

International Rules 2016



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For USPA High Goal Polo is defined as any tournament or match with an upper handicap limit of 20 goals or greater. Pursuant to USPA Tournament Conditions these International Rules may only be used in USPA Tournaments or matches with an upper handicap limit of 20 goals or greater.

Any rule not addressed in these rules is governed by the Host Country Polo Association's Constitution, By-Laws, Rules, and Tournament Conditions.

SECTION 1: DURATION OF PERIODS, GAMES, WINNING OF GAME: GOALS, HANDICAPS

1. Duration of the Game

A game shall be a maximum of 8 periods for AAP open tournaments and of 6 periods for all others. The final number of periods and the intervals between each period shall be at the discretion of the Host Tournament Committee.

2. Duration of Periods

Each period of a game shall be a maximum of 7 1/2 minutes in length. At the end of 7 minutes of elapsed time, a single horn or bell will sound to indicate that up to 30 seconds remain in the period (overtime portion of the period). At the end of 7 1/2 minutes of elapsed time, a horn or bell will sound twice to terminate the period.

a.) Except for the final period of regulation play, each period will terminate following the 7 minute horn or bell, when the ball goes out of play, out of bounds or hits the side boards, a goal is scored, or the umpire(s) whistle sounds. If a foul is called after the 7 minute horn or bell sounds, the umpire's whistle ends the period and the foul shall be awarded at the beginning of the next period.

b.) In the final period, if the game is not tied at the end of 7 minutes, the game will end on the 7 minute horn or bell.

c.) In the final regulation period and any subsequent overtime periods, if the game is tied play will continue until the second horn or bell, or until a goal is scored or awarded. If the play is stopped by the umpires after the 7 minute horn or bell for any reason, the penalty, bowl in or free hit, as the case may be, shall be executed. A minimum of 5 seconds shall be allowed for execution of any penalty, free hit or bowl in.

3. Winning of Games: Goals (from USPA Rule 18)

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

INTERPRETATION 1: If the ball goes into a goal post, the umpire will blow the whistle and throw a ball in USPA Rule 22. e. (7).

INTERPRETATION 2: When there are two umpires and one of them blows the whistle to sanction a foul at the same time a goal is scored, or the ball goes out of play through

the back line, driven by a player of the attacking team or a player of the defending team (safety) this is valid, if the foul is not confirmed by the referee. For this situation to happen the following conditions are required:

- a) That two umpires are on the field
- b) That one umpire sanctions a foul and the other one disagrees
- c) That the referee decides that there was not a foul
- d) That the play has ended in goal, or the ball goes out of play through the back line, driven by a player of the attacking team or a player of the defending team (safety), and the umpires agree on a foul against the defending team or no foul, the goal counts or Safety is awarded.

SECTION 2: COMMENCEMENT, INTERRUPTION AND RESUMPTION OF PLAY:

4. Start of Play

At the beginning of the game the two teams shall line up in the middle of the field, each team being on its own side of the halfway line. The umpire shall bowl the ball underhand and hard between the opposing ranks of players, from a distance of not less than five meters, the players remaining stationary until the ball has left his hand.

INTERPRETATION: To preserve the good condition of the field, the Umpire may throw the ball in any place of the center line thereof, but always more than 20 yards from the boards.

5. Changing Ends

Ends shall be changed after every goal, except where a goal is awarded under Penalty 1. Ends shall also be changed if no goals have been scored by half time and play shall be restarted at a position corresponding to the change of ends. After a goal is scored, the game shall be restarted in the middle of the field as required by (Section 2.4 Start of play). The players shall be allowed a reasonable time to reach the middle of the field at the speed of a slow canter and to take up their positions.

6. Wrong Line Up

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

7. Attacker Hits Behind (“Knock-in”)

- a.) When the ball is hit over the back line by the attacking team, it shall be hit in by the defending team from the spot where it crossed the line, but at least 3.5 yards from the goal posts or boards, when the umpire calls “Play”. None of the attacking team shall be behind the striker and shall not be within 30 yards until the ball is hit or hit at; the defending team being free to place themselves where they choose. During a hit in, an attempt to hit a ball is considered a hit ball. In such case the line of the ball will be the direction of the attempting player’s horse at the time of the attempt. If a player of the attacking team is out of the field at the time of the hit in, he must enter behind the 30 yard line. Otherwise, defenders shall be granted a hit in from the 30 yard line where the ball went out.

INTERPRETATION: To hit in, the ball shall be placed on the back line, or a little further ahead, but never behind the line. The umpire shall order to play and shall not allow a hit in before play is called.

b.) Attacking players shall have a reasonable time to get into position and the hit in shall be done without unnecessary delay and after the order of the umpire. The player shall hit the ball, or hit at it, in the first attempt; the striker is not allowed to go over the ball, or circle during the hit in.

8. Defender Hits Behind (Penalty 6 “Safety”)

If the ball is hit behind the back line driven or touched with any part of the mallet by a defending player, directly or after touching his/her own pony or on himself/ herself, the boards or goal posts, Penalty 6 shall be awarded. If the ball strikes another player or pony, it shall be hit in, in accordance with (Section 2.7 Attacker hits behind).

9. Ball Out of Play

- a.) The ball shall go over and clear of the side lines or boards to be out of play.
- b.) When the ball is hit over the boards or side lines, it must be bowled in underhand and hard, by the umpire into the field of play from a point just inside the boards or lines where it went out, on an imaginary line parallel to the two goals, and between the opposing ranks of players, each team being on its own side of the imaginary line. No player shall be within 5 yards from the boards (or 10 yards from the side lines if field without boards). The players must remain stationary until the ball has left the umpire’s hand. A reasonable time must be allowed for players to line up.

10. Resumption of Play When the Ball Has Not Left the Field

- a.) If for any reason the game has to be stopped without the ball going out of play, it shall be re-started in the following manner: The umpire shall stand at the spot where the ball was when he blew the whistle, facing the nearer side line, but at least 20 yards from the boards or side lines.
- b.) Both teams shall take up their positions, each team being on its own side of an imaginary line, parallel to the goal lines and extending through the umpire to the sides of the field.
- c.) No player shall be within 5 yards from the umpire. The umpire shall bowl the ball in underhand and hard, between the opposing ranks of players, towards the nearer side line, the players must remain stationary and have no contact until the ball has left the umpire’s hand.

11. Restarting after Period

On play being resumed after a period, the ball shall be put in play in the same manner in which it would have been should there not have been an interval, i.e., under Section 2: 4, 5, 7, 9, or 10 (changing ends, attackers or defenders hit behind or when the ball is not out of field), as the case may be. If the ball had touched the boards without leaving the field at the end of the previous period, it shall be put in play under Section 2: 10 as if it had passed over the boards. The umpires must not wait for players who delay.

12. Damaged or Buried Ball

- a.) If the ball is damaged or buried into the ground, the umpire, at his discretion, shall stop the game and make a throw-in, as provided in Section 2.10.

- b.) If the ball is buried, the umpire shall blow the whistle immediately, unless a player moves the ball before the whistle sounds.

INTERPRETATION: It is advisable that the game is stopped and the ball is changed when the damaged ball is in a position such that neither team is favored.

13. Unfinished game

Once the game has started it shall be played to a finish unless stopped by the umpire or the Host Tournament Committee for some unavoidable cause which prevents a finish the same day, such as darkness or weather, in which case it shall be resumed at the point at which it has stopped, as to score, period and position of the ball, at the earliest convenient time, to be decided upon by the host tournament committee.

SECTION 3: FIELD RULES (PERSONAL FOULS)

14. Foul called

Any infringement of the rules constitutes a foul and the umpires may stop the game unless interrupting the game and awarding a penalty results in a disadvantage to the team fouled.

15. Crossing

No player shall cross another who is riding parallel with the line of the ball, meaning this line its path and length, except at such a distance that not the slightest risk of collision or danger to any player is involved. There shall be no change of line of the ball when it is unexpectedly deflected and for a short distance.

16. Line of ball

- a.) Two players on the line of the ball riding toward the ball or bumping each other, have the right to it over all other players.
- b.) The player parallel to and with the line of the ball on the offside of his pony has the right to it over the other players, except when meeting two players as described in subsection a).
- c.) No player shall enter the line of the ball in front of the player who is on the line, except at such a distance that not the slightest risk of collision or danger to any player is involved. If a player duly enters the line and gains control of the ball, an opponent must not ride into him from behind, and must play the ball on his near side.
- d.) When two or more players ride in the general direction of the line of the ball, the player riding at the lesser angle to the line of the ball has the right of way. If the players are at equal angles, the player that has the ball on his right has the right to the line of the ball. The same rule applies in the case of players meeting the ball.
- e.) Any player riding in the general direction of the ball at an angle with its path, has right of way over any other player who is also riding at any angle to the line, but in the opposite direction.
- f.) No player will be considered to have the right of way to the ball, because he was the last to hit it, if after he hit it he deviated from the exact direction of the ball.
- g.) The player, who hits the ball on the right side of his horse (offside), has the right to the ball. If a player is positioned to hit the ball on his left side (near side) and endangers any other player, he loses the right to the ball and must give way to the player who plays the ball on his right side (offside) and positions himself in a manner not to endanger

another player,

h.) Two players riding in opposite directions, must hit the ball on the right side (offside) of their ponies.

i.) A player with the ball on the offside, may not move his pony to the nearside to avoid a legitimate play by an opponent.

