

ARENA RULES

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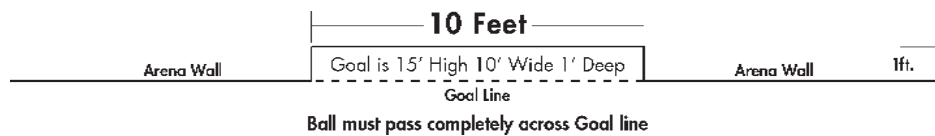
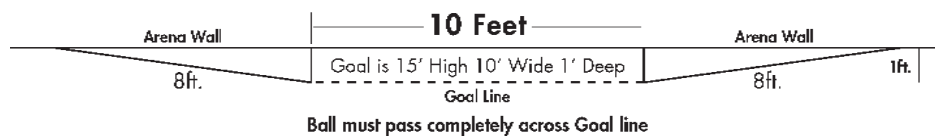
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RULE 1--FACILITIES

a. Playing Arena

- (1) A playing area of 300 feet in length by 150 feet in width is considered ideal for Arena Polo.
- (2) Goals shall be centered at opposite ends of the Arena and the ideal size shall be 10 feet in width by 15 feet in height, inside measurement.
- (3) Arena polo is normally played in facilities which have walls and gates enclosing them.
 - (a) Goals painted on the end walls do not make satisfactory goals as they do not mark a goal line across which the ball must pass.
 - (b) Goal boxes, as shown in the sketch below, in height equal to the height of the goal including a cross piece marking the top of the goals should be used.
 - (c) Although arenas with open ends, goal lines and goal posts are not favored by the Arena Committee, it would suggest that Rules 18, 22a, 21a and Penalty 6 as provided in the Official Outdoor Rules be followed with the exception that the free hit called for in Penalty 6 be taken 25 yards from the goal line.
- (4) The Arena shall be clearly marked with goal lines, center line the full width of the floor and at points 15 yards and 25 yards perpendicular to each goal.
 - (a) The goal line shall extend across the goal mouth, the full width of the goal.

Goal built outside Arena Wall**Goal built inside Arena Wall**

(b) The leading edge of the goal line shall indicate the plane of the goal, with the remainder of the line inside the goal box.

(c) The ground area behind the goal line may be sloped so a rolling ball will fall through, not away from, the plane of the goal.

b. Balls

The ball shall be not less than 12.5” or more than 15” in circumference and the weight not less than 170 grams or more than 182 grams. In a bounce test from 9’ on concrete at 70°F, the rebound should be a minimum of 54” and a maximum of 64” at the inflation rate specified by the manufacturer. This provides for a hard and lively ball.

c. Exception to Rules

It is recognized that some limitations may from time to time exist which make it impossible or impractical for the Committee to fully comply with the Rules of Arena Polo. In such cases, the Committee shall spell out such exceptions prior to the event. The Committee shall make every effort to comply with the intent of these Rules if an exception must be made. The Committee should use restraint in making “house rules” and do so only if it is in the best interest of the players and the event. Ground Rules could include, but not be limited to: definition of “goal line,” “goal mouth,” “wall,” or “out of play.”

RULE 2--MOUNTS AND EQUIPMENT

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

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

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

d. Shadow rolls, blinders or any other device which might obscure the mount’s vision shall not be used.

e. Shoes with an outer rim, toe grab, screws or frost nails are not allowed. Dull heel calks are allowed on hind shoes only.

f. Unless announced as a “split string” event, no mount may be played by more than one team.

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

h. Leg protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

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EXAMPLE:

When play is stopped, the Umpire notices blood on one of the flanks of the Red #2’s mount. The blood is wiped from the horse, the spurs are removed by the direction of the Umpires (Rule 3.a.3) and the chukker continues. If the bleeding resumes, the horse should be removed.

RULE 3--PLAYERS AND ALTERNATES

a. There shall be three players on each team, designated as No.1, No.2, and No.3. Each team may designate one or more alternate players.

(1) Each team shall designate one player as Captain who shall have the sole right to discuss with the Umpire procedural matters arising during the game.

(2) Players shall not appear in any event in other than proper uniform including a suitable helmet or cap with chin strap in place.

(3) A player shall not use sharp spurs nor any gear with protruding buckles or studs.

(4) In the event the colors of competing teams are similar, the Committee may designate which is to change its uniform for the game in question.

(5) No player shall play for more than one team in any event.

(6) A team shall present itself to play at the time scheduled by the Host Tournament Committee.

b. No player shall participate in any game, match or tournament event at any USPA member club unless the player's USPA registration fee has been paid and a handicap issued for the year in which the event takes place.

(1) A player registered with the USPA is eligible to play in any match, game or tournament event except that: a player with a handicap of B (-1) may not play above the 9 goal level and a player with a handicap of C (-2) or N (Novice) may not play in any USPA arena tournament

(2) No individual shall participate as a player or official in any match if physically impaired (e.g., sick, hurt, intoxicated) before or during a match if such impairment endangers the safety of the individual or others.

c. Unlimited substitutions shall be permitted at the end of any period.

(1) In the event of an injury substitution during a period, the team may elect to make a double substitution, replacing the injured player and one other with eligible substitutes. (Rule 16.h)

(2) The substitute must be eligible to play in the game and the team's aggregate handicap after the substitution may not exceed the upper handicap limit specified for the event; however, the team's aggregate handicap may be below the lower aggregate handicap limit specified for the event.

(3) In all cases of substitution, the highest handicap on the field at any given time in the game shall be counted for the entire game.

(4) In the event a player or players are removed from a game due to Penalty No. 7, both teams may substitute the remaining players in accordance with the conditions listed above, except that neither team's aggregate handicap on the field, plus goals received by handicap, may exceed the higher handicapped team's handicap following the enactment of Penalty No. 7.

(5) After enactment of Penalty No. 7, if the teams are reduced to two players per team, the injured player may not re-enter the game at any time and the game shall be finished with two players per team.

d. In the event a player is removed from the game due to inability to continue or by dis-

qualification and no qualified alternate is available or permitted, the team shall continue to play, no change in handicap shall be made, and the team will remain qualified.

