Goal

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

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

As a first step on awarding the penalty, the umpires will give a choice to the captain of the team fouled of:

- Either: 'Spot', a free hit or hits from the spot where the foul occurred.

- Or: '30', one hit only from the 30 yard line, opposite the centre of the goal.

(i) Hit from the Spot - Spot Hit - Defended.

- The striker may hit or tap the ball more than once (but see Rule 33p). The remainder of his team must be behind the ball when it is hit or hit at.

- The team facing the hit must be behind their back line and at least 30 yards from the ball until it is hit or hit at. They may not stand between the goal posts nor behind the goal, and they may not enter the playing area through the goal when the ball is brought into play nor subsequently during this phase of play.

(ii) 30 Yard Hit - Undefended.

- The striker may hit or hit at the ball only once. The rest of his team must be behind the ball when it is hit or hit at and have no play.

- The team facing the hit have no play. They must be behind their back line, may not stand between the goal posts nor behind the goal, and must allow the ball to come to a rest.

- Should the ball on the one hit fail to cross the goal or back line then the team facing the hit will be awarded a hit from where the ball came to rest, as for a Penalty 5a. The ball may be moved outwards towards the boards or sideline should a goal post interfere with the player taking the hit.

If any member of the team facing the hit is seen to be fouling during the taking of the hit the umpire should wait to see if a goal is scored and, if so, a goal shall be awarded, the goal judge should wave his flag and play restarted as normal with a throw in from the centre or as allowed for in Rule 20c(ii). If a goal was not scored then the penalty should be retaken.

c. Penalty 3 - 40 Yard Hit - Defended

The ball is placed on a cross 40 yards out from the centre of the goal. The option of a hit from the spot is not offered.

i. The striker must have the intent to score with one hit. The rest of his team must be behind the ball when it is hit or hit at.

ii. The team facing the hit must be behind their back line until the ball is hit or hit at following which point they may make a play. They may not stand between the goal posts nor behind the goal, and they may not enter the playing area through the goal when the ball is brought into play nor subsequently during this phase of play. If any member of the team facing the hit is seen to be fouling during the taking of the hit, the umpire will raise an arm and wait to see if a goal is scored.

- If the one hit has or would have gone through the goal if it had not been stopped or deflected by a stick or a pony, a goal shall be awarded, the goal judge should wave his flag, and play restarted as normal with a throw in from the centre or as allowed for in Rule 20c(ii).

- If the penalty shot has missed or would have missed the goal or was stopped legitimately by a player but another player on his team fouled, the whistle shall be blown and the penalty retaken.

d. Penalty 4 - 60 Yard Hit - Defended

The ball is placed on a spot on the 60 yard line opposite the centre of the goal.

- i. The striker must have the intent to score with one hit. The team taking the hit may place themselves where they choose.
- ii. The team facing the hit must be behind the 30 yard line and may only make a play once the ball has been hit or hit at.

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

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

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

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

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

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

g. Penalty 6 - Safety 60 - Defended

Awarded when a player hits the ball over his own back line (See Rule 25a) or for unnecessary delay by a team hitting in (Rule 24e). The ball is placed on the 60 yard line opposite where the ball crossed the back line but no more than 40 yards out from the centre of the goal.

- i. The striker must have the intent to score with one hit. The team taking the hit may place themselves where they choose.
- ii. The team facing the hit must be behind the 30 yard line and may only make a play once the ball has been hit or hit at.

h. Penalty 7 - Throw In

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

j. Penalty 10 - Player Sent Off

- i. Penalty 10(a)

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

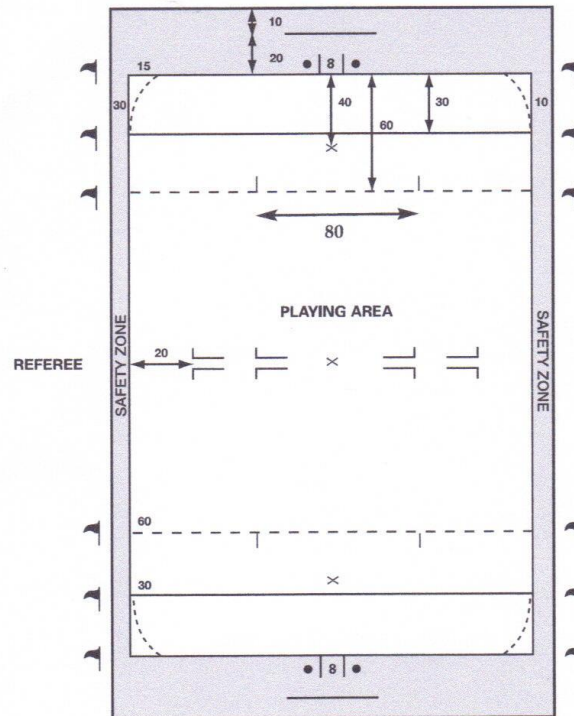
- ii. Penalty 10(b)

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

The umpires must agree that a player should be sent off. If not in agreement, the referee must be asked to decide. The side to which the sent off player belonged shall continue with three players only and any player sent off must return to the pony lines. Umpires should make it clear to the player(s) penalised and to the captains of the teams which penalty has been given. Note: In all cases in which a Penalty 10a or b is awarded a Report Form must be completed by the umpires.

ANNEX A - SUGGESTED LAYOUT OF THE FIELD OF PLAY

See also Rule 11



Length: 300 yards (274 metres) maximum, 250 yards (229 metres) minimum.

Width: 200 yards (183 metres) maximum unboarded, 160 yards (146 metres) maximum boarded.

Safety Zone: At sides about 10 yards (9 metres), at ends about 30 yards (27.5 metres).

Markings: Broken lines or full marking may be used across the grounds. Marks on the boards or flags (clear of the safety zone) are useful as a guide to the umpires. Two short lines at right angles to the 60 yard line should be drawn 40 yards (36.5 metres) out from the centre of the goal. A line of tees approximately two foot apart clear of the centre spot should be marked on the centre line. A double tee as shown will help keep teams apart at the throw in. These should be one yard apart. A line of about 50 yards (45.7 metres) in length should be drawn on the end safety zone about 20 yards (18 metres) from the back line as shown.

Boards: Boards keep the ball in play, allow the ground to be narrowed and spread the game more evenly across the field. They should not exceed 11 inches (28 centimetres) in height and be of treated timber at least one inch thick. A metal peg should be inserted down the middle to secure them to the ground. They should be tongued and grooved at the ends or joined by a metal plate. A board should be easily replaceable during a match if damaged. A triangular arris rail (4x2inches or 10x5cms) may be fitted at the base of the board to deflect the ball back into play. Boards may be curved from the 30 yard line to 15 yards into the back line. Boards should be inspected regularly to ensure that pins are not proud on the top and that metal plates are flush with the surface and that there are no splinters to injure ponies.

ANNEX B - NOTES FOR OFFICIALS

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

2. The referee. The rules shall be administered by a referee and two mounted umpires as laid down in rule 7. The referee has a very responsible position and he should have considerable polo experience at least to the level of the match that he is refereeing. He must be in an elevated and isolated position at the centre of the ground from which he can best observe the play. He must make his position known to the umpires before a match. He will be consulted if the two umpires disagree as to the foul or as to what penalty to award. Thus he must concentrate throughout the game, as the decisions he will make will have a bearing on its outcome. He must avoid distractions such as talking to neighbours or using a mobile phone. If an umpire appeals to the referee, he will in the first instance raise a hand and if the referee is satisfied that he saw and understood the play then he will confine his decision as to whether a foul occurred or not. If he considered that a foul did occur and it is obvious which side fouled, then he should raise one hand above his head and point with the other in the direction in which the hit is to be taken. If however he considers no foul occurred, or he could not see the incident because his sight was obscured, he should stand and make the wash out signal by moving his hands horizontally across his body.

a. Consultation. If the referee is in any doubt as to the nature of the foul or direction in which it should be given, he should make the come hither signal and move onto the ground. The umpires should canter towards him for consultation. This should be kept as brief as possible and be carried on out of earshot of the players and spectators. Alternatively, the umpires might wish to consult with the referee in their own right in which case they should proceed as above. On occasion the umpires will agree that a foul has occurred but disagree as to the penalty to be awarded. They will then point to the two alternative spots (e.g. centre or sixty) and the referee will point to the spot at which he considers the penalty should be taken.

b. Radios Ideally, the referee will be able to talk to at least one umpire by radio during the match. This will save time and allow the referee and, through him, the commentator to know what is happening on the ground; e.g., when a technical penalty is awarded or there is a stoppage owing to injury. In any event, he should have some means of contacting the umpires after each chukka and they should report to him at half time to discuss any particular aspects of play. If the referee is in communication with the umpires by radio, then, during a break in play, he may inform them of any abusive or dangerous play off the ball which he has seen. The umpires can then take whatever action they deem appropriate.

c. One Umpire. The Tournament Conditions may stipulate that there will be only one umpire in which case the referee has to act as a second umpire to whom the mounted umpire can appeal for assistance.