17. Right of Way

a.) If one or more players are riding on the line of the ball and for any reason it is unexpectedly deflected, creating a new line, if they continue in the original line for a short distance, they have right of way. If any of the players involved in a play or another player takes the new line, the players on the previous line have right of way and they cannot hit the ball.

b.) If a player in possession of the ball suddenly changes its direction, toward an opposing player, this opponent has the right to clear the right of way and may not play the ball without this constituting a foul.

c.) In the event that a player advances the ball passing the opposing player, on the same line and at the same speed, the opponent is allowed to hit a backhander on the right (offside), provided he does not make a cross: the original player can only play the ball again on the nearside.

d.) Delay of Game: A player in possession of the ball, marked by approximately 2 horse lengths or less by an opposing player must keep moving. Should the player in possession of the ball either stop or reduce their speed to a walk or walking speed, the player (and or any member of the player's team) will have 5 seconds to either hit away or run with the ball. An infraction of this rule will result in a penalty against the team in possession of the ball.

e.) Right of Way on the Boards: when the ball is hit toward the boards and stops or is within approximately 6" of the boards, a player following the ball that is at an angle of approximately 90 degrees perpendicular to the boards, cannot turn without allowing the trailing player to clear or make a nearside play, unless the trailing player checks or reduces speed, the player with the ball may then turn the ball in either direction providing that he maintains speed and continues the play.

18. Dangerous Riding

Dangerous riding is when:

a.) Riding off at such an angle as to endanger a player or a pony or behind the saddle or when the speed difference between both mounted players could be dangerous.

b.) 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.

c.) Pull across or over a pony's legs in such a manner as to risk tripping either pony.

d.) Ride into an opponent forcing him to cross into a player's right of way or across the line of the ball.

e.) Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no foul or cross actually occurs.

f.) Two players from the same team cannot ride off an opponent at the same time.

g.) A ride off, from the same side that the ball is being hit, is allowed unless the player initiating the ride off creates danger by difference of speed or angle as described in 18a.

INTERPRETATION 1: Generally in a ride off, the angle is dangerous when it is greater than 45°, and the ride off must be shoulder to shoulder. Contact applied behind the saddle is dangerous and shall be penalized.

INTERPRETATION 2: It is very common to see players that when they are going to be ridden off, they pull up suddenly to avoid the ride off and the opposing pony crosses ahead of the player who pulled in such a way to appear like a foul. Umpires must be prepared for these moves made. The foul must not be called.

19. Rough Play

- a.) No player may seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with the arm above the elbow, provided the elbow is kept close to the side.
- b.) No player may physically abuse another player or the other player's own or another player's mount.

20. Improper use of the Mallet

- a.) No player may hook an opponent's mallet unless on the same side of the opponent's pony as the ball, or in a direct line behind, and the mallet is neither over under, nor across any part of the opponent's pony, nor over, under or between a pony's legs. The mallet must be hooked and not struck when the opponent is about to hit the ball and the head of the mallet must be below the horizontal shoulder level of the hitter.

INTERPRETATION 1: Hooking shall be only legal when the opponent is in the act of hitting the ball, i.e. when the mallet has passed below the horizontal shoulder level.

INTERPRETATION 2: No player may pass his mallet over or across any part of an opponent's pony to hit the ball; nor may do so into or among the legs an opponent pony.

INTERPRETATION 3: The offside backhand stroke (on the right) can be hooked during the wind up of the swing, but always below the horizontal shoulder level of the player hitting. Such hooking is not allowed on the near side (backhand).

INTERPRETATION 4: If the backhander on the offside is accidentally hooked by an opponent's pony, it shall not be considered as a foul, unless such player was fouling.

- b.) No player may intentionally strike his pony with his polo mallet.
- c.) No player may use his mallet dangerously, or hold it in such a way as to interfere with another player or his pony.

21. Lost Helmet and Broken Equipment

- a.) If a player loses his helmet, the umpire shall stop the game to allow him to recover it, but he will do it only when the play is neutral so that no team is favored.
- b.) As for accidents to the pony equipment, the game shall be stopped in the following cases:
 - i.) Broken bit.
 - ii.) A broken rein if single; because in an instance of using two sets of reins, the player can control his pony with the other one; the game should only be stopped if both reins are broken.

- iii.) Broken girth.
- iv.) Lost bandages; but if the umpire has seen that the bandages are not attached to the pony leg, he may allow the game to continue.
- v.) The game shall not be stopped unless the ball is out of play for: a broken or a loose curb chain, a broken stirrup leather or a martingale, unless the umpires determine such broken equipment presents a danger to any player. For the sake of expediting the process, the Umpires at their sole discretion, may allow the player to change horses.

22. Dismounted Player

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

23. Accident or Injury - Fallen or Injured Player

- a.) If a player falls, the umpire shall not stop the game unless he believes the player is injured or in jeopardy of being injured
- b.) When the play has been stopped in accordance with Section 3, Rule 23 and 24, the umpire restarts with a throw-in as described in Section 2.10, immediately when the player involved is ready to play again, unless otherwise stated above. The umpire shall not wait for any other player who may not be present.
- c.) If a player is injured, he shall be granted a period of 15 minutes to recover. If the player needs medical assistance, he must be removed from the field and a substitute shall enter within the said 15 minutes. Once recovered, the injured player may return to their team.

Note: USPA Penalty 7 does not apply.

24. Accident or Injury- Fallen or Injured Mount

- a.) Horse Injured or Distressed: The umpires have a responsibility during play for the welfare of the horses but the primary responsibility for the welfare of a horse lies with the player. During a break in play, or exceptionally during play, a player may inform the umpires that his pony is injured or distressed or the umpires may make their own assessment to this effect in which case they should stop play immediately. In either event the umpires should examine the horse and in their opinion if:
 - i.) The horse is visibly injured or distressed they should call "ALL MAY CHANGE". The horse in question must be lead off the field or taken off by horse ambulance. Play will be restarted with a throw in when the player with the injured horse has returned on another horse. Any unwarranted delay on his part will be penalized.
 - ii.) The horse is not visibly injured or distressed then they may instruct the player to change by leading the horse off the field to the nearest changing location. No other player on his team may change mounts. The umpires shall instruct the player to quickly change to a new mount and play should be restarted as soon as the player returns the field. The horse may be tagged or marked under supervision of the Umpires (or officials) so that it may not play again in the match. For abuse of this rule a penalty may be awarded.
 - iii.) In the absence of a Veterinarian, the Host Club Tournament Committee has the authority to stop the horse from playing.
- b.) Horse Falls: If a horse falls, (i.e. its body touches the ground) the umpires should stop play immediately and, if the player wishes to remount, ensure that it is trotted and examined for soundness. If sound or no evidence of injury, the player may remount but

otherwise he must change mounts in accordance with Section 3.24.a.i.

c.) Dangerous Tack: The game will be stopped immediately in the interest of safety for tack which presents a danger to any player or horse 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 umpires may allow the player to rectify the fault immediately on the ground if it can be done quickly. Otherwise, the player must leave the field of play and play will be restarted as soon as the player has done so, unless the tack has been broken by contact with another horse in which case the start of play will be delayed until his return.

d.) If in the umpire's opinion, damaged or broken equipment that may pose a risk to any player or mount, the umpire shall wait to stop the play at some neutral play, unless he considers the damaged equipment may interfere with the play or endanger a player(s) or mount(s).

e.) Player Time Out for Injured Mount: If a player asks for time out for an injured or fatigued mount, the umpire(s) shall, at their discretion, stop the game immediately or at a neutral play. The player shall have 5 minutes to change mounts and the injured mount may not return to the game. No player on his team may change mounts until after play has resumed. If the umpire notices that a team member(s) has changed horses, a penalty will be awarded to the opposing team and play will resume immediately.

25. Disciplinary Sanctions by Umpires

To safeguard the quality of the game and entertainment, the safety of participants and due respect for other players, authorities and the public present, players, before, during and after games shall maintain a sportsmanlike conduct according to the prestige of polo.

Acts of misconduct may be directed toward officials, staff, other players, goal judges, pony workers, photographers, film crews or the public. Acts of misconduct include, but are not limited to: shouts, threats, waving of mallets, vulgar language, unjustified delays, arguments, insulting remarks, dangerous moves or any other act that affects the normal development of the game or show. Any action which endangers the physical integrity of the public and/or the staff involved shall also be a disciplinary sanction.