RULE 3. PLAYERS AND ALTERNATES...INTERPRETATION: Players may only be replaced during a period if a player is declared unable to continue. Double substitutions may be made as long as the players are individually eligible and the team remains eligible.

EXAMPLES:

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

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

Team Red enters a 12 goal tournament with a 6-goaler, a 4-goaler, and 2-goaler. Team Blue has a 12 goal team that consists of a 5-goaler, a 4-goaler, and a 3-goaler. Team Red loses the 6 goal player to injury as a result of a foul by Blue Team and a Penalty No. 7 is awarded. As no alternate is available, the Red Captain requests the removal of a player from the Blue Team. As there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. The game will be resumed with two on a side, leaving the Red's Team's aggregate handicap at 6 goals and Blue's handicap at 7 goals. Subsequent substitutions by either team may not exceed an aggregate team handicap of 7 goals.

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

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

Team Red, a 12 goal team, loses an 8-goaler to injury. As no 8 goal alternate is available, the Red Captain orders the 2 goal Red #1 to leave the game and wishes to substitute two 5 goal players. The team handicap remains 12 goals. The double substitution is permitted.

Team Red, an 8 goal team, loses their "B" rated player to injury. No alternate is available. Team Red may continue the game with 2 players even though their on-the-field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team.

Team Red enters an 8 goal tournament with a 7 goal team. Late in the game, Red's 4-goaler is injured and the only available alternate is a 5-goaler. Red can make the substitution, but will have to adjust the score, as they are now an 8 goal team.

Team Blue, in a 6-9 goal tournament, loses its 5 goal player to injury. The only player

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available, who is not already on a team in the tournament, is a 1 goal player. The team, is allowed the substitution, even though below the lower limit.

RULE 4--OFFICIALS

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

- (1) The Committee shall consist of one or more individuals who shall be clearly identified to all participants.
- (2) The Committee may designate any individual to represent the Committee in communicating with the participants.
- (3) The Committee, or its representative, shall determine the eligibility of all players and teams.
- (4) The Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11. Disciplinary Procedure.
- (5) The authority of the Committee, or its representative, is final and subject only to the provisions of Association By-Law 11. Disciplinary Procedure.

b. Umpire and Referee

- (1) Every tournament game shall have two Umpires and a Referee or just one Umpire at the discretion of the Committee. Throughout these Rules, "Umpire" shall refer to one or two, whichever are serving. The second Umpire may be mounted or serve from a vantage point on the side.
- (2) The authority of the Umpire and/or Referee shall extend from the time each game is scheduled to start until its end and shall include the ability to file a complaint of Conduct Violation in accordance with By-Law 11. For the purpose of this rule, the "end" of a game will occur approximately 15 minutes following the final whistle.
- (3) The Umpire shall be responsible for enforcing the Rules and maintaining proper control over players and teams during the game.
- (4) Subject to Rule 18, all decisions of the Umpire, or agreed decisions of two Umpires, shall be final.
 - (a) In the event two Umpires are serving and they disagree, the Referee shall decide which Umpire's opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. The Referee's decision is to be final.
 - (b) The officials are encouraged to discuss among themselves any aspect of the game; however, only the Umpire(s) can award a Penalty.
- (5) Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpire or the Umpires and Referee.
- (6) The authority of the Umpire is absolute and the Umpire's decisions must be respected and complied with. The Umpire has the authority to impose any penalty

as set down in Rule 9.

RULE 4. OFFICIALS...b. (4) (b) INTERPRETATION: Although Officials can, and should, discuss aspects of the game, these conversations should be held between periods. Only questions of immediate importance should be discussed during play and those conversations kept brief.

c. Timekeeper

(1) A Timekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of time elapsed during and between periods of the game.

(2) The Timekeeper shall signal the expiration of time to the officials. In all cases, time expires at the sound of the horn and the Umpire's whistle confirms the end of a period.

(3) The authority of the Timekeeper shall be subordinate to that of the Umpire.

d. Scorekeeper

(1) A Scorekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of goals scored, including goals by handicap or penalty, and fouls committed by both teams and to advise the Umpire of both.

(2) The Scorekeeper shall fill out any forms or score sheets required by the Association following the game or event.

(3) The authority of the Scorekeeper shall be subordinate to that of the Umpire.

e. Goal Judges

(1) Goal Judges may be appointed who shall give testimony to the Umpire at the latter's request as to goals scored or other points of the game near the goal.

(2) The authority of the Goal Judge shall be subordinate to that of the Umpire.

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RULE 5--LENGTH AND NUMBER OF PERIODS

a. A regulation game shall be four periods of 7-1/2 minutes with intervals of 4 minutes after each period except the second period. There shall be a 10 minute interval after the second period. Should the Committee so designate, an event may be played under one of the following options:

(1) An event may be played with "split periods" as follows:

(a) At the first play stoppage, including a goal, following the expiration of 3 1/2 minutes in any period, the timer shall sound a horn.

(b) During this stoppage, not more than 2 minutes will be allowed for players to change mounts.

(2) An event may be played with six periods of 5 minutes with intervals of 4 minutes after each period except the third period. There shall be a 10 minute interval after the third period.

b. The timer shall sound a horn to signal the end of the period.

(1) Play shall continue in all periods except overtime periods until ended by the final horn.

