UNITED STATES POLO ASSOCIATION

SINCE 1890

2018 RULEBOOK

ORGANIZATIONAL DOCUMENTS, RULES,TOURNAMENT CONDITIONS AND POLICIES of the UNITED STATES POLO ASSOCIATION®

2018

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FOREWORD FROM USPA CHAIRMAN

On behalf of the USPA Board of Directors and its Chairman, please find enclosed your 2018 Rule Book along with copies of our current organizational documents.

The organizational documents and rules are under constant discussion, improvement and review. The Rules Committee, Equine Welfare Committee and the Constitution Committee are primarily responsible for this process. The committees work diligently, vetting and initially underwriting any changes before the items get to the Board for review and approval. There have been many changes over the past few years to improve the rules, umpiring of the game and organizational documents. I suspect there will be more as we, the Association, seek to advance the sport of polo.

Let's all individually strive to improve the investment in our clubs, our horse quality and our competition level. Polo in the United States will improve and the Association will succeed through the hard work of each passionate individual who loves to play, watch and be connected to our incredible sport. Through our dedicated staff, professional umpire program and valued members and players, the USPA will continue to improve administration and application of the rules to ensure a safe, fun and competitive experience for all participants in the sport of polo!

Sincerely,

Edward R. "Chip" Campbell III
Chairman
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CONSTITUTION

PAGES 1 - 16

CONSTITUTION of the UNITED STATES POLO ASSOCIATION

As Amended and Restated on September 10, 2016

ARTICLE I
Name and Mission

The name of this organization will be the UNITED STATES POLO ASSOCIATION (the "Association"). It has been organized and exists for the purposes of promoting the game of polo, coordinating the activities of its Member Clubs and Registered Players (as those terms are defined below), arranging and supervising polo tournaments, competitions, and games and providing rules, handicaps, and conditions for those tournaments, competitions, and games including the safety and welfare of participants and mounts.

ARTICLE II
Board of Governors

SECTION 1. Board of Governors. There will be a Board of Governors of the Association consisting of the Circuit Governors, Governors-at-Large, and Officers, each of whom shall be Registered Player Members of the Association. Each member of the Board of Governors will hold office until his or her successor is elected and qualified.

SECTION 2. Resignations. Any Governor may resign at any time by giving written notice to the Board of Governors, the Chairperson, or the Secretary. Such resignation shall take effect when the notice is delivered unless the notice specifies a future date. Unless otherwise specified therein, the acceptance of such resignation shall not be necessary to make it effective. A Governor who fails to attend in person three (3) consecutive regularly scheduled meetings of the Board of Governors (*i.e.*, meetings that are not Special Board Meetings (as defined below) for reasons not excused by the Chairman shall be deemed to have resigned at the next meeting of the Board of Governors following the third unexcused absence.

SECTION 3. Vacancies. A vacancy existing among the Governors-at-Large or Officers by reason of death, resignation or any other cause, may be filled, to complete the unexpired term, by the affirmative vote of the majority of the Board of Governors present at a meeting. In the event of a vacancy by reason of death, resignation or any other cause of a Circuit Governor, the Chairman of the Association shall appoint an Interim Governor to serve until such time as the Member Clubs of the Circuit conduct an election to fill the vacancy.

SECTION 4. Powers and Duties. Subject to the provision of this Constitution, the Board of Governors will have the control and management of the affairs, property and policy of the Association, including the fixing of compensation of all Officers and em-

ployees. The Board of Governors may, by a majority vote, make and alter By-laws or other rules not inconsistent with this Constitution.

SECTION 5. Committees with Board-Delegated Authority. The Board of Governors may, by resolution adopted by a majority of the Board of Governors, designate one or more committees, each to consist of two or more members of the Board of Governors and a majority of each committee's membership to be members of the Board of Governors; provided, however, that committees appointed by the Board of Governors or otherwise authorized pursuant to this Constitution relating to the election, nomination, qualification, or credentials of the Board of Governors or other committees involved in the process of electing the Board of Governors may be composed entirely of non-members of the Board of Governors. Any committee, to the extent provided in the resolution of the Board of Governors and allowed by law, shall have and may exercise all the powers and authority of the Board of Governors in the management of the business and affairs of the Association; provided, however, that no such committee shall have the power or authority of the Board of Governors in reference to (a) amending or repealing the By-laws or the Articles of Incorporation; (b) electing, appointing, or removing any Officer, member of the Board of Governors, or member of any committee, or fixing the compensation of any member of a committee; (c) adopting a plan of merger or adopting a plan of consolidation with another corporation; (d) authorizing the sale, lease, exchange, or mortgage of all or substantially all of the property or assets of the Association; (e) filling vacancies on the Board of Governors or any of its committees; (f) adopting a plan for the distribution of the assets of the Association or for dissolution; or (g) amending, altering, repealing, or taking any action inconsistent with any resolution or action of the Board of Governors which by its terms provides that it shall not be amended, altered, or repealed by any such committee (the duties collectively set forth in (a) through (g), the "Non-Delegable Duties").

SECTION 6. Executive Committee. The Board of Governors may delegate specific powers and duties, by Resolution, to an Executive Committee, provided, however, that no Non-Delegable Duties may be delegated. All actions of the Executive Committee will be reported and approved at the next meeting of the Board of Governors (unless such actions were pre-approved by the Board of Governors and the Executive Committee was authorized and directed to take action). The Executive Committee, which may be recommended by the Chairman but shall be approved by the Board of Governors, will be composed of nine (9) members, consisting of the Chairman, three (3) Officers (other than the Chairman), two (2) Governors-at-Large, two (2) Circuit Governors, and either one (1) additional Governor-at-Large or Circuit Governor, as shall be determined from time to time by the Board of Governors.

SECTION 7. Nominating Committee. Within thirty (30) days after the Annual Member Meeting, the Chairman, with the consent of the Board of Governors, shall appoint a Nominating Committee, consisting of seven (7) Registered Players, five (5) of whom

shall be members of the Board of Governors and four (4) of whom shall be Circuit Governors.

SECTION 8. Other Board Committees. The Chairman may recommend such other committees with Board-delegated authority as the Board deems desirable from time to time. The appointment of members to such committees shall be subject to the approval of the Board of Governors. Each such committee shall have such duties, other than any Non-Delegable Duties, as may be prescribed by the Board and shall satisfy the committee composition requirements set forth in Section 5 of this Article II. Each committee chair shall be an Individual Member of the Association as defined in the By-laws.

SECTION 9. Advisory Committees. The Board of Governors may designate one or more advisory committees not having and exercising the authority of the Board of Governors in the management of the Association. Advisory committees may not act on behalf of the Association or bind it to any action but may make recommendations to the Board of Governors or to the Officers. Members of any such advisory committee may, but need not, be members of the Board of Governors, and the Board of Governors shall appoint the members thereof, except as and to the extent such authority shall be vested in an Officer or agent of the Association by the Board of Governors.

SECTION 10. Meetings. The Board of Governors will meet at the call of the Chairman or President at least twice a year (each, a "Regular Board Meeting"). Special meetings of the Board of Governors (each, a "Special Board Meeting") may be called from time to time in accordance with the notice requirements set forth below in Section 11 of this Article II. Members of the Board of Governors, or any committee thereof, may participate in and act at any Special Board Meeting or committee meeting by means of a conference telephone or other similar interactive technology, including, but not limited to, electronic transmission, Internet usage, or remote communication, so long as all persons participating in the meeting can communicate with each other, and such participation shall constitute presence in person at such meeting; provided, however, that notwithstanding the foregoing, Governors must be present in person at any Regular Board Meeting in order to participate and be considered in attendance.

SECTION 11. Notices. Notices of Regular Board Meetings will be written, conveyed by the Secretary to each Governor twenty-one (21) or more days before such meetings and shall state the time and place thereof. Special Board Meetings may be called by either the Chairman or a majority of the Governors on seven (7) calendar days' notice; provided, however, that (a) a Governor may not be removed at any Special Board Meeting unless written notice of the proposed removal is delivered to all Governors at least twenty (20) days prior to such meeting; and (b) notwithstanding the foregoing, a Special Board Meeting may be called by either (i) the Chairman together with two (2) other Governors or (ii) a majority of the Governors, on forty-eight (48) hours' advance notice to the Board. The notice of a Special Board Meeting will state the objectives thereof and

no other business may be transacted thereat unless otherwise waived.

SECTION 12. Quorum and Manner of Acting. A majority, represented in person, will constitute a quorum of the Board of Governors or the Executive Committee at any respective meeting thereof; provided, however, that less than a quorum will have power to adjourn any meeting until a quorum be present. When a quorum is present at any meeting of the Board of Governors or of the Executive Committee, the act of the respective majority thereof will be the act of the Board or the Executive Committee, as the case may be, unless a different vote is required by the Illinois General Not for Profit Corporation Act of 1986, as amended (the "Illinois Not for Profit Corporation Act"), the Articles of Incorporation, this Constitution, or the By-laws. At all meetings, members of the Board of Governors shall be represented in person. No member of the Board of Governors may assign or transfer his or her right to vote or act by proxy on any matter.

SECTION 13. Elections. Elections for Officers, Circuit Governors and Governors-at-Large shall be conducted according to the procedures set down in these Sections. All contested elections shall be by confidential vote.

SECTION 14. Removal. In accordance with the Illinois Not for Profit Corporation Act, (a) any Circuit Governor may be removed by the affirmative vote of two-thirds of the votes cast by the Delegates in that Circuit; provided, however, that at least a majority of the Delegates in that Circuit must cast votes in order for the vote to be valid, and (b) any Governor-at-Large may be removed by the affirmative vote of two-thirds of the votes cast by the Registered Player Members; provided, however, that at least ten percent (10%) of the Registered Player Members must cast votes in order for the vote to be valid. Upon a motion made and approved by (i) the Board of Governors, (ii) with respect to the proposed removal of a Circuit Governor, a majority of the Delegates in that Circuit, or (iii) with respect to the proposed removal of a Governor-at-Large, at least ten percent (10%) of the Registered Player Members, the Board of Governors shall establish a process and timetable for submitting the proposed removal to a vote that are as closely aligned with the process and timetable set forth herein for the election of such Governors as the Board of Governors deems practicable. Any Officer serving ex officio as a member of the Board of Governors may be removed as provided in Article VII, Section 4 of this Constitution. Any vacancy created by removal shall be filled as provided in Article II, Section 3 of this Constitution.

ARTICLE III
Membership and Delegates

SECTION 1. Delegates. The Association is an association of regularly organized polo clubs and associations or other entities engaged in or related to the sport of polo (the "Member Clubs") and of the individual Registered Players of such Member Clubs. Each Member Club will select a Delegate (defined as set forth below), according to the Mem-

ber Club's own internal rules and procedures, to represent it. Each Delegate will be a current Registered Player of the Association and be registered with the Member Club in which he or she is elected to represent. Whenever a new Delegate is selected to represent a Member Club, such Member Club will provide written notice to the Association identifying the selected Delegate. Only those Delegates representing Active Club Members shall have the right to vote on any matter submitted to a vote of the Delegates. Delegates representing all other categories of membership shall have no right to vote on any matter. No individual may serve as Delegate for more than one Member Club.

SECTION 2. Applicability of By-laws. Any reference to or use of the terms "Active Member Club(s)," "Registered Player(s)," "Registered Player Members", "Individual Members" or "Delegate(s)" in this Constitution shall have the meaning ascribed to those terms in the By-laws of the Association.

SECTION 3. Club Membership. Application for membership by a Member Club will be made in writing to the Secretary of the Association, accompanied by such information as the Board of Governors of the Association may prescribe. Such application will be presented for action at the next meeting of the Board of Governors. No Member Club will be admitted to membership that does not have at least three (3) Individual Members registered with the Association, the written recommendation of the appropriate Circuit Governor, and control of or access to a suitable field or arena. The Board may from time to time adopt additional objective and nondiscriminatory criteria on which to evaluate, then approve or deny, membership applications. The Board of Governors may, by a majority vote of those present at a meeting, reject the application, elect the applicant a provisional Member Club pending the receipt of additional information, or elect the applicant to full Member Club membership. The name of a provisional Member Club may be put forward at any subsequent meeting of the Board of Governors for election to full Active Member Club membership. Club membership shall have a term of one (1) year, renewable annually at the option of the Board of Governors. Member Clubs will be designated to one of several categories of membership as defined in the By-laws of the Association.

SECTION 4. Membership Obligations. Acceptance of Club membership in the Association will bind each Member Club to uphold the provisions of the Association's Articles of Incorporation, Constitution, By-laws, the Rules of the Association, and all policies of the Association, all as in effect from time to time, and to honor all Association decisions based upon those provisions.

SECTION 5. Change of Classification. By a majority vote of the Governors present at a meeting of the Board of Governors, the classification of a Member Club may be changed whenever the Member Club ceases to meet the membership requirements of its classification.

SECTION 6. Individual Membership. Application for membership by an Individual

Member will be made in writing to the Secretary of the Association, accompanied by such information as the Board of Governors of the Association may prescribe. The Board may from time to time adopt objective and nondiscriminatory criteria on which to evaluate, and then approve or deny, membership applications. Notwithstanding the foregoing, in the discretion of the Board of Governors, an application for membership may be denied where the applicant previously was removed as an Individual Member by the Association pursuant to the procedures set forth in the By-Laws. By submitting an application for membership, a prospective Individual Member agrees to uphold the provisions of the Articles of Incorporation, Constitution, By-Laws, Rules of the Association, and any policies of the Association, all as in effect from time to time. Following evaluation by the Board and upon payment of the annual registration fee to the Association, each Individual Member will be designated to one of several categories of membership and will be considered eligible to participate in the activities of the Association to the extent defined in the By-laws of the Association and in accordance with the terms and conditions of the membership application.

ARTICLE IV
Circuits and Circuit Governors

SECTION 1. Circuits. The Board of Governors has established Circuits, the number of which shall be fixed from time to time by the Board of Governors and set forth in the By-laws of the Association. The Member Clubs in the Association will be allocated among the fixed number of Circuits, in a manner designated by the Board of Governors of the Association. The Board of Governors may reassign Member Clubs to different Circuits.

SECTION 2. Circuit Governors. Each Circuit shall be represented by one (1) Circuit Governor who shall be elected in accordance with the procedures set forth herein. The Active Member Clubs in each Circuit as of June 1 of an election year, by vote of their Delegates, will elect one Circuit Governor who will represent the Circuit in its relations with the Association. The Circuit Governor election will occur in even-numbered calendar years. Circuit Governors will be elected according to the procedure outlined in ARTICLE IV, Section 3 of this Constitution. Each Circuit Governor will hold office, beginning at the Annual Member Meeting immediately following his or her election, for a two-year term and until his or her successor has been elected and qualified or until his or her earlier resignation, removal from office, or death. A Circuit Governor completing the unexpired term of another will assume office immediately upon such appointment. No individual shall serve as a Circuit Governor for more than four (4) consecutive two-year terms as a Circuit Governor. A Circuit Governor completing the unexpired term of another may complete such term and also be eligible for four (4) consecutive two-year terms.

SECTION 3. Nomination and Election. Not later than the second Tuesday of June in the election year, the Association will convey to the Delegates of each Active Member

Club in good standing as of June 1, with a copy to the incumbent Circuit Governor: (a) a list of that Member Club's Registered Players of record as of June 1; (b) a nominating form for the nomination of a candidate for Circuit Governor; and (c) a list of all Active Member Clubs in the Circuit as of June 1, including the name and address of each Delegate. The Association shall communicate to each Delegate the following procedure:

A. Nominations must be in writing, on the form provided, and received by the Association no later than 5 p.m. EDT on the second Tuesday of July of each election year. No Delegate may nominate more than one (1) individual. Any individual receiving two (2) or more nominations will be considered a candidate for the office of Circuit Governor. All candidates must be Registered Players registered with an Active Member Club in the Circuit as of June 1 of the election year.

B. Not later than the third Tuesday of July of the election year, the Association will deliver ballots listing the names of each Circuit's candidates for Circuit Governor to the Delegate of each Active Member Club in such Circuit and will provide a copy of the same to the incumbent Circuit Governor and each candidate for Circuit Governor.

C. Completed ballots must be received at the Association office not later than 5 p.m. EDT on the second Tuesday of August of each election year. Votes representing at least a majority of the total number of votes entitled to be cast by all Delegates within a Circuit shall be required to be received in order for that Circuit election to be valid. The risk of late or non-delivered ballots by the deadline is on the Delegate. All Delegates and candidates will be notified of the results of the election not later than August 30 of that year.

D. Only Delegates representing Active Member Clubs in good standing which are in the Circuit and are of record on June 1 of each election year are entitled to nominate or vote for a candidate. No Delegate may assign or transfer the Active Member Club's vote(s) or the right to vote by proxy or otherwise. Each Delegate may cast one (1) vote for a candidate for Circuit Governor per ballot. Each Delegate will receive the number of ballots set forth below based on the number of Registered Player Members in the Active Member Club that the Delegate represents:

Number of Registered Player Members	Number of Ballots
3-5	1
6-14	2
15-29	3
30-59	4
60 or more	5

E. The candidate in each Circuit receiving the greatest number of votes shall be elected as Circuit Governor of that Circuit. In the event of a tie between two (2) or more candidates for Circuit Governor in any Circuit, the Chairman and two other Governors shall call a Special Board Meeting that shall be held as soon as reasonably practicable following the determination that the votes cast for Circuit Governor

resulted in a tie and upon forty-eight (48) hours' advance notice to the Board of Governors in accordance with Article II, Section 11 of this Constitution, at which Special Board Meeting the Chairman shall recommend to the Board for its consideration, and upon the affirmative vote of at least a majority of the Board of Governors, such individual shall be deemed elected as the Circuit Governor of that Circuit.

F. Any variation from the foregoing election procedure must be reported in writing to the Board of Governors prior to the Annual Member Meeting of the Association by letter to the Chairman. If the Board finds that the variation substantially affected the fairness or the outcome of an election or was inconsistent with the Illinois Not for Profit Corporation Act, the Board will declare said election void and hold a new election complying as closely as possible with the foregoing procedure; otherwise the said election will be deemed valid.

ARTICLE V
Governors-at-Large

SECTION 1. Governors-at-Large. There shall be not less than eight (8) nor more than twelve (12) Governors-at-Large, as recommended by the Chairman and approved by the Board of Governors on or before the last Tuesday of April in each year, or else the number shall remain the same as the prior year. Governors-at-Large shall be elected by the vote of the Registered Players in good standing as of June 1 of the election year. Each Governor-at-Large shall serve for a two-year term and until his or her successor shall have been elected and qualified or until his or her earlier resignation, removal from office, or death. Governor-at-Large elections shall be held in odd-numbered calendar years. A Governor-at-Large may not serve more than four (4) consecutive two-year terms, except that a Governor-at-Large elected to complete the unexpired term of another may complete such term and also be eligible for four (4) consecutive two-year terms.

SECTION 2. Nomination and Elections. The candidates for Governor-at-Large will be presented for election by the Nominating Committee according to the following procedure:

A. On or before the last Tuesday of May, the Nominating Committee will nominate not less than one (1) candidate for each available Governor-at-Large position to be filled. The Nominating Committee's list of candidates will be immediately forwarded to the Secretary of the Association.

B. No later than the second Tuesday of June, the Secretary will distribute to the Delegates of Active Member Clubs in good standing as of June 1 of the election year the following:

i. The list of candidates prepared by the Nominating Committee;

ii. Nominating forms for candidates for Governor-at-Large; and

iii. The procedure by which Delegates may nominate additional candidates for Governor-at-Large.

C. A Delegate may nominate any Registered Player who is duly registered with the

Association as of June 1 as a candidate for Governor-at-Large by returning the completed nomination form to the office of the Association not later than 5 p.m. EDT on the first Tuesday of July. Any Registered Player timely receiving five (5) or more Delegate nominations will be considered a nominee and a potential candidate. No Delegate may make more than one (1) nomination in any given election.

D. At the close of the Governor-at-Large nominating period, the Secretary will prepare a list for the Nominating Committee consisting of: (i) the initial recommendations of the Nominating Committee and (ii) the names of the potential candidates receiving five (5) or more Delegate nominations. The Nominating Committee will then prepare a provisional ballot containing not less than one (1) candidate for each of the minimum number of Governor-at-Large positions recommended by the Chairman and approved by the Board.

E. The Nominating Committee, having prepared a list of all of the nominated candidates for Governor-at-Large, will ascertain which are willing to be candidates and willing to serve if elected and submit the final ballot list to the Secretary of the Association. If a candidate nominated by five (5) or more Delegates chooses not to run or serve, such five (5) or more Delegates will be so advised immediately by the Secretary. The final list of candidates for balloting purposes will list alphabetically all nominated candidates who are willing to serve, with an asterisk or similar designation next to the names identifying those candidates nominated by the Nominating Committee. On or before the third Tuesday of July, the Secretary will deliver a written ballot to every Registered Player with each Registered Player's Association number printed thereon and directing the number of Governors-at-Large, as recommended by the Chairman and approved by the Board, to be elected.

F. Each election year, each Registered Player (as of the record date) may vote for one (1) candidate for each Governor-at-Large position to be filled up to the total number to be elected as recommended by the Chairman and approved by the Board.

G. Registered Players must sign their ballots, and ballots must be received at the office of the Association on or before 5 p.m. EDT on the third Tuesday of August of each election year. Risk of a late or non-delivered ballot by the deadline is on the Registered Player. Ballots representing at least one-tenth (1/10) of the total number of Registered Players as of the June 1 record date must be received by the Association in order for the election to be valid.

H. All votes for each candidate will be tallied and candidates receiving the greatest number of votes will be elected as Governors-at-Large up to the total number of Governors to be elected. The results of the election will be announced not later than August 30 of that year.

I. Elected Governors-at-Large will take office at the next Annual Member Meeting (as defined below). Their terms will expire at the second Annual Member Meeting following the beginning of their terms.

J. In the event of a tie between two (2) or more candidates for Governor-at-Large, the Chairman and two other Governors shall call a Special Board Meeting that shall be held as soon as reasonably practicable following the determination that the votes

cast for Governor-at-Large resulted in a tie and upon forty-eight (48) hours' advance notice to the Board of Governors in accordance with Article II, Section 11 of this Constitution, at which Special Board Meeting the Chairman shall recommend to the Board for its consideration, and upon the affirmative vote of at least a majority of the Board of Governors, such individual shall be deemed elected as a Governor-at-Large.

K. Any variation from the foregoing election procedure must be reported in writing to the Board of Governors prior to the Annual Member Meeting. If the Board finds that the variation substantially affected the fairness or the outcome of an election or was inconsistent with the Illinois Not for Profit Corporation Act, the Board will declare said election void and hold a new election complying as closely as possible with the foregoing procedure; otherwise the election will be deemed valid.

ARTICLE VI
Annual Member Meeting of the Association

SECTION 1. Annual Member Meetings. The Annual Meeting of the Members of the Association (the "Annual Member Meeting") will be held between the 1st day of August and the 31st day of October in each year at such place and hour as the Chairman designates.

SECTION 2. Special Member Meetings. Special meetings of the Members of the Association (each, a "Special Member Meeting") may be called by the Chairman or by the Board of Governors.

SECTION 3. Notice of Meetings. Thirty (30) days' notice of the time and place of the Annual Member Meeting and two (2) weeks notice of the time and place of any Special Member Meeting will be delivered by the Secretary in writing to all Member Clubs. A notice of any Special Member Meeting will state the objectives thereof and no other business will be transacted thereat.

SECTION 4. Voting Privileges. At all meetings of the Members of the Association, each Active Member Club is entitled to be represented by one (1) Delegate and has one (1) vote. Voting may be in person or by proxy, duly certified by an officer of the Active Member Club. In the absence or disability of a Delegate, the Active Member Club may appoint a substitute by providing written notice to the Association.

SECTION 5. Quorum. A majority of the Active Member Clubs represented in person by Delegates or by their substitutes, or represented by proxy, constitutes a quorum at any meeting of the Members.

ARTICLE VII
Officers

SECTION 1. Elections. The Officers of the Association shall be the Chairman, President, Secretary and Treasurer. Officers shall be Registered Players of the Association and shall serve *ex officio* as voting members of the Board of Governors. Officers will be elected for a term of one (1) year by the Board of Governors at the Board meeting concurrent with, or immediately prior to, the Annual Member Meeting of the Association. In the event of a vacancy in any office, the Board of Governors shall, at a regular or special Board meeting, nominate and elect a replacement to serve until the next regular election. Officers will assume their offices immediately following their election. No Officer may hold the same office for more than four (4) successive terms except that an Officer elected to complete the unexpired term of another may do so and still be eligible for an additional four (4) successive one-year terms.

SECTION 2. Nominations and Elections. The Secretary of the Association will convey a notice of Officer nominations made by the Nominating Committee to the Board of Governors at least eight weeks in advance of the Regular Board Meeting occurring immediately prior to, or concurrent with, the then-upcoming Annual Member Meeting. Independent nominations for Officers may be made in writing, signed by seven (7) members of the Board of Governors, and delivered to the Secretary at least four (4) weeks in advance of this meeting. No member of the Board of Governors shall submit more than one (1) independent nomination for each office. Not less than two (2) weeks prior to the meeting, the Secretary shall distribute to each member of the Board of Governors a ballot listing all properly nominated candidates for office. Completed ballots must be cast in person by the Governors at the meeting. In the event of three consecutive votes of the Board held at the same Regular Board Meeting, all of which result in a tie, the Chairman shall cast an additional, deciding, ballot.

SECTION 3. Powers and Duties. The Chairman will preside at all meetings of the Members of the Association and all meetings of the Board of Governors and perform the usual duties of such office. During the absence or inability of the Chairman to act, the President will act in his place and stead. The Secretary and Treasurer will perform the usual duties incident to such offices.