SECTION 4: PENALTIES

26. Conversion

a.) Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards) and 6 (safety) shall be taken in one stroke with the attempt to score. Consequently the player taking the penalty may not make a preparatory dribble, for themselves or a team member.

b.) Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards), 5a, 5b, and 6 (safety) if the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

c.) In Penalties 2 and 3, the ball shall be considered in play the moment it has been either hit or hit at and missed. The attempt to hit a ball is considered a hit ball, the action of a swing puts the ball into play. The player shall hit the ball, or hit at it, in the first attempt; the striker is not allowed to go past the ball, or circle during the final approach, nor take excessively long time in preparation to hit. Infringement of this rule shall be sanctioned with a throw-in per Section 2. Rule 10.

d.) In Penalties 4 and 6, if the hitter mis-hits, misdirects or misses the ball, he/she or any

member of his/her team may only hit or hit at the ball with a half shot, that is with the head of the mallet starting the downward swing below the shoulder of the hitter, until the ball has been hit or hit at by an opponent. However, the mallet may be raised above the shoulder of any player to stop or direct the ball providing that the head of the mallet does not move a significant distance as contact is made with the ball. Any action which the umpires consider dangerous will be penalized. 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.

e.) Making a tee with the mallet or in any other way (tee-up) to place the ball is not allowed on penalties.

f.) Once the ball is placed to take a penalty and the Umpire says "Play", it may not be re-teed, and the player shall hit the ball as it is.

27. Penalty Goal (Penalty 1)

If, in the opinion of the umpire, a player commits a dangerous or deliberate foul in the vicinity of the goal in order to save a goal, the team fouled shall be awarded one goal. The game shall be resumed by the ball being bowled in parallel to the end lines from a point on the center of the 10 yard line nearest the fouling teams goal, the umpire positioned in front of and facing the players, with the fouling teams end line to the umpires right.

28. 30 Yard Hit (Penalty 2)

a.) A penalty hit 30 yards from the back line of the fouling team opposite the middle of the goal or, if preferred, the spot from where the foul occurred (the choice to rest with the team fouled). For a penalty hit from the 30 yard line, all of the fouling team shall be positioned behind their back line, outside of the goal, until the ball is hit, or hit at, and once the ball is put into play, no player of the fouling team may enter the field from between the goal posts. All players of the team fouled not hitting must be behind the 30 yard line. The team fouled may hit or hit at the ball only once and may not make another play on or affect the course of the ball until it has been hit or hit at by a member of the opposing team or contacts a goal post, opposing player or mount.

If the team fouled chooses to take the penalty from the spot (spot hit) where the foul occurred, the hitter may hit the ball more than once and none of the fouling team may be within (30 yards) from the ball and may not enter the field from between the goal posts; players from the attacking team shall be positioned behind the ball. Once the team fouled has hit or hit at the ball, the ball is in play and all rules of Right of Way are in effect.

b.) If, in the opinion of the umpire, when taking the Penalty 2 (30 yards), the penalty hit would have resulted in a goal, but is prevented by the fouling team, having gone out between the goal posts or having passed the back line before the ball is hit, the hit shall be considered a goal for the team fouled.

c.) If, in the opinion of the umpire, when taking the Penalty 2 (30 yards), if the penalty hit were deflected by the fouling team or was hit wide by the hitter, and a defending player that had gone out between the goal posts or had passed the back line before the ball is hit, the hit shall be taken again.

29. 40 Yard Hit (Penalty 3)

a.) A penalty hit from (40 yards), from the goal line of the fouling team opposite the

middle of the goal. All of the fouling team shall be positioned behind their back line, but outside of the goal, until the ball is hit, or hit at, and once the ball is put into play, no player of the fouling team may enter the field from between the goal posts. All players of the team fouled not hitting are to be behind the 40 yard line. The team fouled may hit or hit at the ball only once and may not make another play on or affect the course of the ball until it has been hit or hit at by a member of the opposing team or contacts a goal post, opposing player or mount.

b.) If, in the opinion of the umpire, when taking the Penalty 3 (40 yards), the hit would have resulted in a goal, but is prevented by the fouling team, having gone out between the goal posts or having passed the back line before the ball is hit, the hit shall be considered a goal for the team fouled.

c.) If, in the opinion of the umpire, when taking the Penalty 3 (40 yards), if the penalty hit were deflected by the fouling team or was hit wide by the hitter, and a defending player that had gone out between the goal posts or had passed the back line before the ball is hit, the hit shall be taken again.

30. 60 Yard Hit (Penalty 4)

A free hit at the ball by the team fouled from the center of the 60 yard line nearest the fouling team's goal. The fouled team is free to position themselves anywhere on or off the playing field. The fouling team must be behind the 30 yard line until the umpire says play and the ball is hit or hit at.

31. Hit from the Spot (Penalty 5a)

A penalty hit from the spot where the ball was when the foul occurred, but at least 4 yards from the boards or from the side lines. None of the fouling team may be within 30 yards from the ball, always between the line of the ball and the defending goal (If any player of the fouling team were off the field at the time of the penalty, he may enter the field anywhere on the field before the ball is not in play but only always behind the line of the ball, towards the goal his team is defending after play resumes). The team fouled may position anywhere. If a player of the fouling team were located as offside, a new stroke shall be granted to the team fouled, moving the penalty spot at 30 yards closer to his goal.

32. Penalty from the Center of the Field (Penalty 5b)

A penalty hit from the center of the playing field, none of the fouling team may be within 30 yards from the ball, always between the ball and the defending goal (If any player of the fouling team were off the field at the time of the penalty, he may enter the field only when the ball is in play, always behind the line of the ball, towards the goal his team is defending), and the team fouled may position anywhere. If a player of the fouling team were illegally positioned, a new penalty hit shall be granted to the team fouled, advancing the penalty spot 30 yards.

33. Safety: 60 yard line hit (Penalty 6)

A penalty hit from a spot (60 yards) from the end line opposite where the ball crossed the end line, but no more than 40 yards from the center of the goal. The fouled team is free to position themselves anywhere on or off the playing field. The fouling team must be behind the 30 yard line until the umpire says play and the ball is hit or hit at.

34. Penalty Repetition (Penalty 7a)

If the fouling team does not act properly when the penalty 2, 3, 4, 5a, 5b, or 6 is taken, another free hit shall be awarded to the team fouled from the same spot under the same conditions as before, except that if a goal has been scored or awarded.

35. Defenders Hit In (Penalty 7b)

If the team fouled fails to carry out Penalty 2 or 3 correctly, the defenders shall be allowed a hit in from the middle of their goal. None of the attacking team shall not be within 30 yards) from the back line, until the ball is hit or hit at; the defending team being free to place themselves where they choose. (If a player from the attacking team were off the field at the time of the penalty execution, he may enter the field behind the 30 yard line.)

36. Failure to Execute Proper Procedure by Attacking Team in a Knock In (Penalty 7c)

If the Attacking Team (team that hit the ball over the back line and caused the Knock-In) fails to carry out the Rule described in Section 2.7 (Attacker Hits Behind – Knock In), the defenders (Team Knocking In) shall be allowed to hit in from the 30 yard line, from the spot opposite where the first hit was made or would have been made. None of the Attacking Team shall be behind the striker and shall not be within 30 yards from the ball until it is hit or hit at; the defending team being free to place themselves where they choose. By infringement to Penalty 7b or any further infringement to penalty 7c committed by the attacking team, another hit in from the 30 yard line shall be awarded to defenders. Always between the line of the ball and the defending goal (If any player of the fouling team were off the field at the time of penalty, he may enter the field anywhere except between the goal posts or within 30 yards of the hitter).

37. Ball in Play by the Umpire (Penalty 8)

a.) When both teams simultaneously fail to carry out Penalty 2 or 3, the umpire shall put the ball in play in the place where the penalty was to be taken, with a throw-in as provided in Section 2.10.

b.) Delay in taking a penalty shall be a foul; the reasonableness of the delay is at the umpires' discretion, depending on the circumstances of the situation. The umpire shall blow the whistle to call the attention of the players, and then throw the ball in the place where they would have taken the penalty, as provided in Section 2.10.

c.) In case of unjustified delay when taking the hit-in, the umpire shall blow the whistle and bowl the ball in underhand and hard and perpendicular to the back line, at the spot where the penalty should have been taken, both teams must be placed in the same position for a throw-in, but looking at the back line and 5 meters away from the umpire; the defending team shall line up at the nearest side to the goal.

38. Pony Ordered Off or Disqualified (Penalty 9a)

By violation of Section 3. 24 (Fallen or Injured Mount), the umpire shall order a pony removed from the field and shall not allow it to play again during the game, or until the cause of the violation disappears.

39. Player Ordered Off (Penalty 9b)

By violation of Section 3.23 (Fallen or Injured Player), the umpire shall order the player off the field and shall not allow him to play again until the cause of the violation is corrected.

In the two cases of fallen mount or fallen player as described above, the game shall resume immediately with a throw-in, as provided in Section 2.10 and shall continue while the player is changing pony or removing the cause of the violation.

SECTION 5: DISCIPLINARY SANCTIONS

The acts of misconduct provided in Section 2.25 shall be sanctioned by the umpire as a technical foul, yellow or red flags, subject to the violations that may be applied as set forth.