- (2) Play shall stop at the sound of the timer's horn and the ball shall be dead at that instant. The Umpire shall confirm the end of the period by sounding the whistle.
- (3) In arena, without a visible clock, it is recommended that a 30-second warning be sounded.

c. In the event of a tie at the end of the last regular period, a winner shall be produced under one of the following options as designated by the Committee prior to the commencement of the event:

- (1) The game shall continue, after a 10 minute interval, with additional periods, as required, the team first scoring to be declared the winner.
- (2) A "shootout" procedure, after a 4-minute interval, conducted as follows:
 - (a) The Umpire(s) will determine which goal to use. One Umpire will set up each ball, the other Umpire to serve as goal judge.
 - (b) For the purpose of player substitution, the "shootout" shall be considered an additional period of the game.
 - (c) The mounts in the shootout shall be those used in the final regular period unless replaced due to injury.
 - (d) Each player, in turn, will attempt a free hit from the 25 yard line at an undefended goal. A player must hit or hit at the ball on the first or second approach.
 - (e) All players not hitting to be behind, and not closer than 10 yards from the ball.
 - (f) The team to hit first shall be decided by lot.
 - (g) Each shootout goal to score 1 point. After all players have hit, the team with more points will be declared the game winner by one goal.
 - (h) Should a tie remain after all players have hit, all players will hit again, the team which hit first, now hitting last, until a winner is produced.

d. When the Umpire sounds the whistle and stops play during a period for any cause provided in these rules, the clock shall be stopped, and the elapsed time shall not be deducted from the length of the period.

e. When a goal is scored, the Umpire shall signal by raising an arm and time shall not be taken out.

f. The judgment as to whether a ball went out of play or was put in play before or after the horn is the Umpire's.

g. All penalties shall be exacted in the period in which they are awarded. If less than 5 seconds remain in the period, the clock shall be reset to 5 seconds prior to the free hit. A penalty awarded between periods of a game will be executed at the start of the following period.

RULE 6--SCORING

- a. The team which scores more points shall win the game.
 - (1) Goals awarded by handicap shall count as one point goals scored.

- (2) A ball hit from beyond the center line which scores directly or off the wall but not off the roof structure and without being touched by any mount or any player other than one original hit by the striker, shall count two points.
- (3) Goals awarded according to the conditions of Penalty No. 1 shall be counted:
 - (a) as two point goals scored if the hit met the criteria of Rule 6. a. (2) above but did not score solely due to a defensive foul.
 - (b) as one point goals scored if the criteria of Rule 6. a. (2) are not met.
- (4) All other goals count one point.

b. In order to score a goal, the ball must pass between the goal posts, through the plane of the mouth of the goal, and beneath the top of the goal. If required, the Committee may state “house rules” for goal construction as permitted under Rule 1.c.

c. Where play is stopped in the belief that a goal has been scored, and it is subsequently ruled that no goal has been scored, play shall be resumed by a bowl-in at the 15-yard mark with the near goal to the Umpire’s right.

d. Following a scored goal, play is resumed by a bowl-in at the center of the arena.

e. If a goal is scored at approximately the same time the whistle sounds:

- (1) the goal shall be counted if the foul was called on the defending team regardless of whether or not the foul is confirmed. Play will be resumed with a bowl-in from the 15 yard line as in Penalty No. 1 **if the foul is confirmed; otherwise with a center bowl-in.**
- (2) the goal shall not be counted, and the game resumed by the appropriate penalty hit, if a foul is confirmed against the attacking team.
- (3) the goal shall be counted and play resumed with a bowl-in at the center of the arena if the whistle sounded for any other reason.

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RULE 6. a. (3) SCORING...INTERPRETATION: The criteria for one vs. two points are: a) that the foul meets the criteria of Penalty No. 1; and, b) that had the foul not occurred , a two point goal would have scored.

EXAMPLES:

Blue hits to goal from beyond mid-field. Red makes a goal mouth save, but fouls. Penalty No. 1, the goal was prevented by the foul, two points awarded because the ball was hit from beyond center, and bowl in at the 15.

Blue hits from beyond center. Red defending, backs the ball but fouls about 25 yards from goal. This foul does not qualify as a Penalty No. 1 because it is not “in the vicinity” of the goal and there is no certainty that it would, in fact, have scored. The Umpire may, however, award an open goal penalty due to the likelihood that the hit may have scored.

RULE 6. b. SCORING...INTERPRETATION: Although a goal line may be used to

assist the goal judge, the criteria for scoring a goal is that the ball must pass completely through the plane of the goal mouth. The front edge of the goal line (if used) should be at the plane of the goal mouth and the back edge of the goal line in the goal.

Whether or not a goal is scored at “approximately” the time of the whistle is the Umpire’s judgment and does not necessarily mean the goal must precede the whistle. To count as a goal, the ball should have been unstoppable by a defender had the whistle not sounded.

EXAMPLES:

The following examples assume a recessed goal or goal box as outlined in Rule 1 a.2.

The ball trickles into goal mouth and comes to rest on the chalk goal line but the entire ball is in the goal box. Goal - the entire ball has passed through the plane of the goal mouth.

The ball comes to rest on the chalk line but part of the ball is still on the playing surface. No goal - the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the edge of the goal box and rebounds into the arena. No goal - the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the side of the goal box and rebounds into the goal. Goal - the entire ball did pass through the plane of the goal mouth.

The ball hits the top piece of the goal and bounces out or back into the arena. No goal - the entire ball did not pass through the plane of the goal mouth.

RULE 7--DEAD BALL

- a. At any time the Umpire sounds the whistle, the ball is dead and no further play may be made by any player. Play is resumed by a free hit or a bowl-in as specified elsewhere in these Rules. (see Rules 8 and 9)
- b. The ball shall be declared dead and play resumed with a bowl-in toward the nearer sidewall at the point where the ball was considered dead, but not closer than 15 yards from the goal:
- (1) if the ball is broken or trodden into the ground so as to be unserviceable.
 - (2) if the ball strikes the Umpire or Umpire’s mount so as to affect the flow of play.
 - (3) if the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately.
 - (4) if the ball becomes involved in a melee such that neither team can properly make a play.
 - (5) if the ball is driven outside or leaves the arena, whether or not it bounces back into the playing area.
 - (6) if a foul is called and overruled and no goal is scored
- c. A dead ball shall be put back in play with a bowl-in as specified in Rule 8.c.

RULE 8--COMMENCEMENT AND RESUMPTION OF PLAY

- a. The teams shall decide by lot which goal each shall defend initially. Thereafter, goals shall be changed at the beginning of each period including any extra period.