In certain cases the referee too may be dispensed with.

3. THE UMPIRES

a. General. The authority of the umpires should be absolute in all matters affecting the conduct of play immediately before, immediately after and during play. Polo is one of the hardest games to umpire due to the complexity of the Rules, the speed at which it is played and the need to make immediate decisions based on an assessment of speed, angle and distance. The good umpire must therefore know the rules, concentrate on the play throughout and be consistent, clear and decisive in his judgments. In this way he will earn the respect of the players and make his task much easier. He should treat the players with fairness and understanding being ready to defuse any potentially explosive situation; he should be a dictator without being dictatorial. The umpires should do all that they can to make a game flow and minimise delays but at the same time punish offences and maintain firm control. It is not in the gift of the team captains to agree time out except if agreed for friendly matches or if one or other team is on borrowed ponies. Should the umpires decide that a match should be stopped,

normally due to inclement weather making playing conditions unsafe, they should consult with the two team captains. If the game is to be stopped then the responsibility for restarting, rescheduling or scoring the match as if completed (See Annex E paragraph 7) rests with the Tournament Committee. (See also Rule 5d and Annex C para 8.)

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

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

- Ride onto the ground together at least two minutes before the scheduled start time of their match, with the teams if there is to be a parade.
- Blow their whistles to check their efficiency and alert the teams.
- Check on the teams' colours to ensure that there is sufficient contrast. The Polo Manager should have already done this but the Umpires have the ultimate say.
- Check on the referee and locate him.
- Check on the location of the medical support.
- Check that the Time-keeper and Scorer are alert.
- Check the scoreboard to ensure any handicap difference has been correctly credited.
- Decide on which side and back line each is to take. They may swap at half time if the sun is troublesome.
- Establish who are the two team captains, call them together and toss for ends. The captain of the visiting team is normally asked to make the call. The captains should also be asked at this time if they agree with the score as posted. Once the ball has been thrown in there is no redress.
- Be prepared to penalise any player who whips his pony before the ball has been thrown in.
- The umpires should now be ready to throw in the ball. Should however one Umpire be late the team captains on being asked by the Polo Manager, may agree for the game to be started with one umpire.

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

e. Umpire Positioning. Having agreed before the start which side and back line each should take, the umpires should try to complement each other in order to cover the whole ground, similar to partners in a doubles tennis match. The correct position should be one Umpire trailing the play on the line of the ball and the other level and parallel with the play.

Notwithstanding an Umpire's position on the ground, he must not hesitate to blow his whistle if he sees a foul as his partner may have been unsighted or be in the act of turning. It is above all imperative that the umpires keep up with the game to make the correct decisions swiftly and to maintain control. However the umpires should try to keep out of the game keeping on a flank or behind. Should the ball hit an umpires' pony, play will continue.

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

- i. The umpires must remember that the Time-keeper acts on their whistle and unless blown loudly he may not hear it, particularly if there is a strong wind or background noise. In general terms the whistle should not be blown when the ball goes over the boards, back line when hit by an attacker or when a goal is scored. The umpire, particularly if he is alone, may however blow the whistle to stop the clock after suitable elapsed time to allow himself to get into position for a throw-in.
- ii. Umpire A having blown his whistle should check quickly that umpire B agrees with the foul and the proposed penalty. This should be done by pointing or other pre arranged signal. Discussion between the umpires should only take place if there is disagreement so that delay is cut to a minimum. If they still cannot decide then they must refer to the referee by raising a hand and cantering over towards him. This procedure can be short-circuited by umpire B if he believes umpire A has made a wrong call, by raising his hand to obtain a decision from the referee. As an overall consideration nothing is more damaging to the authority of the umpires and to the flow and enjoyment of the match than delays caused by excessive consultation between the umpires and the referee. Decisive, immediate and firm action is to be preferred to shilly-shallying and consultation which often results in no more than a throw-in.
- iii. Once they have agreed that one or other side has fouled then the umpires must decide on the penalty to award. In doing so they must remember that the side defending the penalty, i.e. the side that has fouled, have the opportunity to regroup and get into the best position for defence. Thus the penalty should be made to count, being moved up the ground if the defending team have fouled and, at the very least, a hit from the spot if the attacking side fouled. Having agreed on the penalty to be awarded, umpire A should announce 'Cross against Red, free hit from the spot' and without waiting canter to the spot where the foul occurred drop the ball and take up his position
- iv. Should the referee signal 'No Foul' then the umpire should throw in the ball at the spot where it was when the whistle was blown towards the nearest boards or sideline. (Rule 27b).
- v. The umpires should use the Advantage Rule (Rule 26a) with discretion as the side fouled would often prefer a penalty rather than to have play continue. It should not be used if the foul was deliberate or dangerous.
- vi. If a player is disabled by a foul, every effort should be made to find a qualified substitute. On occasion this may not be possible in which case the umpires, in consultation with the referee and the captain of the team fouled, may decide to remove a player from the side that fouled (see Rule 29b(ii)).
- vii. If a player requests that play be stopped for any reason, no other player on his team may leave the playing area without the permission of the umpires until the game has been restarted.

g. Appealing. Rule 1b(v) states that "a player may not appeal in any manner". This is probably the most frequently broken rule in the book and one in which umpires must use a certain amount of discretion. If a player sees an opponent about to commit a foul which may endanger him or his pony, his instinctive action is to raise his stick, and sometimes his voice as a warning; that is to say I am more interested in self preservation than hitting the ball and inter alia as a signal to the umpires that he thinks a foul is about to be committed. The umpires must be aware that appealing with a stick or verbally is a foul and thus under normal circumstances must be penalised. Any form of frantic waving of the stick in the air (helicoptering) must always be a foul as it constitutes a danger to other players and their ponies. The Captain of each team has the right during the game to ask the umpires for clarification of a decision but this does not include the right to challenge the umpires on that or any other decision they may make. Sometimes the umpires can pre-empt a potentially explosive situation by calmly explaining why

the foul was given. They should not under any circumstances, either during or after a game, enter into discussion with the captains or any other player as to their conduct during the game.

h. Report Forms. The umpires are required to fill in a Report Form (Rule 6) for any irregularities or incidents of misconduct and submit the form to the Tournament Committee immediately after the game. The Tournament Committee will take such action as they consider necessary and forward the form to the State Association and APC. The umpires are required to fill in a report form for Penalty 10a and b, dangerous play, for excessive misuse of stick, a pony is seen to be blind in one eye or showing vice, illegal equipment or for a team not trying.

j. Pony Welfare. Umpires are responsible for the welfare of the ponies during play in particular they must check the length and serviceability of whips, length and sharpness of spurs. A pony showing signs of distress or with blood in its mouth or on its flanks must be sent off. A player may not whip his pony other than in exceptional circumstances, e.g. if his pony kicks another, when the ball is dead. In play, a player should be penalised if he strikes his pony more than twice but should he apply such force so that the crack can be heard around the ground then that too should be penalised (See Rule 37b.) See para 5 for the duties of the Club Welfare Officer.

k. Throw-in. (See Rule 21).

- i. **General.** Umpire A, who is to throw in the ball, must ensure that the teams are lined up on a T or equivalent with the nearest players at least five yards from him and with a distinct gap separating the two teams who must remain stationary. There shall be no contact between players on opposing sides before the ball is thrown in. Umpire B will be about forty yards away at the back of the throw-in ready to move parallel and level with the play. The ball should be thrown-in hard and under hand so that it remains low to prevent players hitting wildly in the line-out. All rough and dangerous play should be penalised instantly. Umpire A will take up position as trailing umpire.
- ii. **Centre.** Used when starting or restarting after a goal has been scored or the goal posts have been widened. After a goal has been scored, umpire A should ride back to the centre as if from the back line, allowing a reasonable time for the teams to get into position before throwing the ball in. Should the umpires inadvertently allow the teams to line up the wrong way there is no immediate redress but if by the end of the chukka no further goal has been scored, then ends should be changed and play started at a corresponding position in the other half of the ground.
- iii. **Boards.** Used when the ball is hit across the boards or sidelines. Umpire A stands with his pony inside the boards with the teams lined up at least 10 yards from the boards and separated until the ball is thrown in. Thereafter proceed as above.
- iv. **Towards the Boards.** Used to restart the game at a spot if a Penalty 7 has been awarded, a foul has been overruled, the ball is buried or damaged, after an accident or incident which has caused play to be stopped, unnecessary delay in taking a penalty or as the second element of Penalty 1. Proceed as from the centre.