Unsportsmanlike Conduct:

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

- Appealing to the umpires or official
- Unwelcome talking to the umpire
- Vulgar or abusive language
- Disrespectful attitude toward any official, player, coach, or spectator
- Arguing with umpire(s) or other officials
- Inappropriate behavior by any member of a team organization,
- Delay of game for a player or mount
- Unnecessary tack time out
- No player may swing the mallet in a windmill or helicopter type fashion as in appealing for a foul
- Dangerous riding
- Improper use of the mallet
- Rough or abusive play as described in Section 3 Rule 19.
- Deliberately striking another player or a mount
- Infraction of Whipping Rule
- Hitting the ball after the whistle or horn

1st offence will be a technical foul and the umpire will follow the procedure outlined below:

Yellow Flag: the umpire shall immediately award a yellow flag to a player that demonstrates unsportsmanlike conduct as described above (appeal/technical).

- The player's first Yellow flag (offence) in a match will result in a penalty and may increase or decrease an existing penalty's severity.
- A second offence (appeal/technical) will be a second yellow flag and the player will sit out the remainder of the chukker.

Red Flag: when a player receives his/her first red flag of the match, he/she will be suspended for the remainder of the period at a minimum and may return to the game at the discretion of the umpire(s) with no substitute allowed.

- A player's third offence (second red flag) will result in suspension for the remainder of the match and for the following tournament match with a substitute allowed.
- The umpire(s), at their sole discretion, may award a red flag full game suspension for a player's first offence for Rough or Abusive Play or extreme unsportsmanlike conduct.

Appeal, Technical, and Personal Foul mean any infraction of Unsportsmanlike Conduct as described above.

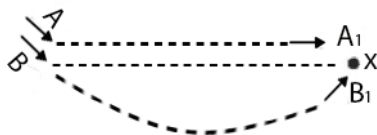
Whipping Rule – A player may not:

- 1.) Use his whip other than in exceptional circumstances when the ball is out of play or dead. For this offence the umpire should award as a minimum a Penalty 5(b).
- 2.) Use his whip or spurs unnecessarily or in excess at any time.
- 3.) Intentionally strike another player or another player's mount with his whip

No hitting the ball after the whistle or horn:

- 1.) A player may not knowingly strike the ball when it is off the field of play or after the whistle has been blown.
- 2.) A player may not intentionally strike a ball during play in such a way that it may cause injury to a spectator or official, or damage property.

SECTION 6: EXAMPLES OF THE FIELD RULES

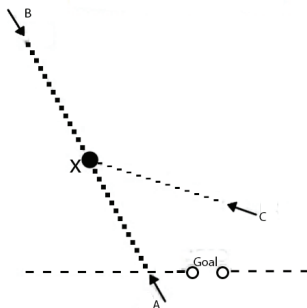


“B” hits the ball to “X” and follows the ball creating a half circle. “A”, directly follows the line of the ball.

As “A1” and “B1” arrive at the ball a collision is likely.

Even though “B” was the last player to hit the ball, he gave up the right of way by veering away from the line of the ball. “A”, who is traveling parallel to the line and following the direction of the ball has established the right of way and is entitled to play the ball. “B” must give way to “A’s” right of way.

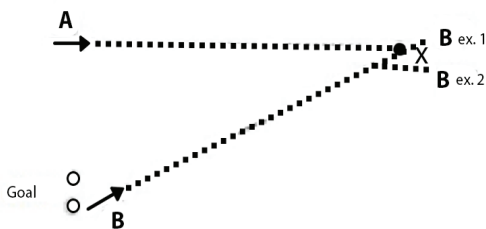
Right of Way 3.16.b



“A” hits the ball from behind the end line towards “X”.

“B” rides from the opposite direction parallel to the line of the ball towards “X”, “B” has the right of way because he is traveling parallel to the line of the ball. “C” who is not traveling parallel to the line of the ball must give way to “B” and not make a play.

Right of Way 3.15

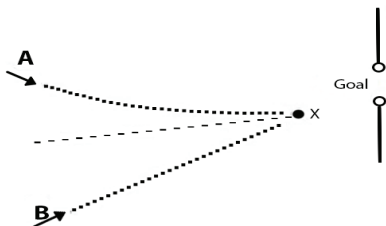


“A” hits the ball towards “X”.

Example 1: If “B” can reach the ball at “X” without causing “A” to have to slow down or check to avoid a collision or danger, then “B” may cross the line to play the ball.

Example 2: If there is not a safe distance for “B” to cross the line to play the ball, as described above then “B” must turn to ride parallel to the line of the ball without crossing the line, and then may play the ball on his nearside. While hitting or attempting to hit the nearside shot, “B’s” pony crosses the line of the ball, he must be penalized for a crossing foul.

Right of Way 3.16.d



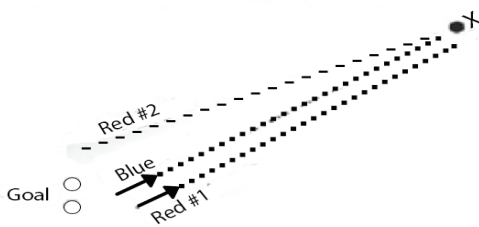
The ball is hit towards “X”.

Neither “A” nor “B” hit the ball.

Both ride to play the ball, therefore it is likely that a collision will occur if the players reach “X” at the same time.

The right of way is given to “A” because he is riding at a lesser angle to the line of ball than “B”.

3.15 Crossing
3.18.a Dangerous Riding



Red #2 in possession of the ball, hits the ball towards “X”. The three players ride towards the ball.

Red #1 engages in a ride off with Blue. When arriving at the ball “X” a collision among the three players is likely.

Red #2 is considered to have the right of way to the ball. A dangerous riding penalty shall be sanctioned against Red #1 if:

- a.) The Red #2 has to pull up to avoid a collision with the Blue, who has been forced into that position by the Red #1 or
- b.) Blue has to pull up to avoid being dangerously positioned between Red #1 and Red #2.

Right of Way 3.16.e

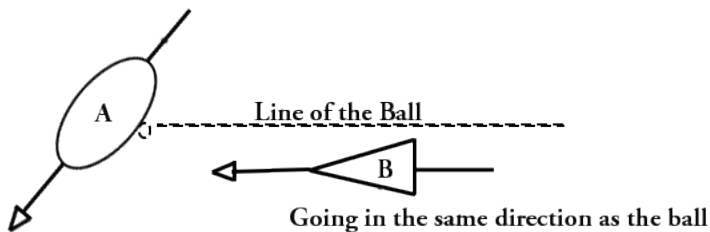


The ball is hit towards “X”.

“A”, despite having an greater angle than “B”, has the right of way to the ball because he riding in the general direction the ball is traveling.

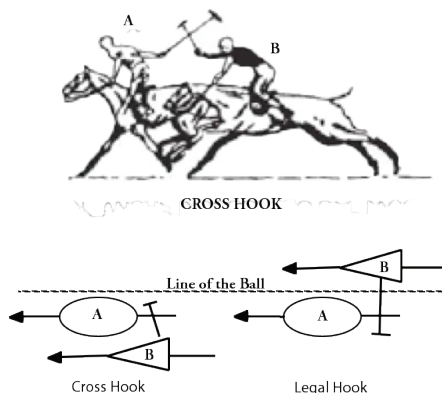
“B” must be on the exact line of the ball to have the right to play because he is traveling in the opposite direction the ball is traveling.

CROSSING FOUL



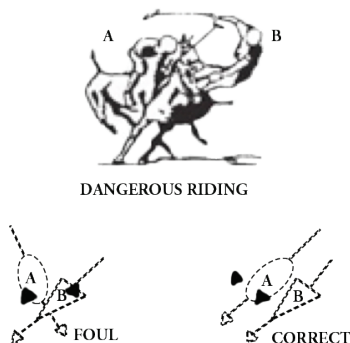
“B” is following to the left of the line of the ball riding at full speed therefore has the right of way. “A”, comes across the line and impedes “B’s” right of way. A dangerous collision or crossing may happen. In order to avoid a dangerous collision, “B” slows down or checks his pony some distance from the ball. This is an example of a dangerous crossing foul.

The recommend penalty for this foul is a penalty 2, 3, or 4 depending on the location on the field the foul occurred. If “A” commits this foul in order to save a goal then a penalty 1 shall be awarded to “B’s” team.



Cross Hook Example: "A" has the right of way with the ball on his right, "B", comes from behind and to the left of "A", "B" reaches his mallet across "A's" pony and hooks "A's" mallet. The recommend penalty for this foul is a penalty 2, 3, or 4 depending on the location on the field the foul occurred.

Legal Hook Example: If "B" is riding on "A's" right side or directly behind "A", he may then legally hook "A's" mallet.



"B" has the right to the line. "A" rides into "B" at a severe angle, putting both horses and riders in danger. A penalty number 2 shall be give to "A" for riding into another player at a dangerous angle. If "A" had straightened his pony so it was almost parallel with "B", before riding into "B" the play would not be dangerous, and no foul would have occurred.