SECTION 4. Removal. Any Officer elected by the Board of Governors may be removed, with or without cause, at any regular or any special meeting of the Board called for this purpose, notice of which is delivered at least twenty (20) days prior to any such special meeting, by the vote of a majority of all Governors then in office whenever, in the judgment of the Board of Governors, the best interests of the Association would be served thereby. Such removal shall be without prejudice to the contract rights, if any, of the person or persons so removed.

ARTICLE VIII
Simultaneous Titles

No individual may simultaneously hold more than one title as an Officer, Governor-at-Large, or Circuit Governor. Any member of the Board of Governors elected or appointed to another position on the Board of Governors will immediately resign the prior position, upon acceptance of such appointment or election.

ARTICLE IX
USOC-Related Provisions

The following provisions are included for purposes of adopting and implementing provisions from the Ted Stevens Olympic and Amateur Sports Act (the "**Sports Act**") and the Bylaws of the United States Olympic Committee (the "**USOC**") as applicable to member organizations of the USOC, and will automatically take effect and become operative, subject to the requirements of the Illinois Not for Profit Corporation Act, without further action required by the Association, only if and when the Association becomes a competing sporting member organization of the USOC:

SECTION 1. Definitions. For purposes of this Constitution:

A. "**International Polo Competition**" means a polo competition between one or more teams officially designated by the Association as representing the United States and one or more teams representing a foreign country (including the Olympic Games, the Pan American Games and World Championship competition).

B. "**Protected Competition**" means an International Polo Competition, as well as any domestic polo competition organized and conducted by the Association in its selection procedure and publicly announced in advance as a competition directly qualifying each successful team and/or players therein as representing the United States in an International Polo Competition.

C. "**Qualified Registered Player**" means a player who is actively engaged in polo competition or who has represented the United States in International Polo Competition within the preceding ten (10) years. "Actively engaged in polo competition" shall mean competing at a level of proficiency (i.e., with the requisite handicap as established from time-to-time by the Association) which entitles the player to apply for selection (or otherwise to be selected) to International Polo Competitions. If and to the extent further required for the Association's membership in the USOC, the Association shall also incorporate into this definition the standards for athlete representatives as set forth in Section 17.7 of the USOC Bylaws, as amended from time-to-time (or provisions adopted in substitution therefore).

D. "**Designated Committees**" means (i) nominating committees, (ii) budget committees, (iii) hearing committees empowered to resolve grievance or disciplinary matters pertaining to the eligibility or opportunity of a registered player or team to

participate in a protected Competition, and (iv) committees which prepare, approve or implement programs with respect to (I) the expenditure of funds allocated to the Association by the USOC and (II) selection of teams and team members for International Polo Competitions (including coaches, administrators and support staff). If and to the extent further required for the Association's membership in the USOC, the Association shall also incorporate into this definition any other applicable requirements of Section 17.7 of the USOC Bylaws, as amended from time-to-time (or provisions adopted in substitution therefore).

SECTION 2. Powers and Purposes. The Association shall be autonomous in the governance of the sport of polo in pursuit of the mission of the Association set forth in Article I of this Constitution. It shall independently exercise jurisdiction over all matters central to such governance. Subject to applicable requirements of the USOC and the Federation of International Polo (FIP), in which organizations the Association will serve as a member, such jurisdiction shall include, but not be limited to, the following with respect to the sport of polo:

A. To represent the United States in FIP.

B. To act as the coordinating body for all polo activity within the United States relating to Protected Competitions (as defined in this Article IX) promoted by or related to FIP or the USOC.

C. To decide all matters pertaining to national participation in Protected Competitions and to establish procedures for determining eligibility standards for such participation.

D. To promptly review every request submitted by a sports organization or person for a sanction (i) to hold an International Polo Competition held in the United States or (ii) to sponsor United States players to compete in International Polo Competition held outside the United States, and to determine whether to grant such sanction in accordance with applicable requirements.

E. To allow an eligible player to compete in any International Polo Competition conducted under the auspices of the Association or that of any other sports organization or person, unless the Association establishes that its denial was based on evidence that the organization or person conducting the competition did not meet the applicable requirements.

SECTION 3. Duties. In furtherance of the purposes and powers described above, the Association shall have the following duties with respect to the sport of polo:

A. To develop participation throughout the United States in polo activities.

B. To minimize, through coordination with other sports organizations, conflicts in the scheduling of practices and competitions.

C. To keep Qualified Registered Players informed of policy matters and reasonably reflect their views in policy decisions of the Association.

D. To provide an equal opportunity for Qualified Registered Players, coaches, trainers, managers, administrators and officials to participate in Protected Competitions,

without discrimination on the basis of race, color, religion, age, gender or national origin, whether as an organization or individual, with fair notice and opportunity for a hearing before declaring any such individual ineligible to participate in Protected Competitions.

E. To provide for swift resolution of conflicts, disputes and grievances involving member clubs, Qualified Registered Players, coaches, trainers, managers, administrators and officials, regarding participation in Protected Competitions and governance over which the Association has jurisdiction.

F. To promote and coordinate technical information on training, equipment design (but not specifying or requiring any particular equipment), coaching and performance analysis to encourage and support research, development and dissemination of information in the areas of medicine and safety.

SECTION 4. Limitations. The Association shall comply with and enforce all applicable requirements, rules and regulations of the USOC and FIP in carrying out its mission, powers and purposes and duties. In doing so, the Association shall not:

A. Delegate its autonomous governance of the sport of polo.

B. Have eligibility criteria relating to eligible status for Protected Competitions that are more restrictive than those of FIP.

C. Allow any of its officers to serve as an officer of any other sports organization that is recognized as a national governing body.

D. Be a member of more than one international sports federation as required by the Sports Act. That federation is FIP, in which the Association is a member.

SECTION 5. Composition of the Board of Governors, the Executive Committee and Designated Committees.

A. Qualified Registered Players shall constitute at least twenty percent (20%) of the membership and voting power on (i) the Board of Governors, (ii) the Executive Committee and (iii) any Designated Committees of the Association. Subject to the laws governing committees under the Illinois Not for Profit Corporation Act, they shall be selected in accordance with the customary provisions of the Association for selection of members to such bodies, with the participation of the Players Advisory Committee as referred to in Section 6 of this Article IX.

B. Members of the Board of Governors shall be elected without regard to race, color, religion, national origin or sex.

C. The Association shall also provide for reasonable and direct representation on the Board of Governors for any amateur sports organization that conducts programs or competition in the sport of polo on a national basis and on a level of proficiency appropriate for the selection of players to represent the United States in the FIP Championships or other International Polo Competitions and, further provided, that such organization has greater than fifty (50) Qualified Registered Players, one-half (1/2) of which have a handicap of greater than three (3) goals. The representation of such national amateur sports organization on the Board of Governors shall reflect the nature,

scope, quality and strength of the programs and competitions of such amateur sports organization in relation to all other such programs and competitions in the sport of polo in the United States.

SECTION 6. Players Advisory Committee. The Association will have a Players Advisory Committee, which will exist for the purpose stated below (and otherwise as established from time-to-time by the Board of Governors).

A. The Players Advisory Committee shall consist of five (5) Qualified Registered Players who will each (i) have a handicap as assigned in accordance with applicable provisions of the Association's By-laws, of one (1) goal or higher or (ii) have represented the United States in International Polo Competition.

B. The members of the Players Advisory Committee will initially be selected by the Board of Governors and, every three (3) years thereafter, the Players Advisory Committee itself may make recommendations for its membership, subject to the approval of the Board of Governors.

C. If, after the normal election and appointment processes contemplated by this Constitution for the Board of Governors, the Executive Committee and such other Designated committees have been completed, the requisite twenty percent (20%) Qualified Registered Player representation has not been obtained, then the Players Advisory Committee shall have the right and obligation to promptly recommend to the appropriate electing body such number of additional members of the subject body as necessary to cause the voting power held by Qualified Registered Players on such body to be at least twenty percent (20%). In the case of the Board of Governors, the recommended Qualified Registered Players would, if properly elected, serve as additional Governors-at-Large, to have terms of service that would be established, to the extent reasonably determinable, consistent with the provisions and limitations of this ARTICLE IX.

SECTION 7. Membership. Subject to ARTICLE III and to the By-laws of the Association, membership in the Association shall be open to the following upon payment of annual dues as established by the Board of Governors and agreeing to be bound to uphold the provisions of the Articles of Incorporation, Constitution, By-laws, Rules, and any policies adopted by the Board of Governors.

A. Any individual who is an amateur athlete, coach, trainer, manger, administrator or official in the sport of polo.

B. Any amateur sports organization which conducts programs or competitions in the sport of polo on a national basis and a level of proficiency appropriate for the selection of players to represent the United States in the FIP Championships or other International Polo Competitions, provided that such organization has greater than fifty (50) Qualified Registered Players, one-half (1/2) of which have a handicap of greater than three (3) goals.

ARTICLE X
Amendments

This Constitution may be amended by the affirmative vote of two-thirds (2/3) of the Delegates present and voting in person or by proxy at a meeting of the Members of the Association at which a quorum of the Active Member Clubs are represented by Delegates, provided that written notice of the proposed amendment is delivered to the Delegates of all Active Member Clubs at least thirty (30) days prior to the meeting.

ARTICLE XI
Writings and Electronic Signatures

Any action required in this Constitution to be "written," to be "in writing," to have "written consent," to have "written approval," and the like by or of Governors, Members, Delegates, Officers, or committee members shall include any communication transmitted or received by facsimile, electronic mail, or other means of electronic transmission. Any action required in this Constitution to be "signed" or to have a "signature by or of" a Governor, Member, Delegate, Officer, or committee member shall include an action signed with an electronic signature that is any symbol executed or adopted, or any security procedure employed or adopted, by or on behalf of a person with intent to authenticate a record and which is attached to or logically associated with the action in electronic form.

ARTICLE XII
Waiver of Notice

Whenever any notice is required to be given under the provisions of the Articles of Incorporation, the By-laws, this Constitution, or the Illinois Not for Profit Corporation Act, a waiver thereof in writing signed by the person or persons entitled to such notice, whether before or after the time stated therein, shall be deemed equivalent to the giving of such notice. The presence at any meeting of a person or persons entitled to notice thereof shall be deemed a waiver of such notice by such person or persons unless the person at the meeting objects to the holding of the meeting because proper notice was not given.

BY-LAWS

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AMENDED AND RESTATED BY-LAWS of the UNITED STATES POLO ASSOCIATION

(Approved by the Board of Governors on August 17, 2016, effective as of September 1, 2016)

1. *Colors.*
The United States Polo Association colors are white and dark blue.

2. *Circuits.*
Border, Central, Eastern, Florida, Great Plains, Hawaiian Islands, Mid-States, Northeastern, Pacific Coast, Pacific Northwest, Rocky Mountain, Southeastern, and Southwestern.

3. *Membership, Dues, Registration Fees and Fiscal Year.*
   a. Fiscal Year
      1) The fiscal year of the Association shall be the calendar year.
      2) All membership dues of Member Clubs and Individual Members of the Association (collectively, the "Members") are due and payable by January 1 of each calendar year.
      3) Individual Members who are under a suspension by the Association, who have registration fees unpaid, or who are registered through a Member Club that is not in good standing with the Association may not participate in any Association event, umpire an event, serve as Officers, Governors or Delegates of the Association, vote on any matter submitted for a vote of the Members (each, an "Association Matter"), recommend handicaps, be entitled to a handicap, file a complaint or protest, or otherwise participate in the affairs of the Association.
      4) Member Clubs with unpaid dues or under suspension by the Association may not participate in Association affairs including requesting and/or hosting Association events, registering players, recommending handicaps, voting on Association Matters, or attending Association meetings.
      5) Association invoices to Member Clubs or Individuals are payable upon receipt. Any Member Club or Individual with an obligation to the Association older than 90 calendar days may be considered temporarily suspended until the obligation is fulfilled. A late charge, not to exceed 1-1/2% per month may be added to any obligation older than 30 calendar days.
   b. Member Clubs; Dues.
      1) Active Member Club - An Active Member Club shall be located within the United States and shall, upon election to annual membership in the Association, have the right to elect one (1) voting Delegate to represent the Active Member Club in Association Matters, host Association events,

recommend handicaps, and register players. An Active Member Club shall, at all times, be obligated to apply and enforce the Constitution, By-laws, Rules and directives of the Association. Failure of an Active Member Club to discharge its obligations may be grounds for suspension or removal of membership, or other penalty, by the Board of Governors or the Chairman of the Association, as the case may be, as set forth herein. During the term of any suspension of its membership, an Active Member Club shall have the rights and obligations of an Inactive Member Club. The amount of the annual dues of an Active Member Club shall be fixed from time to time by the Board of Governors.

2) Inactive Member Club - An Inactive Member Club is a previously Active or Affiliate Member Club which no longer meets the Constitutional requirements for Active or Affiliate Membership and which has been designated as inactive by the Board of Governors of the Association. Inactive Member Clubs shall be listed on the membership roster as long as their dues obligations are paid. Inactive Member Clubs may designate a non-voting Representative, but shall not have the right to vote on any Association Matter, recommend handicaps, register players, host Association events or enjoy privileges of the Association other than as herein specifically described or as otherwise authorized from time to time by the Board of Governors. The amount of the annual dues of an Inactive Member Club shall be fixed from time to time by the Board of Governors.

3) Affiliate Member Club - An Affiliate Member Club shall be represented by a non-voting Delegate to the Association, but shall not have the right to vote on any Association Matter unless otherwise authorized from time to time by the Board of Governors. An Affiliate Member Club shall be a foreign Club or Association which competes with Active Member Clubs and shall, upon election to annual membership in the Association share all privileges and obligations of the Association except those specifically prohibited. The privileges shared include hosting Association events, recommending handicaps, and registering players. An Affiliate Member Club shall, at all times, be obligated to apply and enforce the Constitution, By-laws, Rules and directives of the Association. Failure of an Affiliate Member Club to discharge its obligations may be grounds for suspension or termination of the privilege of Club membership, or other penalty, by the Board of Governors or the Chairman of the Association, as the case may be, as set forth herein. During the term of any suspension of its membership, a Club shall have the rights and obligations of an Inactive Member Club. The amount of the annual dues of an Affiliate Member Club shall be fixed from time to time by the Board of Governors.

4) Associate Member Club – Associate Member Clubs are overseas clubs that wish to receive USPA communications and publications. Associate Member Clubs may select a non-voting Representative to the USPA, but may not

vote on any Association Matter, register players, recommend handicaps, host Association events or enjoy other privileges than those herein specifically granted or otherwise authorized from time to time by the Board of Governors. The amount of the annual dues of an Associate Member Club shall be fixed from time to time by the Board of Governors.

5) College, University, Secondary School or Youth Program- A College, University, Secondary School or Youth Program may select a non-voting Delegate who will receive all communications and publications of the Association but who may not vote on any Association Matter unless otherwise authorized from time to time by the Board of Governors. Colleges, Universities, Secondary Schools and Youth Programs may enter teams in Intercollegiate and Interscholastic competition but may not register players or recommend handicaps. The amount of the annual dues of a College, University, Secondary School or Youth Program shall be fixed from time to time by the Board of Governors.

c. Individual Members; Dues.

1) Registered Player Member (sometimes called "Registered Players" herein, but distinguished from "Qualified Registered Players" as defined in the USOC-related provisions set forth in By-law 15). A Registered Player Member shall be a U.S. Citizen registered through an Active Member Club or Affiliate Member Club and shall enjoy all individual benefits and obligations of the Association. Each Registered Player Member shall have the right to vote in the election of Governors-at-Large, as provided in the Constitution, but shall not have the right to vote in any Association Matter unless otherwise authorized from time to time by the Board of Governors. The amount of the annual dues of a Registered Player Member shall be fixed from time to time by the Board of Governors.

2) Affiliate Player Member - An Affiliate Player Member shall be an individual who is not a U.S. Citizen but who is registered through an Active Member Club or Affiliate Member Club. An Affiliate Player Member shall enjoy all the individual benefits and obligations of the Association with the following exceptions: an Affiliate Player Member shall not be eligible to be selected as a Club Delegate for an Active Member Club, shall not serve on the Board of Governors of the Association, and shall not be eligible to vote on any Association Matter unless otherwise authorized from time to time by the Board of Governors. The amount of the annual dues of an Affiliate Player Member shall be fixed from time to time by the Board of Governors.

3) Social Non-Playing Member –A Social Non-Playing Member of the Association shall receive all member benefits provided to Registered Players of the Association except that Social Non-Playing Members are not handicapped and are not eligible to participate in Association events and are not entitled to vote on any Association Matter unless otherwise authorized from time to time by the Board of Governors. A Social Non-Playing Member

wishing to be handicapped and to participate in Association Events may become a Registered Player or Affiliate Member, where appropriate, by paying the difference in annual fee and requesting a handicap. The amount of the annual dues of a Social Non-Playing Member shall be fixed from time to time by the Board of Governors.

4) Student Member – A Student Member shall be any member who is a member of any member club and who is under the age of nineteen (19) on the date of application, or any member who is taking part in an Intercollegiate or Interscholastic Program at any College, University, Secondary School or Youth Program. Student Members are not handicapped and are not entitled to vote on any Association Matter unless otherwise authorized from time to time by the Board of Governors. A Student Member may request a handicap at no extra charge through an Active Member Club. Student Members who are over the age of 19 and not a member of any College, University, Secondary School or Youth Program shall be limited to 2 full calendar years in this classification of membership. The amount of the annual dues of a Student Member shall be fixed from time to time by the Board of Governors.

5) Lifetime Member – Lifetime Membership is available to Registered Player Members and Affiliate Player Members. A Lifetime Member shall have the same rights and benefits, including such voting rights, if any, as he or she had in his or her capacity as a Registered Player Member or an Affiliate Player Member, as the case may be, for the balance of that individual's life. A Lifetime Member shall not be required to pay annual dues after being accepted as a Lifetime Member. A Lifetime Member shall be required to sign the USPA Member Terms and Conditions each year and indicate whether they want a handicap and/or USPA provided member insurance.

6) Player-Only Member – A Player-Only Member shall enjoy all the individual benefits and obligations of that of a Registered Player Member of the Association; provided, however, that a Player-Only Member shall not be eligible to be selected as a Club Delegate for an Active Member Club, shall not serve on the Board of Governors of the Association, shall not be eligible to serve as an Officer of the Association and shall not be eligible to vote on any Association Matter. The amount of the annual dues of a Player-Only Member shall be fixed from time to time by the Board of Governors.

7) A new Student Member shall have the fee waived for the current calendar year, if applying before June 30th, and for the remainder of the current and all of the next calendar year, if applying after June 30th. A new Student Member shall be anyone who has not previously been a USPA member, applying through a polo school on the approved form.

8) Any Member in the United States Military who is currently serving on full-time status in his or her military capacity shall have his or her annual dues for his or her membership waived for the year.

9) Foreign Address - The annual dues for any Member, individual or club,

with a mailing address outside the United States may, from time to time, be increased by the Board of Governors of the Association.

10) Publications - A portion of the annual dues paid by each individual member of the Association shall be allocated to the payment of a subscription to such publication(s) as may, from time to time, be designated by the Board of Governors of the Association.

4. *Membership Status.*

a. The Association is a voluntary sporting organization. Membership in the Association is, at all times, subject to the discretion of the Association's Board of Governors. Each calendar year, a candidate for membership shall submit a completed Membership Application for consideration by the Board of the Association. The Board may from time to time adopt objective and nondiscriminatory criteria on which to evaluate, and then approve or deny, Membership Applications. If, upon evaluation by the Board, the membership candidate possesses the type of good character that the Association seeks for its membership, the Association may accept the candidate's Membership Application and grant membership to the candidate for the particular calendar year. Subject to the provisions of By-law 11, 15, and 16, a Member's previously accepted membership may be suspended, revoked, or terminated at any time by the Association where such Member acts in any manner that is deemed, in the sole and absolute discretion of the Board, to be inconsistent with the Association's Articles of Incorporation, By-laws, Constitution, Rules, Terms and Conditions of Membership Application, Code of Conduct, or Tournament Conditions. A Member's specific class of membership (*e.g.*, Registered Player Member or Lifetime Member) shall be converted automatically to Player-Only Member status upon the filing by such Member of a claim, complaint, notice, or other cause of action of any kind, whether filed in a court of law or submitted to any other body or agency, unless and until otherwise provided by the Board of Governors or a court of competent jurisdiction.

b. The Association has established the following Code of Conduct for all Member Clubs and Individual Members:

1) Always respect the game and all USPA rules and tournament conditions.

2) Always respect your teammates, opponents, officials, and fellow Members.

3) Always demonstrate good sportsmanship.

4) Always consider the welfare of the horses.

5) Always respect the Member Clubs and the Member Club facilities.

6) Always compete without the use of drugs or alcohol.

7) Always compete to win.

8) Always demonstrate respect and good citizenship toward other Association Members in all Association-related communications, including, but not limited to, discourse at Association meetings.

9) Always adhere to and comport yourself in accordance with the USPA Articles of Incorporation, By-laws, Constitution, Rules, Terms and Conditions

of Membership Application, Code of Conduct, Tournament Conditions, and other policies of the Association, all as in effect from time to time.

10) Always act in a manner that is in the best interests of the Association and the sport of polo. An Individual Member shall be deemed to have not acted in the best interests of the Association and the sport of polo where such Individual Member:

A. Acts, or incites any other to act, in a manner contrary to the Association's Articles of Incorporation, By-laws, Constitution, Rules, Terms and Conditions of Membership Application, Tournament Conditions, or this Code of Conduct;

B. Acts, or incites any other to act, in a manner deemed to be improper, unethical, dishonest, unsportsmanlike, intemperate, or prejudicial to the best interests of the sport or the Association;

C. Publishes, or incites any other to publish, in social media or elsewhere, statements, comments, or remarks considered to be offensive or made with the intent to influence or cast aspersions on the character or integrity of the Association, an Individual Member, a Member Club, or an official of the sport; or

D. Discloses, or incites any other to disclose, confidential internal Association business or information to a third party not otherwise privy to such business or information.

As a condition of continued membership, Members have a duty to behave appropriately and to be mindful that their public behavior reflects on the Association and the sport of polo. This Code of Conduct shall apply to all Member Clubs and Individual Members at all times, both on and off the playing field.

c. Subject to the provisions of By-law 11, 15, and 16, any Individual Member who is convicted of a crime or found liable in a civil court proceeding involving claims of abuse, neglect, or mistreatment of a horse or other animal, may be subject to disciplinary action under By-law 11B. The criminal or civil court decision, as well as the transcripts of the proceedings may be considered by the Board of Governors.

d. As a condition of membership, and subject to the conditions of By-law 11, 15, if applicable, or 16, each Individual Member of the Association will be considered to have given consent to submit to random blood and/or urine testing of any mount owned by, played by, or under the control of that Individual Member. If an Individual Member's mount(s) is selected for random testing, the Individual Member shall cooperate fully and unequivocally with the testing veterinarian and his or her staff to ensure that a proper sample(s) is drawn or extracted from the mount fieldside.

e. At each regularly scheduled meeting of the Board of Governors, the Secretary shall present to the Board a list of any Member Clubs which, at that time, either (a) do not meet the Constitutional requirements of membership, (b) have

failed to discharge their obligations to the Association or (c) are in any way in violation of the By-laws, Rules or directives of the Association. The Board of Governors may take such action, if any, as it deems appropriate with respect to each Club appearing on the list. Such action may include, but not be limited to, any penalty set down in Section 11 of these By-laws. Any action taken by the Board of Governors shall be effective as of the date of the Board's decision unless otherwise stated.

1) When a suspended Club has corrected the deficiencies that resulted in its suspension, the Club may apply for reinstatement of its status as a Member Club. Applications for reinstatement shall be considered and acted upon by the Board of Governors at the next regularly scheduled Board of Governors meeting, or by the Executive Committee. Reinstatement, if granted, shall be effective as of the date of the decision by the Board of Governors or the Executive Committee.

2) When making any decision regarding a change in a Member Club's status, the Board of Governors and the Executive Committee shall consider, but shall not be bound by, the recommendations of the Circuit Governor representing the Circuit in which the Member Club is located.

5. *Broadcast Rights, Title Sponsorships and National Teams.*

a. Broadcast Rights

1) Each Member Club or Individual Member grants, conveys, transfers and assigns to the Association all of its, his or her right, title and interest in and to all copyright, right of publicity and any other intellectual property rights in and to the broadcasting taping, filming, televising or other transmission or recording of USPA Events and related polo activities.

2) Each Member Club and Individual Member also grants to the Association the authority to use his/her or its name, picture, likeness, logo, art work, or biographical details and other identification, for the publicity, advertising and promotional purposes of the Association in conjunction with the rights referred to in the preceding sentence.

b. Title Sponsorships

1) The Association reserves the right to award Title Sponsorships for all USPA National and Circuit Events.

2) Host Clubs may, upon advance written request, be granted permission to acquire Title Sponsors (i.e. "Sponsor Name" USPA Gold Cup®).

3) Host Clubs may be required to pay a portion of any Title Sponsorship Fee to the Association.

4) Host Clubs may not alter the name of any Association Event without prior written approval of the Association.

c. National Teams

1) No Individual Member shall participate, either within or outside the United States, on a team alleging to represent the United States or the United States

Polo Association, without the express written consent of the Association.

2) Participating as a player in an event wearing a jersey inscribed with "USA", "USPA" or "United States" will create the inference of such an alleged representation and any violation may be subject to the disciplinary procedures of Section 11 of these By-laws.