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

m. Penalties. There are ten specific penalties listed which umpires will use to penalise players for breach of the Rules. They should know both the number and name of the penalties but in any event they must know the name. The majority of penalties in common use involve a hit by the side fouled but the umpires may award a throw-in if a penalty is incorrectly taken or for a breach of the one tap rule, after the ordering off of a pony or player or sending off a player. Umpires must ensure that any penalty awarded is appropriate to the foul committed, taking into account the direction of play, severity, position on the ground at which it occurred and prevalence. They must be consistent in their award, showing equal disfavour to both sides within the above parameters. Rule 39 covers the correct taking of penalties. In brief, teeing up is not allowed and only one player may position the ball, provided he takes no longer than 5 seconds. If the ball rolls into a hole, it may be repositioned once but not after 'Play' has been

called. Nor is the striker allowed to circle once the umpire has called 'Play'. Failure to comply is penalised with a throw-in from the spot (Penalty 7) where the penalty was to have been taken. The ball is in play the minute it has been hit or hit at. When taking Penalties 2, 3, 4 or 6 on or within the 60 yard line, the striker may only take one hit and must show the intent to hit the ball through the goal. If in the opinion of the umpires he has not shown this intent then a penalty shall be awarded against him from the penalty spot. Note, however, that this does not apply to the spot hit on the Penalty 2. Thereafter, during this phase of play, the striker or his team mate may only hit or hit at the ball with a half shot i.e. with the head of the stick starting the stroke below the level of the shoulder. Failure to comply to be penalised with a free hit from the spot where the penalty was taken.

- i. **Penalty 1 (Dangerous or Deliberate Foul to Save a Goal).** The umpires, having awarded Penalty 1, shall instruct the goal judge to wave his flag to signify a goal. The game shall be restarted by the umpire throwing in from the spot ten yards from the centre of the goal of the team that fouled towards the boards, with his right side nearest to the backline. Ends shall not be changed.
- ii. **Penalty 2 (Hit from the Spot or Thirty Yard Hit).** Should the captain of the team fouled elect to take the hit from the spot then umpire A will place the ball on the spot where the foul took place and stay behind the striker who may hit or tap the ball as many times as he wishes. Umpire B should meanwhile take up position 30 yards from the ball parallel to the back line to ensure that the defending players are correctly positioned (30 yards from the ball behind the back line, off the playing area and not between the line of the goal posts extended.) They may play as soon as the ball is hit or hit at so the umpires must be alert to see that no defender moves forward before the ball is hit or hit at nor comes onto the playing area through the goal. Should they do so then umpire B should raise his hand and proceed as laid out in Rule 40b(ii). Should the captain elect to take the hit from the 30 yard line umpire A should place the ball on the line opposite the centre of the goal. Umpire B will be behind one goal post with the goal judge behind the other. The striker has only one hit at the ball and may not circle. The defending team have no play Should the ball fail to cross the back or goal line on the one hit then umpire A will blow his whistle and award a free hit to the defending side from the spot where the ball came to rest; moving the ball outwards if a goal post would have interfered with the run up.
- iii. **Penalty 3 (Forty Yard Hit).** Umpire A drops the ball on the cross at 40 yards from the centre of the goal. The option of a hit from the spot is not offered. The striker has one hit only and may not circle. All defenders to be behind the back line and not between the line from the goal posts extended. Umpire B will be on the back line about 30 yards out from the left hand goal post looking onto the playing area to check that a player does not cross the back line before the ball is hit or hit at and that no defender enters the playing area through the goal during this phase of play. Should a defender foul then proceed as in Rule 40b (iii). The goal judge will be behind the goal in the centre but well back.
- iv. **Penalty 4 (Sixty Yard Hit).** Umpire A drops the ball on the 60 yard line opposite the middle of the goal and takes up position behind the striker. Defending players to be behind the 30 yard line. Umpire B will be behind the left hand goal post as he looks out from the back line with the goal judge on the right post. The striker only has one hit and may not circle. The umpires must watch the flight of the ball carefully as many disputes arise as to whether the ball went between the inside edge of the posts projected vertically upwards or not. In the event of dispute, their decision, not the goal judge's, is final but they should give the benefit of the doubt to the side defending. They should be on their guard to penalise a full shot after the initial hit (Rule 39e).
- v. **Penalty 5a (Hit from the Spot).** Umpire A drops the ball where the foul took place. Umpire B positions himself down field to ensure that none of the defending side are closer than 30 yards to the ball or behind it. Penalty 5a should not be awarded against a defending team within their own 60 yard line. The umpires should award a Penalty 2, 3 or 4 as appropriate taking into account the point where the foul took place, the severity of the foul and the likelihood of a goal being scored if the attacker had not been fouled. There is no rule to say that the ball may not be taken back for a Penalty.
- vi. **Penalty 5b (Hit from the Centre).** Umpire A places the ball on the centre line opposite the centre of the goal. Umpire B acts as in Penalty 5a.
- vii. **Penalty 6 (Ball hit behind by Defender).** This penalty is awarded if a defender hits the

ball over his own back line (Rule 25) either directly or off his own pony or after glancing off the boards or goal post. If however it strikes any other player or an umpire before going behind it is a hit in. Umpire A places the ball on the 60 yard line opposite where it went out of play over the back line but not more than 40 yards from the centre. Umpire B will take the left hand goal post in line with the ball with the goal judge likewise on the right. None of the defending side to be forward of the 30 yard line. The attacking side can be where they choose. It may also be awarded for delay in hitting in (Rule 24e).

- viii. **Penalty 7 (Throw-in).** The umpire may award a Penalty 7 for the incorrect taking of a penalty from the spot where the penalty was due to be taken and for infringement of the one tap rule (Rule 33p). They may also award a Penalty 7 for unnecessary delay or for any other offence which would penalise too severely the team against whom it was awarded.
- ix. **Penalty 10 (a) (Player Sent Off for Rest of the Chukka).** The umpires may send off a player for a chukka or the remainder of a chukka, in addition to any other penalty, for a foul or conduct prejudicial to the game (Rule 38). The player sent off must return immediately to the pony lines and the game will continue with three players on the side penalised. Before they send off a player, the umpires must be in agreement. If not then the referee must decide. The umpires must make it clear to the player being sent off and his team captain whether they have awarded Penalty 10(a) or 10(b), particularly in the last chukka. The umpires must complete a report form at the end of the match and hand it to the Polo Manager of the host club, who will forward one copy to the State Association and one copy to the APC. Any substitution must comply with Rule 21.
- x. **Penalty 10 (b) (Player Sent Off for Rest of the Match).** The umpires may send off a player for the remainder of the match for a similar but more serious offence than Penalty 10(a). The same restrictions will apply

4. EXPLANATION OF SOME RULES

a. Prolongation of Last Chukka in Event of a Tie (Rule 16b). The last chukka shall normally end, although the ball may be still in play, at the first stroke of the 7 minute bell. However if the scores are tied and the match is to be played to a result, then the chukka shall continue until a goal is scored or the second bell (7 ½ minutes) is sounded. If still a tie then after an interval of 5 minutes, the match shall be continued until sudden death. Ends are not changed. If, however, goals are to be widened by agreement of the Captains, because the Tournament Rules require it or because the extra chukka has been scoreless, then ends are changed and the ball is thrown in from the centre. Play with widened goals must not start with a Penalty. Any such awarded must be played out in the previous chukka.

b. Prolongation in Case of Penalty Awarded (Rule 16c). If the umpires award a penalty within 5 seconds of the end of the match, whether in normal or extra time, they must ensure that the time-keeper is aware of their decision and he knows that 5 seconds of play must be allowed from the moment the penalty striker hits or hits at the ball. On occasion, another penalty can be awarded during the 5 seconds period, in which case the clock should be reset to allow a further 5 seconds of play and so on.