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For USPA High Goal Polo is defined as any tournament or match with an upper handicap limit of 20 goals or greater. Pursuant to USPA Tournament Conditions these International Rules may only be used in USPA Tournaments or matches with an upper handicap limit of 20 goals or greater.

Any rule not addressed in these rules is governed by the Host Country Polo Association's Constitution, By-Laws, Rules, and Tournament Conditions.

SECTION 1: DURATION OF PERIODS, GAMES, WINNING OF GAME: GOALS, HANDICAPS

1. Duration of the Game

A game shall be a maximum of 8 periods for AAP open tournaments and of 6 periods for all others. The final number of periods and the intervals between each period shall be at the discretion of the Host Tournament Committee.

2. Duration of Periods

Each period of a game shall be a maximum of 7 1/2 minutes in length. At the end of 7 minutes of elapsed time, a single horn or bell will sound to indicate that up to 30 seconds remain in the period (overtime portion of the period). At the end of 7 1/2 minutes of elapsed time, a horn or bell will sound twice to terminate the period.

a.) Except for the final period of regulation play, each period will terminate following the 7 minute horn or bell, when the ball goes out of play, out of bounds or hits the side boards, a goal is scored, or the umpire(s) whistle sounds. If a foul is called after the 7 minute horn or bell sounds, the umpire's whistle ends the period and the foul shall be awarded at the beginning of the next period.

b.) In the final period, if the game is not tied at the end of 7 minutes, the game will end on the 7 minute horn or bell.

c.) In the final regulation period and any subsequent overtime periods, if the game is tied play will continue until the second horn or bell, or until a goal is scored or awarded. If the play is stopped by the umpires after the 7 minute horn or bell for any reason, the penalty, bowl in or free hit, as the case may be, shall be executed. A minimum of 5 seconds shall be allowed for execution of any penalty, free hit or bowl in.

3. Winning of Games: Goals (from USPA Rule 18)

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

INTERPRETATION 1: If the ball goes into a goal post, the umpire will blow the whistle and throw a ball in USPA Rule 22. e. (7).

INTERPRETATION 2: When there are two umpires and one of them blows the whistle to sanction a foul at the same time a goal is scored, or the ball goes out of play through

the back line, driven by a player of the attacking team or a player of the defending team (safety) this is valid, if the foul is not confirmed by the referee. For this situation to happen the following conditions are required:

- a) That two umpires are on the field
- b) That one umpire sanctions a foul and the other one disagrees
- c) That the referee decides that there was not a foul
- d) That the play has ended in goal, or the ball goes out of play through the back line, driven by a player of the attacking team or a player of the defending team (safety), and the umpires agree on a foul against the defending team or no foul, the goal counts or Safety is awarded.

SECTION 2: COMMENCEMENT, INTERRUPTION AND RESUMPTION OF PLAY:

4. Start of Play

At the beginning of the game the two teams shall line up in the middle of the field, each team being on its own side of the halfway line. The umpire shall bowl the ball underhand and hard between the opposing ranks of players, from a distance of not less than five meters, the players remaining stationary until the ball has left his hand.

INTERPRETATION: To preserve the good condition of the field, the Umpire may throw the ball in any place of the center line thereof, but always more than 20 yards from the boards.

5. Changing Ends

Ends shall be changed after every goal, except where a goal is awarded under Penalty 1. Ends shall also be changed if no goals have been scored by half time and play shall be restarted at a position corresponding to the change of ends. After a goal is scored, the game shall be restarted in the middle of the field as required by (Section 2.4 Start of play). The players shall be allowed a reasonable time to reach the middle of the field at the speed of a slow canter and to take up their positions.

6. Wrong Line Up

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

7. Attacker Hits Behind (“Knock-in”)

- a.) When the ball is hit over the back line by the attacking team, it shall be hit in by the defending team from the spot where it crossed the line, but at least 3.5 yards from the goal posts or boards, when the umpire calls “Play”. None of the attacking team shall be behind the striker and shall not be within 30 yards until the ball is hit or hit at; the defending team being free to place themselves where they choose. During a hit in, an attempt to hit a ball is considered a hit ball. In such case the line of the ball will be the direction of the attempting player’s horse at the time of the attempt. If a player of the attacking team is out of the field at the time of the hit in, he must enter behind the 30 yard line. Otherwise, defenders shall be granted a hit in from the 30 yard line where the ball went out.

INTERPRETATION: To hit in, the ball shall be placed on the back line, or a little further ahead, but never behind the line. The umpire shall order to play and shall not allow a hit in before play is called.

b.) Attacking players shall have a reasonable time to get into position and the hit in shall be done without unnecessary delay and after the order of the umpire. The player shall hit the ball, or hit at it, in the first attempt; the striker is not allowed to go over the ball, or circle during the hit in.

8. Defender Hits Behind (Penalty 6 “Safety”)

If the ball is hit behind the back line driven or touched with any part of the mallet by a defending player, directly or after touching his/her own pony or on himself/ herself, the boards or goal posts, Penalty 6 shall be awarded. If the ball strikes another player or pony, it shall be hit in, in accordance with (Section 2.7 Attacker hits behind).

9. Ball Out of Play

- a.) The ball shall go over and clear of the side lines or boards to be out of play.
- b.) When the ball is hit over the boards or side lines, it must be bowled in underhand and hard, by the umpire into the field of play from a point just inside the boards or lines where it went out, on an imaginary line parallel to the two goals, and between the opposing ranks of players, each team being on its own side of the imaginary line. No player shall be within 5 yards from the boards (or 10 yards from the side lines if field without boards). The players must remain stationary until the ball has left the umpire’s hand. A reasonable time must be allowed for players to line up.

10. Resumption of Play When the Ball Has Not Left the Field

- a.) If for any reason the game has to be stopped without the ball going out of play, it shall be re-started in the following manner: The umpire shall stand at the spot where the ball was when he blew the whistle, facing the nearer side line, but at least 20 yards from the boards or side lines.
- b.) Both teams shall take up their positions, each team being on its own side of an imaginary line, parallel to the goal lines and extending through the umpire to the sides of the field.
- c.) No player shall be within 5 yards from the umpire. The umpire shall bowl the ball in underhand and hard, between the opposing ranks of players, towards the nearer side line, the players must remain stationary and have no contact until the ball has left the umpire’s hand.

11. Restarting after Period

On play being resumed after a period, the ball shall be put in play in the same manner in which it would have been should there not have been an interval, i.e., under Section 2: 4, 5, 7, 9, or 10 (changing ends, attackers or defenders hit behind or when the ball is not out of field), as the case may be. If the ball had touched the boards without leaving the field at the end of the previous period, it shall be put in play under Section 2: 10 as if it had passed over the boards. The umpires must not wait for players who delay.

12. Damaged or Buried Ball

- a.) If the ball is damaged or buried into the ground, the umpire, at his discretion, shall stop the game and make a throw-in, as provided in Section 2.10.

- b.) If the ball is buried, the umpire shall blow the whistle immediately, unless a player moves the ball before the whistle sounds.

INTERPRETATION: It is advisable that the game is stopped and the ball is changed when the damaged ball is in a position such that neither team is favored.

13. Unfinished game

Once the game has started it shall be played to a finish unless stopped by the umpire or the Host Tournament Committee for some unavoidable cause which prevents a finish the same day, such as darkness or weather, in which case it shall be resumed at the point at which it has stopped, as to score, period and position of the ball, at the earliest convenient time, to be decided upon by the host tournament committee.

SECTION 3: FIELD RULES (PERSONAL FOULS)

14. Foul called

Any infringement of the rules constitutes a foul and the umpires may stop the game unless interrupting the game and awarding a penalty results in a disadvantage to the team fouled.

15. Crossing

No player shall cross another who is riding parallel with the line of the ball, meaning this line its path and length, except at such a distance that not the slightest risk of collision or danger to any player is involved. There shall be no change of line of the ball when it is unexpectedly deflected and for a short distance.

16. Line of ball

- a.) Two players on the line of the ball riding toward the ball or bumping each other, have the right to it over all other players.
- b.) The player parallel to and with the line of the ball on the offside of his pony has the right to it over the other players, except when meeting two players as described in subsection a).
- c.) No player shall enter the line of the ball in front of the player who is on the line, except at such a distance that not the slightest risk of collision or danger to any player is involved. If a player duly enters the line and gains control of the ball, an opponent must not ride into him from behind, and must play the ball on his near side.
- d.) When two or more players ride in the general direction of the line of the ball, the player riding at the lesser angle to the line of the ball has the right of way. If the players are at equal angles, the player that has the ball on his right has the right to the line of the ball. The same rule applies in the case of players meeting the ball.
- e.) Any player riding in the general direction of the ball at an angle with its path, has right of way over any other player who is also riding at any angle to the line, but in the opposite direction.
- f.) No player will be considered to have the right of way to the ball, because he was the last to hit it, if after he hit it he deviated from the exact direction of the ball.
- g.) The player, who hits the ball on the right side of his horse (offside), has the right to the ball. If a player is positioned to hit the ball on his left side (near side) and endangers any other player, he loses the right to the ball and must give way to the player who plays the ball on his right side (offside) and positions himself in a manner not to endanger

another player,

h.) Two players riding in opposite directions, must hit the ball on the right side (offside) of their ponies.

i.) A player with the ball on the offside, may not move his pony to the nearside to avoid a legitimate play by an opponent.