3) When granting representation permission, the Association may provide identifying clothing, badges or marks to be worn by the team members.

d. Communication

1) The names, addresses and emails of Members and Staff of the Association are not to be used for any commercial purposes whatsoever without prior, express and written authorization of the Association.

2) Such information is the property of the Association and may not be sold or disseminated, whether or not for profit, to any individual or party who is not a Member or Staff member of the Association without prior, express and written authorization of the Association.

3) The logo and other marks of the Association are property of the Association and may not be sold or disseminated, whether or not for profit, to any individual or party without prior, express and written authorization of the Association.

4) The logo or other marks of the Association may not be utilized by any Member when communicating to other Members or third parties, to convey or raise an inference that the communication bearing same is somehow official communication of the Association without prior, express and written authorization of the Association.

6. *Handicaps.*

a. Upon payment of the appropriate fee for the current year, each Registered Player, Student, Affiliate or Lifetime Member who is not under suspension by the Association will be entitled to an outdoor and/or arena handicap. A female Registered Player, Junior, Collegiate or Affiliate Member who is not under suspension by the Association will also be entitled to an Outdoor Women's Event Handicap.

1) An individual registered with the Association during the prior year, who has had a handicap assigned for the current year, may activate that handicap by the payment of the current year's Registration Fee including any applicable penalty.

2) An individual who does not have a handicap assigned for the current year must complete a written application requesting that a handicap be issued. Such handicap does not become effective until the office of the Association is so notified by the Chairman of the National Handicap Committee and the Registration Fee is paid.

3) An application for a handicap, including handicap recommendations, must be signed by the Delegate of the Club through which the individual

is registered, the Circuit Handicap Chairman, and the National Handicap Chairman.

4) The National Handicap Committee will use the designation "NR" for any individual for whom the Committee feels it does not have adequate input.

5) The National Handicap Committee may append a "T" to the handicap of any individual. Such a handicap is subject to review and change at any time until the "T" is removed. The review of a "T" handicap may be requested by any member of a Circuit Committee or of the National Committee.

6) Individual Member handicaps will be on a descending scale of 10-2, 1.5, 1, A+(0.5), A (0), B+ (-0.5), B (-1), C (-2), or NR (No Rating). Arena Handicaps will not include A+(0.5), or B+ (-0.5). Outdoor Women's Event Handicaps will be on a descending scale of 10-1, and A (0). In calculating the team handicaps the numeric equivalents of A, B and C will be used.

7) An Individual Member not currently registered will be handicapped at no less than the highest current handicap, if any, assigned by a national polo association. Additionally, an Affiliate Member may be required to present a "home country" handicap before being assigned an Association handicap.

8) Any Individual Member not registered during the prior year will be issued a "T" handicap for the current year.

b. The National Handicap Committee will consist of a Chairman, the Chairman of the Association, the Chairmen of each Circuit Handicap Committee, and eight members appointed by the National Committee Chairman, each for a one-year term. Committee members may be reappointed for an indefinite number of terms.

1) The National Handicap Committee Chairman will be appointed by the Chairman of the Association, with the approval of the Board of Governors, to serve for a one-year term. The same person may be reappointed for an indefinite number of one-year terms.

2) The National Handicap Committee Chairman will be selected from the current members of the National Handicap Committee.

3) There will be an Arena Handicap Sub-Committee consisting of a Chairman appointed by the National Handicap Committee Chairman and not less than three additional members appointed by the Sub-Committee Chairman. All Arena Sub-Committee members will serve one-year terms and be eligible for reappointment.

c. Each Circuit Handicap Committee will consist of a Chairman appointed by the National Handicap Committee Chairman with the advice and consent of the Circuit Governor and not less than three other members to be appointed by the Circuit Handicap Committee Chairman. The term of each Circuit Committee member will be one year. Members may be reappointed for an indefinite number of terms.

1) No Circuit Governor will simultaneously serve as Chairman of a Circuit

Handicap Committee.

2) The members of the Circuit Committee will be selected to represent the characteristics of the Circuit - arena polo, low goal, high goal, etc.

3) Any member of a Circuit or the National Committee is expected to declare any potential conflict of interest before recommending a handicap for any Player.

d. Except as set forth in subsection (e), all handicap decisions made by the National Handicap Committee will be final.

1) A list will be prepared and circulated regularly, either in print or electronically, to each Delegate and Circuit Handicap Chairman setting forth all Association handicaps.

2) In the event the recommendation of a Club Delegate and/or a Circuit Handicap Chairman is not accepted by the National Committee, the Delegate and/or the Circuit Handicap Chairman will be so notified prior to the time the final handicap is issued.

3) All handicaps are effective for the calendar year for which they are issued unless: (i) changed by the National Handicap Committee or the Chairman of the Association; (ii) not issued or withdrawn at any time as the result of a disciplinary action imposed by the Association; or (iii) with drawn at any time by the Board of Governors.

4) The review of any handicap may be requested at any time by any: (i) Circuit Governor; (ii) member of a Circuit Handicap Committee, or (iii) member of the National Handicap Committee.

e. Emergency handicaps may be assigned by the National Handicap Committee Chairman or by the Chairman of the Association. No Individual who has not been given a handicap as above provided will be eligible to play in any Association match, game or tournament event at any Member Club.

For more information concerning National Handicap Committee Policy, refer to pages 277-285.

7. *Rules.*

a. The "General Rules" are defined as follows:

1) The Outdoor Rules, set forth herein, shall govern all outdoor matches and tournaments.

2) The Arena Rules, set forth herein, shall govern all arena matches and tournaments.

3) The Tournament Conditions, set forth herein, shall govern all Association Events and, where contradictory, supersede the Outdoor or Arena Rules.

4) The Umpire Guide, set forth herein, shall be incorporated into the General Rules as required.

b. The "Rules of the Association" are defined as follows:

1) Board of Governors resolutions, established precedents, and other

published agendas shall govern the conduct of Board meetings and committee meetings.

2) The By-laws of the Association, set forth herein, shall govern the management and organization of the Association and the sport of polo, when not in conflict with the Constitution of the Association; provided, however, that these By-laws shall supersede any conflicting provision of the Constitution of the Association that is inconsistent with the Illinois General Not for Profit Corporation Act of 1986, as amended (the "Illinois Not for Profit Corporation Act").

3) The Constitution of the Association shall govern the conduct of the Board of Governors, committees, and Members, and where contradictory, supersede all other Rules of the Association; provided, however, that these By-laws shall supersede any conflicting provision of the Constitution of the Association that is inconsistent with the Illinois Not for Profit Corporation Act.

c. The General Rules and the Rules of the Association together constitute the "Association Rules" as used in By-law 11 and By-law 12.

8. *Authority/Variance.*

The Chairman of the Association or, in his absence, in order of rank, the other Officers of the Association, with the majority consent of the Executive Committee, shall have authority to grant variations or deviations from the General Rules or Tournament Conditions in special circumstances deemed to be in the best interest of the Association.

9. Waiver of Notice.

Whenever any notice (including, but not limited to, notice of a meeting, hearing, protest, or appeal) is required to be given under the provisions of the Articles of Incorporation, these By-laws, or the Illinois Not for Profit Corporation Act, a waiver thereof in writing signed by the person or persons entitled to such notice, whether before or after the time stated therein, shall be deemed equivalent to the giving of such notice. The presence at any meeting or hearing of a person or persons entitled to notice thereof shall be deemed a waiver of such notice by such person or persons unless the person at the meeting objects to the holding of the meeting because proper notice was not given.

10. *Indemnification of Governors, Officers and Employees.*

a. Indemnification. The Association shall, pursuant to the standards and requirements set forth from time to time in the Illinois Not for Profit Corporation Act, indemnify each person who (i) is or was a Governor or Officer, (ii) is serving or has served at the request of the Association as a director, trustee, officer, employee, or agent of another corporation, partnership, joint venture, trust, or other enterprise, and (iii) is or was an employee or agent of the Association, to

the fullest extent from time to time permitted by the laws of the State of Illinois and by the Code (as defined below), if applicable, against expenses (including attorneys' fees), judgments, fines, and amounts paid in settlement actually and reasonably incurred by such person, in the event any of such persons was or is a party, or is threatened to be made a party, to any threatened, pending, or completed action, suit, or proceeding, whether civil, criminal, administrative, or investigative by reason of the fact that he or she is or was a Governor, Officer, employee, or agent of the Association, or is or was serving at the request of the Association as a director, trustee, officer, employee, or agent of the other enterprise.

b. Advance Payments. Expenses incurred in defending a civil or criminal action, suit, or proceeding may be paid by the Association in advance of the final disposition of such action, suit, or proceeding, as authorized by the Board of Governors in the specific case, upon receipt of an undertaking by or on behalf of the Governor, Officer, employee, or agent of the Association to repay such amount, unless it shall ultimately be determined that he or she is entitled to be indemnified by the Association as authorized in this By-law 10.

c. Non-Exclusivity and Continuation. The indemnification provided by this By-law 10 shall not be deemed exclusive of any other rights to which a person seeking indemnification may be entitled under any agreement, vote of disinterested Governors, or otherwise, both as to action in the person's official capacity and as to action in another capacity while holding such office, and shall continue as to a person who has ceased to be a Governor, Officer, employee, or agent of the Association, and shall inure to the benefit of the heirs, executors, and administrators of such a person.

d. Insurance. The Association shall purchase and maintain insurance 1) to insure itself with respect to the indemnification payments it is authorized or obligated to make pursuant to this By-law 10, and 2) on behalf of any person who is or was a Governor, Officer, employee, or agent of the Association, or who is or was serving at the request of the Association as a director, trustee, officer, employee, or agent of another corporation, partnership, joint venture, trust, or other enterprise, to insure against any liability asserted against such person and incurred by him or her in any such capacity, or arising out of his or her status as such, whether or not the Association would have the power to indemnify the person against such liability under the provisions of this By-law 10. The Board of Governors shall review and determine the appropriate extent of coverage and limits of insurance of the Association from time to time.

11. *Member Violations and Disciplinary Procedures*

11A. *Sport-Related Conduct Violations*.

a. Conduct Violations. Any Member Club or Individual Member will be deemed to have committed a "Conduct Violation" for a violation of the Rules, By-laws, directives or Terms and Conditions of Membership of the Association, or a failure to obey a penalty imposed under the Rules or By-laws by a Member Club or the Association, to the extent such violation relates to the Member Club's or Individual Member's conduct relative to the game of polo (including, but not limited to, player or umpire

conduct or any equine welfare issues).

b. Charges.

1) A complaint of a Conduct Violation (each, a "Conduct Violation Complaint" may be made by any Registered Player Member or Affiliate Player Member who is a witness to a violation, an Official of the event, or an Officer or Governor of the Association.

a) All Conduct Violation Complaints shall be: (i) in writing describing in reasonable detail the alleged Conduct Violation; (ii) received by the Association or a Member Club within seventy-two (72) hours of the alleged Conduct Violation; (iii) signed by the complaining party; (iv) addressed, at the option of the complaining party, either to: (a) the Chairman of the Association, or (b) to the Delegate of the Member Club at which the alleged Conduct Violation occurred; and (v) delivered by the complaining party either to: (a) the Association or (b) the Member Club with a copy to the Association.

b) Copies of all Conduct Violation Complaints made to a Member Club will be delivered to the person against whom the Conduct Violation Complaint has been filed and delivered to the Association by the Member Club within seventy-two (72) hours of receipt by the Member Club. Copies of all Conduct Violation Complaints made to the Association will be forwarded to the person against whom the Conduct Violation Complaint has been filed and to the Member Club within seventy-two (72) hours of receipt by the Association.

c) The Association will keep a record of all Conduct Violation Complaints available for inspection by Registered Players.

d) The Association will not prosecute alleged Conduct Violations in the absence of a Conduct Violation Complaint that complies in all material respects with the provisions of set forth in this By-law 11A.b.1.

2) In the event that more than one Conduct Violation Complaint is filed, based on a single alleged Conduct Violation, such as where Conduct Violation Complaints based on a single alleged Conduct Violation are made to the Association as well as to a Member Club, the Conduct Violation Complaint shall be deemed to have been filed exclusively with the Association. A Conduct Violation Complaint made to the Association may be referred by the Chairman to (x) an Association Hearing Committee, (y) to a Hearing Officer, or (z) to the Club Delegate of the Member Club at which the alleged Conduct Violation took place.

a) If the Member Club at which the alleged Conduct Violation took place elects not to issue charges based upon the Conduct Violation Complaint, then a copy of the Conduct Violation Complaint must be delivered to the Association by the Member Club within seventy-two (72) hours following the Member Club's notification to the complaining party of its decision not to issue charges. A copy of the Member Club's notice to the complaining party must also be delivered to the Association. A Conduct Violation Complaint so delivered shall be deemed filed with the Association for such further action as the Association deems appropriate, including, but not limited to, the issuance of charges by

the Association.

b) If the Association or Member Club elects not to issue charges based upon a Conduct Violation Complaint, the complaining party will be notified of such election within seventy-two (72) hours following the decision not to issue charges. The Association or Member Club must decide whether to issue charges within fifteen (15) calendar days following receipt of a Conduct Violation Complaint.

c. Notice.

1) Any person against whom a charge is issued is entitled to notice of a hearing of the alleged Conduct Violation. A charged party is entitled to a hearing but may fail to appear at a properly noticed and scheduled hearing, in which case, the hearing will be held in absentia. The Member Club or Association may hold an expedited hearing within seven (7) calendar days of issuance of the charge, provided that the charged party is given written notice at least forty eight (48) hours prior to the scheduled expedited hearing. The Notice of Hearing must: (a) contain a brief statement of the facts constituting the alleged Conduct Violation; (b) identify the specific Association Rules, By-laws or Terms and Conditions of Membership allegedly violated; (c) specify the time and place at which the hearing is to be held; and (d) include a list identifying: (i) the evidence to be introduced at the hearing, (ii) the names of the witnesses and (iii) the substance of their testimony. This notice of Hearing requirement may be waived in writing by the charged party.

2) In the absence of an expedited hearing, written notice to the charged party must be given within seven (7) calendar days from the date that the decision is made to issue charges by the Member Club or the Association. Such notice must: (a) contain a brief statement of the facts constituting the alleged Conduct Violation; (b) identify the specific Association Rules, By-laws or Terms and Conditions of Membership allegedly violated; (c) specify the time and place at which the hearing is to be held or state that the hearing date will be determined at a later time; and (d) include a list identifying: (i) the evidence to be introduced at the hearing, (ii) the names of the witnesses and (iii) the substance of their testimony.

3) Prior to any scheduled hearing, the charged party may submit to the Hearing Committee or Hearing Officer a written response to the charges, and include written and signed statements of others having knowledge of the facts.

d. Hearing of Charges.

1) All disciplinary proceedings, including, but not limited to, hearings of charges of alleged Conduct Violations, will be conducted in the English language, and in the presence of the charged party, unless the charged party fails to appear, in which case the proceedings may be held in absentia. Hearings shall be heard by a Hearing Committee or Hearing Officer appointed by the Board of Governors, the "Appointing Body." If a Hearing Officer is appointed, such an Officer will collect all testimony proffered, report all findings of facts and make a non-binding penalty recommendation to the Hearing Committee.

2) The non-binding penalty recommendations of the Hearing Officer may be ac-

cepted, modified or rejected by the Hearing Committee. The Hearing Committee shall have the power and authority to impose any of the penalties described elsewhere in these By-laws; provided, however, that any proposal to remove a Member from the Association shall be subject to the approval of the Board of Governors.

3) A final order setting forth the findings of facts and conclusions on which it is based, as well as the penalty, if any, to be imposed on the charged party, will be entered by the Member Club or the Association within fifteen (15) calendar days following the conclusion of the hearing. Upon the conclusion of any Conduct Violation hearing proceeding and the entry of a final order by a Member Club, copies of all findings, conclusions, recommendations and final orders will be delivered to the office of the Association by the Member Club.

4) At any hearing conducted pursuant to this section, the charged party, or his counsel, will have an opportunity to present evidence, defend against the charges and cross-examine witnesses; or may agree to the disposition of the charges without the necessity of a hearing.

e. Hearing Committees.

1) Association Hearing Committees. The Board of Governors has authorized the creation of one or more board committees to hold hearings on charges of alleged Conduct Violations and to have the authority and power on behalf of the Board of Governors to impose penalties in connection with Conduct Violations as set forth in these By-laws (each, a "Hearing Committee"). Any Hearing Committee shall be comprised of two or more Governors, a majority of its membership shall be Governors, and all members of any Hearing Committee shall serve at the pleasure of the Board of Governors.

2) Member Club Hearing Committee. Each Member Club shall appoint its own task force or committee to hold hearings on charges of alleged Conduct Violations that involve the members of such Member Club and each Member Club shall establish and adopt its own, similar rules regarding how and when it imposes any penalties on its members, including suspension or expulsion from membership in the Member Club (each, a "Member Club Hearing Committee"). A Member Club Hearing Committee may provide the Association with information regarding any Registered Player of such Member Club who is found by the Member Club Hearing Committee to have committed a Conduct Violation; provided, however, that in any event, upon written request from the Association, a Member Club Hearing Committee shall provide the Association with such information. Notwithstanding the foregoing, the imposition of penalties on any Member by a Member Club will not automatically result in any penalties being imposed by the Association; instead, a Hearing Committee or the Board of Governors, as applicable, shall be responsible for determining whether to assess any penalties on any Member of the Association.

f. Evidence.

1) Charged parties may attend their hearing at their option, with or without coun-

sel, or may send a representative, and may call witnesses and submit signed statements or other evidence. Interpreters, if required by the charged party, are the responsibility of the charged party. The failure to understand the charges or any proceedings in English shall not provide the basis for an appeal by charged parties.

2) The body issuing any charge has the burden of proving that charge. The burden of proof shall not be that as required in a court of law. The burden of proof necessary to sustain a charge against a charged party shall be met if the Board of Governors, the Hearing Committee, or the Hearing Officer, as applicable, reasonably believes, after hearing the evidence presented, that a Conduct Violation has occurred.

g. Continuances.

1) Applications for continuance of any hearing must be made to the Hearing Committee or Hearing Officer, as applicable, in writing; shall be subject to the requirements below; and shall state the reasons why such continuance is sought.

a) In all cases set for hearing on written notice exceeding ten (10) calendar days, the application for continuance must be received by the Hearing Committee or Hearing Officer, as applicable, at the address designated in the Notice of Hearing at least seven (7) calendar days prior to the scheduled hearing date.

b) An application for continuance received less than seven (7) calendar days prior to the scheduled hearing date but prior to the hearing will not be granted unless a written arrangement is made to the satisfaction of the Hearing Committee or Hearing Officer, as applicable, for the payment of all expenses incurred by the Hearing Committee, the Hearing Officer, the Association, the Member Club and witnesses resulting from the granting of any such application for continuance.

c) No continuances of expedited hearings will be granted to charged parties.

2) Except as otherwise provided with respect to expedited hearings, a continuance will be granted to any party to the proceeding only for good cause shown. An application for a first continuance of a hearing must be in writing and accompanied by a non-refundable continuance fee of Five Hundred Dollars ($500.00) made payable to the Association or Member Club, as appropriate. Any second or subsequent application for continuance will only be considered if submitted in writing together with a continuance fee of One Thousand Dollars ($1,000.00), payable to the Association or Member Club, as appropriate.

h. Temporary Suspension.

Subject to the provisions of By-law 15, a Hearing Committee may temporarily suspend any charged party from participating in any manner in the affairs and events of the Association so long as an expedited hearing is noticed and held within seven (7) calendar days of the time such suspension is effective. In a case where the charged party has been temporarily suspended prior to a hearing, a decision on the charge shall be made by the committee within twenty four (24) hours of the conclusion of the expedited hearing.

i. Appeal of Decisions.

1) A decision by the Association will be final unless a party to the proceeding files a written Notice of Appeal together with the requisite Appeal Fee with the Office of the Association within fourteen (14) calendar days of the issuance of the Final Order.

a) Any Notice of Appeal of a Conduct Violation filed by a charged party must be accompanied by an Appeal Fee in the amount of One Thousand Dollars ($1,000) payable to the Association.

b) In the event that a charged party of a Conduct Violation does not complete the appeal process, the Appeal Fee will be forfeited.

c) Within thirty (30) calendar days following the conclusion of the Appeal Hearing, the Appeal Fee will be returned to the charged party unless the charged party is indebted to the Association for any fees, costs or fines, in which event the amount of such items shall be deducted from the Appeal Fee prior to any refund.

2) Appeal Committee

a) On receipt of a Notice of Appeal from a Member Club decision, the Board of Governors will designate an Appeal Committee which will conduct a hearing and will render its decision after a full and fair opportunity for the charged party to be heard. At the hearing, all testimony previously given will be considered, as will all other evidence presented before the Member Club proceeding, and the Appeal Committee may reduce, sustain, or increase any penalties initially imposed by the Member Club; provided, however, that any proposal to remove a Member from the Association shall be subject to the approval of the Board of Governors. The Appeal Committee shall be comprised of two or more Governors, a majority of its membership shall be Governors, and all members of the Appeal Committee shall serve at the pleasure of the Board of Governors.

b) On receipt of a Notice of Appeal from a Hearing Committee decision, the appeal will be decided by the Executive Committee of the Board of Governors.

3) In the event that the charged party timely appeals the disciplinary action of a Conduct Violation by a Member Club, the Appeal Committee will give the appellant at least ten (10) calendar days' written notice of the date, time and place of the hearing. Unless the Appeal Committee decides otherwise for good cause, the hearing shall be held in the State and County of the alleged Conduct Violation. Likewise, unless the Appeal Committee decides otherwise for good cause, the hearing shall be held within forty (40) calendar days following the Association's receipt of a properly filed appeal. Upon request of the charged party, the Appeal Committee will permit the charged party to be heard in person and/or as represented by an attorney. The parties may file written memoranda with the Appeal Committee objecting to or in support of the initial disciplinary action relating to a Conduct Violation, and the findings upon which it was based, in whole or in part.

4) Within fifteen (15) calendar days after completing the Appeal Hearing of a

Member Club's decision, the Appeal Committee will issue a report setting forth its findings, its decision and its reasons therefor, and will transmit the same to the charged party and the Member Club.

5) If the Association receives a written Notice of Appeal from the charged party of the decision of an Association Hearing Officer and/or Committee, the Executive Committee of the Board of Governors will have the authority to review the entire transcript of any hearings and any and all documents submitted to the Hearing Committee or the Hearing Officer in connection with the alleged Conduct Violation and to affirm, modify or reverse the decision appealed. Such an appeal must be filed with the Office of the Association within fourteen (14) calendar days of the decision.

j. Rehearing.

Upon the discovery of new facts not discoverable by due diligence prior to a hearing, a charged party may request a rehearing before the Hearing Officer, Hearing Committee, or Member Club Hearing Committee. Such request must be in writing and must contain a statement of the new facts upon which it is based. Rehearings will not be granted as a matter of right, but at the sole discretion of the Hearing Officer, Hearing Committee, or Member Club Hearing Committee, as applicable.

k. Reciprocity.

1) On receipt of notice from a Member Club to the Association that a disciplinary penalty has been imposed upon an Individual Member by that Member Club for a Conduct Violation, the notice will be treated by the Association as if it were the report of a Hearing Officer to the Hearing Committee. The Hearing Committee shall, in its discretion, determine whether to impose any penalty on such Member on behalf of the Association.

2) On receipt of notice by Member or Affiliate Clubs from the Association that a disciplinary penalty has been imposed on an Individual Member by the Association for a Conduct Violation, the notice will be honored and enforced by Member Clubs receiving such notice.

3) On receipt of notice by the Association that a disciplinary penalty has been imposed upon an Individual Member by a foreign polo association for an act which is a violation of said foreign polo association rules, the notice will be treated the same as if it were the report of a Hearing Officer to a Hearing Committee and the Hearing Committee may determine, in its discretion, whether to impose any penalty on such Individual Member on behalf of the Association.

l. Penalties.

If found guilty of any charge properly brought before a Hearing Committee, the charged party will be subject to such penalty as the Hearing Committee may determine, including, but not limited to:

1) Censure. A letter of censure will be listed in the Association's record of penalties. If found guilty of a subsequent Conduct Violation, the censured party may be subject to a more severe penalty than for a previous offense.

2) Suspension. Suspension for any period from participating in any Association or Member Club events and activities.

3) Expulsion. Expulsion from the Association as a Member. Any proposed expulsion from membership shall be subject to the approval of the Board of Governors.

4) Fines. Fines may be assessed, provided that such fines shall not exceed the sum of Ten Thousand Dollars ($10,000.00) for each Conduct Violation.

5) Probation. A Hearing Committee may determine probationary conditions for a charged party found guilty of a charge. A violation of a probation condition may be treated as a Conduct Violation.

6) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Committee, Hearing Officer, Appeal Committee, Board of Governors, or Chairman of the Association, may be published to the Member Clubs of the Association, any foreign associations, and the news media.

7) Costs. Actual reasonable costs and out of pocket expenses incurred by the Member Club, Hearing Officer, Hearing Committee, Association and/or witnesses may be assessed in addition to any penalty. Failure to timely pay for costs shall be treated as a Conduct Violation.

m. Stay of Penalty Upon Appeal.

If a penalty of any kind is appealed, the charged party may request, in writing, that any penalty imposed be stayed until such time as the appeal has been heard by the proper Committee. The Committee hearing the appeal will timely grant or deny the charged party's request for a stay as it deems appropriate. To the extent that a stay of the penalty is granted by the Committee or Board hearing the appeal, and the charged party fails to prevail on the appeal, the time periods relating to the penalty shall be extended by a number of days equal to the stay.

n. Effective Date of Penalty.