c. Line of Ball and Right of Way (Rule 32) and Precedence of Players (Rule 33). The umpires must watch the play very closely so that they are certain of the line of the ball each time it has been hit and thus know which player has the Right of Way. The moment the line of the ball is changed they must know who is entitled to the new Right of Way and in what direction it lies. A player who was on the old Right of Way must be given sufficient room to pull up or turn otherwise a foul should be blown (Rule 33 l and m). This Rule has become increasingly difficult to apply with the current form of play in which a player taps the ball to the side and follows round on the new line. It is very important that umpires understand the meaning of the Right of Way, which is set out in detail in Rule 32b. In general terms, it follows the line of the ball with the player parallel to it following down the exact line taking the ball on his off side having priority over all others. A player riding in the direction the ball is travelling at an angle to its line has the Right of Way over a player meeting the ball at an angle but two players riding to meet exactly on the line or lines projected have equal rights. The player who strikes the ball and then deviates from its line surrenders his right to the Right of Way. Two players simultaneously making a play against each other, have the Right of Way over a single player coming from any direction (Two against One Rule). The umpires, as well as establishing in their mind the Right of

Way at every moment of the game, must also assess the relative speed and distance when a player crosses or enters the Right of Way. If there is no danger whatsoever and no requirement for the player already on the line to check, then no foul will have been committed.

d. The Player with the ROW (Rule 33). Umpires must read and understand Rule 33p which allows a defended player, proceeding at walking pace or slower, only one tap of the ball. Should he leave the ball for another member of his team to come in from behind then that player may not tap the ball, whether challenged or not, but must hit it or run with it. In particular a player who taps the ball under an opponent's pony, then turns on to the new line and claims the foul must be penalised. Umpires must make a judgement as to whether a player is being blocked by an opponent and thus cannot go forward or is deliberately restraining his pony in order to gain advantage. Equally the umpires must use their judgment in the application of Rule 33g (old soldiering). They must decide if a player has given up his Right of Way by checking and that it is safe for an opponent to ride in front of him to take the ball. Should he do so safely then the player who gave up the ROW cannot accelerate to ride into his opponent from behind. Equally an opponent may not ride into a player with the Right of Way in such a way as to cause him to hook up to avoid a nasty ride off.

e. Riding Off, Dangerous Riding and Intimidation (Rule 35). At all times the umpires must have the welfare of the players and their ponies uppermost in their mind. Thus Rule 35 contains a list of examples of dangerous riding which could cause injury to player or pony. A player carrying out one of these actions must be immediately penalised. A player may ride off an opponent who is making a half shot providing he is parallel, level and travelling at approximately the same speed. Should the player ride into a full shot he is hazarding himself and his pony and should be penalised. Umpires have to be alert to police the rules of dangerous riding and if in doubt should penalise a player who is seen to endanger another player or pony. A ride off that causes a pony to lose its balance or stumble is likely to have been too severe and should be penalised.

f. Hooking and Misuse of Stick (Rule 36). The Rule states that a player may only hook or strike at an opponent's stick when the opponent is in the act of striking the ball and his stick is below the level of the shoulder. Some examples of the dangerous use of the stick are:

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

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

g. Accident or Injury to Player or Pony (Rule 29 and 30). The umpires have a responsibility to do all that they can to prevent accident or injury to players or ponies. For example, if a player is behaving dangerously so as to be a hazard to himself or other players he must be warned, penalised and if necessary sent off. Common faults are dangerous use of the stick particularly in a melee, zigzagging in front of another pony, slowing down on the ball and hitting the ball hard into a crowd of players. Equally a pony which is out of control or has dangerous tack must be ordered off to prevent injury to others. Should an accident to a player or pony occur then the umpires must immediately take charge. If a player is injured then the umpires should stop the game and summon medical assistance by waving the pickup stick above the head. They should keep players and any others who come onto the ground away from the medical team except those who are actively helping. They should consult with the Team Captain of the injured player about possible substitutes and keep the commentator informed as to what is happening. See Annex D paragraph 3 for Substitution in High Profile Matches. Taking into account the paramount need to treat the injured player in the best conditions possible, the umpires should endeavour to restart the match as soon as possible. They must get clearance from the Medical Officer before allowing a player, who could have suffered concussion, to play. If there is no Medical Officer present then this responsibility devolves onto the umpires. If a pony falls or appears to be lame, the umpires must stop the game and see that the pony is trotted up. If not sound it should be taken off the ground in the most humane way possible. Should a pony be

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

5. CLUB WELFARE OFFICER

Every club should appoint a Welfare Officer to oversee the welfare of all the ponies owned by members of the club and also those that may be visiting for matches. The ultimate responsibility, however, remains with the owner (See the APC Risk Management Policy & Procedures Section 2.1.5.1). During matches the Club Welfare Officer should monitor the pony lines to ensure that the APC guidelines are observed. They should take note of the APC Risk Management Policy & Procedures Section 2 and Rules 3 and 4. Although umpires are responsible for pony welfare during a match, Welfare Officers should nonetheless take note of any abuse by players and bring it to the attention of the Tournament Committee if the umpires fail to react. A report form (see Rule 6) may be completed and sent to the APC Horse Welfare Committee and State Association.

They should be in close touch with the Club's designated veterinary practice to ensure that during matches cover is in place as laid down in Rule 4b. They should ensure that a horse ambulance is on standby at every match and that the team operating it have practised procedures (Rule 4p) and finally, should the worst happen, they should be conversant with the APC Risk Management Policy & Procedures Section 2.1.7 (Pony Put Down).

6. THE TIMEKEEPER AND SCORER

a. General. Rule 9 states: 'A Timekeeper/Scorer, referred to hereafter as the Timekeeper, shall be employed in all matches with an Assistant Scorer who shall man the scoreboard'. In many cases, the Timekeeper and Scorer will be the same person.

b. Timekeeper. The Timekeeper should be conversant with Rules 14 to 31 which govern his responsibilities.

- i. **Clocks.** The Timekeeper must be provided with a proper polo stop-clock, which can be stopped and started at will. This clock will govern the time; the clock on the scoreboard is for guidance only. He will also require an ordinary stopwatch as a back up and to time the extra 5 seconds of play (see below).
- ii. **Five Minute Bell.** The timekeeper will ring the bell five minutes before the advertised time for the start of the match to alert the teams and officials. If the players are not responding, he may be requested to ring the bell again to help get the match underway. He should not start the clock until play actually starts.
- iii. **Stopping the Clock.** The time during which a penalty is being awarded or an accident being dealt with does not count in the 7 minutes playing time. The fact that the time is not to be counted (i.e. the clock is to be stopped) is indicated by the umpire blowing one firm blast on his whistle.
- iv. **Starting the Clock.** The clock should be restarted once the umpire has said 'Play' and the ball is hit or hit at. On occasion the umpires will blow for a foul as a goal is scored. Should the goal be awarded they will instruct the goal judge to wave his flag and at this moment the clock should be restarted. However should the umpire blow his whistle for a second time, this will indicate that a penalty has been awarded in which case the clock should not be restarted until the penalty is taken. In the case of a Penalty One being awarded the clock is restarted when the ball leaves the umpires hand for the throw in. Note that the clock is not stopped when a goal is scored (except as above) or the ball goes over the back line for a hit in.
- v. **Ringing the Bell.** It is the Timekeeper's duty to ring the bell when 7 minutes of playing time has elapsed, and again 30 seconds later if play has not already stopped. Great care must be taken that the stroke of the bell coincides exactly with the termination of the 7 and 7 ½ minutes. In the case of a close match, a ball may pass between the goal posts a second before or after the correct time of the conclusion of the final chukka. The Timekeeper's responsibility in this matter is therefore of great importance.
- vi. **Intervals.** Between each chukka there is an interval of 3 minutes. In all matches there is a half-time interval of 5 minutes. In a 5 chukka match, the interval is taken after the 3rd

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

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

c. Scorer

- i. **Before Match.** The Polo Manager should provide a score sheet completed as far as possible. From this sheet the handicap received by a team will be put on the board by the Assistant Scorer (see below for table of Goals Awarded on Handicap). The Scorer will particularly note the colours in which the teams are playing and alter details on the score sheet if necessary.