17. Right of Way

a.) If one or more players are riding on the line of the ball and for any reason it is unexpectedly deflected, creating a new line, if they continue in the original line for a short distance, they have right of way. If any of the players involved in a play or another player takes the new line, the players on the previous line have right of way and they cannot hit the ball.

b.) If a player in possession of the ball suddenly changes its direction, toward an opposing player, this opponent has the right to clear the right of way and may not play the ball without this constituting a foul.

c.) In the event that a player advances the ball passing the opposing player, on the same line and at the same speed, the opponent is allowed to hit a backhander on the right (offside), provided he does not make a cross: the original player can only play the ball again on the nearside.

d.) Delay of Game: A player in possession of the ball, marked by approximately 2 horse lengths or less by an opposing player must keep moving. Should the player in possession of the ball either stop or reduce their speed to a walk or walking speed, the player (and or any member of the player's team) will have 5 seconds to either hit away or run with the ball. An infraction of this rule will result in a penalty against the team in possession of the ball.

e.) Right of Way on the Boards: when the ball is hit toward the boards and stops or is within approximately 6" of the boards, a player following the ball that is at an angle of approximately 90 degrees perpendicular to the boards, cannot turn without allowing the trailing player to clear or make a nearside play, unless the trailing player checks or reduces speed, the player with the ball may then turn the ball in either direction providing that he maintains speed and continues the play.

18. Dangerous Riding

Dangerous riding is when:

a.) Riding off at such an angle as to endanger a player or a pony or behind the saddle or when the speed difference between both mounted players could be dangerous.

b.) 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.

c.) Pull across or over a pony's legs in such a manner as to risk tripping either pony.

d.) Ride into an opponent forcing him to cross into a player's right of way or across the line of the ball.

e.) Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no foul or cross actually occurs.

f.) Two players from the same team cannot ride off an opponent at the same time.

g.) A ride off, from the same side that the ball is being hit, is allowed unless the player initiating the ride off creates danger by difference of speed or angle as described in 18a.

INTERPRETATION 1: Generally in a ride off, the angle is dangerous when it is greater than 45°, and the ride off must be shoulder to shoulder. Contact applied behind the saddle is dangerous and shall be penalized.

INTERPRETATION 2: It is very common to see players that when they are going to be ridden off, they pull up suddenly to avoid the ride off and the opposing pony crosses ahead of the player who pulled in such a way to appear like a foul. Umpires must be prepared for these moves made. The foul must not be called.

19. Rough Play

- a.) No player may seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with the arm above the elbow, provided the elbow is kept close to the side.
- b.) No player may physically abuse another player or the other player's own or another player's mount.

20. Improper use of the Mallet

- a.) No player may hook an opponent's mallet unless on the same side of the opponent's pony as the ball, or in a direct line behind, and the mallet is neither over under, nor across any part of the opponent's pony, nor over, under or between a pony's legs. The mallet must be hooked and not struck when the opponent is about to hit the ball and the head of the mallet must be below the horizontal shoulder level of the hitter.

INTERPRETATION 1: Hooking shall be only legal when the opponent is in the act of hitting the ball, i.e. when the mallet has passed below the horizontal shoulder level.

INTERPRETATION 2: No player may pass his mallet over or across any part of an opponent's pony to hit the ball; nor may do so into or among the legs an opponent pony.

INTERPRETATION 3: The offside backhand stroke (on the right) can be hooked during the wind up of the swing, but always below the horizontal shoulder level of the player hitting. Such hooking is not allowed on the near side (backhand).

INTERPRETATION 4: If the backhander on the offside is accidentally hooked by an opponent's pony, it shall not be considered as a foul, unless such player was fouling.

- b.) No player may intentionally strike his pony with his polo mallet.
- c.) No player may use his mallet dangerously, or hold it in such a way as to interfere with another player or his pony.

21. Lost Helmet and Broken Equipment

- a.) If a player loses his helmet, the umpire shall stop the game to allow him to recover it, but he will do it only when the play is neutral so that no team is favored.
- b.) As for accidents to the pony equipment, the game shall be stopped in the following cases:
 - i.) Broken bit.
 - ii.) A broken rein if single; because in an instance of using two sets of reins, the player can control his pony with the other one; the game should only be stopped if both reins are broken.

- iii.) Broken girth.
- iv.) Lost bandages; but if the umpire has seen that the bandages are not attached to the pony leg, he may allow the game to continue.
- v.) The game shall not be stopped unless the ball is out of play for: a broken or a loose curb chain, a broken stirrup leather or a martingale, unless the umpires determine such broken equipment presents a danger to any player. For the sake of expediting the process, the Umpires at their sole discretion, may allow the player to change horses.

22. Dismounted Player

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

23. Accident or Injury - Fallen or Injured Player

- a.) If a player falls, the umpire shall not stop the game unless he believes the player is injured or in jeopardy of being injured
- b.) When the play has been stopped in accordance with Section 3, Rule 23 and 24, the umpire restarts with a throw-in as described in Section 2.10, immediately when the player involved is ready to play again, unless otherwise stated above. The umpire shall not wait for any other player who may not be present.
- c.) If a player is injured, he shall be granted a period of 15 minutes to recover. If the player needs medical assistance, he must be removed from the field and a substitute shall enter within the said 15 minutes. Once recovered, the injured player may return to their team.

Note: USPA Penalty 7 does not apply.

24. Accident or Injury- Fallen or Injured Mount

- a.) Horse Injured or Distressed: The umpires have a responsibility during play for the welfare of the horses but the primary responsibility for the welfare of a horse lies with the player. During a break in play, or exceptionally during play, a player may inform the umpires that his pony is injured or distressed or the umpires may make their own assessment to this effect in which case they should stop play immediately. In either event the umpires should examine the horse and in their opinion if:
 - i.) The horse is visibly injured or distressed they should call "ALL MAY CHANGE". The horse in question must be lead off the field or taken off by horse ambulance. Play will be restarted with a throw in when the player with the injured horse has returned on another horse. Any unwarranted delay on his part will be penalized.
 - ii.) The horse is not visibly injured or distressed then they may instruct the player to change by leading the horse off the field to the nearest changing location. No other player on his team may change mounts. The umpires shall instruct the player to quickly change to a new mount and play should be restarted as soon as the player returns the field. The horse may be tagged or marked under supervision of the Umpires (or officials) so that it may not play again in the match. For abuse of this rule a penalty may be awarded.
 - iii.) In the absence of a Veterinarian, the Host Club Tournament Committee has the authority to stop the horse from playing.
- b.) Horse Falls: If a horse falls, (i.e. its body touches the ground) the umpires should stop play immediately and, if the player wishes to remount, ensure that it is trotted and examined for soundness. If sound or no evidence of injury, the player may remount but

otherwise he must change mounts in accordance with Section 3.24.a.i.

c.) Dangerous Tack: The game will be stopped immediately in the interest of safety for tack which presents a danger to any player or horse 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 umpires may allow the player to rectify the fault immediately on the ground if it can be done quickly. Otherwise, the player must leave the field of play and play will be restarted as soon as the player has done so, unless the tack has been broken by contact with another horse in which case the start of play will be delayed until his return.

d.) If in the umpire's opinion, damaged or broken equipment that may pose a risk to any player or mount, the umpire shall wait to stop the play at some neutral play, unless he considers the damaged equipment may interfere with the play or endanger a player(s) or mount(s).

e.) Player Time Out for Injured Mount: If a player asks for time out for an injured or fatigued mount, the umpire(s) shall, at their discretion, stop the game immediately or at a neutral play. The player shall have 5 minutes to change mounts and the injured mount may not return to the game. No player on his team may change mounts until after play has resumed. If the umpire notices that a team member(s) has changed horses, a penalty will be awarded to the opposing team and play will resume immediately.

25. Disciplinary Sanctions by Umpires

To safeguard the quality of the game and entertainment, the safety of participants and due respect for other players, authorities and the public present, players, before, during and after games shall maintain a sportsmanlike conduct according to the prestige of polo.

Acts of misconduct may be directed toward officials, staff, other players, goal judges, pony workers, photographers, film crews or the public. Acts of misconduct include, but are not limited to: shouts, threats, waving of mallets, vulgar language, unjustified delays, arguments, insulting remarks, dangerous moves or any other act that affects the normal development of the game or show. Any action which endangers the physical integrity of the public and/or the staff involved shall also be a disciplinary sanction.