1) The effective date of any suspension, or probation, and the deadline for the payment of any fine, will be set by the Member Club or by a Hearing Committee, the Executive Committee or the Board of Governors, as applicable.

2) Failure to timely pay a fine and/or costs which have been properly levied will constitute automatic suspension from the date the fine and/or costs were payable until the fine and/or costs are paid. A fine and/or costs are considered paid when receipt is acknowledged by the payee designated by the Member Club or the Association.

11B. *Non-Sport-Related Member Conduct Violations*.

a. Generally.

The Board of Governors may 1) remove as a Member of the Association, 2) convert to Player-Only Member status, or 3) deny the membership application of, any current or former Member at any time when "cause" has been established. Notwithstanding the foregoing, prior to removing a Member, the Board of Governors shall provide the Member with a minimum of seven (7) calendar days' written notice, during which time the Member may submit a

written statement concerning the allegations under consideration by the Board or request an appearance before the Board, which request shall be granted by the Board within a reasonable time period thereafter. At any time where a Registered Player Member's membership status has been converted to Player-Only Member status, such Player-Only Member shall be given the opportunity to apply for reinstatement as a Registered Player Member at the end of the fiscal year in which his or her status was converted to Player-Only Member status.

b. Cause.

"Cause" shall be considered established at any time where:

1) a Member acts in a manner that is deemed, in the sole discretion of the Board, to violate or be inconsistent with the provisions or spirit of the Association's Articles of Incorporation, By-laws, Constitution, Code of Conduct, Terms and Conditions of Membership, or any policies adopted by the Board, not including any Conduct Violation described above in By-law 11A; or

2) a Member's conduct is disruptive to the purposes, activities, or operations of the Association, as determined in the sole discretion of the Board of Governors;

and, as a result, the Board of Governors determines it to be in the Association's best interests to remove the Member from the Association or to deny the membership application of any current or former Member.

For the avoidance of doubt, the conviction of a crime by any Individual Member, or determination that such Individual Member was found liable in a civil court proceeding involving claims of abuse, neglect, or mistreatment of a horse or other animal shall constitute "cause" for purposes of this 11B.

c. Temporary Suspension.

If the Board determines it to be in the best interests of the Association, the Board of Governors may temporarily suspend any Member from participating in any manner in the affairs and events of the Association, provided that the Member is given an opportunity to respond and a determination by the Board regarding the imposition of a penalty is made within seven (7) calendar days of the time such temporary suspension becomes effective.

11C. *Equine Drugs and Medications Rules Violations*. The disciplinary procedures relating to violations of the Equine Drugs and Medications Rules are set forth below in By-law 16.

12. *Protest Procedure.*

a. Protests.

Any disagreement with the non-discretionary decisions of, or manner in which, the Tournament Committee and/or Officials conduct an event which disagreement alleges a violation of the Association Rules, Tournament Conditions and/or By-laws; provided that notice of the disagreement has

been delivered verbally before, during or immediately after the event to the Tournament Committee and/or Officials.

b. Filing of Protest.

1) A protest may be filed by (a) any aggrieved Member Individual who is also a participant in an event; (b) an Official of the event; or (c) an Officer or Governor of the Association.

2) All protests must be: (a) filed in writing; (b) received within forty-eight (48) hours of the alleged violation; (c) signed by the protesting party; (d) addressed to the Association, and (e) a copy delivered to (i) the Club Delegate at the Member Club address on file with the Association, and (ii) the Circuit Governor.

3) A protest filed with the Association shall be referred, by the Chairman, to an Association Hearing Officer or Committee. The party to whom the protest is referred shall forthwith make an investigation of the protest and shall report findings to the Chairman or to the Chairman's designee. A ruling on the protest shall be issued by the Chairman or the Chairman's designee within twenty-four (24) hours after receipt of such findings; provided, however, that any proposal to remove a Member from the Association shall be subject to the approval of the Board of Governors. The protesting party will be notified of the decision in writing within forty-eight (48) hours of the issuance of the ruling.

c. Appeal of Ruling on Protests.

1) The ruling on the protest will be final unless a written Notice of Appeal together with the requisite Appeal Fee is filed with the Office of the Association within fourteen (14) calendar days of the date of the ruling.

a) Any Notice of Appeal must be accompanied by an Appeal Fee in the amount of One Thousand Dollars ($1,000.00) payable to the Association.

b) In the event the appellant does not complete the appeal process, the Appeal Fee will be forfeited.

c) The Appeal Fee will be returned to the appellant within thirty (30) calendar days following the rendition of a decision on the appeal, after deduction of any membership dues, costs or fines owed to the Association by the appellant.

2) If the Association receives a timely written Notice of Appeal of the ruling on the protest, the Executive Committee of the Board of Governors, will have the Authority to review the protest and affirm, modify, or reverse the ruling appealed; provided, however, that any proposal to remove a Member from the Association shall be subject to the approval of the Board of Governors.

d. Penalties.

The Hearing Officer or Committee of the Association may subject the Member Club to such penalty as the Hearing Officer or Committee may determine, including, but not limited to:

1) Censure. A letter of censure will be listed in the Association's record of

penalties. The Member Club may be subject to a heavier penalty in the event that future protests against the Member Club are lodged and decided in favor of the protesting party.

2) Forfeiture. A game or games up to and including the entire event may be held to have been played illegally and forfeited.

3) Revocation. The Association may revoke one or more Association events awarded to the Member Club.

4) Suspension. Suspension of the Member Club and/or its Delegate for any period from participating in any Association events, activities, or committees, and from holding office in the Association, subject to the approval of the Board of Governors.

5) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Officer, Hearing Committee, Board of Governors, or Chairman of the Association, may be published to the Member Clubs of the Association, any foreign associations, and the news media.

e. Effective Date of Penalty. The effective date of any penalty will be set by the Association's Hearing Officer and/or Committee.

13. *Attorneys' Fees.*

Where a Member files a lawsuit or other legal claim against the Association or any of the Association's Officers, Board of Governors or employees, to the extent that the Association prevails on the merits in such lawsuit or legal proceeding, the Member shall be required to reimburse the Association for all of its attorneys' fees and costs incurred in the lawsuit or other legal proceeding, including all attorneys' fees and costs incurred pre-filing, before the trial court, on appeal, and in any post trial collection proceedings.

14. *Board of Governors Meetings and Annual Member Meetings.*

a. Agendas. Regular Board Meetings are conducted twice a year. The fall meeting of the Board of Governors shall be conducted simultaneously with the Annual Member Meeting of the Association. The order of business at Regular Board Meetings and the Joint Board/Annual Member Meeting shall be as follows:

1) Call to order of the Board Meeting, or the Joint Board/Annual Member Meeting

2) Secretary's report, to include:

a) Noting of Governors present for the Board Meeting and Active Member Club Delegates present or represented by proxy for the Annual Member Meeting.

b) Introduction of new Governors, if any as present.

c) Ratification of the minutes of the prior Board of Governors Meeting. (Board Members only)

d) Ratification of the minutes of the prior Annual Member Meeting. (Delegates of Active Member Clubs only, at the Joint Board/Annual

Member Meeting)
e) Club actions: new member clubs, suspensions, deficiencies, etc.
3) Treasurer's Report
4) Finance Committee Report
5) Executive Committee Report, to include:
a) Ratification of all prior acts of the Executive Committee since the previous meeting.
b) Presentation/Review of Operating Budget.
6) Constitution Committee Report, to include:
a) Constitutional Changes, if any. (Delegates of Active Member Clubs only, at the Joint Board/Annual Member Meeting)
b) By-law changes, if any. (Board Members only)
c) Recommendation to the Delegates to approve Constitutional Changes, if any, at the next Annual Member Meeting. (Board Members only, at the Board
meeting)
7) Other Standing Committee Reports
8) Installation of new Officers and/or Governors (Joint Board/Annual Member Meeting only)
a) Announcement of all Governors-at-Large elect.
b) Announcement of all Officers elect.
c) Installation of new Officers and/or Governors.
d) Recognition of past Officers and/or Governors.
e) Gavel passed to New Chairman, if appropriate.
9) Deferred business
10) New business
11) Announcement of date and time of next Board Meeting or Joint Board/ Annual Member Meeting
12) Adjournment

This agenda shall be an outline, additional items can be added as needed to ensure that all Association business is conducted.

b. Oath. All Board Members shall sign an Oath of Office upon election or appointment as a Governor or Officer, and upon each subsequent re-election. Board Members shall abide by the Oath during their tenure in office and afterward as appropriate.

15. *USOC-Related Provisions.*

The following provisions are included for purposes of adopting and implementing provisions from the Ted Stevens Olympic and Amateur Sports Act (the "Sports Act") and the By-laws of the United States Olympic Committee (the "USOC") as applicable to member organizations of the USOC, and will automatically take effect and become operative, subject to the applicable requirements of the

Illinois Not for Profit Corporation Act, without further action required by the Association, if at any time the Association becomes a competing sporting member organization of the USOC:

a. Opportunity to Participate in Certain International Polo Competitions.

1) No Qualified Registered Player (as that term is defined in ARTICLE IX of the Association's Constitution) who has not previously been suspended under the provisions of Section 11 of these By-laws may be denied (or threatened with denial of) the opportunity to compete in a Protected Competition (as this term is defined in ARTICLE IX of the Association's Constitution). The Association shall, by all lawful means at its disposal, protect the right of a Qualified Registered Player and team to participate, if selected (or to attempt to qualify for selection to participate) as representing the United States in any Protected Competitions.

2) Any Qualified Registered Player who alleges that he or she has been denied by an opportunity identified in subparagraph (1), above, shall immediately inform the Association's Chief Executive Officer and to have the matter promptly addressed in accordance with applicable provisions of Section 11 of these By-laws. If the matter is not resolved to the Qualified Registered Player's satisfaction, such player shall have the right to have the matter promptly referred to the Chief Executive Officer of the USOC, for action under Article IX of the USOC By-laws.

3) A Qualified Registered Player may not be temporarily suspended from participating in a Protected Competition (as this term is defined in ARTICLE IX of the Association's Constitution) prior to the conduct of a hearing (which may be an expedited suspension hearing).

4) The rights granted to Qualified Registered Players under subparagraphs (1), (2), and (3), above, shall apply equally to any coach, trainer, manager, administrator or official seeking to participate in the conduct of any Protected Competition as referred to in subparagraph (1), above.

5) Any Qualified Registered Player who alleges that he or she has been denied (whether or not by the Association) an opportunity to compete in any polo competition not protected by the terms of subparagraph (1), above (other than restricted competition referred to in the USOC By-laws), shall immediately inform the Association's Executive Director, who shall consult with the general counsel of the Association to determine whether the situation appears to be of sufficient seriousness and relevance to the obligations and responsibilities of the Association to warrant action by the Association in support of the Qualified Registered Player's claim. In the event that action by the Association appears to be warranted, the matter shall be referred for processing in accordance with the applicable provisions of Section 11 of these By-laws, or otherwise as may be deemed appropriate and available under the circumstances.

b. Arbitration.

In accordance with requirements of the USOC By-laws, the Association shall, subject to the exhaustion of any internal remedies set forth in these By-laws, submit to binding arbitration conducted in accordance with the applicable rules of the American Arbitration Association in any controversy involving the Association's recognition as a member of the USOC or involving the opportunity of any Qualified Registered Player, coach, trainer, manager, administrator or official to participate in any Protected Competition (as this term is defined in ARTICLE IX of the Association's Constitution), as provided in Article IX of the USOC By-laws. To the extent not prohibited or preempted by provisions of the USOC By-laws, arbitration of matters referred to in this subparagraph b. shall be subject to and conducted in accordance with the procedures set forth in Section 13 of these By-laws.

c. Amateur Sports Organization Dues.

With respect to dues as referred to in Section 3 of these By-laws, dues for amateur sports organizations that are members of the Association (as referred to in Article IX, Section 7 of the Association's Constitution) shall be as established by the Board of Governors from time to time.

16. *Disciplinary Procedure for Violations of the Equine Drugs and Medications Rules.*

The following provisions are included for purposes of enforcement of the Equine Drugs and Medications Rules of the Association:

a. Application and Incorporation. This By-law 16 shall apply to all charges and proceedings arising out of alleged violations of the Equine Drugs and Medications Rules of the Association. The Equine Drugs and Medication Rules of the Association are incorporated herein by reference.

b. Equine Drugs and Medications Rule Violation. Any Responsible Party(ies) (as defined in Rule 6.2 of the Association's Equine Drugs and Medications Rules) found, after hearing and appeal, if any appeal, to have violated the Equine Drugs and Medications Rules of the Association, or having failed to obey a penalty imposed under this By-law 16, shall be deemed to have committed an Equine Drugs and Medications Rule Violation (each, an "EDM Violation").

c. Initiation of Charges, Record.

1) Initiation of a charge by complaint under this Rule for an alleged violation of the Equine Drugs and Medications Rules (an "EDM Violation Complaint" or "EDM Charge") shall be made by the Chairman of the Association or his designee; provided, however that:

a) If the EDM Violation Complaint is based upon equine blood or urine sampling, that at least one of the two samples taken from a horse which forms the basis for the alleged EDM Violation has tested positive for drugs or medications in violation of the Association's Equine Drugs and Medications Rules; and

b) All EDM Violation Complaints shall be: (i) in writing, describing

in reasonable detail the alleged EDM Violation; (ii) received by the Responsible Party(ies) within seventy-two (72) hours of the receipt of the Association of either (a) an EDM Violation Complaint (if the allegations are not based upon testing); or (b) the results of the sample test from the USEF laboratory which are the basis for the EDM Violation Complaint; and (iii) signed by the Association.

2) The Association will keep a record of all EDM Violation Complaints under this By-law 16 available for inspection by Registered Players.

d. Notice.

1) Any Responsible Party(ies) (as defined in Rule 6.2 of the Association's Equine Drugs and Medications Rules) against whom an EDM Violation Complaint is issued is entitled to notice of a hearing of the alleged EDM Violation. Notwithstanding the above, should a Responsible Party fail to appear at a duly noticed hearing, the hearing shall be held in absentia. A corporate identity which is a Responsible Party charged under this By-law 16 must send an authorized representative to such hearing. The Association may hold an expedited hearing within seven (7) calendar days of issuance of the charge, provided that the Responsible Party(ies) is(are) given written notice at least forty eight (48) hours prior to the scheduled expedited hearing. The Notice of Hearing shall: (a) contain a brief statement of the facts constituting the alleged EDM Violation; (b) identify the specific Association Equine Drugs and Medications Rule(s) allegedly violated; (c) specify the time and place at which the hearing is to be held; and (d) include a list identifying: (i) the evidence to be introduced at the hearing; (ii) the names of the witnesses; (iii) the substance of their testimony; and (e) provide a copy of any testing report(s) from the USEF laboratory that is(are) are to be introduced as evidence at the hearing. This Notice of Hearing requirement may be waived in writing by the Responsible Party(ies). For purposes of this paragraph, written notice shall be deemed to have been properly given to a Responsible Party(ies) by the Association if the notice is sent via hand-delivery, facsimile, express mail, email or certified mail to the address of the Responsible Party(ies) listed in the Association's records. If sent by email, service is complete upon receipt by the Association of an acknowledgment by the Responsible Party(ies) of receipt of the Notice of Violation.

2) In the absence of an expedited hearing, written notice to the Responsible Party(ies) must be given within seven (7) calendar days from the date that the decision is made to issue charges by the Association. Such notice shall:

(a) contain a brief statement of the facts constituting the alleged EDM Violation;

(b) identify the specific Association Equine Drugs and Medications Rule(s) allegedly violated;

(c) specify the time and place at which the hearing is to be held; and

(d) include a list identifying: (i) the evidence to be introduced at the

hearing; (ii) the names of the witnesses; (iii) the substance of their testimony; and

(e) provide a copy of any testing report(s) from the USEF laboratory that is (are) to be introduced as evidence at the hearing. For purposes of this paragraph, written notice shall be deemed to have been properly given to a Responsible Party(ies) by the Association if the notice is sent via hand-delivery, facsimile, express mail, email or certified mail to the address of the Responsible Party(ies) listed in the Association's records. If sent by email, service is complete upon receipt by the Association of an acknowledgment by the Responsible Party(ies) of receipt of the Notice of Violation.

3) At least twelve (12) hours before the scheduled hearing, the Responsible Party(ies):

a) may submit to the EDM Hearing Committee a written response to the charges, and include written and signed statements of others having knowledge of the facts at issue; and

b) may submit the name, resume and written report of any veterinary doctor, scientist or other trained expert the Responsible Party(ies) plan to call as a witness before the EDM Hearing Committee; or

c) may agree to a disposition of the charges without the necessity of a hearing. Failure of a Responsible Party(ies) to submit the evidence and other information within the time period set forth above may result in the exclusion of such evidence at the scheduled hearing.

e. Hearing of Charges.

1) All proceedings under this By-law 16, including, but not limited to, hearings of charges of alleged EDM Violations, will be conducted in the English language, and in the presence of the Responsible Parties(ies), unless the Responsible Party(ies) fails to appear, in which case the proceedings may be held in absentia. Hearings shall be heard by an EDM Hearing Committee as constituted according to this By-law 16, which shall conduct the proceedings.

2) The EDM Hearing Committee shall determine and approve a Final Ordersetting forth the findings of facts and conclusions on which it is based, as well as the Penalty, if any, to be imposed on the Responsible Party(ies), will be entered by the EDM Hearing Committee within fifteen (15) calendar days following the conclusion of the hearing. Upon the conclusion of such hearing and the entry of a Final Order, copies of all findings, conclusions, recommendations and Final Orders will be delivered to the Association. The Association shall thereafter promptly provide the Responsible Party(ies) with a copy of all findings, conclusions, recommendations and Final Orders.

3) At any hearing conducted pursuant to this section, the Responsible Party(ies), or counsel designated by same, will have an opportunity to present evidence, defend against the charges and cross-examine witnesses.

f. EDM Hearing Committees.
The Board of Governors has authorized the creation of one or more committees to hold hearings on charges of any alleged Violation of the Equine Drugs and Medication Rules and make determinations on behalf of the Association on such matters (each, an "EDM Hearing Committee"). All EDM Hearing Committees considering alleged EDM Violations shall at all times consist of at least three (3) individuals, a majority of whom must also be Governors, at least one of whom shall be an equine veterinarian licensed in the United States, and all of whom serve at the pleasure of the Board of Governors.

g. Evidence; burden and standard of proof required.
1) The Responsible Party(ies) may attend the hearing on the alleged EDM Violation at their option, with or without counsel, or may send a representative and may call witnesses and submit signed statements or other evidence provided that such information is timely delivered to the Association before the scheduled hearing. Interpreters, if required by the Responsible Party(ies), are the responsibility of the Responsible Party(ies) and not the Association. The failure to understand the charges or any proceedings in English shall not provide the basis for an appeal.
2) The Association has the burden of proving the EDM Violation. The burden of proof shall not be that as required in a court of law. The standard of proof required for a finding of an EDM Violation shall be "substantial evidence," which means affirmative evidence of such a clear and definite nature as to reasonably establish a fact.

h. Continuances.
1) Applications for continuance of any hearing must be made to the EDM Hearing Committee in writing, shall be subject to the requirements set forth in this paragraph below, and shall state the reasons why such a continuance is sought.
a) In all cases set for hearing on written notice to the Responsible Party(ies) exceeding ten (10) calendar days, the application for continuance must be received by the EDM Hearing Committee at the address designated in the Notice of Hearing at least seven (7) calendar days prior to the scheduled hearing date.
b) An application for continuance received less than seven (7) calendar days prior to the scheduled hearing date, but prior to the hearing, will not be granted unless a written arrangement is made to the satisfaction of the EDM Hearing Committee for the payment of all expenses incurred by the EDM Hearing Committee, the Association and witnesses resulting from the granting of any such application for continuance.
c) No continuances of expedited hearings will be granted to the Responsible Party(ies).
2) Except as otherwise provided with respect to expedited hearings, a

continuance will be granted to any party to the proceeding only for good cause shown. An application for a first continuance of a hearing must be in writing and accompanied by a non-refundable continuance fee of Five Hundred Dollars ($500.00) made payable to the Association. Any second or subsequent application for continuance will only be considered if submitted in writing together with a continuance fee of One Thousand Dollars ($1,000.00), payable to the Association.

i. Temporary Suspension.

Subject to the relevant provisions of By-law 15, if applicable, upon receipt by the Association of the USEF testing report confirming the presence of prohibited drugs and/or medications in a sample taken from the horse of a Responsible Party(ies), the Chairman of the Association or Executive Director may, prior to a hearing, temporarily suspend any Responsible Party(ies) from participating in any manner in the affairs and events of any Association Member Club or the Association so long as an expedited hearing is noticed and held within seven (7) calendar days of the time such suspension is effective. In a case where the Responsible Party(ies) has(have) been temporarily suspended prior to a hearing, a decision on the charge shall be made by the EDM Hearing Committee within twenty four (24) hours of the conclusion of the expedited hearing.

j. Appeal of Decisions.

1) A decision by the EDM Hearing Committee will be final unless a party to the proceeding files a written Notice of Appeal together with the requisite Appeal Fee with the Association within fourteen (14) calendar days of the issuance of the Final Order.

a) Any Notice of Appeal filed by a Responsible Party(ies) must be accompanied by an Appeal Fee in the amount of One Thousand Dollars ($1,000) payable to the Association.

b) In the event that (a) Responsible Party(ies) do (does) not complete the appeal process, the Appeal Fee will be forfeited.

c) Within thirty (30) calendar days following the conclusion of the Appeal Hearing, the Appeal Fee will be returned to the Responsible Party(ies) unless the Responsible Party(ies) is indebted to the Association for any fees, costs or fines, in which event the amount of such items shall be deducted from the Appeal Fee prior to any refund.

2) Appeal Committee, Further Appeal.

a) On receipt of a timely Notice of Appeal from any party, the Association will designate an Appeal Committee which will have the authority, in their discretion, to either schedule and conduct a hearing or require the Responsible Party(ies) to submit its arguments in writing for consideration.

b) The Appeal Committee shall consist of the following:

1) A equine veterinarian licensed in the United States who did not sit on the Hearing Committee for the matter subject to appeal; and

2) The Chairman or his designee, provided that such individual did not sit on the initial Hearing Committee for the alleged EDM Violations subject to appeal.

Additionally, a majority of the members of the Appeal Committee shall be members of the Board of Governors, and all members of the Appeal Committee shall serve at the pleasure of the Board of Governors.

c) At the hearing, should one be scheduled and conducted before the Appeal Committee, all testimony and other evidence previously presented to the EDM Hearing Committee shall be considered. The Appeal Committee may reduce, sustain, or increase any penalties initially imposed; provided, however, that any proposal to remove a Member from the Association shall be subject to the approval of the Board of Governors.

d) On receipt of a written, timely Notice of Appeal from an Association Appeal Committee decision, the Appeal will be decided by the Executive Committee of the Board of Governors.

3) In the event that the Responsible Party(ies) timely appeals a decision recommended by the EDM Hearing Committee, the Appeal Committee designated by the Association shall give the appellant at least ten (10) calendar days' written notice of the date, time and place of the appeal hearing, should one be scheduled. Unless the Appeal Committee decides otherwise for good cause, the appeal hearing shall be held in the State and County of the alleged EDM Violation. Likewise, unless the Appeal Committee decides otherwise for good cause, the hearing shall be held within forty (40) calendar days following the receipt by the Association of a properly filed appeal. If requested by the Responsible Party(ies), the Appeal Committee will permit the Responsible Party(ies) to be heard in person and/or as represented by an attorney. The parties may file written memoranda with the Appeal Committee objecting to or in support of the initial EDM Hearing Committee findings and accompanying disciplinary action.

4) Within fifteen (15) calendar days after completing the Appeal Hearing, the Appeal Committee will issue a report setting forth its findings, its decision and its reasons therefore, and will transmit the same to the Responsible Party(ies) and to the Association.

5) If the Association timely receives a written Notice of Appeal from the Responsible Party(ies) of the decision of the Appeal Committee, the Executive Committee of the Board of Governors shall constitute the final body of appeal for all decisions under this By-law 16 and shall have the authority to review the entire transcript of any hearings and any and all evidence submitted to

the EDM Hearing Committee and the Appeal Committee in connection with the alleged EDM Violation. The Executive Committee shall have the power to affirm, modify or reverse the decision appealed. Such an appeal must be filed with the Office of the Association within fourteen (14) calendar days of the Appeal Committee decision.

k. Rehearing.

Upon the discovery of new facts not discoverable by due diligence prior to a hearing, Responsible Party(ies) may request a rehearing before an EDM Hearing Committee. Such request must be in writing and must contain a statement of the new facts upon which it is based. Rehearings will not be granted as a matter of right, but at the sole discretion of the EDM Hearing Committee. No rehearing shall be permitted once all rights of appeal, as set forth herein these By-laws, have been exhausted or lapsed.

l. Reciprocity.

1) The issuance on the Association's website of a final decision by the Association as to any EDM Violation and any attendant penalties imposed therefore shall, once all rights of appeal have either been exhausted or lapsed, be binding on all Member Clubs and Association Regional Polo Centers.

2) On receipt of notice by the Association that a disciplinary penalty has been imposed upon an Individual Member by a foreign polo association for an act which is a violation of said foreign polo association rules and which would constitute a violation of the Association's Equine Drugs and Medications Rules, the notice will be treated the same as if it were the report of an EDM Hearing Committee and the Executive Committee may determine whether to impose any penalty on such Individual Member.

m. Penalties.