- b. The game begins with both teams positioning themselves, at the time designated by the Committee, for a center line bowl-in. Subsequent periods may begin with a center line bowl-in or Penalty hit as directed by the Umpire.
- c. When play is begun with a bowl-in:
 - (1) The Umpire shall indicate the “center line” of the bowl-in.
 - (a) At the arena center, this line will be marked on the floor.
 - (b) At all other points, the “center line” will extend from the Umpire’s hand perpendicular to the wall.
 - (2) Each team shall be positioned on the same side of the center line, as the goal each is to defend.
 - (3) Each player shall be at least 3 yards from the Umpire and shall not be moving toward the Umpire.
 - (4) There shall be no contact between players until the ball leaves the Umpire’s hand.
 - (5) The Umpire shall bowl-in the ball, underhand and hard, along the center line.
 - (6) The direction of any bowl-in shall be from the center of the arena to the nearer wall, but not closer than 15 yards to either goal.
- d. When play is begun with a Penalty hit, the procedures outlined in Rule 9 shall apply.
- e. The timer shall start the clock, if stopped, the moment the ball leaves the Umpire’s hand for a bowl-in, or when the ball is hit or hit at, as in Rule 9.

RULE 9--PENALTIES

a. SPECIFIC PENALTIES: A violation of these Rules may be penalized by the Umpire in accordance with its severity, its location, or its effect on the game, by awarding to the offended team one of the following Penalties:

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Penalty 1.

The team fouled shall be awarded a goal. On resumption of play, the Umpire shall bowl the ball in toward the sideboards at a point 15 yards in front of the center of the goal defended by the fouling team. The fouling team’s goal shall be to the Umpire’s right.

Penalty 2.

A free hit at the ball by the team fouled from a spot 15 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at. No opponent shall be within 5 yards of the player making the hit. Play shall continue, in the event no goal is scored on the free hit.

Penalty 3.

A free hit at the ball by the team fouled from a spot 25 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at. No opponent shall be within

5 yards of the player making the hit. Play shall continue in the event no goal is scored on the free hit.

Penalty 4.

A free hit at the ball by the team fouled from a spot 25 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at, except one of the fouling team, who may be placed within a 5 yard arc of the goal. No opponent shall be within 5 yards of the player making the hit. Play shall continue in the event that no goal is scored on the free hit or;

Penalty 5.

At the discretion of the Umpire, a free hit at the ball by the team fouled from:

a. a point not more than one foot beyond the mid-point of the center line of the arena; both teams to position themselves anywhere in the arena except that no member of the fouling team shall be within 5 yards of the ball when the Umpire calls “PLAY” and the ball is hit or hit at. Play shall continue if no goal is scored on the Penalty hit.

b. the point of infraction, both teams to position themselves anywhere in the arena except that no member of the fouling team shall be within five (5) yards of the ball when the umpire says “PLAY”, and the ball is hit or hit at. Should the point of infraction be less than five (5) yards from the wall, the ball shall be hit or hit at from the nearest spot on the floor which is five yards (5) from the wall. Play shall continue in the event that no goal is scored on the free hit.

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Penalty 5.b...INTERPRETATION: The Penalty 5.b. from the point of the infraction should be awarded only for the minor incidents and must be placed in the half of the arena that the fouled team is defending. The ball placement for a Penalty 5.b. shall be not less than five yards from the wall.

EXAMPLE:

Blue #1 carries the ball towards his goal. As Blue #1 shoots on goal, he is hooked by Red #2, leaving the ball five feet from the goal mouth. Red #3 following the LOB with the ball on his nearside, rides to clear the ball from goal with a nearside back shot. Blue #2, attempting to make a shot on goal, approaches the ball on his offside, but allows his mount to run over the top of the ball, prohibiting Red #3 from completing his back shot. The foul is on Blue #2. The Umpires award a Penalty 5.b. on Blue and place the ball at the point of the infraction, but not less than five yards from the wall.

Penalty 6.

a. In the event of a failure to correctly carry out the above Penalties 2, 3, 4 or 5 by the fouling team, another free hit shall be granted the hitter at the same place originally

called for in the penalty awarded, if a goal has not been scored. However, if, in the opinion of the Umpire, the original free hit would have resulted in a goal, but was missed or blocked because of failure of the fouling team to correctly carry out the Penalty, Penalty No. 1 shall be awarded the team making the free hit.

b. In the case of failure to correctly carry out Penalties 2, 3, 4 or 5, by the team fouled, the ball shall be bowled-in at the center of the arena. Any goal scored as a result of the original free hit shall not be counted.

c. In the case of a failure to correctly carry out Penalties 2, 3, 4 or 5 by both teams, another free hit shall be granted to the hitter from the same spot regardless of whether a goal was scored. Any goal scored as a result of the original free hit shall not be counted.

Penalty 7.

If a player is disabled by a foul to the extent the Umpire permits or orders the player's retirement from the game, the Captain of the team fouled may:

- a. Have the option of providing a qualified substitute.
- b. Designate the removal of a player from the fouling team whose handicap is nearest above that of the disabled player. If the disabled player's handicap is equal to or higher than that of any player on the fouling team, any member of that team may be designated. In the event of a handicap game, there shall be no change in the handicap from as it was at the commencement of the game.

Penalty 8.

The player or mount shall be disqualified. If the disqualification is for illegal equipment, the player or mount may return when the offending equipment is removed.

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Penalty 9.

The match shall be forfeited. In the event both teams commit a rule violation in the same game invoking Penalty 9, both teams shall forfeit the game regardless of which violation occurred first.

Penalty 10.

The Umpire may remove a player from all or any part of the remainder of the game in addition to any other penalty.

b. EXECUTION OF PENALTIES:

- 1) On Penalties 2, 3, 4 and 5, one player may, with the Umpire's permission, position the ball for the free hit.
- 2) The team fouled may hit or hit at the ball only once on Penalties 2, 3 and 4, and may not again **affect the course of** the ball until the ball hits the wall, an

opposing mount or player, or until an opposing player hits or hits at the ball.

a) Should an opposing player be hooked in the act of hitting at the ball, before it hits the wall or is touched by an opposing mount or player, the ball is “live” and may be played by either team.

b) Should the ball **be hit at and missed**, come to a stop **or its course be altered by the hitting team** before it touches the wall or an opposing mount or player, the Umpire shall stop play and award the opposing team a **free hit from the point where play was stopped, but not less than 5 yards from the wall.**

c) Should the fouled team violate this procedure, the fouling team shall be awarded a **free hit as in** Penalty No. 5.b

3) In the event the hitter misses the ball completely, **on a Penalty No. 5 a. or b., the ball** remains in play and the Line of the Ball is defined in Rule 11.b.