SECTION 4: PENALTIES

26. Conversion

a.) Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards) and 6 (safety) shall be taken in one stroke with the attempt to score. Consequently the player taking the penalty may not make a preparatory dribble, for themselves or a team member.

b.) Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards), 5a, 5b, and 6 (safety) if the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

c.) In Penalties 2 and 3, the ball shall be considered in play the moment it has been either hit or hit at and missed. The attempt to hit a ball is considered a hit ball, the action of a swing puts the ball into play. The player shall hit the ball, or hit at it, in the first attempt; the striker is not allowed to go past the ball, or circle during the final approach, nor take excessively long time in preparation to hit. Infringement of this rule shall be sanctioned with a throw-in per Section 2. Rule 10.

d.) In Penalties 4 and 6, if the hitter mis-hits, misdirects or misses the ball, he/she or any

member of his/her team may only hit or hit at the ball with a half shot, that is with the head of the mallet starting the downward swing below the shoulder of the hitter, until the ball has been hit or hit at by an opponent. However, the mallet may be raised above the shoulder of any player to stop or direct the ball providing that the head of the mallet does not move a significant distance as contact is made with the ball. Any action which the umpires consider dangerous will be penalized. 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.

e.) Making a tee with the mallet or in any other way (tee-up) to place the ball is not allowed on penalties.

f.) Once the ball is placed to take a penalty and the Umpire says "Play", it may not be re-teed, and the player shall hit the ball as it is.

27. Penalty Goal (Penalty 1)

If, in the opinion of the umpire, a player commits a dangerous or deliberate foul in the vicinity of the goal in order to save a goal, the team fouled shall be awarded one goal. The game shall be resumed by the ball being bowled in parallel to the end lines from a point on the center of the 10 yard line nearest the fouling teams goal, the umpire positioned in front of and facing the players, with the fouling teams end line to the umpires right.

28. 30 Yard Hit (Penalty 2)

a.) A penalty hit 30 yards from the back line of the fouling team opposite the middle of the goal or, if preferred, the spot from where the foul occurred (the choice to rest with the team fouled). For a penalty hit from the 30 yard line, all of the fouling team shall be positioned behind their back line, outside of the goal, until the ball is hit, or hit at, and once the ball is put into play, no player of the fouling team may enter the field from between the goal posts. All players of the team fouled not hitting must be behind the 30 yard line. The team fouled may hit or hit at the ball only once and may not make another play on or affect the course of the ball until it has been hit or hit at by a member of the opposing team or contacts a goal post, opposing player or mount.

If the team fouled chooses to take the penalty from the spot (spot hit) where the foul occurred, the hitter may hit the ball more than once and none of the fouling team may be within (30 yards) from the ball and may not enter the field from between the goal posts; players from the attacking team shall be positioned behind the ball. Once the team fouled has hit or hit at the ball, the ball is in play and all rules of Right of Way are in effect.

b.) If, in the opinion of the umpire, when taking the Penalty 2 (30 yards), the penalty hit would have resulted in a goal, but is prevented by the fouling team, having gone out between the goal posts or having passed the back line before the ball is hit, the hit shall be considered a goal for the team fouled.

c.) If, in the opinion of the umpire, when taking the Penalty 2 (30 yards), if the penalty hit were deflected by the fouling team or was hit wide by the hitter, and a defending player that had gone out between the goal posts or had passed the back line before the ball is hit, the hit shall be taken again.

29. 40 Yard Hit (Penalty 3)

a.) A penalty hit from (40 yards), from the goal line of the fouling team opposite the

middle of the goal. All of the fouling team shall be positioned behind their back line, but outside of the goal, until the ball is hit, or hit at, and once the ball is put into play, no player of the fouling team may enter the field from between the goal posts. All players of the team fouled not hitting are to be behind the 40 yard line. The team fouled may hit or hit at the ball only once and may not make another play on or affect the course of the ball until it has been hit or hit at by a member of the opposing team or contacts a goal post, opposing player or mount.

b.) If, in the opinion of the umpire, when taking the Penalty 3 (40 yards), the hit would have resulted in a goal, but is prevented by the fouling team, having gone out between the goal posts or having passed the back line before the ball is hit, the hit shall be considered a goal for the team fouled.

c.) If, in the opinion of the umpire, when taking the Penalty 3 (40 yards), if the penalty hit were deflected by the fouling team or was hit wide by the hitter, and a defending player that had gone out between the goal posts or had passed the back line before the ball is hit, the hit shall be taken again.

30. 60 Yard Hit (Penalty 4)

A free hit at the ball by the team fouled from the center of the 60 yard line nearest the fouling team's goal. The fouled team is free to position themselves anywhere on or off the playing field. The fouling team must be behind the 30 yard line until the umpire says play and the ball is hit or hit at.

31. Hit from the Spot (Penalty 5a)

A penalty hit from the spot where the ball was when the foul occurred, but at least 4 yards from the boards or from the side lines. None of the fouling team may be within 30 yards from the ball, always between the line of the ball and the defending goal (If any player of the fouling team were off the field at the time of the penalty, he may enter the field anywhere on the field before the ball is not in play but only always behind the line of the ball, towards the goal his team is defending after play resumes). The team fouled may position anywhere. If a player of the fouling team were located as offside, a new stroke shall be granted to the team fouled, moving the penalty spot at 30 yards closer to his goal.

32. Penalty from the Center of the Field (Penalty 5b)

A penalty hit from the center of the playing field, none of the fouling team may be within 30 yards from the ball, always between the ball and the defending goal (If any player of the fouling team were off the field at the time of the penalty, he may enter the field only when the ball is in play, always behind the line of the ball, towards the goal his team is defending), and the team fouled may position anywhere. If a player of the fouling team were illegally positioned, a new penalty hit shall be granted to the team fouled, advancing the penalty spot 30 yards.

33. Safety: 60 yard line hit (Penalty 6)

A penalty hit from a spot (60 yards) from the end line opposite where the ball crossed the end line, but no more than 40 yards from the center of the goal. The fouled team is free to position themselves anywhere on or off the playing field. The fouling team must be behind the 30 yard line until the umpire says play and the ball is hit or hit at.

34. Penalty Repetition (Penalty 7a)

If the fouling team does not act properly when the penalty 2, 3, 4, 5a, 5b, or 6 is taken, another free hit shall be awarded to the team fouled from the same spot under the same conditions as before, except that if a goal has been scored or awarded.

35. Defenders Hit In (Penalty 7b)

If the team fouled fails to carry out Penalty 2 or 3 correctly, the defenders shall be allowed a hit in from the middle of their goal. None of the attacking team shall not be within 30 yards) from the back line, until the ball is hit or hit at; the defending team being free to place themselves where they choose. (If a player from the attacking team were off the field at the time of the penalty execution, he may enter the field behind the 30 yard line.)

36. Failure to Execute Proper Procedure by Attacking Team in a Knock In (Penalty 7c)

If the Attacking Team (team that hit the ball over the back line and caused the Knock-In) fails to carry out the Rule described in Section 2.7 (Attacker Hits Behind – Knock In), the defenders (Team Knocking In) shall be allowed to hit in from the 30 yard line, from the spot opposite where the first hit was made or would have been made. None of the Attacking Team shall be behind the striker and shall not be within 30 yards from the ball until it is hit or hit at; the defending team being free to place themselves where they choose. By infringement to Penalty 7b or any further infringement to penalty 7c committed by the attacking team, another hit in from the 30 yard line shall be awarded to defenders. Always between the line of the ball and the defending goal (If any player of the fouling team were off the field at the time of penalty, he may enter the field anywhere except between the goal posts or within 30 yards of the hitter).

37. Ball in Play by the Umpire (Penalty 8)

a.) When both teams simultaneously fail to carry out Penalty 2 or 3, the umpire shall put the ball in play in the place where the penalty was to be taken, with a throw-in as provided in Section 2.10.

b.) Delay in taking a penalty shall be a foul; the reasonableness of the delay is at the umpires' discretion, depending on the circumstances of the situation. The umpire shall blow the whistle to call the attention of the players, and then throw the ball in the place where they would have taken the penalty, as provided in Section 2.10.

c.) In case of unjustified delay when taking the hit-in, the umpire shall blow the whistle and bowl the ball in underhand and hard and perpendicular to the back line, at the spot where the penalty should have been taken, both teams must be placed in the same position for a throw-in, but looking at the back line and 5 meters away from the umpire; the defending team shall line up at the nearest side to the goal.

38. Pony Ordered Off or Disqualified (Penalty 9a)

By violation of Section 3. 24 (Fallen or Injured Mount), the umpire shall order a pony removed from the field and shall not allow it to play again during the game, or until the cause of the violation disappears.

39. Player Ordered Off (Penalty 9b)

By violation of Section 3.23 (Fallen or Injured Player), the umpire shall order the player off the field and shall not allow him to play again until the cause of the violation is corrected.

In the two cases of fallen mount or fallen player as described above, the game shall resume immediately with a throw-in, as provided in Section 2.10 and shall continue while the player is changing pony or removing the cause of the violation.

SECTION 5: DISCIPLINARY SANCTIONS

The acts of misconduct provided in Section 3.25 shall be sanctioned by the umpire as a technical foul, yellow or red flags, subject to the violations that may be applied as set forth.