1) If found guilty of any EDM Violation properly brought before a Hearing Committee pursuant to this By-law 16, the Responsible Party(ies) will be subject to such penalties as the EDM Hearing Committee, the Appeal Committee, the Executive Committee, or the Board of Governors, as applicable, determine, including, but not limited to:

a) For a first violation:

1) Letter of censure to be listed in the Association's record of penalties and published by the Association;

2) Fine of $1,000 (one thousand dollars) in addition to all fees and costs incurred by the Association and its witnesses;

3) Probation for 6 (six) months.

b) For a second violation:

1) Letter of censure to be listed in the Association's record of penalties and published by the Association;

2) Fine of $5,000 (five thousand dollars) in addition to all fees and

costs incurred by the Association and its witnesses;

3) Suspension for any period from participating in any Association or Member Club events and activities and an additional period of Probation; and

c) For a third violation:

1) Letter of censure to be listed in the Association's record of penalties and published by the Association;

2) Fine of $10,000 (ten thousand dollars) in addition to all fees and costs incurred by the Association and its witnesses;

3) Forfeiture of all of those games won and Association tournament won (if any) by the team for which horse that tested positive played in that Association tournament.

4) Expulsion from Association membership. Whether such expulsion shall be temporary or permanent shall be at the discretion of the Board of Governors.

d) For all violations:

1) Disqualification. The EDM Hearing Committee may also impose the sanction of retroactive disqualification from any Association game or tournament.

2) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Officer, the EDM Hearing Committee, Board of Governors, or Chairman of the Association under this By-law may be published to the Member Clubs of the Association, any foreign associations and the news media.

2) When more than one allegation of an EDM Violation against any Responsible Party(ies) arises out of testing of samples from one date in one location, the EDM Hearing Committee shall determine, in its sole discretion, whether those allegations constitute one or multiple EDM Violations for purposes of assessing the Penalties under this By-law 16.

3) A violation of a Probation condition under this By-law 16 may be treated as an EDM Violation.

4) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of an EDM Hearing Committee, Appeal Committee, Board of Governors, or Chairman of the Association, may be published to the Member Clubs of the Association, any foreign associations and to the news media.

5) Costs. Actual reasonable costs and out of pocket expenses incurred by the EDM Hearing Committee, Appeal Committee, Association and/or witnesses may be assessed in addition to any penalty. Failure to timely pay for costs shall be treated as an EDM Violation.

n. Stay of Penalty Upon Appeal.

If a penalty of any kind is appealed, the Responsible Party(ies) may request, in writing, that any penalty imposed be stayed until such time as the Appeal

has been heard by the proper Committee or Board. The Committee hearing the appeal will timely grant or deny the Responsible Party's(ies') request for a stay as it deems appropriate. To the extent that a stay of the penalty is granted by the Committee hearing the appeal, and the Responsible Party(ies) fails to prevail on the appeal, the time periods relating to the penalty shall be extended by a number of days equal to the stay.

o. Effective Date of Penalty.

1) The effective date of any suspension, probation or expulsion, and the deadline for the payment of any fine, will be set by the EDM Hearing Committee.

2) Failure to timely pay a fine and/or costs which have been properly levied will constitute automatic suspension of the Responsible Party(ies) subject to the fine and/or order of costs from the date the fine and/or costs were payable until the fine and/or costs are paid. A fine and/or costs are considered paid when actually receipt by the Association in cleared funds.

17. *Writings and Electronic Signatures*. Any action required in these By-laws to be "written," to be "in writing," to have "written consent," to have "written approval," and the like by or of Governors, Members, Delegates, Officers, or committee members shall include any communication transmitted or received by facsimile, electronic mail, or other means of electronic transmission. Any action required in these By-laws to be "signed" or to have a "signature by or of" a Governor, Member, Delegate, Officer, or committee member shall include an action signed with an electronic signature that is any symbol executed or adopted, or any security procedure employed or adopted, by or on behalf of a person with intent to authenticate a record and which is attached to or logically associated with the action in electronic form.

18. *Amendments to these By-laws.* These By-laws may be altered, amended, or repealed and new By-laws adopted by the affirmative vote of at least a majority of the members of the Board of Governors then in office. Such action may be taken at any meeting of the Board of Governors, provided that notice of the proposed alternation, amendment, repeal, or adoption be contained in the notice of any special meeting at which such action is taken, and provided further that no such alteration, amendment, repeal, or adoption shall in any way conflict with the purposes of the Association as stated in its Articles of Incorporation or otherwise cause the Association to lose its qualification as an organization exempt from income tax under Section 501(c)(6) of the Internal Revenue Code of 1986, as amended (the "Code").

OUTDOOR RULES

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OUTDOOR RULES

SECTION I
TEAMS, PLAYERS, SUBSTITUTES, EQUIPMENT, MOUNTS AND MOUNTS' EQUIPMENT

RULE 1- TEAMS

a. There shall be four players on each team to start every game, subject only to the provisions of Rule 1.d below. Each team shall designate one player as its Captain, who shall have the sole right to represent the team and to discuss with the Umpire(s) procedural matters arising during the game. Other players on either team may request a time out from the Umpire(s) when allowed elsewhere in these rules or the Tournament Conditions. (*See* Rule 21.d, f, g; Tournament Conditions, Section VIII ("Instant Replay")

b. The aggregate handicap of a team must fall within the limits specified for each 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. For the purposes of these Rules, an "event" or "Event" is a USPA Event or a Club Event as those terms are defined in Section 1 of the Tournament Conditions.

c. 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 handicap limit of the event, the team will remain eligible for that event but must play with the new handicap in all remaining games.

(1) Any substitution of players in such a team between games 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.

d. In the event one or more players are not available to start a game, and no eligible substitute is available, the team may play up to half the game with less than the full team provided the aggregate team handicap on the field meets the upper and lower handicap requirements of the Event. The team handicap may be altered when the team is changed.

e. The Umpire(s) will declare a forfeit if a team is not mounted, on the field and prepared to begin the game at the designated starting game time set by the Host Tournament Committee. Disciplinary sanctions as set forth in Rule 33 may be imposed by the Host Tournament Committee and/or the Association.

f. American Rule: Each team in a USPA Event shall, excluding the sponsor, have a minimum of one Registered Player Member as defined in the Association By-Laws, regardless of handicap level. A Student Member with American citizenship and a USPA handicap shall be considered a Registered Player Member, but for the purposes of this rule only.

1. TEAMS a...INTERPRETATION: The Captain is the representative of the team and it is through the Captain that the Umpire communicates with members of a team. The Captain's right to discuss does not include a right to debate or question judgment calls of officials; The Captain may point out what he believes to be a procedural error; or request definition of a call or decision if the Umpire failed to announce the call properly, but may not become argumentative or prolong the discussion. The discussion is over when the Umpire says it is over and prolongation may invoke a penalty.

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

Red #3, a Captain, rides to the Umpire when a foul is called and questions the severity of the penalty award. This is questioning a judgment call and not permitted.

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

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

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

The Umpire announces a Penalty 3 Penalty against Blue and drops the ball on the 60-yard line. Red Captain points out the error and requests repositioning on the 40-yard line. This is permitted as it concerns a procedural error and does not question a judgment call.

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

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

Team Blue has several players re-handicapped in mid-year resulting in the team being 3 goals over the event limit. Three goals are too many, so the team must be rebuilt.

Team Red is completing an 8 goal event with a 9 goal team. Red's "A" (0) rated sponsor is injured in a fall and leaves the game. Any substitute, or combination of substitutes, may total 9 goals as Team Red has already given up the handicap goal at the beginning of the game. In any subsequent game of this event, either: Team Red's 0 goal sponsor returns to play; or the team must substitute him with a "B" (– 1) rated player to qualify for the tournament conditions.

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

1. TEAMS d...EXAMPLE: Team Red is entered in a 4-8 goal tournament. At game time, Red's 2 goal player is not at the field. Team Red may start the game as a 6 goal team.

If the player turns up, making Team Red 8 goals, the scoreboard should be changed to reflect the higher handicap.

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

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

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

EXAMPLES: The Red sponsor calls 15 minutes before game time saying he is delayed in traffic. The request to delay the game 30 minutes must be directed to the Host Tournament Committee. At game time, the Blue captain asks the Umpire to hold up the throw-in as one of his players is delayed. In both cases the request to delay the game was made too late. The rescheduling request must be made to the Host Tournament Committee before game time.

1. TEAMS f...INTERPRETATION: The definition of "sponsor" refers to the individual responsible for the team. The designation of the team "sponsor" is left to the Host Tournament Committee and all such designations should be made before the start of the event. In the event of a dispute of the Host Tournament Committee's decision, any aggrieved team or player has recourse to the Protest procedure in the Association's By-law 12. A team sponsored by a Registered Player Member (i.e. U. S. citizen) must have at least one additional Registered Player Member.

A team sponsored by an Affiliate Member must have at least one Registered Player Member.

It is the team's burden to convince the Host Tournament Committee and, in the event of a Protest, the USPA Hearing Committee, that the individual designated as a "sponsor" is responsible for the team and meets the commonly accepted definition of "sponsor."

In the event of multiple sponsors, one shall be designated as the "primary sponsor" and there shall be at least one Registered Player Member in addition to this individual.

Should a team be supported by a non-playing "sponsor" one player shall be designated as the "sponsor" and there must be at least one Registered Player Member in addition.

RULE 2- PLAYERS

a. i.) No player shall play in any event for more than one team except if a player is injured in a game and there are no eligible substitutes available, an eliminated player may be substituted to complete that game **and any subsequent game for that team only.** An eliminated player is a player who has completed his or her final game in the Event and whose team has been eliminated from the Event.

ii.) If a player with a known injury begins a game, that player may not use a player from another team as a substitute, should that player not be able to complete the game.

For High Goal ONLY (20 goals and above):

iii.) During preliminary play, if an 8, 9, or 10 goal handicapped player is injured during a game, a player competing in the Event of equal or lesser handicap to the injured player may substitute only for the remainder of that game. For all subsequent games in the Event only eligible substitutes may be used.

After preliminary play, if an 8, 9, or 10 goal handicapped player is injured and cannot start or becomes injured in a game, an eliminated player of equal or lesser handicap may substitute for the injured player for the remainder of the game and/or Event. The substitute is not eligible to compete for any other team in the Event.

b. A player whose registration fee to the USPA has not been paid in full, or who has not been assigned a current handicap, shall not play in any event.

c. The penalty for violation of player eligibility, shall be exacted regardless of the player's knowledge or intent. Unlike many other penalties which the Umpire(s) may elect not to exact, the penalty for violation of this rule must be exacted if a Referee, an Umpire, or a member of the Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.

d. A player registered with the USPA is eligible to play in any USPA Event except that:

(1) A player with a handicap of "C" (-2) may not play in a USPA Event.

(2) A player with a handicap of "B" (-1) may not play in a USPA Event above the 12 goal level.

(3) There shall be no more than one "B" (-1) or "B+" (-0.5) rated player per team in any USPA Event above 4 goals. In a USPA Event rated 5 to 12 goals, should a substitute be required and only a "B" (-1) or "B+" (-0.5) player is available, the substitution may be made so long as the team substituting plays with its original (higher) handicap. (*See* Rules 3.d and 3.e).

(4) In any USPA Event with an upper handicap limit of 4 goals or above, the handicap of any player may not exceed 3/4 of the upper handicap limit.

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

f. No player handicapped with a "T" handicap of 6 goals or less will be allowed to play in a USPA Event with an upper limit of 16 goals or above.

2. PLAYERS a...INTERPRETATION: The potential substitute must have completed his final game and have been eliminated from the event. The player replaced must be injured and unable to continue the game. The substitute may only complete the game at hand and may not play in a subsequent game. **The substitute may complete the game at hand and the event but may not play in a subsequent game in the event for any other team.**

EXAMPLE: Team Blue's 9 goal player is injured in the 2nd period of the quarter finals. Player A, also 9 goals, competed with Team Red during the division play in the event and Team Red was eliminated from the event. Player A may complete the game for Team Blue and may continue for Blue **for the remainder of the tournament.**

Team Red asks Player A, eliminated in earlier rounds of the event, to stand by as a substitute. When Red #2 is injured, Player A replaces him riding A's own horses. Not allowed. Rule 5.d. applies.

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

c...INTERPRETATION: Player eligibility is to be determined by the Host Tournament Committee prior to the game. If a possible ineligibility is brought to the Umpire's attention before or during the game and cannot be resolved, the game should be played under Protest (By-law 12) and the question referred to the Committee. If the ineligibility is upheld, the game is to be declared a forfeit by the team with the ineligible player.

d...INTERPRETATION: These handicap limits apply to all USPA Events unless overruled by specific USPA Tournament Conditions and may not be modified by a Host Tournament Committee.

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

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

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

Prior to a game, Blue No.4 is seen in the hospitality tent and appears to be intoxicated. He should not be permitted to start the game. Team Blue may find a substitute or play short-handed.

Team Blue's #1 has been acting strange and at half time is determined to be intoxicated. The Umpires should not permit the player to start the 4th period. The team may continue with three on a side or with a substitute.

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

f...INTERPRETATION: The removal of a "T" becomes effective when the office of the Association is so notified by the Chairman of the National Handicap Committee. Club and Circuit Handicap Committees may not institute such a change.

RULE 3- SUBSTITUTES

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

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

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

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

e. In the event a player is removed from the game due to inability to continue or by disqualification and no qualified alternate is available or permitted, the team shall continue to play; no change in handicap shall be made, and the team will remain qualified.

f. In the event a player or players are removed from a game due to a Penalty 7, both teams may substitute the remaining players in accordance with conditions listed above, except that neither team's aggregate handicap on the field, plus goals received by handicap, may exceed the higher handicapped team's handicap following the enactment of the Penalty 7. After enactment of the Penalty 7, and the teams are reduced to three players per team, the injured player may not re-enter the game at any time.

g. Should a Registered Player Member be unable to complete a game due to injury, illness or disqualification, any Registered Player Member or Affiliate Player Member as defined in By-law 3.c who is qualified under Rules 2 and 3 may, with the concurrence of the Host Tournament Committee, be used as a substitute for that player in that game and any subsequent game(s) played within the next seven days. Such a substitution will not be considered a violation of Rule 1.f (American Rule).

3. SUBSTITUTES...INTERPRETATION: Under this Rule, players may enter the game freely between periods of a game. Players may only be replaced during a period if a player is declared unable to continue. If a game is stopped because of an injury, double substitutions in any combination may be made as long as the players are individually eligible and the team remains eligible.

After a Penalty 7 removal, the injured player may not return and the teams must play with three players per side for the remainder of the game. The uninjured player removed from the game as a result of Penalty 7 will remain qualified as a substitute.

3. SUBSTITUTES b...EXAMPLE: 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 period. The player may enter the game at the end of the period and complete the game.

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

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

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

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

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

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

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

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

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

3. SUBSTITUTES f...EXAMPLES: Team Red enters a 12 goal tournament with a 6,

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

Team Red enters a 10 goal team in a 12 goal tournament. The Blue Team, a 12 goal team, loses their Blue #3 (a 7-goaler) to an injury as the result of a foul and the Umpires exact a Penalty 7. The Blue Team, unable to find a suitable substitute, designates a 5-goaler to be removed from the Red Team, making both team handicaps 5 goals. However, Red had received 2 goals by handicap at the beginning of the game. Thus, Red's handicap is considered to be 7 goals and Blue may substitute to that level.

RULE 4- EQUIPMENT

a. No Player may participate in any USPA Event or Club Event in other than proper uniform including a protective helmet with a chin strap, the chin strap to be worn in the appropriate manner specified by the manufacturer of the helmet. No member of a team organization may mount a horse before, during or after a USPA Event anywhere within the safety zone, end zone or playing field unless equipped with a protective helmet with a chin strap, the chin strap to be worn in the appropriate manner specified by the manufacturer of the helmet. (Note: The USPA has developed standards by which various helmets can be evaluated in terms of how much protection they afford. Players are encouraged to take these standards into consideration in the selection of a helmet. Players are strongly encouraged to wear face and/or eye protection at all times during play.) **As of June 1, 2020, the protective helmet required for players by this rule must be NOCSAE-approved.**

b. Players shall wear jerseys which distinguish the players on one team from the players on another. If the colors of two teams competing in an Event are so alike as to lead to confusion, the team lower in the draw shall be instructed to play in some other colors. In games where there has been no draw, the team required to play in some other colors shall be determined by lot. In all cases reasonable notice shall be given.

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

RULE 5- MOUNTS

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

b. A mount blind in one or both eyes may not be played.

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

d. No mount shall be played in any USPA Event for more than one team. Unlike many other penalties which the Umpire(s) may elect not to exact, the penalty for violation

of this rule must be exacted if a Referee, an Umpire, or a member of the Host Tournament Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.

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

f. A mount found to be improperly conditioned in accordance with the Henneke Body Conditioning Score guidelines (*see* page 269) shall be removed from the game.

g. Whip and spurs may not be used unnecessarily or excessively. A player may not:

(1) Use his whip other than in exceptional circumstances when the ball is out of play or dead. For this offense the Umpire should award as a minimum a Penalty 5.b and/or other disciplinary sanctions as described in Rule 33 (Unsportsmanlike Conduct).

(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.

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

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

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

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

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

RULE 6- MOUNTS' EQUIPMENT

a. Shoes with an outer rim, toe grip, screws, or frost nails are not allowed. Dull heel calks are allowed on hind shoes only. The calks can either be fixed or removable (screw-in), and should be dull, without sharp edges and no greater than one inch from the sole surface of the shoe to the ground surface.

b. Blinkers or shadow rolls are not allowed.

c. Protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

EXAMPLE: It is recommended that when necessary, players use removable calks because they are considered less intrusive.

SECTION II
DUTIES AND AUTHORITY OF HOST TOURNAMENT COMMITTEE, UMPIRE, REFEREE, GOAL JUDGE, TIMEKEEPER, SCORER, USPA

RULE 7- HOST TOURNAMENT COMMITTEE

A Host Tournament Committee, as set forth in USPA Tournament Conditions Section VII, will conduct all USPA and Club Events. The Host Tournament 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. Any conflict between these Rules and Tournament Conditions Section VII concerning the responsibilities of the Host Tournament Committee for a USPA Event shall be resolved in favor of Tournament Conditions Section VII.

a. The Host Tournament Committee shall consist of three or more individuals who shall be clearly identified to all participants.

b. The Host Tournament Committee may designate any individual to represent the Host Tournament Committee in communicating with the participants.

c. The Host Tournament Committee, or its representative, shall determine the eligibility of all players and teams.

d. The Host Tournament Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11 (Disciplinary Procedure).

e. The authority of the Host Tournament Committee, or its representative, is final and subject only to the provisions of Association By-Law 12 (Protest Procedure).

RULE 8- UMPIRES AND REFEREE

a. All Umpires and Referees shall be members of the USPA. Every game shall have two mounted Umpires and a Referee, or three mounted Umpires. These Officials shall be charged with the responsibility of seeing that the game is conducted in accordance with the Rules. In these Rules and the accompanying Interpretations and Examples, the words “Umpire,” “Umpires” and “Umpire(s)” are used interchangeably, except where the context requires otherwise.

b. The authority of the Umpire(s) and/or Referee shall extend from the time each game is scheduled to start until its end, and it shall include the ability to file a Conduct Violation complaint in accordance with By-Law 11 against a player whose conduct is not in the best interest of the sport. For the purpose of this rule, the “end” of a game will occur approximately 15 minutes following the final whistle.

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

d. Subject to Rule 11.a (“Protests”), all decisions of the Umpire, or agreed decisions of two Umpires, shall be final. In the event two are serving and they disagree, the Referee shall decide which Umpire’s opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. In the event three mounted Umpires are serving and no two agree, then no foul will be called.

e. If desired, one or more additional Referees may be positioned:
(1) To provide testimony at the request of the Umpires.
(2) To decide which Umpire's opinion is to prevail.
(3) To call offsetting penalties in the event two Umpires are serving and they disagree.

f. Mounted Umpires shall appear in proper uniform and wearing a **protective helmet of the same kind and in the same manner as is required of players by Rule 4.a.**

8. UMPIRES AND REFEREE a, b, c...INTERPRETATION: The Umpires and Referee are the representatives of the Host Tournament Committee and the final authority during the course of the game. Any interference with the execution of their duties may result in a penalty or complaint of Conduct Violation. Decisions of the Umpire(s) on matters not covered by the Rules are final. However, decisions which deviate from the Rules may be protested in accordance with the By-Laws.

EXAMPLE: Team Blue arrives at the field and is unhappy about one of the Umpires. There is no recourse. Umpires are appointed by the Host Tournament Committee and the appointment may not be protested. If Blue feels a violation of Rule 2.e. may be involved, the Committee should be notified.

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

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

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

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

The Referee sees Blue #3 and Red #1 roughing each other up as they follow the play and mounted Umpires. When play stops, the Referee may point this out to the Umpires who can then reposition themselves to see future infractions.

The mounted Umpires disagree on a call and consult the Referee. The Referee may ask for an opinion from a Deputy Referee better positioned to see the play before making the final call.

A Referee, or Deputy Referee, sees a mount fall or a player injured out of view of the Umpires. Because either would automatically stop play, the Referee may immediately advise the Umpire.

RULE 9- GOAL JUDGES

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

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

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

RULE 10- TIMEKEEPER AND SCORER

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

RULE 11- USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT

a. Protests. Protests of the decisions or manner in which the Host 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. Enforcement of Rules. These Rules shall be enforced in all USPA Events. (*See* Tournament Conditions, Section 1 ("Definitions").) USPA member clubs are strongly encouraged to enforce these Rules in all Club Events. In a Club Event, a USPA member

club's Host Tournament Committee may adopt one or more variances from these Rules before the event with notice to the teams, provided that the USPA member club accepts responsibility for the consequences of any such adoption and the USPA member club's Host Tournament Committee believes that any such adoption is in the best interest of the USPA member club and the sport.

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

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT...INTERPRETATION: Protests are dealt with either before or after the game, and not by the game officials. Questions raised during the game under Rule 11.c must be decided before the conclusion of the game. When a question of time or score is raised during the game, the Umpire(s) are responsible for resolving the question before the game continues. At the end of the game, the Umpire(s) must verify the final score.

EXAMPLES: During the third period, 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 the Umpires have resolved the discrepancy 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 period, 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 period 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.

SECTION III
GAME FACILITIES AND EQUIPMENT

RULE 12- PLAYING FIELD

a. A full-sized playing field shall be 300 yards in length by 160 yards to 200 yards in width if unboarded; and 300 yards in length by 160 yards in width if boarded on the sides. The ends shall be unboarded.

b. The boundaries on the sides of the field shall be known as the side boards or sidelines. The Host Tournament Committee will designate a safety side zone outside and

parallel to the sidelines of the playing field that is recommended to be a minimum of 10 yards. If a player intentionally and/or recklessly hits a ball outside of the safety zone a penalty shall be awarded to the opposing team and the offender is subject to Rule 33 disciplinary sanctions.

c. The boundaries at the ends of the field shall be known as the end lines, except for that portion between the goal posts, which shall be known as the goal lines.

d. The imaginary line that divides the field equally at right angles to the side lines or side boards shall be known as the center line.

e. In addition to the field of play, there shall be an area beyond the side and end lines, known as the run off area, and incidents of the game which occur here shall be treated as though they were on the playing field.

f. The goals shall be the center 8 yards of each end line between two goal posts.

g. The goal posts shall be at least 10 feet high, round and of equal diameter throughout. They shall be in vertical position and light enough to break upon collision.

h. Side boards, if used, shall not exceed 11 inches in height. It is permissible to use triangular pieces of wood at the bottom of the side boards toward the playing field to deflect the ball from the side boards. These pieces shall not be over 3 inches wide nor more than 3 inches high.

i. The field should be clearly marked at the center and at all boundaries where there are no side boards and at the edges and center of the 30-, 40-, and 60- yard lines at each end of the field.

RULE 13- OTHER NECESSARY EQUIPMENT

a. Balls shall be within the limits of 3 to 3½ inches in diameter and 3½ to 4½ ounces in weight.

b. Each Umpire shall have a mount, whistle, pick up stick, ball bag and proper uniform.

c. The Referee shall have a current copy of these Rules.

d. The Timekeeper shall have a time clock, horn and/or bell.

e. The Scorer shall have a scoreboard and official score sheet.

f. The Goal Judges shall have flags.

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

RULE 14- DURATION OF PERIODS

a. The horn shall be sounded two minutes before each period (also referred to as a "chukker") as a warning of its commencement, and two horns shall sound at the time each period is to commence.

b. In each period of the game, at the end of 7 minutes of elapsed time, a single horn or bell will sound to indicate that up to 30 seconds of overtime remain in the period. At the end of the overtime portion of the period, a horn or bell will sound twice to terminate the period.

(1) 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, a goal is scored, or the Umpire(s) whistle sounds. When played on a boarded field, play will not stop when the ball hits the boards and remains on the playing field. 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.
(2) 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.
(3) 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, throw-in or free hit, as the case may be, shall be executed. If the play is stopped by the Umpire's whistle after the 7- minute horn or bell for any reason, 5 seconds shall be allowed for execution of any penalty, free hit or bowl in, as the case may be.

c. Should the score be tied at the end of the last regular period, the game shall be resumed in overtime periods played under the same conditions as described in the above sections, with intervals between periods as provided in Rule 16, until one side obtains a goal which shall determine the game.

d. At the discretion of the Committee, in the event of a tie at the end of the last regular period, or any overtime period, the game may be concluded by a "shoot out" procedure, after a 4-minute interval, conducted as follows:

(1) The Umpire(s) will determine which goal to use. One Umpire will set up each ball, the other Umpire to serve as a goal judge.

(2) Each player, in turn, and alternating teams, will attempt a free hit from the 40-yard line at an undefended goal. All players not hitting to be behind, and not closer than 10 yards from, the ball.