4) Once the Umpire has said “PLAY” any touching of the ball with the mallet constitutes the ball being “hit”. A horse kicking the ball is not considered a hit at the ball unless the player has also hit or hit at the ball with the mallet.

5) On Penalties 2, 3, 4 or 5 play shall begin and the clock started when the Umpire calls “PLAY” and the ball is hit or hit at. The hitter must hit or hit at the ball on the first or second approach after the call of “PLAY” or Penalty 6.b may be awarded.

6) On Penalties 2, 3, 4 or 5 there shall be no contact between any player and opponent until the ball is hit or hit at.

RULE 10--CALLING OF FOULS AND SELECTION OF PENALTY

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

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

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

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

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

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

(1) Degree of danger or unfair advantage.

(2) Location of the violation.

(3) Position of players on the field.

(4) Frequency of similar violation.

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

d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is bowled-in at the point where play was stopped but not less than 15

yards from nearer goal.

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

Rule Violated:	Penalty Exacted:
2.b, c, d, e, g, h	8
2.f	9
3.a 2), 3)	8
3.a. 5,) 6)	9
3. b, c, d	9
7.a	2, 3, 4, 5, 7, 10
12	1, 2, 3, 4, 5, 7, 10
13	1, 2, 3, 4, 5, 7, 10
14	1, 2, 3, 4, 5, 7, 10
14h	2,3,4,5,10
15	1, 2, 3, 4, 5, 7, 10
16	1, 2, 3, 4, 5,7, 10

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

(2) Penalty No. 5. a and b) are to be awarded for fouls that are:

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

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

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

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

- (a) Warning or a penalty for the first offense.
- (b) A more severe penalty, if a penalty has previously been called, or a warning given.
- (c) A player being suspended from the remainder of the period with no substitution, if the player has been previously penalized or warned.
- (d) A player being suspended from the game with no substitution. if the player has previously been suspended from a portion of a period.

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RULE 10--SELECTION OF PENALTY e.(5)...INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle blows, the appropriate Penalty is awarded. If the player then, physically or verbally, commits a personal foul as defined in 14.h, the whistle should again sound and the ball placement be advanced. To indicate that a technical foul has been called, the

Umpire should again sound the whistle and/or pull a red flag. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be put out of the arena. Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

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

EXAMPLES:

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

White #3 receives a red flag for arguing in the first period and one in the second for unsportsmanlike conduct. In the third period, White #3 receives a third red flag for arguing. The Umpires should exact a Penalty 10 for the remainder of the third period.

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty No. 4 against Blue and Blue argues loudly that the call is incorrect. The whistle should again sound, the red flag waved, a violation of 14.h announced, and the ball moved to a Penalty No. 3. Further protest should cause the player to be removed for the rest of the chukker.

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Red #1 is fouled by Blue #3 going to goal. Red is awarded a Penalty No. 2, and Blue No. 3 makes a derogatory remark to one of the Umpires, and the red flag is waved. If the Penalty No. 2 is missed, Red will hit another Penalty No. 2. If the Penalty No. 2 is scored, the Umpires should blow the whistle, stopping the clock, and award a Penalty No. 3 going in the same direction as Red after they execute the Penalty No. 2.

RULE 11--LINE OF THE BALL

- a. The Line of the Ball (hereafter referred to as "Line") is the line of its course or that line produced forward or backward at any moment.
- b. When the ball is put into play by a free hit:
 - (1) a Line is created from the ball to the center of the goal when the Umpire calls "PLAY".
 - (2) if the ball is hit at and missed, the Line remains to the center of the goal until changed.
 - (3) once hit, the Line assumes the direction of the hit, forward and backward from the ball.
- c. When the ball is put into play by a bowl-in, a Line is created at the instant the ball

leaves the Umpire’s hand.

d. Should the ball become stationary while still in play, the Line remains the last Line traveled before the ball became stationary except as provided in Rule 11.b.

e. At any time the ball changes direction, from whatever cause, a new Line is immediately established and a new Right of Way (Rule No. 12) as determined by the new Line may be created.

RULE 11. LINE OF THE BALL...INTERPRETATION: The Line of the Ball exists at all times, even though the ball has not been hit by any player. Players positioning themselves for the commencement of play must respect this anticipated Line and the ROW determined by it.

EXAMPLES:

Red #3, defending a 25 yard Penalty No. 4 places herself broadside in the goal mouth and is across the Line when the Umpire calls “Play” and Blue #3 hits the ball. Red must make her play quickly, but if she does so, and moves clear or changes the Line before Blue gets close, no foul has occurred.

Blue #2 defends a Penalty No. 5 by placing his mount 5 yards directly in front of the hitter and blocking the path to goal. This is not a safe distance and Blue fouls.

Red #3, hitting a defended penalty hit sees his opponent across the projected Line. Rather than canter to the ball, Red rides at a gallop, misses the ball, and collides with the Blue defender. Double foul: Blue for blocking the ROW and Red for dangerous riding.

Blue positions to meet Red’s Penalty No. 5 with the Line from ball to goal mouth on his off side. The ball, when hit, is a little to Red’s right and the new Line catches Blue on the ROW. Red must give Blue the chance to clear and Blue may not make a play. If the ball rebounds off Blue, new Line and new ROW.

As the Umpire bowls in, Red #2 turns his mount to block the ball. Blue #3 rides forward to meet the ball and runs into Red #2. Foul Red #2 - LOB is from Umpire’s hand through the line up.

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RULE 12--RIGHT OF WAY

a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which gives to the player entitled to it the right to proceed in the direction in which the player is riding.

b. No player may enter, cross or obstruct the Right of Way of the player entitled to it unless at such a distance that no risk of collision or danger to either player is involved.