Unsportsmanlike Conduct:

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

- Appealing to the umpires or official
- Unwelcome talking to the umpire
- Vulgar or abusive language
- Disrespectful attitude toward any official, player, coach, or spectator
- Arguing with umpire(s) or other officials
- Inappropriate behavior by any member of a team organization,
- Delay of game for a player or mount
- Unnecessary tack time out
- No player may swing the mallet in a windmill or helicopter type fashion as in appealing for a foul
- Dangerous riding
- Improper use of the mallet
- Rough or abusive play as described in Section 3 Rule 19.
- Deliberately striking another player or a mount
- Infraction of Whipping Rule
- Hitting the ball after the whistle **or** horn

1st offence will be a technical foul and the umpire will follow the procedure outlined below:

Yellow Flag: the umpire shall immediately award a yellow flag to a player that demonstrates unsportsmanlike conduct as described above (appeal/technical).

- The player's first Yellow flag (offence) in a match will result in a penalty and may increase or decrease an existing penalty's severity.
- A second offence (appeal/technical) will be a second yellow flag and the player will sit out the remainder of the chukker.

Red Flag:

- A player's third offence (red flag) will result in suspension for the remainder of the match with a substitute allowed and for the following match with a substitute allowed.
- The umpire(s), at their sole discretion, may award a red flag full game suspension for a player's first offence for Rough or Abusive Play or extreme unsportsmanlike conduct.

Appeal, Technical, and Personal Foul mean any infraction of Unsportsmanlike Conduct as described above.

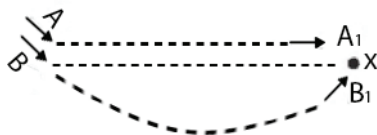
Whipping Rule – A player may not:

- 1.) Use his whip other than in exceptional circumstances when the ball is out of play or dead. For this offence the umpire should award as a minimum a Penalty 5(b).
- 2.) Use his whip or spurs unnecessarily or in excess at any time.
- 3.) Intentionally strike another player or another player's mount with his whip

No hitting the ball after the whistle or horn:

- 1.) A player may not knowingly strike the ball when it is off the field of play or after the whistle has been blown.
- 2.) A player may not intentionally strike a ball during play in such a way that it may cause injury to a spectator or official, or damage property.

SECTION 6: EXAMPLES OF THE FIELD RULES

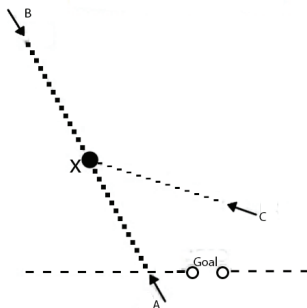


“B” hits the ball to “X” and follows the ball creating a half circle. “A”, directly follows the line of the ball.

As “A1” and “B1” arrive at the ball a collision is likely.

Even though “B” was the last player to hit the ball, he gave up the right of way by veering away from the line of the ball. “A”, who is traveling parallel to the line and following the direction of the ball has established the right of way and is entitled to play the ball. “B” must give way to “A’s” right of way.

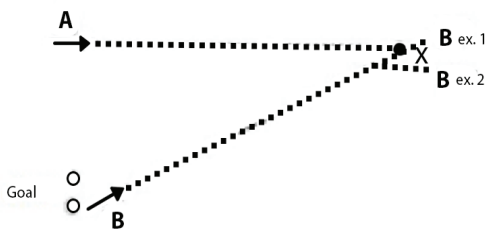
Right of Way 3.16.b



“A” hits the ball from behind the end line towards “X”.

“B” rides from the opposite direction parallel to the line of the ball towards “X”, “B” has the right of way because he is traveling parallel to the line of the ball. “C” who is not traveling parallel to the line of the ball must give way to “B” and not make a play.

Right of Way 3.15

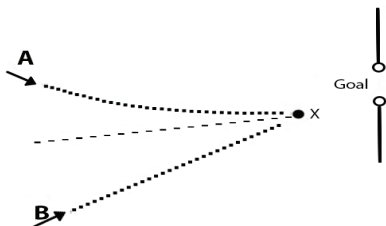


“A” hits the ball towards “X”.

Example 1: If “B” can reach the ball at “X” without causing “A” to have to slow down or check to avoid a collision or danger, then “B” may cross the line to play the ball.

Example 2: If there is not a safe distance for “B” to cross the line to play the ball, as described above then “B” must turn to ride parallel to the line of the ball without crossing the line, and then may play the ball on his nearside. While hitting or attempting to hit the nearside shot, “B’s” pony crosses the line of the ball, he must be penalized for a crossing foul.

Right of Way 3.16.d



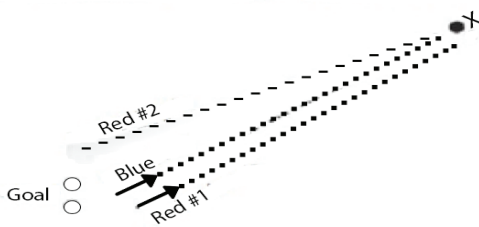
The ball is hit towards “X”.

Neither “A” nor “B” hit the ball.

Both ride to play the ball, therefore it is likely that a collision will occur if the players reach “X” at the same time.

The right of way is given to “A” because he is riding at a lesser angle to the line of ball than “B”.

3.15 Crossing
3.18.a Dangerous Riding



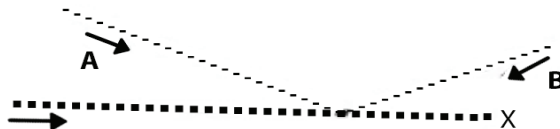
Red #2 in possession of the ball, hits the ball towards “X”. The three players ride towards the ball.

Red #1 engages in a ride off with Blue. When arriving at the ball “X” a collision among the three players is likely.

Red #2 is considered to have the right of way to the ball. A dangerous riding penalty shall be sanctioned against Red #1 if:

- a.) The Red #2 has to pull up to avoid a collision with the Blue, who has been forced into that position by the Red #1 or
- b.) Blue has to pull up to avoid being dangerously positioned between Red #1 and Red #2.

Right of Way 3.16.e

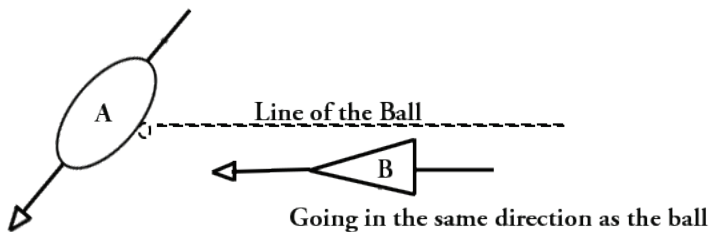


The ball is hit towards “X”.

“A”, despite having an greater angle than “B”, has the right of way to the ball because he riding in the general direction the ball is traveling.

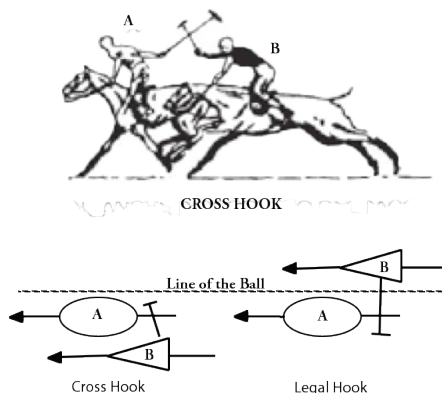
“B” must be on the exact line of the ball to have the right to play because he is traveling in the opposite direction the ball is traveling.

CROSSING FOUL



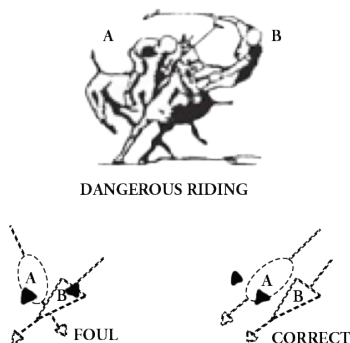
“B” is following to the left of the line of the ball riding at full speed therefore has the right of way. “A”, comes across the line and impedes “B’s” right of way. A dangerous collision or crossing may happen. In order to avoid a dangerous collision, “B” slows down or checks his pony some distance from the ball. This is an example of a dangerous crossing foul.

The recommend penalty for this foul is a penalty 2, 3, or 4 depending on the location on the field the foul occurred. If “A” commits this foul in order to save a goal then a penalty 1 shall be awarded to “B’s” team.



Cross Hook Example: "A" has the right of way with the ball on his right, "B", comes from behind and to the left of "A", "B" reaches his mallet across "A's" pony and hooks "A's" mallet. The recommend penalty for this foul is a penalty 2, 3, or 4 depending on the location on the field the foul occurred.

Legal Hook Example: If "B" is riding on "A's" right side or directly behind "A", he may then legally hook "A's" mallet.



"B" has the right to the line. "A" rides into "B" at a severe angle, putting both horses and riders in danger. A penalty number 2 shall be give to "A" for riding into another player at a dangerous angle. If "A" had straightened his pony so it was almost parallel with "B", before riding into "B" the play would not be dangerous, and no foul would have occurred.