(3) The team to hit first shall be decided by lot.

(4) Each shootout goal to score 1 point. After all players have hit, the team with more points will be declared the game winner by one goal.

(5) Should a tie remain after all players have hit, all players will hit again, the team which hit first, now hitting last, until a winner is produced.

e. All periods shall terminate at the first sound of the final horn, wherever the ball may be. To avoid any mistake about whether the horn has actually been sounded or not, or whether such sounding may have been inadvertent or untimely, players should continue to play until they hear the Umpire's whistle.

14. DURATION OF PERIODS b...INTERPRETATION: Subject to Rule 14.b(2), as long as the ball remains in play, the overtime portion of a period will continue until the time expires and the second horn sounds. A ball scored, hit over the backline **or** sidelines is considered out of play and ends the period. Play stopped for any other reason after the 7 minute horn will resume in the appropriate manner. "Execution of the penalty" shall include the free hit on a Penalty 2 or 3 when the ball hit by the fouled team does not clear the playing field.

EXAMPLES: After the 7 minute warning horn, Blue #3 scores and is simultaneously fouled by Red #2. Penalty No. 1 is awarded. Because the goal is "awarded" and not "scored" the period does not end. **The game shall be resumed with a Penalty 5.b awarded to the fouled team and a change in direction** with a minimum of 5 seconds on the clock.

In the closing seconds of the period, Red hits a long ball to goal. The Timer sounds her horn but the can is empty. Several seconds are lost until the can is changed and the horn sounded during which time Red scores the goal. The Timer should advise the Umpire that the period was "intended to end" well before the goal scored. The goal does not count and play is resumed at the point where the horn was intended to sound.

The 7 minute horn sounds when the ball is in the Umpire's hand for a **throw** in. The period ends as the ball is out of play.

OUTDOOR

RULE 15- RUNNING AND STOPPING OF CLOCK

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

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

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

RULE 16- GAMES

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

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

RULE 18- WINNING OF GAME: GOALS

The team with the most goals wins the game. Goals may be awarded by handicap or penalty (*see* 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, lodged into, or directly over either goal post shall not be scored because it has not passed between their inner vertical lines the goal posts produce. Should the Goal Judges and other game officials remain uncertain of whether or not the ball passed between the goal posts, play shall resume with a knock-in or a safety (Penalty 6) as determined by the Umpires.

RULE 19- GOALS UNDER PENALTIES AND BY HANDICAP

a. Goals awarded under penalties and by handicap shall count as goals scored.

b. The team handicap is determined by totaling the individual handicaps (as assigned by the USPA) of the team members. In events with an upper handicap limit above 6 goals, individual handicaps of B+ (-0.5), A+ (0.5) or 1.5 shall be rounded to B (-1), A (0) or 1 respectively when calculating the team handicap.

c. The number of goals awarded by handicap is determined by taking the difference between the team handicaps on one team and the team handicaps of the other team and multiplying one-sixth of that difference times the number of periods (excluding overtime periods) in the game in question.

d. Unless otherwise stated in the USPA Tournament Conditions whether or not a game shall be played on a handicap basis or on the flat shall be determined by the Host Tournament Committee before the event.

e. In the event of a game played on a handicap basis, any handicap fraction shall be recorded as one-half goal. The one-half goal shall be used as a tie breaker and included in any net or gross goal calculations.

EXAMPLES: Team Red enters an 8 goal event with players handicapped 5, 3, A+ (.5) and B (-1). The team handicap is 7 because the .5 is rounded to 0. The team will receive one-half goal against an 8 goal opponent.

Team Blue enters an 8 goal event with players handicapped 5, 2, A (0) and 1.5. The 1.5 is rounded down to 1 in events over 6 goals, so Team Blue is eligible at 8 goals.

In a 6 goal, 6 period game, Red has a 2, 3, "A+" (.5) and "A+" (.5) for a total of 6. Blue has 3, 2, "B" (-1) and 1.5 for a total of 5.5. White has 2, 2, 1.5 and "B" (-1) for a total of 4.5. Red will give ½ and lose a tied game to Blue. Red will give 1-1/2 goals and lose a tied game to White. Blue will give 1 goal to White.

If the 6 goal event above is played as a round robin, the handicaps will be divided by 2 (3 period games) and Red (now 3) will lose ties to both Blue (now 2.5) and White (2.5). Blue and White will play even.

If the 6 goal event above is played as a 4 period round robin, team handicaps are divided by 3, Red (now 2) will lose ties to both Blue (now 1.5) and White (now 1.5).and Blue and White will play even.

In an American System tournament, Blue defeats White 7 to 5-1/2. In the net goal calculation, Blue will be credited with 1-1/2 net goals.

SECTION V
COMMENCEMENT, INTERRUPTION, AND RESUMPTION OF PLAY

RULE 20- HOW PLAY COMMENCES

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

b. If a player is on the wrong side of the line-up when the ball is thrown in, he may not make a play until he is behind a member of his own team **who was properly positioned when the ball was thrown in.** Should he make or attempt a play prior to being passed by a member of his own team **who was properly positioned when the ball was thrown in**, a penalty shall be awarded. **If all four players on the same team are on the wrong side of the line-up when the ball is thrown in, no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.**

c. During the throw-in, the Right of Way will be established when the ball leaves the line-up. Until such time, players may play the ball from any direction or angle providing they do so without creating danger or a risk of danger to themselves, other players or horses.

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

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

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

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

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

Blue #3 changes horses following a goal. No extra time is permitted and the lineup

and throw-in go on without him.

Following Red's goal, Blue #1 is slow returning to the lineup and is 20 yards from center when the ball is ready for play. Blue #3 wins the throw in and hits to Blue #1. A delayed whistle is blown and a foul (spot hit) against Blue #1 is called for improper positioning. Had Blue not become involved in the play, the Umpire could elect not to call a foul.

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

EXAMPLES: Red scores in the south goal. Upon returning to the center throw-in, the teams line up with Red again going south and Blue going north. The Umpire throws the ball in and Red again scores in the South goal. Following the goal, the flagger calls to the Umpire that Red has scored at his end twice in a row. The goal stands for Red, ends are changed in the normal way, and play continues.

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

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

RULE 21- HOW PLAY IS INTERRUPTED

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

a. Ball Hit Across End Line (Safety).

If a player hits the ball across that player's own end line, either directly or after glancing off that player's own mount, a goal post or the side boards, the Umpire shall stop the game and call a Safety (Penalty 6) unless the ball strikes another player, an opposing player's mallet, or another player's mount before crossing that end line. A player is considered to have "hit" the ball if the ball merely touches the mallet. This is true even though the player may have been swinging in the opposite direction or not swinging at all.

b. Foul called.

(1) Any violation of the Rules constitutes a foul and the Umpire may stop the game by sounding the whistle.

(2) The Umpire may also elect not to stop play by calling a foul, or to briefly delay the stoppage of play for a foul, if the Umpire deems it to be in the best interest of the game.

(3) In the event of a foul being called when play is already stopped, such as a violation of Rule 30 or 33, the Umpire may so signal by: a) again sounding the whistle; or, b) waving a **yellow or** red flag, at the option of the Umpire.

c. Damaged, Buried Ball.

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

d. Injury to Player.

If a player is injured, the Umpire shall stop the game, and the player shall have 15 minutes within which to recover, provided, however, that no player who has been rendered unconscious shall be allowed to resume play in any game that day. If, and when, during this interval the injured player is able to resume play or an eligible player is substituted, the Umpire shall continue the game. The game shall be continued not more than 15 minutes after it was stopped because of the injury unless the injured player's treatment on the field requires additional time to remove the player from the field.

e. Player Falls Off.

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

f. Fallen or Injured Mount.

(1) If a mount falls or is injured, the Umpire shall stop the game immediately.

(2) A player whose mount has fallen may change to another mount within 5 minutes. The fallen mount may be returned to the game.

(3) A player whose mount has been injured shall change to another mount within 5 minutes. A mount removed due to injury may not return to the game.

(4) The game shall be resumed immediately if no change of mount is made.

(5) Except as provided in this rule and in the enforcement of Rule 5, a player should never be allowed time out for the purpose of changing mounts.

g. Broken Tack or Equipment.

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

(2) The game may be stopped, at the request of any player, for broken or loose

equipment of a non-critical nature when the ball is out of play.

(3) Play shall not be stopped for a lost or broken mallet.

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

h. Lost Helmet.

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

i. Lodged Ball.

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

j. Period Ends.

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

k. Suspension of Game.

The Umpire may suspend the game in the event of darkness, inclement weather, or any other reason which the Umpire(s), Referee and Host Tournament Committee believe to be in the best interest of the game.

l. Inadvertent Whistle

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

21. HOW PLAY IS INTERRUPTED...INTERPRETATIONS: The game is stopped only by the Umpire's whistle. **Because the Umpire is** responsible for the safe conduct of the game according to the Rules, the Umpire has a great deal of discretion as to whether or when to stop play.

Fouls involving safety of player or mount should be called at the instant they occur. The Umpire should not elect to delay the call of dangerous fouls. An infraction involving mechanics or "advantage" may be a non-call, or delayed call, at the Umpire's discretion. A delayed whistle grants the fouled team the next play at the ball.

When a foul occurs at or slightly after the horn ending the period, five seconds should be put on the clock and the penalty executed.

A "technical" foul occurring between periods shall be executed at the beginning of the next period.

EXAMPLES: Red #1 hits wide of goal and is a little slow returning to the field. As Blue #3 knocks in, Red #1 is at about the 25-yard mark. The Umpire may elect not to call this foul if Red #1 is not endangered or taking advantage of his incorrect positioning.

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

The horn blows one second before Red #1 makes a dangerous crossing foul in front

of the Blue #4. The Umpires should award an appropriate penalty to Blue, make sure that five seconds are on the clock and execute the penalty during the same period.

After the period has ended and while riding back to the sidelines, Blue #2 informs the Umpire that he needs glasses. A "technical" foul should be called, the **yellow or** red flag waved and the next period started with a penalty.

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

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

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

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

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

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

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

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

After a particularly hard bump, Blue #3 asks for time out to check his mount. The mount trots out sound, Blue #3 remounts, and play continues. If Blue #3 elects to change mounts, the time out will be extended but the mount may not return to the game.

Red #3's mount falls after a collision. The Umpire's whistle should sound immediately. Red #3 may trot out the horse and remount, or change. If he elects to change, the mount may return to the game.

Blue #2's mount is tired after a long run. If Blue requests time out to change, the mount may not return to the game. If Blue changes as the game proceeds, the mount may be played later.

RULE 22- HOW PLAY IS RESUMED

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

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

If a member of the defending team is off the field when the Umpire calls "Play" and the ball is hit or hit at, he or she may enter the field behind the hitter but may not make a play until he or she passes a teammate who was properly positioned when the ball was hit or hit at. A violation of this procedure will result in a penalty against the defending team. If all four players on the defending team are off the field when the Umpire calls "Play", and the ball is hit or hit at they may each enter the field behind the hitter but no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.

b. After a Safety or a foul is called and confirmed and a foul shot is awarded, play shall be resumed by the taking of the foul shot except as provided in subsection e. (4) below. The player hitting the foul shot may approach the ball only once. If the player passes the ball, the whistle shall sound and the ball shall be thrown in as stated in Rule 22.e.(4).

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

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

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

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

d. After the Umpire stops the game because the ball breaks when first hit on a foul

shot or on a hit-in, play shall be resumed with another ball from the same point in the same manner. Otherwise play shall be resumed with a new ball as provided in subsection e. (4) below.

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

(1) After a goal has been scored, except goals awarded by handicap or Penalty 1, the Umpire shall throw the ball in with the ends changed.

(2) After the ball is hit across the side boards or side line and **no foul is awarded** (***see*** **Rule 12.b**):

i.) If the ball is hit across the side boards or side line either directly or off the hitter's horse or a teammate or teammate's horse, or after glancing off the side boards, a free hit will be awarded to the team that did not hit the ball out.

ii.) If the ball is hit across the side boards or side line after glancing off a member of the opposing team or his horse, a free hit will be awarded to the team that last hit the ball.

iii.) If the ball goes out of play between the two 60-yard lines, the free hit will be taken from where the ball went out of play.

iv.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the defending team, the free hit will be taken where the ball went out of play.

v.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the attacking team, the free hit will be taken from the 60-yard line.

iv.) In each of the situations described in (i) through (iv) above, the Umpire shall count 8 seconds and drop a ball 5 yards inside the side boards or side line, and a member of the team awarded possession shall have 5 seconds to play the ball, either by tapping or hitting away. The same is true in the situation described in (v) above, except that a member of the team awarded possession must play the ball by hitting to goal or to a teammate, but not by tapping. In all of the above situations, the same procedures concerning player positioning and delays shall apply as those that apply to a Penalty 5.a.

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

(4) After the Umpire stops the game while the ball is on the playing field, play shall resume by a throw-in from the point where the ball was considered dead toward the nearer side boards or side lines. In the event this point does not allow sufficient

room for the teams to line up on the field, the Umpire shall throw the ball in, in the same manner, from the nearest point that allows it.

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

g. A suspended game shall be resumed at the point at which it was suspended as to score, period, and position of the ball at the earliest convenient time, to be decided by the Host Tournament Committee. If a suspended game is determined to have no conceivable effect on the outcome of the event, the game may be abandoned by a decision of the Host Tournament Committee.

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

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

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

Red #1 hits wide and circles slowly as his teammate changes mounts. The ball is placed and Blue #3 is ready to knock-in while Red #1 is still circling and the teammate is off the field. The knock-in should proceed with Red #1 out of the play. If Red is ad-

vantaged, or Blue distracted, by Red being positioned incorrectly, play should be stopped and the ball moved forward 30 yards.

White #4 rides to knock-in, swings and misses. The trailing Umpire notices the ball behind the end line (off the field) and blows his whistle to stop play. The Umpire allows White #4 a re-hit because this is a procedural error on the part of the officials.

22. HOW PLAY IS RESUMED b...INTERPRETATIONS: The objective of this rule is to get the ball in play promptly once all players have an opportunity to be safely positioned. The hitter is allowed only one approach to the foul shot and may not hit or hit at the ball before the Umpire calls "Play". The hitter of the foul shot is considered to be approaching the ball when advancing forward toward the ball. Should the hitter hit at and miss the ball, it is blown dead on Penalties 2 or 3 and considered a live ball on Penalties 4, 5, and 6 or a knock-in.

EXAMPLES: Blue #2, takes a Penalty 2. The hit is short and Blue's horse kicks the ball through the goal. The kick is considered a second "hit" at the ball and a free hit awarded to the opponents. A ball hit into the horse's foot is not considered a kick or second hit at the ball and would count if a goal is scored on the rebound.

A Penalty 2 is awarded to the Red Team. As Red #1 approaches, his horse runs over the top of the ball kicking it several yards towards the goal. Red has had his one approach. The Umpires shall stop play and execute a throw-in.

The Red Team is awarded a Penalty 6. Red #3 approaches the ball and his horse kicks the ball forward 3 to 5 yards. The ball is now "live" and may be played by either team.

Blue #3 circles on his approach to a Penalty 4. As he nears the ball, his mount switches leads and he passes the ball to approach again. Not permitted. As soon as he passes the ball, the whistle should sound and the ball shall be thrown-in.

Following a Blue safety, Red #3 changes mounts quickly and prepares to hit the 60-yard shot. His mount has not settled and Red #3 asks the Umpire's permission to circle again. Permission should not be granted.

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

A Penalty is awarded to the Blue Team. Blue #3 hits the ball before the Umpire calls "Play." Foul on Blue. There is no excuse for hitting the ball before "Play" is announced and when the clock is stopped and the ball out of play.

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

EXAMPLES: Red hits the ball over the backline and Blue lines up quickly for the knock-

in. As soon as the flagger is out of the way, Blue #3 knocks in before the call of "Play." The whistle should sound and the ball be thrown in perpendicular to the back line.

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

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

A Penalty 4 is awarded to Blue. The Umpire drops the ball for the penalty hit. Blue's teammate tees the ball moves out of the way and the Umpire calls "Play." As Blue #3 approaches the ball, his mount is skittish and will not take the correct lead. Blue asks the Umpire for a second approach. This is not permitted.

The Red team has been trying to slow the game down from the early stages. After several reminders to move things along, Red #3 slowly tees the ball and begins a very long, slow circle to the ball. The Umpire should sound the whistle and throw the ball in.

Red is awarded a Penalty 3. As Red #3 positions the ball, he is joined by a teammate and they move the ball around for some time looking for the right tee and discussing the coming play. The Umpire should sound the whistle after 15-20 seconds and throw the ball in.

Following a Penalty 5 award, the Umpire rides to center field, drops the ball, and upon seeing the ball on level ground, calls "Play". Blue #4 rides over and tees the ball. The ball has been touched and the ball is in play.

Following a Penalty 5 award, the Umpire rides to center field, tees the ball up and rides away. Blue #4 rides over and tees the ball prior to the Umpire calling "Play". Throw in: - teeing a Penalty No. 5 is not permitted.

Following a Penalty 5 award, the Umpire rides to center field. Seeing that the Umpire has dropped the ball in a divot on a Penalty 5, Blue #3 asks that the ball be repositioned. This is a proper request and the Umpire should move the ball to fair ground.

To save time, the Umpire throws a ball toward the center line and calls "Play". This is improper. The Umpire should place the ball properly for the hit.

SECTION VI
PERSONAL FOULS

RULE 23- LINE OF THE BALL

a. The line of the ball is the line of its course or that line produced forward or backward at any moment.

b. When a dead ball has been put into play through being hit at and missed, the line is considered to be in the direction in which the player was riding when the ball was hit at.

c. If the ball becomes stationary while remaining in play, the line of the ball is that line upon which it was traveling before stopping.

RULE 24- RIGHT OF WAY

a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which shall be considered to extend ahead of the player(s) entitled to it, and in the direction in which that player or those players is or are riding.

b. The Right of Way, which is awarded in subsections (e), (f), (g), and (h) below, is not to be confused with the line of the ball, nor does it depend on who last hit the ball.

c. No player shall enter or cross the Right of Way except at such speed and distance that **creates** not the slightest risk of a collision or danger to any player.

d. When the Line of the Ball changes and, as a result, the Right of Way changes, an opponent must be granted the necessary time to clear the new Right of Way. Note: A player in possession of the ball on his offside may move the ball at any angle to the left, and the trailing opponent **may only** play the ball on his nearside. A player clearing the Right of Way may make no offensive or defensive play in doing so.

e. No player may have the ball directly in front or on the near side if by doing so an opponent is endangered who could have safely attempted to hook the player or to hit the ball had the original player been placed with the ball on the off side. This subsection takes precedence over subsections (f) and (g) below. A player may have the ball on the near side if any of the following conditions are met:

(1) a legal ride off has been executed;

(2) the opponent is traveling parallel, or nearly parallel, to the player; or

(3) if the opponent is far enough behind for the player to safely complete the play.

f. As between two players, when one is following the ball and the other meeting the ball: Regardless of their respective angles, a player following the ball has the Right of Way over a player meeting the ball, other than a player meeting the ball with the line of the ball on the off side who is on the exact line of the ball. A player meeting the ball in this fashion has the Right of Way over a player following the ball.

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

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

(2) In the case of two players on opposite sides of the line of the ball riding at approximately equal angles to it, the Right of Way belongs to the player with the line of the ball on the off side.

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

i. 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.

24. RIGHT OF WAY a...INTERPRETATION: The Right of Way ("ROW") has sufficient width and distance to permit the player to continue safely in the direction and at the speed in which the player is riding and to be positioned to play the ball on the off side in safety. Any play by an opponent must leave the ROW clear. Should the player be required to check or alter course to avoid risk of collision or danger a ROW violation has taken place. The player with the ROW does not have a "right" to hit or hit at the ball. The player only has a right to safely continue on his course.

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

Blue carries the ball on the offside. Red rides from the right to bump. Blue checks slightly, Red miss-times the play, and passes close in front of Blue. Foul Red. The ROW of Blue prevails over Red because Blue is both parallel to the Line of the Ball ("LOB") and has the LOB on the offside.

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

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

24. RIGHT OF WAY b...INTERPRETATION: The ROW is determined by a player's and opponent's relationships to the LOB. The player who last hit the ball may lose the ROW to another who can better meet any of the conditions of (e), (f), (g) and (h). Once an opponent has safely met one or more of these conditions and assumed the ROW, the original player may be required to adjust speed or course to honor that new ROW.

EXAMPLES: Red, riding at speed, cuts the ball to his right. Blue, close behind, turns inside Red and places himself with the new LOB on his offside. Blue has assumed the ROW from Red.

Blue hits a long ball forward. Red safely enters the ROW ahead of Blue and behind the ball. Red has now assumed the ROW and Blue must adjust his course accordingly.

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

24. RIGHT OF WAY c...INTERPRETATIONS: Should the act of an opponent require the player on the ROW to adjust or maneuver, a foul has occurred. If the player can maintain pace and direction with no risk, no foul has occurred. If the opponent's act creates a risk of collision or danger, a foul should be called.

Relative speed and distance between the player and opponent are the determining factors. A player checking may reduce the margins required for an opponent to enter or cross the ROW. "Blocking", "shading", "squeezing" or infringing the ROW so as not to allow the player with the ROW a clear path to the ball is a ROW violation.

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

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

Blue #4 knocks in and rides to follow up. Red #2 circles to Blue's left and slightly ahead. Blue, seeing Red infringe his ROW to the ball, checks. Red pulls out of the play and gives Blue safe passage to the ball. Foul Red, but perhaps a non-call if Blue still controls the ball.

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

24. RIGHT OF WAY d...INTERPRETATION: When the LOB changes, for whatever reason, no player may take up the new ROW without giving an opponent obstructing that ROW a chance to move off the ROW. A player who picks up the new ROW before it can be cleared and creates a dangerous situation has committed a foul. The obstructing opponent may not play the ball or the player and must select the quickest exit route. A player who changes the LOB in front of an opponent may not assume the ROW except at a distance that does not create a risk of collision or danger to any other player.

EXAMPLES: Red hits the ball forward and it rebounds off a divot toward Blue. Although Blue can meet the ball directly, and now has the ROW, he must give Red an opportunity to clear the way.

Blue controls the ball and hits toward goal, changing the LOB. Red is positioned ahead of Blue and is across the new LOB. Red must be given the chance to clear the new ROW and Blue may not ride into him claiming a foul.

Red rides to the ball pursued closely by Blue. Red taps the ball sharply to the right in

front of Blue and turns quickly to pick up the ROW on the new LOB. Even though the LOB and ROW have changed Red has created a risk of collision or danger and may not make this play.

Red, following Blue and anticipating Blue's intent to turn the ball, accelerates to push for a foul. If Blue taps and turns on the new LOB, the burden is on Blue to safely turn; not on Red to stop or pull out.

Blue rides to the Ball with Red close behind. Blue cuts the ball forward and to the right. As long as the speed and angle are such that Red can reasonably adjust to either clear the new ROW or make a legal ride off, Blue's play is acceptable.

Blue is riding on Red's off side. Red can turn the ball to the left as there is no risk to Blue. Should Blue be on Red's near side, Red may turn to the right.

Red #3, pursued by Blue #2, checks, taps the ball forward, rakes it back, and turns around it. Foul Red. There was no real line change and Red cannot turn on the ball in front of the opponent

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 flips the ball to the side under Red's mount. Red, trapped on the new ROW spurs his mount to clear the way. As Red rides clear, his mount kicks the ball creating a new LOB. No foul and either player may be entitled to the new ROW.

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 rides up to hook Blue. No foul, just the breaks of the game. If Red clears slowly to give a teammate time to ride up and hook, foul Red. This is "making a play".

24. RIGHT OF WAY e...INTERPRETATION: There is no near side ROW. A player choosing a near side play bears the burden of safety and must give way any time a risk is created by the near side position. Players are considered parallel when the mounts are overlapped on one another and the angle between them is such that there is no risk of an illegal ride-off. If an opponent moves ahead so the player nearer the LOB is no longer lapped on, the player must switch to the offside giving the opponent a safe nearside play. This does not permit the opponent to endanger the player or mount. Players are considered overlapped or lapped on when any part of a player's mount is next to or even with any part of an opponent's mount while riding parallel or nearly parallel to the player.

EXAMPLES: Red is galloping on the LOB. Blue attempts a ride-off from Red's nearside. Red checks slightly and Blue merely brushes Red, slips in front of Red and plays the ball on the near side. Foul, Blue. Blue did not execute a proper ride-off and did not safely enter the ROW.

Blue carries the ball on the nearside. Red rides parallel on Blue's offside with his

stirrup even with Blue's horse's head. As Blue hits the ball forward, Red pulls his mount to the left to position himself for a near side play. Foul Red. Because the mounts are overlapped, Red must remain clear of Blue unless engaged in a legal ride off or safely ahead.

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

Blue and Red ride to the ball on opposite sides of the LOB. As Blue moves to the right to execute a ride-off, Red also drifts to the right so contact is not made. The players are now riding parallel. Blue may safely make the near side play.

Blue rides with the LOB at a slight angle to his left. Red also rides with the LOB on his left but at a wider angle. Both will reach the ball at the same time. Blue is required to play the ball on the offside. Once Blue moves to the offside, Red has a play on the nearside, and the ROW will go to the one at a lesser angle to the LOB.

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

24. RIGHT OF WAY f...INTERPRETATIONS: A player meeting the ball must be on the exact LOB and with the LOB on his off side to have the ROW over an opponent following the ball. A player following the LOB, at any angle, whether or not he must cross the LOB to get to the off side, has the ROW over a player meeting the ball at an angle to the LOB. If both are on the exact line, there is no risk to either. The player with the ROW must play the ball on the off side.