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

RULE 12. RIGHT OF WAY c...INTERPRETATION: When the line and ROW change, for whatever reason, a player obstructing the new ROW must be given a chance

to move off that ROW. An opponent who picks up the new ROW before it can be cleared and creates a dangerous situation has committed a foul. The obstructing player may not play the ball or the opponent **and** must select the route which most effectively clears the ROW. The obstructing player must simply get out of the way. The opponent must permit safe passage. **A player who changes the LOB in front of an opponent may not assume the ROW except at such distance as does not create a risk of collision or danger to either player or opponent.**

EXAMPLES:

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

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

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

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

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

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

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

d. Subject to Rule 12.g no player may have the ball other than on the offside or the offside of the player's course, if in so doing an opponent is endangered who could have safely attempted a play had the original player kept the ball on the offside, or the offside of that player's course. This subsection takes precedence over 12.e and 12.f below.

e. Subject to Rule 12.g each of two players, when one is following and the other meeting the ball, must ride with the Line of the Ball on the offside until they have passed. (Note: A player who cannot be placed with the Line on the offside, or maintain the

Line on the offside until the opponent has safely passed, without dangerously crossing the oncoming opponent who already has the Line of the Ball on the offside has no play at all.)

- f. As between two players when both are following or both are meeting the ball:
 - (1) The player riding parallel to or at the lesser angle to the Line of the Ball has the Right of Way over the player riding at the greater angle to the Line of the Ball.
 - (2) In the case of two players on opposite sides of the Line of the Ball at equal angles to the Line of the Ball, both players have a Right of Way up to the Line of the Ball or until the angle of one becomes less than the angle of the other.
 - (3) A player waiting on the projected line for the ball must yield the Right of Way to a player following the course the ball has already traveled.
 - (4) A player riding at safe speed and distance ahead of the player carrying the ball shall assume the Right of Way if the ball is hit up and passes the lead player's stirrup. However, the player may not slow down or stop in another player's Right of Way in order to allow the ball to pass his stirrup.

g. Subject to Rule 12.i. when playing the ball along the side or end wall, if the distance of the ball from the wall does not permit an offside play, a player who is both at the least angle to the Line of the Ball and following the direction of the Ball shall have the Right of Way even though playing the ball on the near side.

- h. Subject to Rule 12.i the player with the Right of Way may play the ball at any speed and any player approaching from the rear must go around.
 - (1) A player may not check suddenly so as to cause a following player to collide.
 - (2) A player carrying the ball along the boards has a further obligation to maintain pace.

i. Two opponents riding together on, or at an angle to, the Line have the Right of Way over a single player riding at an equal or greater angle to the Line regardless of whether the opponents are meeting or following the direction of travel of the ball.

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RULE 12--RIGHT OF WAY h...INTERPRETATION: The player with the ROW may not create risk by checking suddenly. Along the wall, this obligation is greater, due to the close quarters.

RULE 12--RIGHT OF WAY i...INTERPRETATION: Two opponents are considered to be "riding together" when their concentration is on each other and not on another player riding from another direction. The two MUST be at an equal or lesser angle to the LOB to have the ROW.

EXAMPLES:

Blue #2 carries the ball and Red #3 rides with her attempting a nearside hook. Blue #1

meets the play with the LOB on her right. Foul Blue #1. Even though Red #3 was on the nearside, she was engaged with Blue #2 and the two players on the LOB have the ROW.

Blue #1 dribbles the ball. Red #3 waits on the nearside for Blue to reach him and the two ride together on the LOB. Blue #2 sees that his teammate is in trouble and rides to meet intending to force Red #3 out of the play. Foul Blue #2. Red #3 and Blue #1 had engaged, were making a play against each other, and were concentrating on each other prior to Blue #2 entering the play.

As Red #1 follows the LOB down the arena, Blue #2 and Red #3 ride at an angle from Red #1's right. Red #1 has the ROW as he is at a lesser angle to the LOB than the two opponents.

RULE 13--DANGEROUS RIDING

- a. Careless or dangerous riding or lack of consideration for the safety of any player or mount, regardless of team, or right of way, is a foul.
- b. The following are examples of riding prohibited under this rule:
 - (1) Riding off at an angle or speed dangerous to a player or to a mount. Factors to be considered in judging a dangerous speed or angle include:
 - (a) Relative speeds of the two mounts. It is very dangerous to ride off an opponent if you are not moving at approximately the same speed he is moving, whether it be fast or slow.
 - (b) Relative sizes of the two mounts.
 - (c) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.
 - (d) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.
 - (e) States of exhaustion of the mounts involved.
 - (f) Lack of readiness of an opponent for the ride off (blind siding.)
 - (2) Running into or over the rear quarters of another mount.
 - (a) A player may ride from behind, between an opponent and the wall, if: i) the player's speed is reasonable relative to the opponent; ii) the player rides between the opponent and the wall, not into the legs of the opponent's mount; and, iii) the player executes a hook stopping the stroke of the opponent.
 - (3) Pulling up on or across the Right of Way of another player.
 - (4) Zigzagging in front of another player.
 - (5) Riding an opponent dangerously across the Right of Way of another player.
 - (6) Running the head of a horse into an opposing player.
 - (7) Riding an opponent's mount dangerously into the side or end walls.
 - (8) Two players of the same team riding-off an opponent at the same time whether or not it being on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden-off by a teammate of the player.
 - (9) Riding one's mount into the stroke of another player. For the purpose of this Rule, a "dribble", in which the mallet head is not raised above the mount's hock or

knee, is not considered a “stroke”.

13. DANGEROUS RIDING b. 9)...INTERPRETATION: A “stroke is defined as the mallet head in motion toward the ball. A “dribble”, where the mallet head is kept below the level of the mount’s hock or knee, is not considered a “stroke”. The wind-up is not part of the “stroke”.