Table of Goals Awarded on Handicap

Handicap Goal Difference	No of chukkas		
	Six	Five	Four
1	1	½	½
2	2	1½	1½
3	3	2½	2
4	4	3½	2½
5	5	4½	3½
6	6	5	4

- ii. **During Match.** The Scorer will record the goals scored (noting if possible the name of the player scoring the goal, the time at which the goal was scored and the direction of play). He will instruct the Assistant Scorer to put up the score on the board being particularly careful to check that the correct team has been credited. At all times it is the Scorer's figures that count.
- iii. **End of Match.** At the end of the match, the Scorer will add up the goals received on handicap and scored, fill in such details as weather, the time the match was completed and any unusual occurrences sign the form as correct and hand it in to the Polo Manager. This score sheet will then act as the official record of the match.
- iv. **Objections.** No objection may be lodged after the game to the Tournament Committee, umpires or the goal judges as to whether a goal was scored or not, or an error was made in recording the score or team handicap. Note, however, that it is the duty of the umpires to draw team captains' attention to the score as posted before a match (i.e. any goals received on handicap) and changes may be made as agreed. However, thereafter no objection may be raised. If the umpires fail to carry out this duty, there can be no objection from either team.

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

7. THE GOAL JUDGES

a. General. Rule 7 covers the role and duties of goal judges. Under the rules the Club has the responsibility to ensure that goal judges are fully trained, are fit and active, of an age as laid down by the Health and Safety at Work Executive, and have parental permission if required. It is recommended that Clubs draw up their own set of standing orders to be issued on signature to all goal judges. The Club must also ensure that a line is drawn 20 yards (18 metres) away and parallel to the goal line behind which the goal judge must stay during play and that spare goal posts and ball boxes are left no nearer than 30 yards (27.5 metres) from the goal line. Other items such as bicycles should be placed well away from the ground so as not to be a danger to horses. Goal judges must not be used when play is in progress simultaneously on two grounds with back-to-back goals.

b. Equipment. The Club must issue goal judges with protective headgear (a cricket helmet is

recommended) and distinctive clothing, normally white, and ensure that they are worn during play. Goal judges require a bag or box of balls, a white flag and access to spare goal posts.

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

- A flag.
- Sufficient balls in a box or bag.
- Immediate access to spare goal posts
- The ability to change a goal post if it is broken and widen the goals if required.
- The goals post in the correct position and that they are vertical.
- No impedimenta, other than balls, on the ground or within 30 yards (27.5 metres) of the goal line.
- Distinctive clothing and are wearing a hard hat. Wet weather clothing should also be available.
- Knowledge of the team colours so they can distinguish which side is attacking and which is defending.

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

e. Goal Scored. In normal play, if the goal judge is certain that a goal has been scored (i.e. the goal went over and clear of the goal line), even though play continues, he will wave his flag vigorously over his head until receiving acknowledgement from the score-keeper. It is sometimes difficult for the goal judge to be certain that a goal was scored as his view may be obscured, he may be taking evasive action or he may be confused by the flight of the ball. In this event, he should make no signal at which point an umpires should come to him to consult and then make their decision.

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

f. Penalties. For Penalty 2, if taken as a hit from the spot the goal judge to be in line with the ball, but if taken as a hit from the 30 yard line he should be on the right hand goal post looking onto the field. For Penalty 3 he should be behind the centre of the goal. When Penalties 4 or 6 are being taken, the goal judge should be behind the right hand post as he looks onto the ground and one of the umpires will take the left hand post. For Penalty 6 the goal judge and umpire should be on the straight line drawn between the ball and the goal post. He should then be able to tell if the ball went over the goal line and inside the goal post projected vertically. Judgement may be required if the ball hits a flag blowing in the wind, if the ball swerves in the air or goes over the post. Before making a signal, the goal judge should receive confirmation from the umpire who will normally raise his hand if he is satisfied it was a goal. If the umpires award a Penalty One or a goal as a result of a foul by a defender, they will instruct the goal judge to wave his flag as if a goal had been scored.

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

h. Hit Over Back Line by Defender. If the ball was hit over the back line by a defender, then the umpires will award Penalty 6 which is taken on the 60 yard line opposite where the ball went

out of play. The umpires might ask the goal judge for help in deciding if a defender or attacker hit the ball over the back line (see Rule 24 and 25).

j. During Match. The goal judge may relax a little between chukkas and at half time although he must remain alert to players coming onto the ground to stick and ball. He can usefully tread-in in front of his own goal, collect up any stray balls and be prepared for the umpires to come up to him at this time to replenish their ball bags.

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

8. UMPIRE GRADING COMMITTEE

Every Affiliated Member of the APC as well as being allocated a handicap should also have an umpire grade. Each member is assessed by an Umpire Grading Committee annually and the grade published with the APC handicap list. It is incumbent on all those who play polo not only to know the rules but also to take their turn as umpires. Once a player has reached -1 handicap he is eligible and should be encouraged to take his C grade umpire test.

ANNEX C - GUIDELINES FOR TOURNAMENTS

- 1. GENERAL.** The APC Rules for Polo will apply to all matches played at affiliated Clubs.
- 2. ENTRY.** (See also Rule 1c) A Club wishing to run a tournament must prepare an entry form which should include the following:
- Name of tournament.
 - Handicap level.
 - Inclusive dates.
 - Status (e.g. official or if not, any special conditions that apply).
 - Entry fee and note of any additional cost of officials, medical cover etc.
 - Closing date of entry.
 - Blank line so teams can enter dates on which they would prefer not to play
 - For leagues or groups whether matches are to be played to a result or may finish in a draw.
 - Any disclaimer and additional information.
 - Declaration as to eligibility of those entered.
 - Signature Block.

To enter, the team captain/manager must submit a completed entry form and send it to the Tournament Committee with the entry fee before the closing date. As a general rule the Tournament Committee should accept all entries up to the closing date. They may try to achieve extra entries in order to give a better balance to the tournament (e.g. to achieve eight teams rather than seven) but the process should not be so drawn out that the issuing of the schedule is delayed. It is, however, at the discretion of the Tournament Committee to refuse an entry, to ballot out teams or to run a tournament on an invitation basis. The Tournament Committee should whenever possible arrange a balanced and achievable schedule for a tournament at their club. This may require teams entered to play qualifying rounds at other clubs. This will be arranged by agreement between polo managers and clubs are expected to co-operate in accepting teams which may not be from their own club. Qualifying matches are taken as part of the tournament and the rules on substitution and use of ponies shall apply (See Rules 2 and 1h).

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

4. WITHDRAWAL OR DISQUALIFICATION OF A TEAM. See Rule 1f. If a team is disqualified or its withdrawal is accepted by the Tournament Committee and the team has already played in the tournament then, in a knockout, the team which they have played and beaten in the previous round may go through to the next round. In a league or group all the matches which the team has played will be declared null and void with points and goals gained by their opponents subtracted from their total.

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

Method of Drawing Byes in Tournaments

All Byes are in the first round.

No of Teams	Byes at Top	Byes at Bottom
5	1	2
6	1	1
7	0	1
8	0	0
9	3	4
10	3	3
11	2	3
12	2	2
13	1	2
14	1	1
15	0	1
16	0	0

6. LEAGUE AND GROUP TOURNAMENTS.

a. League Tournament. A league tournament will consist of one or more leagues with each team in its league playing the other. When there is more than one league, the most successful teams go on to a main or subsidiary knockout dictated by an order of merit (see Annex E).

- i. There should always be the same or more places for teams in a knockout than the number of leagues or groups.
- ii. Leagues of three teams are to be avoided if possible as they are more prone to match fixing than larger leagues. If used, the team that loses the first match in its league should ideally play the third team next so that the next league match will count towards the overall result
- iii. For reasons of time or availability it may sometimes be necessary to schedule a tournament in which all the teams in a league do not play each other; for example, if there are five teams and only time for each team to play two matches. Scoring will be as laid down in Paragraph 3 of Annex E.

b. Group System. In each group there are two subgroups of two or more teams (each subgroup must have the same number of teams) which then play across so that each team in one subgroup plays each team in the other. The group system should be used sparingly but it may enable teams in a tournament to be given the same number of matches in the league or group phase, However, as all the teams within a group have not played each other, this system can sometimes lead to maverick results which are only partially offset by combining all the results within the group (See Paragraph 3 of Annex E).

c. Combined Leagues and Groups. Sometimes, in order to achieve a uniform number of matches played, the league and group system can be combined. For example, if there are fourteen teams in a tournament, the Committee can schedule two leagues of four teams and a group of six teams (two subgroups of three teams each) so that every team plays three matches in this phase.

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

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

8. PENALTY SHOOT OUT. On occasion, particularly if teams have arrived to play when the field is considered unsafe, a penalty shoot out can be held. This will produce a result and give some enjoyment to players and spectators. The shoot out will be conducted as follows:

- The team handicaps will be calculated and posted as normal with the score at the point of

abandonment if the match has started. A coin will be tossed.