EXAMPLES: Blue #3 hits an offside back-shot away. Blue #2, following, turns, crosses the new LOB and prepares to take the ball on his off side. Red #3, also following but well behind, rides toward the new LOB to meet the ball. Right of Way to Blue, following the ball. Red #3 must meet on the EXACT line to have the ROW over Blue.

Blue #3 hits an offside back-shot away. Blue #2 rides to follow the ball with the LOB at an angle to his left. Red #3 rides directly to the new LOB and places himself parallel to the LOB. Red now has the ROW because he is meeting on the exact LOB. Blue must safely place himself with the LOB on the off side so the two pass safely or give way.

Blue #3 hits an open backshot. As Blue #2 turns to follow the ball with the LOB initially to his left. Red #1 finds himself facing the direction of the ball at an angle to the LOB. Regardless of their respective angles, the ROW is to Blue who is following the direction of the LOB and may take the ball on the off side even though crossing the LOB to do so. Red's options are: 1) to hook or make a play on Blue without crossing the LOB or entering Blue's ROW; or, 2) to position himself parallel to, and with the LOB on, his off side to meet the ball on its exact line. If Red can so position himself safely, Red assumes the ROW and at that point, Blue must either: 1) safely change course to follow the exact LOB, and with the ball on his offside or pull out of the play.

Blue #3 hits the ball up. Red #2, upfield, crosses the LOB and straightens out to meet

the ball on his off side. If Red is exactly on the LOB, and crossed without risk of collision or danger (Rule 24. c.) to Blue, Red has a ROW in meeting the ball. Once Red is properly positioned, Blue must also be exactly on the LOB to have a ROW and the two will safely pass off side to off side.

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

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

The Umpire throws the ball through the line-up. Blue #4, lined up wide of the throw in, turns to the left to take the ball on the off side. Red #3 turns to the right, crosses the LOB, and takes the ball on the off side. No foul on Red because he was clearly at a lesser angle to the LOB.

24. RIGHT OF WAY h...INTERPRETATION: Two players are considered to be "making a play against each other" when their concentration is on each other and not on another player riding from another direction. Two players do not have the ROW over one just because there are two of them. The two must be exactly on the LOB, making a play against each other, to have the ROW over a single player coming from any direction. The ROW Rules between a pair of players and a single player at angles to the LOB are the same as between two single players. Should the ROW be to the single player, the foul would be against the opponent who infringed the ROW unless pushed there by the player's teammate. (Rule 26.d)

EXAMPLES: Blue #2 carries the ball downfield with the LOB on his right. At mid-field he is met by Red #4 and Blue #3 riding directly toward him. Foul Blue #2. Although following the ball, Blue must yield to two players on the exact LOB.

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

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

Blue #2 is following the ball. Red #3 is riding hard to catch up and try for a hook. Blue #1 is meeting the ball. Foul Red if Red does reach and engage Blue #2 before Blue

#1 enters the play. Once Red #3 and Blue #2 are engaged, Blue #1 must yield the ROW to the two players.

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

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

Red #4 gallops with the LOB on the nearside. Blue #1 comes from behind to take the ball on the offside. Blue #3 rides to meet the play and force a foul on Red #4. Foul on Blue #3 if Red #4 and Blue #1 are focused on each other. Foul Red #4 if he is not yet engaged with Blue.

RULE 25- STOPPING ON BALL

a. Subject to Rule 24.h, a player who has safely entered the Right of Way of another player along the established path that the ball has already traveled and who is following the ball may slow down or stop in that Right of Way, provided that players approaching from behind have sufficient time to go around. A player is considered to have entered along the "established path that the ball has already traveled" as opposed to the "projected path that the ball has yet to travel" once the ball is ahead of that player's stirrup. This is true even if the player enters the projected path first, and the ball subsequently passes that 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 the stirrup.

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

c. 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 his speed to a walk or walking speed, that player (and any member of that 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.

25. DELAY OF GAME c...INTERPRETATIONS: The purpose of this rule is to keep the play moving. If the player stops or checks because an opponent has infringed or entered the right of way, a foul should be called against the opponent.

RULE 26- DANGEROUS RIDING

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

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

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

b. Zigzagging in front of another player riding at a gallop.
c. Pulling or sliding across or over a mount's fore or hind legs in such a manner as to risk tripping either mount.
d. Riding an opponent across or into the Right of Way of another player at an unsafe distance.
e. Exhibiting a lack of consideration for the safety of one's self, one's mount, or for another player or mount.
f. Two players of the same team riding off an opponent at the same time whether or not on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden off by a teammate of the player hooking or striking.
g. Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no entry or cross of the Right of Way actually occurs.
h. Deliberately riding one's mount into the stroke of another player. For the purpose of this Rule, a "dribble", in which the mallet head is not raised above the mount's hock or knee, is not considered a "stroke".

Note: The "Improper Blocking" provision of Rule 26 set forth below will take effect on January 1, 2019. The provision is available through the variance process to member clubs and Host Tournament Committees who wish to use it in 2018 events provided that they use USPA Professional Umpires and provide feedback to the Rules Committee.

Improper Blocking:

During the execution of a knock-in, Penalty 5.a or 5.b, or a free hit resulting from a ball hit out of bounds, an offensive player may not deliberately block a defensive

player from marking the offensive player's teammate who has a play on the ball (i.e., deliberately set a pick on a defending player). When an offensive player improperly blocks a defensive player, the Umpires shall call a foul and award an appropriate penalty. Improper Blocking may or may not constitute Dangerous Riding, and result in a yellow or red flag under Rule 33, depending on the degree of danger as determined in the discretion of the Umpire.

26. DANGEROUS RIDING a...INTERPRETATION: A legal ride off is performed without displacing the opponent with a forceful blow or jolt. All factors should be taken into consideration when determining a dangerous riding violation, including defining the aggressor. The foul should be called against the aggressor, regardless of which mount is knocked off balance.

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

Red and Blue meet shoulder to shoulder, at a steep angle and high speed. Both horses are staggered by the impact. The Umpire, if unable to determine the aggressor, should nevertheless stop play and throw the ball in.

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

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

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

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

Blue #2 carries the ball down field. Red #3 rides from Blue's right, at an angle, 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.

Red #1 hits a short shot down field. As Red rides to strike again, Blue #4 comes for an offside ride off. Red, seeing Blue approach, cocks his arm for a strong fore-shot. Blue rides off Red and hits the back-shot. No foul--regardless of how exaggerated the back-swing may be, Blue made contact before the mallet head was put in motion toward the ball.

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

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

RULE 27- ROUGH OR ABUSIVE PLAY

a. No player may seize another player with the hand, strike or push another player with the head, hand, arm, or elbow, but a player may push another player with the arm above the elbow, provided the elbow is kept close to the side.

b. No player may physically abuse another player or the player's own or another player's mount.

c. A player deliberately striking another player may be ejected from the remainder of the game in accordance **with Rule 33.b.(2)(a) and Penalty 10. Disciplinary sanctions, including but not limited to those set forth in By-Law 11, may be imposed by the Association.**

27. ROUGH OR ABUSIVE PLAY c...INTERPRETATIONS: A player deliberately or intentionally striking another player with severity and/or the intent to inflict bodily harm with horse, hand, whip or mallet, should be immediately ejected in accordance with Rule 33.b(2)(a), which allows the Umpire(s), at their sole discretion, to award a red flag and eject that player for the remainder of the game for that player's first offense. A single minor infraction (i.e. elbowing or pushing with hand or mallet) should also not tolerated and should be penalized with a yellow flag in accordance with Rule 33.b(1)(a).

EXAMPLES: White #3 places his mallet in front of Blue #2's horse's head to impede Blue's horse. In Blue's attempt to make a play, he strikes White's mallet with the butt of his mallet. The Umpires blow the whistle and announce an offsetting foul, but elect to award both players two yellow flags and sit them each down for two minutes of play with no substitutions. (See Rule 33. b(2)(a), which allows the Umpire(s), at their sole discretion, to award two yellow flags for a player's first offense.) This type of unsportsmanlike conduct does not warrant being ejected for the remainder of the game.

Blue #2 has been warned by the Umpires about roughness of play and the use of his elbow in the first period, and given a yellow flag. In the second period, Blue #2 is observed placing an elbow in the face of his opponent, Red #3. Umpire A blows the whistle and announces the foul against Blue #2. Because Blue #2 has been previously given a yellow flag, the Umpires give Blue #2 a second yellow flag and sit Blue #2 out for the following two minutes of play with no substitute in accordance with Rule 33.b(1)(b).

Red #3 carries the ball down field towards his goal as White #2 executes a ride off,

causing Red #3 to miss the goal shot. In frustration, Red #3 swings at White #2 in retaliation. The Umpires eject Red #3 for the remainder of the game in accordance with Rule 33.b(2)(a), which allows the Umpire(s), at their sole discretion, to award a red flag and eject that player for the remainder of the game for that player's first offense.

RULE 28- IMPROPER USE OF MALLET

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

b. A player may not intentionally strike a ball during play in such a way that it may cause injury to a spectator, official, or damage property.

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

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

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

f. No player may intentionally strike the ball after the whistle or if the ball is otherwise out of play. If a hit occurs after a whistle for a foul, or if the ball is otherwise out of play, the Umpire may award a penalty or increase the severity of the penalty if the hit is by a member of the fouling team or cancel the penalty or decrease its severity if the hit is by a member of the team fouled. If the ball that is struck intentionally after the whistle endangers a person or horse, **the player may be immediately ejected in accordance with Rule 33.b(2)(a), which allows the Umpire(s), at their sole discretion, to award a red flag and eject that player for the remainder of the game for that player's first offense.**

28. IMPROPER USE OF MALLET a...INTERPRETATION: The offside backhand stroke can be hooked during the wind-up of the swing, but always below the shoulder level of the player hitting. Such hooking is not allowed on the near side backhand stroke. If the backhand stroke on the offside is accidentally hooked by an opponent's

mount, it shall not be considered a foul, unless the player was otherwise fouling.

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

EXAMPLES: Red and Blue ride parallel, but not in contact, toward the ball. Blue prepares for a neck shot and strikes Red's mount on the downswing. Foul Blue- Red was safely positioned before the stroke began. Blue has a right to hit the ball straight forward or backward, but does not have the right for his mallet to take up both sides of the LOB when the defender is riding parallel.

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

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

With a 1 goal lead late in the final period, Red #3 wants to kill some time and hits a line drive over the boards and into the spectators. This dangerous act may be penalized.

RULE 29- DISMOUNTED PLAYER

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

RULE 30- APPEALING A FOUL

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

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

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

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

Red #4 rides to turn a ball and taps the ball to his right creating a new line and ROW. As Red turns to follow the new line, Blue #1 riding fast down the old line takes the ball

on the nearside passing at a right angle immediately in front of Red. Red reacts to the play by standing in the saddle and pulling his horse to a halt. Red has reacted to Blue's illegal play and not appealed to the Umpire. No foul on Red.

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

Blue # 4 is injured due to a foul and the Umpires discuss whether a Rule 33 ejection is warranted against the Red # 3. The Red Coach pleads with the Umpires to leave Red # 3 in the game lest the Red Sponsor will withdraw his team. Such interference is not tolerated and must be penalized.

RULE 31- CARRYING A BALL

A player may not catch, kick or hit the ball with anything but the mallet. A player may block the ball with any part of the body. A player may not carry the ball intentionally.

RULE 32- GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE

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

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

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE a., b...
INTERPRETATION: Rule 32.a requires that horse-holders not be positioned in the run-out area surrounding the field. Rule 32.b permits the holder to enter the run-off area to execute the change after which he must immediately exit the area. Should the change interfere with the play, a penalty should be awarded. A coach or mallet holder may be in the run-off area, but interference with the play should be penalized. It is club management's responsibility to define a holding area that does not conflict with this rule.

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

Red # 4 changes mounts following a goal. He leaves the field and his groom enters the run-off area for the change. Following the change, the groom exits the area. No foul. This is a proper execution as long as the changing of horses does not interfere with the play.

SECTION VII
PENALTIES

RULE 33- UNSPORTSMANLIKE CONDUCT

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

- Appealing to the Umpires or Officials
- Unwelcome talking to an 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
- Swinging the mallet in a windmill or helicopter type fashion as in appealing for a foul
- Dangerous riding as described in Rule 26
- Improper use of the mallet as described in Rule 28
- Rough or abusive play as described in Rules 27 and 28.
- Deliberately striking another player or a mount
- Excessive violation of the whipping rule
- Hitting the ball after the whistle or horn has sounded
- Intentional or reckless hitting of the ball outside the safety zone
- Knowingly striking the ball when it is off the field of play
- Intentionally striking a ball during play in such a way that it may cause injury to a spectator or official, or damage property

b. The Umpire will follow the procedure outlined below:

(1). Yellow Flag: The Umpire shall immediately award a yellow flag to a player who demonstrates unsportsmanlike conduct as described above.

(a.) The player's first Yellow flag (offense) in a game will result in a penalty and may increase or decrease an existing penalty's severity.

(b.) A second offense will be a second yellow flag and the player will sit out for the following two minutes of play with no substitute at a location designated by the Umpire and/or the Host Tournament Committee.

(2) Red Flag:

(a.) A player's third offense (red flag) in a game will result in suspension for the remainder of the game with no substitute allowed for the next two minutes of play. After that, a substitute will be allowed for the balance of the game and the player will remain suspended for the following game with a substitute allowed. All substitution rules apply. This penalty may be increased by the Host Tournament Committee and/or the Association. The Umpire(s), at their sole discretion, may award two yellow flags or a red flag with imposed penalties as described above for a player's first offense.

(b.) If a player demonstrates unsportsmanlike conduct after the game ends, the Umpire shall award a yellow flag and the player will start their next game with a yellow flag. This penalty may be increased by the Host Tournament Committee and/or the Association. If the player has no remaining games in the Event, the penalty will be carried over to the first game of the player's next Event of equal or higher handicap.

c. A player may not leave the field of play during the course of a period without the permission of the Umpires except to change a pony, a mallet, or for a legitimate reason. Unauthorized departure from the field (automatic red flag) will result in suspension for the next game in the Event. If there are no remaining games in the Event, the player will be suspended from the first game of the next Event of equal or higher handicap, and may be subject to further sanctions imposed by Host Tournament Committee and/or the Association.

RULE 34- REPEATED FOULS

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

RULE 35- SELECTION OF PENALTIES

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

(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 displaying a yellow or 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 within the discretion of the Umpire. Among the considerations:

(1) Degree of danger or unfair advantage;

(2) Location of the violation on the field;

(3) Position of players on the field; and

(4) Frequency of similar violations.

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 thrown in at the point where play was stopped.

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

RULE VIOLATED	PENALTY EXACTED
2	9
3	9
4	10
5b or c	8
5d	9
5h	2,3,4,5 or 10
6	8
21.a	6
21. f.	9
21.g.(4)	2,3,4 or 5
22.e.	2,3,4 or 5
24	1,2,3,4,5,7 or 10
25	1,2,3,4,5,7 or 10
26	1,2,3,4,5,7 or 10
27	1,2,3,4,5,7 or 10
28	1,2,3,4,5,7 or 10
29	1,2,3,4,5,7 or 10
30	2,3,4,5 or 10
31	2,3,4 or 5
32	2,3,4 or 5
33	2,3,4,5 or 10
34	2,3,4,5 or 10

(1) 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 prevent a goal being scored, the team fouled shall be awarded one goal.
(2) Penalty 5 is to be awarded for fouls that:
(a) Are without danger
(b) Are inadvertent, not deliberate
(c) Provide a minor advantage or disadvantage to either team
(3) Penalty 10 may be awarded for a dangerous or deliberate foul or conduct prejudicial to the game. **The umpire should display two yellow flags or a red flag.**
(4) Increasingly severe penalties shall be exacted for repetitive or flagrant fouls.

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

EXAMPLE: Blue is running to goal and approaching midfield. Red, riding to Blue's left and half a length behind, realizes that he will not be able to catch Blue and make a ride-off. As Blue prepares to hit a centering shot, Red reaches across and tips Blue's mallet, spoiling the shot. Although the infraction, **a cross-**hook, is minor, it was committed deliberately, and the disadvantage to Blue is major. Penalty 3 should be awarded.

Red #4 rides to back the ball from the goal mouth. As Red begins his stroke, Blue #2 bumps late and rides into Red's stroke. Foul Blue - riding into the shot. The penalty awarded should be a No. 5 from the center of the field. The foul was deliberate and endangered a mount.

Blue #2 and Blue #3 sandwich Red #3 about 75 yards out and running to goal. Foul Blue and a severe Penalty award to Red. Not only is this a dangerous foul, but also stops Red's run to goal. Open goal Penalty 3 or No. 2. A Penalty 4 is not adequate in this situation.

35. SELECTION OF PENALTIES b...INTERPRETATION: The Umpire is required to consider all four factors in selecting the appropriate penalty. Each factor should be weighed in the Umpire's decision.

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

35. SELECTION OF PENALTIES c. d...INTERPRETATION: The Umpire is expected to apply whatever penalty or combination of Penalties from No. 1 to No. 10 that will best fit the circumstances considering the parameters from Rule 35.a. and b. Simultaneous fouls by both teams are offsetting, but flagrant conduct may cause an additional Penalty such as Penalty 10 to be awarded.

EXAMPLE: As Blue prepares to hit to goal from about 50 yards out, he is deliberately cross-hooked by Red. Blue retaliates by swinging his mallet at Red's head. These fouls are sequential, not simultaneous: Penalty 2 or. 3 against Red for the foul hook. Blue may be immediately ejected in accordance with Rule 33.b(2)(a) and Penalty 10 for the mallet.

Blue carries the ball down the right boards at mid-field and sees Red coming from the left for a ride-off. Blue checks to avoid the bump and Red crosses in front to get to his nearside. As Red crosses, Blue goes to the whip, jumps his horse into Red and knocks Red to the ground. Foul Red for crossing; foul Blue for dangerous riding. The fouls are offsetting, but if the Umpire feels Blue deliberately knocked Red down, Blue may be immediately ejected in accordance with Rule 33.b(2)(a) and Penalty 10.

As Blue #2 hits the ball to goal, he is fouled by Red #3. Blue #3, seeing the foul but away from the play, twirls his mallet to draw the Umpire's attention to the foul. Penalty 3 would normally be awarded to Blue for the foul. However, the mallet twirl should also be penalized. Offsetting fouls should be called and the ball thrown in.

Red #3 sees Blue #2 ahead and safely to the left waiting to bump. Red pulls his mount off the LOB and rides hard into Blue knocking horse and rider to the ground. Foul Red. Penalty 4, 3 or 2 against Red for dangerous riding and consideration of immediate ejection of Red #3 in accordance with Rule 33.b(2)(a) and Penalty 10 for the deliberate, dangerous act.

A Penalty 2 is announced against Red. The Red Captain argues loudly that the call is incorrect. A violation of Rule 33 is called. As the ball cannot be moved forward from a converted Penalty 2, the foul should be announced as a Penalty 5 (center hit) following the execution of the Penalty 2, or a re-hit is awarded if the Penalty 2 is missed.

35. SELECTION OF PENALTIES e.1)...INTERPRETATION: Penalty 1 is for fouls which prevent the scoring of a goal. The player fouled must have a high probability of scoring. Once such a foul is called, Penalty 1 shall be exacted. The penalty is to award the goal which likely would probably have been scored. Penalty 1 may be exacted whether or not the goal was actually scored (*see* Rule 22.c.(1). Although sometimes difficult to determine, the perceived intent of the player responsible for the foul may be considered when applying this rule.

The rule also requires that the foul occur "in the vicinity of the goal". Although there is no defined area that is considered to be "in the vicinity of the goal" the Umpires in their discretion should consider any fouled player within reasonable shooting range and who would otherwise be expected to score from that spot to be in the vicinity of the goal.

EXAMPLE: Red carries the ball to goal with Blue riding on his left and with him all the way. As Red crosses the 30-yard line and prepares to tap the ball through the goal, Blue reaches behind Red's back and cross-hooks him. Although not necessarily dangerous, the play is obviously a deliberate attempt to prevent the scoring of a goal – Penalty 1.

As Blue approaches the goal, Red realizes that a goal is imminent. Red's only chance is a hard bump that knocks Blue off the ball. Red makes the bump, Blue's horse stumbles badly but recovers, and the ball rolls through the goal. Foul Red – Penalty 1. The field goal does not count but the Penalty 1 awards a goal a **Penalty 5.b from the center, going in the opposite direction**. Red's play was deliberate and dangerous and to prevent a sure goal.

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

35. SELECTION OF PENALTIES e.2)...INTERPRETATION: A play without the elements of danger, deliberation, advantage, or disadvantage is seldom a foul. A minor infraction, if called in favor of the offensive team, should be moved forward to Penalty 4. This does not mean that a foul in favor of the defending team should not move forward.

Penalty 5 from the point of the infraction should be awarded only for the most minor incidents and not from within the 60 yards in front of the goal the fouling team is defending. The penalty awarded must advantage the fouled team at the expense of the fouling team.

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

Red clears the ball from goal with a neck shot to the corner. As Red rides to hit again, Blue picks him up, and they ride together to the ball. Both players fence for the ball, turning and jostling for position. Blue ends up inadvertently cross-hooking Red. Foul Blue. Penalty 5 from the point of infraction. In the same play, if Red fouls Blue, Penalty 4. Penalty 5 should not be awarded within the 60 yards of the goal the fouling team is defending.

Blue, carrying the ball 40 yards from mid-field, with a clear field, is fouled by Red who crosses Blue to position for a nearside back-shot. At least a Penalty 4 or, if Red's cross was dangerous, a Penalty 2 or 3.

35. SELECTION OF PENALTIES e...INTERPRETATION: Although a wide range of penalties are available for most infractions, extreme penalties are intended for extreme situations. This applies to extremely severe as well as extremely minor situations. Selection of the penalty must discourage improper conduct and play. If improper conduct continues, the penalty selected should be increasingly severe until the desired result is obtained. A foul normally calling for a Penalty 4 may be awarded a Penalty 2 or 3 if the fouling team has been consistently fouling.

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

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

35. SELECTION OF PENALTIES...INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle goes, the appropriate penalty is awarded. If the player then, physically or verbally, commits a personal foul as defined in Rule 33 the whistle should again sound and the ball placement be advanced. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be sat down for two minutes of play with no substitution. (*See* Rule 33.b(1)(b).) Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

A technical foul is a personal foul charged against a player, a team, a coach, or a groom for misconduct or a rule infraction not involving active play. To indicate that a technical foul has been called, the Umpire shall sound his whistle and pull a flag. If a penalty has previously been called, a more severe penalty shall be exacted. If a second technical

foul is called on the same player, prior to the ball being put into play, the player should be sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b). A player receiving a third flag during the game should be sat down for the remainder of the game consistent with Rule 33.b(2)(a).

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

EXAMPLE: Blue #4, on the right of way, goes to back the ball, as Red No. 1 crosses in front of Blue #4 and hits the ball forward towards his goal. The whistle sounds and a Penalty 5 from the spot is awarded. Red #3 insults the Umpire by stating that the call was incorrect. The Umpire sounds his whistle and waves a yellow flag indicating that a technical foul has been called and announces that the ball placement will be advanced one degree to mid field. Red #3 continues to insult and argue with the umpire. A second technical foul is called, the yellow flag is waved again, and the player is sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b).

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty 4 against Blue #3 and Blue #3 argues loudly that the call is incorrect. The whistle should again sound, a yellow flag is waved, a violation of Rule 33 announced and the ball moved to a Penalty 3. Further protest should cause the player to be sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b).

Blue #3 protests the Umpires' call loudly, abusively, and with a foul and offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required. The Umpires eject Red #3 for the remainder of the game in accordance with Rule 33.b(2)(a), which allows the Umpire(s), at their sole discretion, to award a red flag and eject that player for the remainder of the game for that player's first offense.

A crossing foul against Blue #3 occurs as Red #3 carries the ball along the side boards in the far corner near his goal. The Umpires stop play and award a Penalty 5 spot hit. Blue #3 argues with the Umpire and the whistle sounds again, the Umpire pulls a yellow flag, and a technical foul is called. The Penalty 5 is moved up one degree and the ball is placed at center field consistent with Rule 33.b(1)(a).

The Umpires call a crossing foul on Blue #3 and stop play in Red's end of the field, 20 yards from the centerline. Blue #3 argues with the Umpires and the whistle sounds again, and the Umpire pulls a yellow flag and calls a technical foul. The Penalty 5 spot hit is moved to a Penalty 4. Moving the spot hit to center field would not sufficiently disadvantage the Blue Team by moving the ball for-ward 20 yards, and therefore, a more severe penalty is warranted. (See Rule 33.b(1)(a).)

White #3 receives a yellow flag for arguing with the Umpires in the first period. White #3 receives a second yellow flag in the second period for vulgar language and is sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b). In the third period, White #3 receives a red flag for arguing with the Umpires. White #3 is sat down for the remainder of the game consistent with Rule 33.b(2)(a).