EXAMPLES:

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

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

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

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

RULE 14--IMPROPER PLAY

- a. A player shall not strike an adversary’s or a teammate’s mount with hands, whip or mallet.
- b. A player shall not strike the ball or interfere in the game when dismounted.
- c. A player shall not seize with the hand, strike or push with the head, hand, arm or elbow, an opponent, but a player may push with the shoulder, provided the elbow is kept close to the side.
- d. A player may not hold the ball in the hand, arm or lap; nor kick or hit at the ball with any part of the person in such a way as to direct its course. The ball, however, may be blocked with any part of the person or mount.
- e. No player may appeal in any manner to the Umpire for a foul. This does not preclude a Captain from discussing any procedural matter with the Umpire.
- f. A player may not intentionally dismount while the ball is in play; but may request the Umpire(s) permission to do so at any time play is stopped under Rule 16.
- g. Whip and spurs may not be used unnecessarily or excessively, such as:
 - (1) Slash whipping - loud and repeated strokes.
 - (2) Over whipping - in excess of three strokes or when mount is laboring.
 - (3) Heavy whipping - following a missed play.
- h. Unsportsmanlike conduct such as, but not limited to, the following shall not be

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permitted.

- (1) Vulgar language
- (2) Abusive language
- (3) Disrespectful attitude toward any official, player, coach or spectator.
- (4) Arguing with Umpire(s) or other officials.
- (5) Inappropriate behavior by any member of a team organization.

RULE 14--IMPROPER PLAY g...INTERPRETATIONS: The mandate is that Umpires are to take positive action to protect players and the sport from the perception of animal abuse.

The Umpires must award a Penalty, which not only penalizes the fouling side, but recognizes any advantage the fouled side lost when the play was stopped.

If a mount is deemed physically unfit, showing blood, exhaustion, distress, lameness, excessive sweating and/or labored breathing, the Umpires should remove the mount from the game and allow a maximum of 5 minutes for its replacement.

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

A mount may return to the game later if its condition permits.

RULE 15--USE OF THE MALLET

- a. A player may hook or strike the mallet of an opponent with the mallet provided that:
 - (1) The opponent is in the act of striking at the ball, including both the upward and downward phases of the stroke; or
 - (2) The opponent is attempting to hook the hitter, in which case, the hitter may strike the opponent's mallet.
 - (3) The player is on the same side of the opponent as the ball or in a direct line behind.
 - (4) The hook is made below the level of the mount's back.
- b. A player may not reach over, under, in front of, or behind another's mount.
- c. A player may not strike another's mount with the mallet.
 - (1) If the striker began the down stroke while clear of the opponent's mount but struck the opponent's mount as a result of the distance between mounts being lessened during the course of the stroke, the foul would be called on the opponent who rode into what would have been a safe stroke had the original position been maintained.
 - (2) If the opponent's position relative to the striker is established before the stroke begins, the striker is guilty of hitting the opponent's mount.
- d. All players shall carry the mallet in the right hand with the exception of left-handers registered with the Association prior to January 1, 1982.
- e. A player shall not intentionally strike the player's own mount with the mallet. This includes using any portion of the mallet as an aid in managing the mount.
- f. No player may use the mallet carelessly or dangerously, for example:
 - (1) Taking a full swing in close quarters.
 - (2) Hooking, striking or slashing an opponent's mallet with unnecessary force.
 - (3) Carrying the mallet in such a way that it might become entangled in a player or

mount's equipment.

(4) A player assumes the full responsibility for using the mallet safely.

(5) Using the mallet to hit or hit at any player, mount, official or spectator.

g. A player is at all times responsible for the consequences of the stroke including back-swing, stroke and follow through. No player may swing the mallet in "windmill" fashion as in appealing for a foul or celebration.

RULE 16--INTERRUPTION OF PLAY

a. The Umpire shall stop the game immediately and take time out when a mount falls, or a player or mount is injured or in danger of being injured.

b. Any player may request that the Umpire take time out in the event of equipment breakage which endangers a player or mount.

(1) Time out may be requested when the ball is in play only for a situation which presents an immediate and serious hazard.

(2) What constitutes a dangerous situation is left to the Umpire. A player who request that the Umpire stop play for a reason which the Umpire later determines to be unjustified, may occasion a foul to be called.

c. Time out for equipment repair may be called for after a goal is scored or at any time the ball is out of play.

d. In the event of a player falling, the Umpire shall stop play.

e. There shall be no time out for a lost or broken mallet. However, time should be taken following a goal or when play is otherwise stopped to remove the mallet. Time should be taken immediately if the mallet presents a risk to player or mount.

f. In the event of a lost helmet, play should be stopped as soon as possible but at such time that neither team is favored.

g. In the event of a runaway or uncontrollable mount, the Umpire shall stop play and order the mount removed.

h. In the event of injury to a player, the player shall have not more than fifteen minutes time out after which the player shall be considered disabled and the provisions of Rule 3. PLAYERS shall apply. Any injured player who has been unconscious shall be considered disabled and ineligible to continue.

i. No person shall enter the arena to assist any player unless the Umpire has stopped play and granted permission.

j. A player wishing to exchange mounts may do so only when play is stopped and with the permission of the Umpire. Any interference with the subsequent play of the game may occasion a penalty.

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RULE 16--INTERRUPTION OF PLAY 16.g...INTERPRETATION: The intent of this rule is to eliminate "clock management" by players intentionally dropping their mallets. It is not intended to penalize a player whose mallet is legitimately lost or broken.

EXAMPLES:

Blue #2's mallet becomes caught in the wire and is released. Blue rides for a replace-

ment but the lost mallet protrudes into the arena from the wire. The mallet represents a hazard. Play should be stopped.

Red #1 breaks a mallet and drops it on the arena floor. Red obtains a replacement and play continues until a goal is scored following which the whistle should sound and time be taken to remove the dropped mallet.

Blue #1 loses her mallet and play continues. When a foul is called and play stops, the lost mallet should be removed.

As Red #2 carries a broken mallet to the end gate to get a replacement, a goal is scored. There should be no stoppage of play.