- Goals will be undefended. One strike only, per shot at goal.
- Player One from Team A will take two shots from the 30 yard spot followed by Player One from Team B and so on until all the players from each team have had two shots.
- Player One will have two shots from the 40 yard spot and so on as for the 30 yard.
- Player One will have two shots from the 60 yard spot and so on as for the 30 yard.
- The score will be calculated on the number of goals scored divided by two.
- If this results in a tie and a result is required the process will be restarted until a winner can be declared by sudden death.

The shoot out can take place at two separate locations and at different times. Should the match have started then the number of penalty shots to be taken can be reduced pro rata to the number of chukkas played.

ANNEX D - CONDITIONS FOR OFFICIAL APC TOURNAMENTS

1. GENERAL. Official APC Tournaments take priority over non-official Tournaments and as a general principle the higher goal tournament takes priority over the lower goal.

2. TEAM CHANGE AND SUBSTITUTION IN A HIGH PROFILE TEAM. The rules for team changes are laid out in Rule 1d and for substitution in Rule 2. The rules are designed to enable a team, in which a regular member is unable to play for a bona fide reason such as injury, to compete in such a way as to be fair to both sides. However, it is recognised that in higher goal polo the replacement of a 5-10 handicap player by another within the rules may be almost impossible without unacceptable delay and expense. Thus at this level the rules are relaxed as follows:

a. Team Change. This will apply at any time during or shortly before the tournament until immediately before a match when the change of player is deemed to be a substitute. A distinction is drawn between:

- i. League Phase. If a player is unable to play in the next match of the league phase, then the players in the team must be qualified under Rule 1c(iii) which specifies that a player may only play for one team in a tournament. If no qualified player is available at the same handicap then a double substitution may be made.
- ii. Main Knockout Phase. If a player of 8 goals or above cannot play due to an injury certified by a doctor, that player may be replaced by a player who has played in the league phase but not in the knockout phase of the main tournament. Special rules to be detailed in the tournament conditions may apply to any subsidiary knockout phase.

b. Substitution. A substitution may take place if a player is injured during a match or warm up. As above a distinction is drawn:

- i. League Phase. A team may nominate a player of 8 goal or above who is playing in the tournament to act as a substitute in the event of injury to one of its players. The player may then come in as a substitute for an injured player of 8 goals or above. Otherwise the rules for substitution as laid down in Rule 2 apply.
- ii. Main Knockout Phase. A team must nominate a qualified substitute for each of its players and give the list to the Polo Manager by 5pm the evening previous to the match. For a player of 8 goals and above a similarly handicapped player who has played in the tournament but not in the main tournament knockout phase is deemed to be qualified.

c. Ponies. See Rule 1j.

3. INTERNATIONAL MATCHES. International matches will be played under APC rules unless any changes have been mutually agreed by the team managers /captains and recorded in writing before the match. The International Committee have the responsibility to nominate the match officials in consultation with the Chief Umpire. A list of officials should be given to each team manager/captain who will make a selection in order of preference from the list. The Chief Umpire, in consultation with the Chairman of the International Committee will then make the final selection. Any umpire selected should be practised and fully conversant with the current APC rules.

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

Level	First Umpire
Over 12	Open
6 - 12	A
0-4	B

ANNEX E ORDER OF MERIT WITHIN AND ACROSS LEAGUES & GROUPS

(See also Annex C)

1. GENERAL.

- a. This Annex lays down the rules for calculating the Order of Merit within and across leagues and groups and related issues. It should be read in conjunction with Annex C, Paragraph 6, which gives guidelines for running tournaments under the league and group systems.
- b. **Points System.** In each league or group a points system will operate for matches as follows:
Played for a Win: Win = 2 Lose = 0
Played for a Draw: Win = 2 Draw = 1 Lose = 0
- c. **Definitions.** The following definitions will apply throughout the Annex:
 - i. **Goals Scored.** This is the sum of the 'goals scored' by a team including those awarded on handicap.
 - ii. **Goals Against.** This is the sum of the 'goals scored' against a team including those awarded to their opponents on handicap.
 - iii. **Goal Difference.** This is the sum of 'goals scored' by a team less the 'goals against'.
 - iv. It may result in a minus total.

2. ORDER OF MERIT WITHIN A LEAGUE ALL TEAMS HAVING PLAYED EACH OTHER.

In a tournament that involves leagues in which all the teams within each league have played each other a record of the results should be drawn up as in the Examples.

- a. **Points.** The order of merit is established initially by taking the number of points scored by each team in its league (Example A).
- b. **Two Teams Tied on Points.**
 - i. If two teams are tied on points, then the team that won the match between them goes above the other (Example B).
 - ii. If the result of the match between the two tied teams was a draw, the first placed team will be that with the best 'goal difference' counting all the matches played by the two teams in their league.
 - iii. If the teams are tied on 'goal difference', the first placed team will be the one with the most 'goals scored', again counting all the matches played by the two teams in their league.
- c. **Three Teams Tied on Points.** If three teams are tied on points, recalculate the points scored counting only the matches played between the tied teams thus:
 - i. If this results in two teams still being tied on points, the team that won the match between them goes above the other.
 - ii. If three teams are still tied on points, the order of merit is established from the 'goal difference' credited to each team. Thus the team with the best 'goal difference' goes first, results in two of the teams being tied on 'goals scored', the team that won the match between them goes above the other (Example E).
- d. **Four or More Teams Tied.** In the event that four or more teams are tied on points, then proceed as for three teams tied (Paragraph 2c).

3. ORDER OF MERIT WITHIN GROUPS AND LEAGUES IN WHICH ALL THE TEAMS HAVE NOT PLAYED EACH OTHER. In a tournament which involves groups or leagues in which all the teams have not played each other, a record of the results should be drawn up as in the Examples. The order of merit is drawn up using points first, then 'goal difference' and then 'goals scored' noting that:

- a. The result of all matches within the group or league will be taken. Thus for example with two sub groups, each of two teams playing across each other, the result of all four matches will be taken together (Examples C, D and F).
- b. If two teams have tied on points and have played each other the order of merit between them will not depend on which team won that match but on 'goal difference', and then if still tied on 'goals scored' (Examples F and G). However, if two teams are still tied on 'goals scored' and they have played each other for a result then the team that won the match between them shall go above the other team in the order of merit.

4. ORDER OF MERIT ACROSS LEAGUES AND GROUPS.

- a. As a first step establish the order of merit within each league or group using the system laid down in Paragraph 2 or 3 above. The first team in each league and group have an automatic place in the knockout phase (see Annex C Paragraph 6a).

- b. If it is necessary to establish an order of merit between the first placed teams in each league to allocate the playoff places in the knock out phase (see Paragraph 6 below), take all the matches that the teams have played in their league or group to establish the order of merit between them again using the system in Paragraph 2 or 3.
 - c. If it is necessary to achieve an order of merit between the second or third placed teams in each league and so on proceed as for the first placed teams above.
 - d. In the event that there are an unequal number of teams in each league then eliminate the bottom team and recalculate the scores. The original placings will stand i.e., the team that came first in the league before equalisation will remain first but the points, goal difference and goals scored credited to it after equalisation will be used for comparison with the equivalent placed teams in the other leagues. Thus, if required, an overall order of merit, involving all the teams in a tournament can be drawn up. (See Examples H and J).
- 5. TEAMS STILL TIED.** If teams remain tied having applied all the above methods to separate them, then the Tournament Committee shall determine the order of merit by using another equitable test such as:

The best 'goal difference' achieved in any one game.

The best 'goals scored' achieved in any one game.

A play off or penalty shoot out.

The toss of a coin.

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

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

If eight teams are to enter the knockout phase then quarter finals will be played but if only four then semi-finals will be played. These placings may be altered for scheduling reasons or to avoid teams that have played each other in the league phase meeting in the early rounds of the knockout. A draw can also be made.

7. MATCH NOT PLAYED OR COMPLETED. If a match cannot be played or, if started, cannot be completed because of bad weather or any other reason every effort should be made to reschedule it so that it can be played or completed. If this is not possible consideration should be given to a penalty shoot out as outlined in Annex C paragraph 8. As a last resort the result of a match can be calculated as follows:

a. If not played:

Taking all the matches played in the league or group concerned; establish the 'goal difference' for each team. The score is then calculated by dividing the 'goal difference' of each team by the number of matches played by each team; all fractions to count as half.

If this produces a tie in a tournament in which matches are to be played for a win then a similar calculation will be made taking account of 'goals scored'.

- If two teams remain tied then Paragraph 5 will apply

b. If started but not completed:

The score will be calculated by taking the score of each team at the time the match was abandoned. These scores are then each divided by the number of chukkas completed and multiplied by the total number of chukkas due to be played in the match to give the score; all fractions to count as half.

- If the teams were equal when the match was abandoned, each team will be awarded half a point.

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

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

or more teams are tied on points, only matches between the tied teams are counted as in Paragraph 2b above, except that a team that has won the open section of the league shall not be considered as a tied team.

9. CANCELLATION. If the result of a league is known before the last matches are played and the result cannot be influenced by those matches, they may be cancelled provided the Tournament Committee, the club where the matches were due to be played and both team captains all agree.

EXAMPLES TO ANNEX E

Example A - League with no teams tied on points

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

Example B - League with two teams tied on points

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

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

Example C - 4 teams grouped in 2 sub groups.

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

Teams play across. A team and B team each have four points so go straight to goal difference and the scores are still tied; go to goals scored and A team go first and B team second. Likewise C team go third and D team fourth.

Example D - 4 teams grouped in 2 sub groups.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			5 - 4	3 - 4	WL	2	8	8	0	3
B team			4 - 10	4 - 7	LL	0	8	17	-9	4
Sub Group 2										
C team	4 - 5	10 - 4			LW	2	14	19	+5	2
D team	4 - 3	7 - 4			WW	4	11	7	+4	1

Teams play across. D team goes first with 4 points. Team A and C are tied on points. As teams have played as a Group of two pairs C team is placed above A team in second place as C team has a better goal difference.

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

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

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

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

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

All three teams are still tied on points. The team with the best goal difference goes first, the second best second and so on; thus the Order of Merit is A, B then C.

Example F - 4 teams grouped in 2 sub groups tied on points.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			8-6	5-8	WL	2	13	14	-1	3
B team			7-9	5-4	LW	2	12	13	-1	4
Sub Group 2										
C team	6-8	9-7			LW	2	15	15	0	2
D team	8-5	4-5			WL	2	12	10	+2	1

All four teams are tied on 2 points. Some but not all of the teams have played each other so which team won the match between them is discounted so go to goal difference (Paragraph 3). Thus the order of merit is 1st D team with plus 2, 2nd C team on 0 and as A and B teams are equal on minus one, go to goal scored and A team comes 3rd with 13 and B Team 4th with 12.

Example G - 5 teams in a league each playing only two matches.

League 1	A team	B team	C team	D team	E team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		9-4			5-8	WL	2	14	12	+2	3
B team	4-9			8-7		LW	2	12	16	-4	4
C team				5-9	3-7	LL	0	8	16	-8	5
D team		7-8	9-5			LW	2	16	13	+3	2
E team	8-5		7-3			WW	4	15	8	+7	1

E team goes first with 4 points, A, B and D teams are tied on 2 points each. Although A and B have played each other, this is discounted so go straight to goal difference etc (Paragraph 3b). Thus D comes 2nd, A 3rd, B 4th and C 5th on 0 points.

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

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

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

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

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

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

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

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

ANNEX F - EXAMPLES TO THE RULES

Rule 33f contd

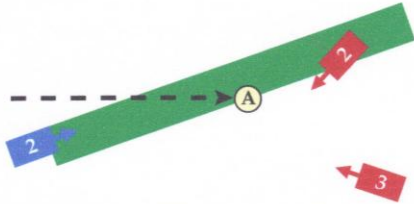


Fig ix. Blue 2 has the ROW as he is travelling in the same direction as the ball. If Red 3 was on the exact LOB, he would have the ROW on meeting (see Rule 33b) Red 3 may attempt to hook Blue 2's stick. If Blue 2 takes the ball on the near side, he will lose his ROW and foul because he endangers Red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

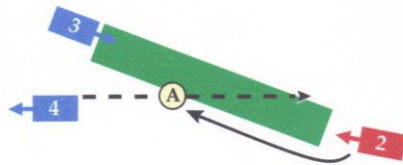


Fig x. Blue 4 backs the ball to A. If Red 2 is not on the exact line of the ball, then Blue 3 has the ROW as he is travelling in the direction that the ball was hit. To make a play without fouling, Red 2 must move to A without endangering or impeding Blue 3 who has the ROW.

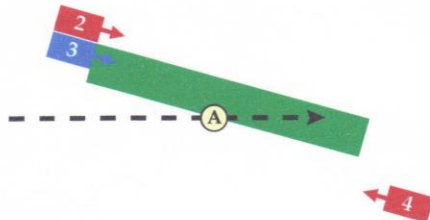


Fig xi. Blue 3 and Red 2 have the ROW and Red 4 has no play. If Red 4 was meeting on the exact LOB, Red 4 would have ROW.

Rule 33g

A player in possession of the ball may check to avoid what would have been a legitimate ride off but if an opponent is then able to enter the ROW safely with the ball ahead of him, the player following cannot ride into that player from behind and only has a play on his nearside (Figs xii and xiii.)

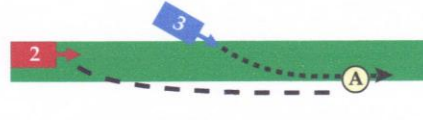


Fig xii. Red 2 has possession and hits to A. Red 2's ROW is as shown. Blue 3 may enter the ROW provided he does not endanger or impede Red 2. Red 2 must not ride into Blue 3 (including riding him off from behind) and only has a play on his nearside.



Fig xiii. Blue 3 goes to ride off Red 2 legitimately. If Red 2 checks to avoid a legitimate ride off, he risks surrendering the ROW if Blue 3 can then enter the ROW safely. He then only has a play on the nearside.

Rule 33h

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



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

Rule 33j

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

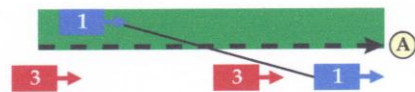


Fig xv. Blue 1 has the ROW as shown. Blue 1 fouls if he switches to take the ball on his nearside and endangers Red 3 or causes Red 3 to have to check.

Rule 33c

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

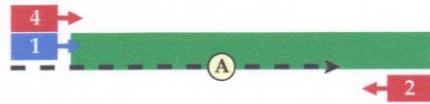


Fig i. Red 4 and Blue 1 are on the exact LOB and have the ROW over all other players. Red 2 has no play. If Red 4 starts to make a play on Blue 1 when Red 2 is already established to meet Blue 1, then Red 4 will have fouled.

Rule 33d

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

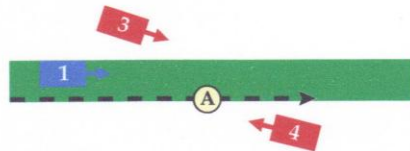


Fig ii. Blue 1 is on the exact LOB and has the ROW over all other players except two players meeting on the exact LOB.

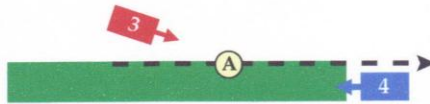


Fig iii. Ball is hit to A. Blue 4 is meeting on the exact LOB and has ROW.

Rule 33e

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

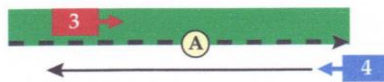


Fig iv. Red 3 is on the exact line following the ball and has the ROW but Blue 4 would still have the right to meet him right hand to right hand as he also is on the exact line.

Rule 33f

When two or more players ride in the same direction, the player who has the ROW is the one who is at the least angle to the LOB (Fig v) provided that he does not contravene rule 32b (ii) if he plays the ball on his nearside (Fig vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Figs vii and viii). Any player or players riding in the same direction that the ball is travelling or has travelled has a ROW over any player or players approaching from the opposite direction (Fig ix, x and xi) unless the player or players are on the exact line as in 33c and 33d.



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

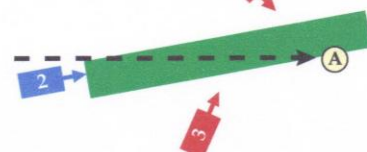


Fig vi. Blue 2 is riding at a lesser angle and has the ROW to take the ball on his offside. Red 3 could make a legitimate ride off or a nearside play. Red 1 has no play as he is at too acute an angle to ride off. If Blue 2 places himself to take the ball on the nearside, he endangers Red 3 and contravenes Rule 32b(ii).