RULE 17--HANDICAPS

- a. A player's handicap is based on a game of four 7-½ minute periods. The aggregate handicaps of the players of each team shall constitute the team handicap.
- b. In games played with handicaps, the difference in team handicaps will be awarded to the team with the lesser handicap and will count as goals scored.
- c. In events of other than four periods, the team handicap difference shall be divided by four, multiplied by the number of periods to be played, and awarded as goals to the team with the lesser handicap. Fractional handicaps of one-half or more shall be rounded up and less than half rounded down to the nearest whole number.
- d. The Committee shall decide if a game is to be played with handicap or on the flat.
- e. The aggregate handicap of a team must fall within the limits specified for an event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rule 1.c and 3.c.
- f. If a team has entered an event and has a player or players changed in handicap at any time from the draw through the team's last game in the event resulting in the team's total handicap being over or under the maximum handicap limit of the event, the team will remain eligible for that event but must play off the new handicap in all remaining games.

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- (1) Any substitution of players in such a team must bring the team handicap within the handicap limits of the event.
- (2) In an event played on the flat, such a team must give an opponent the goal difference of the team handicap over the upper handicap limit of the event.
- (3) In a handicap event, such a team must give an opponent the full handicap difference.
- (4) Should a team's handicap be changed by more than two goals over the upper or below the lower limit during the event, the team may not continue and must conform itself to the original handicap limits of the event.

RULE 18--USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT

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

b. Variations from Rules. See By-Law 8. Authority

In exceptional circumstances the Chairman or, in the Chairman's absence, the other Officers of the USPA in order of rank shall have the power to grant variations and deviations from these rules.

c. Enforcement of Rules.

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

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

RULE 18--USPA: PROTESTS, VARIATIONS FROM RULES ENFORCEMENT

...INTERPRETATION: Paragraphs a, b, c of Rule 18 are all dealt with either before or after the game by other than the game officials. Questions raised during the game under 18.d. must be decided before the conclusion of the game. When a question of time or score is raised during the game, the Umpire is responsible for resolving the question before the game continues. At the end of the game, the Umpire must verify the final score.

EXAMPLES:

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

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

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

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

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

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

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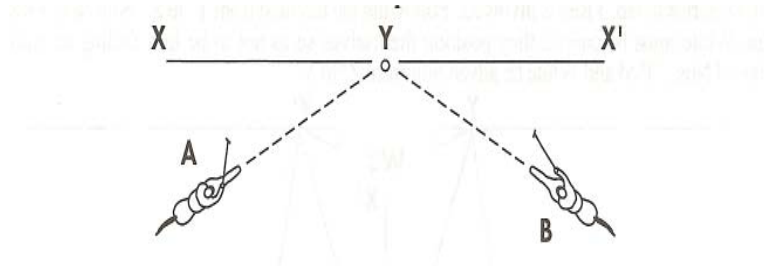
APPENDIX A

Discussion of Right of Way

With the exception of play along the boards, and free hits, the Rules governing Right of Way in Outdoor and Arena Polo are quite similar. Appendix A of the Outdoor Rules illustrates many such situations.

Situations unique to Arena Polo are illustrated and discussed below:

Example I



The Right of Way in this illustration will be awarded to A or B depending on the following circumstances:

1. If play is away from the wall, B is entitled to the Right of Way, regardless of whether the ball was hit from X to X' or from X' to X, under Rule 12.e because B is placed with the Line on the offside. A has no play at all.
2. If the wall is represented by the line between X and X', the Right of Way is determined as follows:
 - a. If the Line of the Ball is parallel to the wall, A may carry the ball from X to X', but may not meet it; and B may carry the ball from X' to X but not meet it, under Rule 12.g.
 - b. If A hits the ball to the wall at Y so it rebounds toward B, B may pick up the ball on the offside and assume the Right of Way. A loses the Right of Way the instant the ball rebounds at Y. A cannot be positioned on the offside of the Line from Y to B without crossing B's Right of Way.
 - c. If B hits the ball to the wall at Y so it rebounds toward A, A may pick it up on the offside. B, however, still has a play if B can turn toward A at Y and at all times keep the Line of the Ball on the offside.

Right of Way on a Free Hit

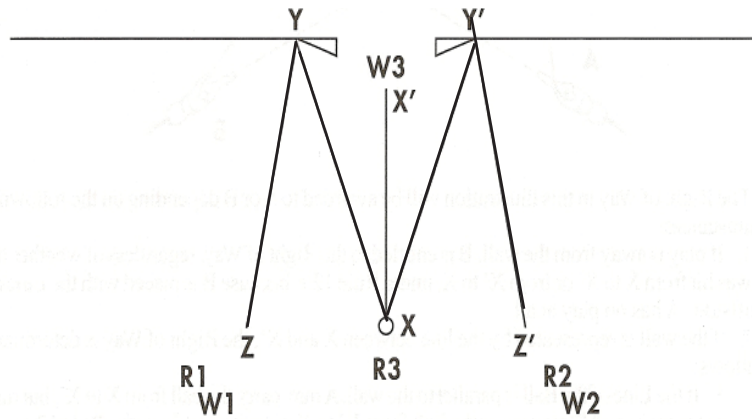
On a free hit the No. 3 Red hits or hits at the ball at X. The Right of Way following the hit is determined as follows:

1. If the ball is hit from X to X', the next play is a goal defense by No. 3 White who may change the Line of the Ball by striking or by a rebound off the pony. No. 3 Red has a Right of Way from X to X' but may not again strike the ball until a play is made by No. 3 White. Future play is determined by the Line established by No. 3 White.

2. If the ball is hit from X to Y by No. 3 Red, No. 3 Red has a Right of Way on the offside to Y, but may not again play the ball until it rebounds from the wall at Y toward Z. At the instant of the rebound, the Line changes and No. 3 Red may lose the Right of Way to No. 3 White who can now follow the ball away from the wall on the offside. Nos. 1 Red and 1 White may have anticipated the Line change off the wall and be traveling on the new Line thereby assuming the Right of Way.

3. If the ball is hit from X to Y' No. 3 Red has a Right of Way, but may not play the ball until the ball rebounds at Y'. Any goal defense by No. 3 White at Y must be made so that not the slightest risk to No. 3 Red is involved. Following the rebound from Y' to Z', both Nos. 3 Red and White must be careful they position themselves so as not to be in a fouling situation should Nos. 2 Red and White be advancing from Z' to Y'.

Example II



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