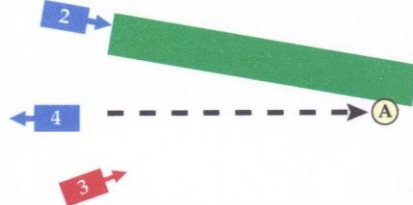


Fig vii. Blue 4 hits backhand to A. Blue 2 and Red 3 appear to be at equal angles. Blue 2 has the LOB on his offside and has the ROW.

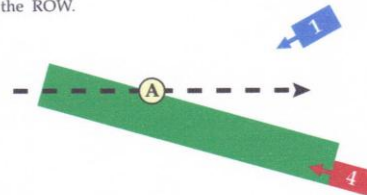


Fig viii. Red 4's approach is at the lesser angle to the LOB and he has the ROW. If Blue 1 was considered to be approaching at an equal angle, Red 4 still has the ROW because the LOB is on his offside.

Rule 33k

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

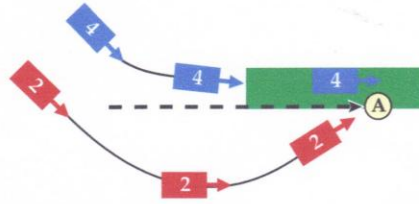


Fig xvi. If Red 2 hits the ball under the neck to A but does not manage to stay on the exact LOB then the player on the lesser angle to LOB has the ROW. Blue 4 is at a lesser angle to the LOB and has the ROW. Red 2 can play the ball on the near side, or make a legitimate ride off or hook on Blue 4. (See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

Rule 33p

The player with the ball who chooses to stop or slow down to walking speed when he is being challenged but is neither being obstructed nor ridden off may then tap the ball only once, in any direction, after which he must immediately leave it, accelerate with it or hit it away (Fig xvii). Should he leave it for another member of his team to take, that player, whether challenged or not, must run with it or hit it away without the option of a tap. The opponent is considered to be challenging if he is within one horse's length on either the offside or the nearside of the player with the ball. The penalty for breach of this rule shall normally be Penalty 7 (throw in), but, if the rule is breached persistently by a team, a more severe penalty may be awarded. A player who chooses to tap the ball under the pony of a challenging player will foul if he rides into the challenging player other than by a legitimate ride off.

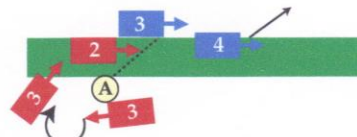


Fig xvii. Red 2 has possession; Blue 3 is in a defensive position between Red 2 and the goal. Blue 4 must clear the ROW and Red 2 must continue to move the ball. He may tap the ball only once and must then leave it, accelerate with it or hit it away. If Red 2 hits to Blue 3, Blue 3 must clear the new ROW immediately without making a play on the ball. It is not a play if the pony kicks the ball. If Red 2 has tapped the ball once then the next play, or that of any member of his team such as Red 3 circling to back him up, must be to accelerate with it or hit it away.

Rule 35a,b

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

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

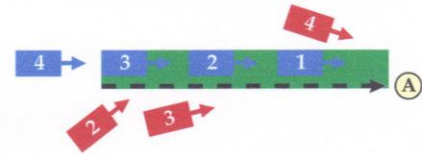


Fig xviii. Blue 4 hits ball to Blue 1 who is on the line of the ball and has the ROW. Red 4 can make a legitimate ride off on Blue 1.

Red 3 can play the ball on the nearside, (provided he does not impinge the ROW before or after playing his shot), or he can hook Blue 1 or Blue 2 if they are playing a shot, or ride off Blue 1 or Blue 2 legitimately; he can not ride in behind the saddle or from behind, and must be careful not to sandwich (Rule 35a).

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

Rule 35c

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



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

Rule 35d

A player may not ride off an opponent who is already being ridden off by another member of the team (sandwiching). However, it is not a foul for a player to hook legitimately an opponent's stick while the opponent is being ridden-off by a team mate of the player hooking.

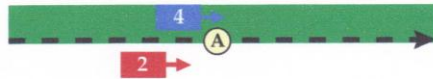


Fig xx. Blue 1, who has the ROW, is already being ridden off by Red 3. If Red 4 rides off Blue 1, it is a sandwich. However, Red 4 can hook Blue 1 when he is making a shot. If Red 3 pushes Blue 1 across the line to make contact with Red 4 it is also a foul against Red.

Rule 36a

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

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



Rule 35f

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



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

Rule 35g

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

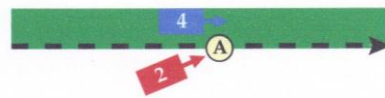


Fig xxii. Red 2 can not ride over the top of the ball if Blue 4 has already started the downward swing of a full forehand or backhand stroke.

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

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

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

INDEX TO RULES 2010

	Rule No		Rule No		Rule No
Accident to Player	29	Handicap:		Pony:	
Accident to Pony	30	Calculation	1k	Disqualified	4f
Advantage Rule	26a	Raised	1e	Ordered off	30a
Angles, equal	33f	Substitution	2	Referee	7, Annex B
Appealing	1b	Headgear:		Report Forms	6
Attacker Hits Behind	24	General	3a	Right of Way	32b, 33
Ambulance Requirement:		Loss of	28b	Rough or Abusive Play	37
Matches	10	Helicoptering	36b(vi)	Safety Zone:	
Ponies	4n	Hooking	36a	Size of	11f, Annex A
Ball:		Injury:		Access during play	13b
Carrying	36c	To Player	29	Scorer	9
Dead	15b(iii), 32a	To Pony	30	Shirts	1g
Hit out	8c, 22, 24	Interval, between play	15e, 17a	Sideline, ball hit over	22
Line of	32a	Line of Ball	32a	Spurs, use of	3b, 37b
Size of	12	Line Up:	14b	Stick, misuse of	36b
Trodden in/Split	31a, 31b	Wrong	19	Studs	4g
Bell:		Match:		Substitution	2, Annex D
Sounding of	16a, 16b	Duration of	15a	Tack:	
Boards:	11e, Annex A	Five second rule	16c	Broken	26b
Checking	33a, 33g, 33p	Not started	5d	Dangerous	30b
Chukkas:		Unfinished	5d, 15c, Annex E	General	4e
Duration of	15d	Winning of	20d	Teams:	
Clock, running & stopping	15b	Medical Cover	10	General	1
Coaching on Ground	1m	Misuse of Stick	36b	Shirts	1g
Contagious Disease	4d	Muzzles	4j	Technical Penalty	38
Crossing	33a	Not Trying	1n	Throw In	21, 40h
Dangerous Riding	35	Officials	5-10	Time:	
Dead Ball	15b(iii), 32a	Offside	19	Extra	17
Defender hits Behind	25a	Ordered Off:		General	15, 16
Delay, unnecessary	15f, 39d	Player	40j	Timekeeper	9
Disabled Player	2a, 2l, 29	Pony	30	Tournament Committee	5
Drink & Drugs:		Penalties:		Turnout	4e
Players	1b	General	38-41	Umpires:	
Drugs:		Shoot Out	Annex C	General	7, Annex B
Ponies	4m	Technical	38	Dress	7g
Ends, Changing	18	Personal Foul	38	International Matches	Annex D
Entry to Tournament	1c	Play:		Ponies	1j, 4l
Equal angles	33f	Continuous	15b(i)	Unnecessary Delay	5f, 24e, 24f, 39d
Equipment for Players	3	Duration of	15	Veterinary Cover	4b
Equipment for Ponies	4e	Interruption of	26-31	Water	4j
Equipment Loss or Breakage	28	Restarting	21-25	Welfare of Ponies	4, 30a
Extra time	16c, 17	Rough or abusive	37	Whip, use of	3d, 37a, 37b, 37d
Foul:		Start of	14	Winning	20d
Definition of	27a	Termination of	16	Widened Goals	11d, 17c(ii), 18c
On the Bell	16d	Player:		Withdrawal from Tournament	1f
Personal	38	Accident or Injury to	29		
Field of Play:		Arriving late	2a, 2k		
Size of	11c, Annex A	Concussed	29c		
Access during play	13a	Falls off	29a		
Game:		Equipment	3		
See Match		Ordered off	40j		
Goal:		Ponies:			
Disputed	20b	Drugs	4m		
Judges	8, Annex B	Equipment	4e		
Penalty	40a	Muzzles	4j		
Posts	11d, Annex A	Number of chukkas	4k		
To Score	20a	Studs	4g		
Widened	17c(ii), 18c	Umpire	1j, 4l		
Ground:		Unshod	4g(vi)		
Private	11g	Water	4j		
Size of	11c, Annex A	Welfare	4, 30a		
Unsafe to Play	5d, 15c				