RULE 36- PENALTY PROCEDURES AND VIOLATIONS

a. With the exception of a Penalty 2 taken from the spot (*see* Rule 37), Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards) and 6 (safety) shall be taken in one stroke in an attempt to score. Consequently, the player taking the penalty may not make a preparatory dribble, for themselves or a team member. 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 without hitting or hitting at it, or circle his mount again rather than hit during the approach, nor take excessively long time in preparation to hit. Violation of this rule shall be sanctioned with a free hit for the defending team from the spot (Penalty 5.a).

b. For Penalties 2 (30 yards), 3 (40 yards), 4 (60 yards), 5.a, 5.b, 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. For Penalties 2 (30 yards) and 3 (40 yards): For Penalty 2s taken from the center and for Penalty 3s, when the Host Tournament Committee has determined or the Tournament Conditions state that the penalty 3 may not be defended, if the ball stops before the end of the field the Umpires shall blow the whistle and the defending team will be awarded a free hit (Penalty 5.a) from the spot where the ball stopped.

d. For Penalties 4 (60 yards) and 6 (safety): If the ball is missed or mis-hit in a legitimate attempt to score in one hit, the hitter and/or other players from either team may attempt a safe play on the ball and all rules of Right of Way are in effect. If, in the umpire's opinion, the initial attempt to hit the ball was deliberately missed, mis-hit, tapped or dribbled to improve the hitting teams chance of scoring, a spot hit (5.a) will be awarded to the fouling team.

e. For Penalties **2, 3**, 4, 5.a, 5.b and 6,

If a member of the fouling team is off the field at the time the ball is hit or hit at, he may enter the field opposite the side his team is defending but may not make a play until he passes a player of his own team who was properly positioned at the time the ball was hit or hit at. A violation of this procedure will result in an increased penalty against the fouling team. If all four players on the same team are off the field further from the goal his team is de-fending than the spot where the ball is hit or hit at, no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.

f. Procedural Violations (Penalty 8)

(1) If the fouling team fails to follow or violates procedure when a Penalty 2, 3, 4, 5.a, 5.b, 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 if a goal has been scored or awarded.

(2) Fouled Team Failure to Execute Proper Procedures for Penalty 2 or 3:

If the team fouled fails to carry out a Penalty 2 or 3 correctly, the opposing team shall be awarded a Penalty 5.a from the spot where the penalty was being taken.
(3) When both teams simultaneously fail to follow or violate procedure for Penalties 2, 3, 4, 5.a, 5.b, or 6, another free hit shall be awarded to the team fouled from the same spot under the same conditions as before.
(4) Players may not in any way alter the surface of the playing field to tee up the ball. Players may not dismount to tee up the ball. Once an Umpire calls "Play", a ball may not be re-teed. In the event a player alters the surface of the field or dismounts to tee a ball, the Umpire shall blow the whistle and award a penalty.
(5) Once the ball is placed to take a penalty and the Umpire calls "Play", it may not be re-teed, and the player shall hit the ball as it is.
(6) For all penalty shots, one Umpire will line up 60 yards behind the ball. For his approach, the hitter must circle between that Umpire and the ball. Failure by the hitter to properly execute this procedure will result in the opposing team being awarded a free hit (Penalty 5.a) from the spot where the penalty would have been taken.

36. PENALTY PROCEDURES AND VIOLATIONS d...INTERPRETATION:
This call is up to the discretion of the Umpire(s). Any attempt to deliberately miss the ball to leave it for a teammate, mis-hit, tap or dribble a ball in order to improve the fouled team's chances of scoring shall be considered a foul.

RULE 37- SPECIFIC PENALTIES

PENALTY 1

If, in the opinion of the Umpire(s), 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 with a Penalty 5.b awarded to the fouled team and a change in direction.

PENALTY 2

a. A penalty hit at the ball by the team fouled from the center of the 30-yard line nearest the fouling team's goal or, if preferred, from the spot where the foul occurred (the choice to be made by 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. Once the ball is put into play, no player of the fouling team may enter the field.

If the penalty is to be hit from the spot and therefore defended, none of the fouling team may be within 30 yards from the ball and may not enter the field from between the goal posts. The player hitting the Penalty 2 from the spot may hit the ball more than once (dribble). All players of the team fouled not hitting must

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 a Penalty 2, the penalty hit would have resulted in a goal, but is prevented by the fouling team entering the field improperly, the hit shall be considered a goal for the team fouled.

c. If, in the opinion of the Umpire, when taking a Penalty 2, the penalty hit is deflected by the fouling team or is hit wide by the hitter, and a defending player has entered the field improperly, the penalty shall be taken again.

PENALTY 3

a. A penalty hit at the ball by the team fouled from the center of the 40-yard line nearest the fouling team's goal. All of the fouling team shall be positioned behind their back line, but outside of the goal, until the ball is hit or hit at. If the penalty is to be undefended, no player of the fouling team may enter the field, but if the penalty is to be defended, 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 if the penalty is to be undefended, or 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 penalty is to be defended.

b. If, in the opinion of the Umpire, when taking the Penalty 3, the hit would have resulted in a goal, but is prevented by the fouling team entering the field improperly, the hit shall be considered a goal for the team fouled.

c. If, in the opinion of the Umpire, when taking a Penalty 3, the penalty hit is deflected by the fouling team or hit wide by the hitter, and a defending player has entered the field improperly, the penalty shall be taken again.

NOTE: Whether a Penalty 3 is to be defended will be determined by the Host Tournament Committee prior to the commencement of the Event.

PENALTY 4

a. A free hit at the ball by the team fouled from the center of the 60-yard line nearest the fouling team's goal. 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 calls "Play" and the ball is hit or hit at.

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

PENALTY 5

Hit from the Spot (Penalty 5.a)

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. No member of the fouling team may be within 30 yards from the ball, and each must be between the ball and the defended

goal. If any member on the fouling team is off the field prior to the time the penalty shot is taken, he may enter the field anywhere before the ball is put in play, but must be between the ball and the goal his team is defending when the ball is hit or hit at and no closer than 30 yards from the ball. The team fouled may position itself anywhere. If a member of the fouling team is positioned within 30 yards of the ball when the ball is hit or hit at, a new penalty shall be granted to the team fouled, with the ball spotted 30 yards closer to the fouling team's goal.

Penalty from the Center of the Field (Penalty 5.b)
A penalty hit from the center of the playing field. No member of the fouling team may be within 30 yards from the ball, and each must be between the ball and the defended goal. If any member of the fouling team is off the field at the time of the penalty, he may enter the field anywhere before the ball is put in play, but must be between the ball and the goal his team is defending when the ball is hit or hit at and no closer than 30 yards from the ball. The team fouled may position itself anywhere. If a member of the fouling team is positioned within 30 yards of the ball when the ball is hit or hit at, a new penalty shall be granted to the team fouled, with the ball spotted 30 yards closer to the fouling team's goal.

PENALTY 6 (Safety)

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 60-yard line. 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 calls "Play" and the ball is hit or hit at.

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

36. SPECIFIC PENALTIES. PENALTY 7...INTERPRETATION: The awarding of a Penalty 7 is left solely to the discretion of the Umpires and should be awarded only when an injury is the result of a foul. The Umpire is directed to allow 15 minutes, as provided in Rule 21. d, for the fouled team to find a replacement for the injured player or to designate a player to be removed from the fouling team. The Penalty 7 must be exacted at the time the foul occurred and not after play has resumed. If the removal of a player is selected, teams shall continue to play three (3) on a side for the remainder of the game. The player removed from the game as a result of Penalty 7 will remain qualified as a substitute.

However, the injured player may not return once the teams are reduced to 3 on a side.

EXAMPLES: Blue #3 is carrying the ball towards his goal, and Red #2 bumps Blue #3 at a severe angle, causing Blue #3's horse to stumble. As the horse regains his footing, Blue #3 loses his balance and falls from the horse, breaking his leg. The Umpires announce a Penalty 2 for dangerous riding and since the Blue player cannot continue, a Penalty 7 is awarded. The Blue Team informs the Umpires that a suitable replacement is not available and, therefore, designates a player to be removed from the Red Team.

Red #2 is hit in the face with Blue #3's mallet and a time out is requested. After several minutes, Red #2 tells the Umpires that his vision is blurred but that he will continue to play. After the game has resumed for several minutes, Red #2 announces that he cannot continue to play and asks the Umpires to exact a Penalty 7. Since play was resumed, Rule 21. d Injury to a Player applies. The game will be stopped and the Red Team will have 15 minutes to find a replacement. Penalty 7 cannot be exacted after play has resumed from the initial injury.

PENALTY 8

The mount is ordered off the field by the Umpire and disqualified from being played again during the game. If a mount is ordered off the field for a violation of **Rules 5 or 6**, after curing the violation, the mount may be allowed to play provided the game is not delayed.

PENALTY 9

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

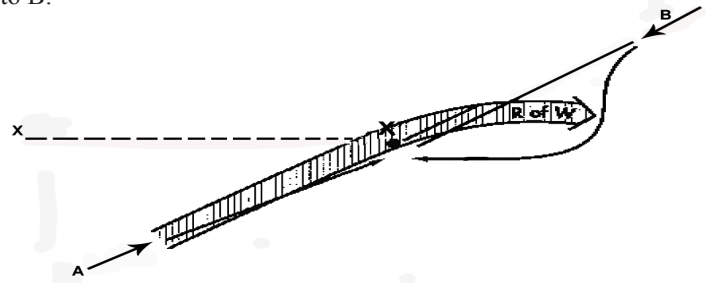
PENALTY 10

The Umpire may exclude a player **from the game in a manner that is consistent with Rule 33** in case of a deliberate, dangerous foul, or conduct prejudicial to the game.

APPENDIX A
RIGHT OF WAY ILLUSTRATIONS

EXAMPLE I
Rule: 24(c) and 24(f)

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

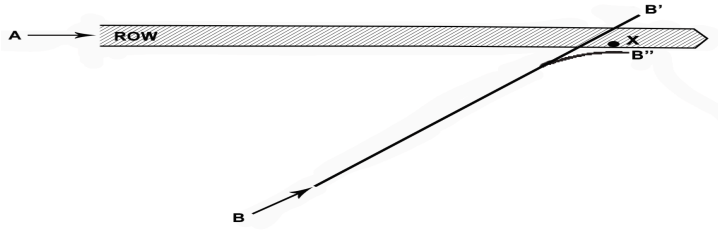


EXAMPLE II
Rule: 24(c) and 24(g)

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

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

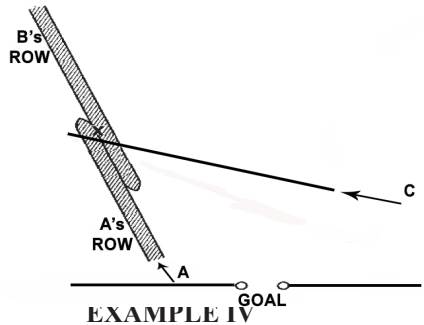
But if there is the slightest doubt about B riding clear of A, then A's Right of Way holds good and B's only chance of hitting the ball is to swerve towards B", keeping clear of the Right of Way, and taking a nearside backhander. If in taking this backhander, or afterwards, B's mount in the slightest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



EXAMPLE III

Rule: 24(f)

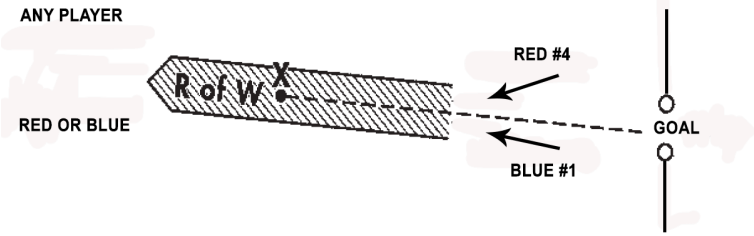
A hits the ball in from behind to X.
B rides to meet it and C to take it on.
A collision is imminent between B and C at X.
B is entitled to the Right of Way because B is meeting the ball on its exact line to take it on the off side.
C must not cross this Right of Way.
The only way for the team hitting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



EXAMPLE IV

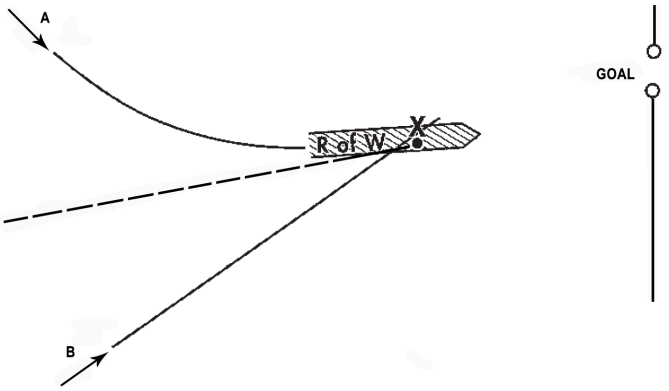
Rule: 24(h)

The ball has been hit from the mouth of the goal to X.
The Red #4 and Blue #1 are following up the line of the ball, riding each other off.
These two players share the Right of Way, as shown, and no other player, or players (Red or Blue) may cross or enter this Right of Way, even if meeting the ball on its exact line.



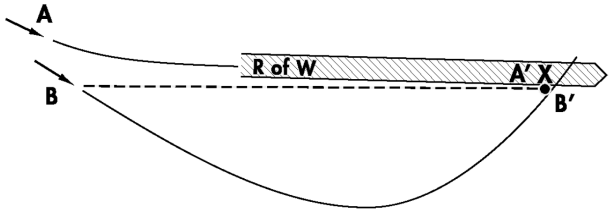
EXAMPLE V
Rule: 24(g)

The ball has been hit to X.
Neither A nor B hit it there, but the striker is not near enough to the ball to risk a collision with either.
Both start to ride to the ball with equal rights.
A collision appears probable at X.
A has the Right of Way, as shown, as he followed more closely the line on which the ball has been traveling.



EXAMPLE VI
Rule: 24(b) and 24(g)

B hits the ball under his pony's neck to X, and swings round in a semi-circle to B'. A follows the line of the ball to A'. A collision is imminent between A' and B' at X.
Although B hit the ball last, B has failed to obtain the Right of Way because B has failed to follow the ball on its exact new line without deviation, whereas A has ridden on a line closer or more nearly parallel to the new line of the ball.
A is therefore entitled to the Right of Way.



EXAMPLE VII

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

Red #2 hits the ball to X and follows its line to take again on the offside. Red #2 is therefore entitled to the Right of Way, as shown.

Blue #4 ride for the ball. Red #1 goes with the Blue #4 riding Blue #4 off all the way.

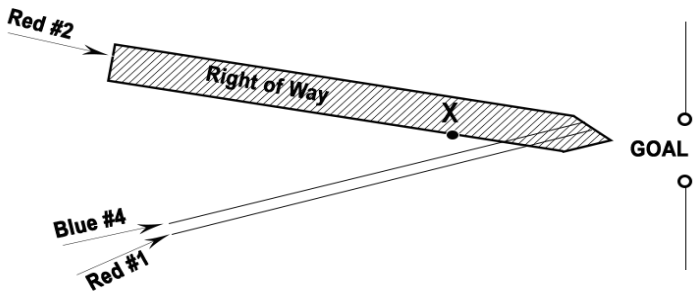
A collision appears probable at X.

Red #1 will commit a dangerous foul if Red #1 fails to give way and consequently:

(a) forces the Blue #4 across the Right of Way, thereby causing Red #1 to check to avoid collision, or

(b) causes the Blue #4 to check in order to avoid being sandwiched between the two players.

(c) The Umpire must observe closely whether the Blue #4 fouls by riding across the Right of Way of Blue's own free will or whether the Red #1 fouls by forcing Blue #4 across it.



INTERNATIONAL RULES

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INTERNATIONAL RULES

For the USPA High Goal Polo these rules may be used as an alternative to the USPA Outdoor Rules for USPA Events with an upper handicap limit of 8 goals and above providing that all games in the event are officiated with two certified professional Umpires unless otherwise approved by the USPA Umpires, LLC.

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. Intervals between periods will be 3 minutes with a 5 minute interval between the middle two periods and 5 minutes between the final regulation period and the first overtime period.

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. When played on a boarded field, play will not stop when the ball hits the boards and remains on the playing field. 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, throw-in or free hit, as the case may be, shall be executed. If the play is stopped by the Umpire's whistle after the 7- minute horn or bell for any reason, 5 seconds shall be allowed for execution of any penalty, free hit or bowl in, as the case may be.

3. WINNING OF GAMES: GOALS (FROM USPA RULE 18)

a.) 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.

b.) In the event a team or player feels the official score of game is incorrect, they may protest the score to the field Umpires but must do so prior to the end of the game.

INTERPRETATION 1: If the ball lodges in a goal post, the Umpire will blow the whistle and the game shall continue as if the ball had been hit over the backline.

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

The game shall being with a Throw-In from the middle of the field as described in Section 2, Rule 10.

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. Ends shall also be changed if no goals have been scored by half time and play shall be re-started 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. Rule 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. 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". No one on the attacking team shall be inside the 30 yard line until the ball is hit or hit at; the defending team is free to line up where they choose. During a knock-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.

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.) If the defending team (team knocking-in) fails to follow or violates procedure, the Umpire shall blow the whistle and shall bowl the ball in underhand and hard perpendicular to the backline, at the spot where the ball crossed the back line. Both teams must be placed in the same position for a Throw-In, but facing the back line and 5 yards away from the Umpire; the defending team shall line up at the nearest side to the goal.

c.) 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 Knock-In.

8. 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, Rule 7 Knock-In).

9. BALL OUT OF PLAY OF SIDELINES

a.) The ball will be considered out of play when it goes over or clears the sidelines or boards.

b.) The host tournament committee will designate a safety side zone on the field that is recommended to be a minimum of 10 yards. If a player intentionally and/or recklessly hits a ball outside of the safety zone a penalty shall be awarded to the opposing team and the offender is subject to Section 5 disciplinary sanctions.

c.) **After the ball is hit across the side boards or side line and no foul is awarded:**

i.) If the ball is hit across the side boards or side line either directly or off the

hitter's horse or a teammate or teammate's horse, or after glancing off the side boards, a free hit will be awarded to the team that did not hit the ball out.
ii.) If the ball is hit across the side boards or side line after glancing off a member of the opposing team or his horse, a free hit will be awarded to the team that last hit the ball.
iii.) If the ball goes out of play between the two 60-yard lines, the free hit will be taken from where the ball went out of play.
iv.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the defending team, the free hit will be taken where the ball went out of play.
v.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the attacking team, the free hit will be taken from the 60-yard line.
iv.) In each of the situations described in (i) through (iv) above, the Umpire shall count 8 seconds and drop a ball 5 yards inside the side boards or side line, and a member of the team awarded possession shall have 5 seconds to play the ball, either by tapping or hitting away. The same is true in the situation described in (v) above, except that a member of the team awarded possession must play the ball by hitting to goal or to a teammate, but not by tapping. In all of the above situations, the same procedures concerning player positioning and delays shall apply as those that apply to a Penalty 5.a.

10. THROW-IN RESUMPTION OF PLAY WHEN THE BALL HAS NOT LEFT THE FIELD

a.) If for any reason other than for a penalty, the game has to be stopped without the ball going out of play, it shall be restarted with a Throw-In in the following manner: The Umpire shall stand at the spot where the ball was when the whistle was blown, 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.

d.) If a player is on the wrong side of the line-up when the ball is thrown in, he may not make a play until he is behind a member of his own team. Should he make or attempt a play prior to being passed by a member of his own team, a **penalty shall be awarded.**

e.) During the throw-In, the right of way will be established when the ball leaves the line-up. Until such time, players may play the ball from any direction or angle providing they do so without creating danger or a risk of danger to themselves, other players or horses.

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, Throw-In, Knock-In or when the ball has not left the 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 Rule 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, at their discretion for circumstances which prevent a finish the same day, such as darkness or weather. In which case the game 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.) A player in possession of the ball on his offside may move the ball at any angle to the left, and the trailing opponent must play the ball on his nearside.

d.) 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.

e.) 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.

f.) 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.

Note: The "Improper Blocking" provision of Rule 18 set forth below will take effect on January 1, 2019. The provision is available through the variance process to member clubs and Host Tournament Committees who wish to use it in 2018 events provided that they use USPA Professional Umpires and provide feedback to the Rules Committee.

Improper Blocking:

During the execution of a knock-in, Penalty 5.a or 5.b, or a free hit resulting from a ball hit out of bounds, an offensive player may not deliberately block a defensive player from marking the offensive player's teammate who has a play on the ball (i.e., deliberately set a pick on a defending player). When an offensive player improperly blocks a defensive player, the Umpires shall call a foul and award an appropriate penalty. Improper Blocking may or may not constitute Dangerous Riding, and result in a yellow or red flag under Section 5, depending on the degree of danger as determined in the discretion of the Umpire.

INTERPRETATION 1: Generally in a ride off, the angle is dangerous when it is greater than 45º, 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

I N T L

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 may be hooked or struck but not with excessive force and only when the opponent is about to hit the ball and the mallet head is below the horizontal shoulder 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 10 minutes to recover. If the player needs medical assistance, he must be removed from the field and a substitute shall enter within the said 10 minutes. Once recovered, the injured player may return to their team. In the case of a serious injury the Umpires may allow additional time.

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 then they may instruct the player to change by leading the horse off the field by the shortest line to the side of the field. No other player on his team may change mounts. Play will resume as soon as the mount is off 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. 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 approach, nor take excessively long time in preparation to hit. Violation of this rule shall be sanctioned with a free hit for the defending team from the spot (Penalty 5.a)

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:

i.) If the ball stops before the end line of the field, the fouling team must play the ball within 5 seconds. Failure to do so will be considered a Delay of Game penalty by the fouling team and will result in a re-execution of the penalty by the fouled team.

ii.) For Penalties 2's when the Tournament Condition states that the penalty may not be defended, if the ball stops before the end of the field, the Umpires shall blow the whistle and the defending team will be awarded a free hit (Penalty 5.a.) from the spot that the spot that the ball stopped.

d.) **For Penalties 4 (60 yards) and 6 (safety): If the ball is missed or mis-hit in a legitimate attempt to score in one hit, the hitter and/or other players from either team may attempt a safe play on the ball and all rules of Right of Way are in effect. If, in the umpire's opinion, the initial attempt to hit the ball was deliberately missed, mis-hit, tapped or dribbled to improve the hitting teams chance of scoring, a spot hit (5.a) will be awarded to the fouling team.**

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.

g.) For all penalty shots, one Umpire will line up 60 yards behind the ball. For their approach, the hitter must circle between the Umpire and the ball. Failure by the hitter to properly execute this procedure will result in the opposing team being awarded a free hit (Penalty 5.a) from the spot where the penalty would have been taken.

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 with a Penalty 5.b awarded to the fouled team and ends change.

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 **opposite the middle of the goal**, 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.** 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.

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 **improperly entered the field or** 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 had **improperly entered the field** 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 5.a)
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 5.b)
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 fails to follow or violates procedures 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. FOULED TEAM FAILURE TO EXECUTE PROPER PROCEDURES FOR PENALTY 2 AND 3 (PENALTY 7.B)
If the team fouled fails to carry out Penalty 2 or 3 correctly, the opposing team shall be awarded a Penalty 5.a. from the spot where the penalty was taken.

36. PROCEDURAL VIOLATIONS (PENALTY 8)

a.) OFF SIDES:

i.) PENALTY HITS: If a player of the fouling team is off the field at the time the umpire calls play, he may enter the field opposite the side his team is defending but may not make a play until he passes a player of his own team who was **properly positioned** at the time of the penalty hit. A violation of this procedure will result in an increased penalty against the fouling team.

ii.) THROW-IN: If a player is on the wrong side of the line-up when the ball is thrown in, he may not make a play until he is behind a member of his own team

who was **properly positioned**. Should he make or attempt a play prior to being passed by a member of his own team, a **penalty shall be awarded.**

iii.) KNOCK-IN: If a player from the attacking team (defending the knock-In) is off the field when the ball is hit or hit at, he may enter the field behind the hitter but may not make a play until he passes a player of his own team who was **properly positioned** at the time the ball was hit or hit at. A violation of this procedure will result in a Penalty against the attacking team.

iv.) If all four players on the same team are off sides at the time play commences with a Throw-In, Knock-In or Penalty Shot, no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.

I N T L

b.) When both teams simultaneously fail to follow or violate procedure for penalties 2, 3, 4, 5a, 5b, or 6, another free hit shall be awarded to the team fouled from the same spot under the same conditions as before.

c.) 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 resume play with a Throw-In at the spot where the penalty would have been taken, as provided in Section 2 Rule 10.

37. PONY ORDERED OFF OR DISQUALIFIED (PENALTY 9.a)

By violation of Section 3. Rule 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.

38. PLAYER ORDERED OFF (PENALTY 9.b)

By violation of Section 3. Rule 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 Rule 10 and shall continue while the player is changing his pony or removing the cause of the violation.

SECTION 5: DISCIPLINARY SANCTIONS

The acts of misconduct provided in Section 3 Rule 25 shall be sanctioned by the Umpire as an unsportsmanlike foul with yellow and/or red flags, subject to the violations as set forth below:

Unsportsmanlike Conduct:

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

- Appealing to the Umpires or Official(s)
- 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
- Swinging 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
- Excessive violation of the whipping rule
- Hitting the ball after the whistle or horn
- Intentional or reckless hitting of the ball outside the safety zone

The Umpire will follow the procedure outlined below:

(1) Yellow Flag: the Umpire shall immediately award a yellow flag to a player that demonstrates unsportsmanlike conduct as described above.

a.) The player's first Yellow flag (offense) in a match will result in a penalty and may increase or decrease an existing penalty's severity.

b.) A second offence (appeal/technical) will be a second yellow flag and the player will sit out for the following two minutes of play with no substitute at a location designated by the Umpire and/or the Host Tournament Committee.

Red Flag:

(1) A player's third offense (red flag) in a game will result in suspension for the remainder of the match with no substitute allowed for the next two minutes of play then a substitute will be allowed for the balance of the match, the player will remain suspended for the following match with a substitute allowed. All substitution rules apply. This penalty may be increased by the Host Tournament Committee an/or the Host Association. The Umpire(s), at their sole discretion, may award two yellow flags or a red flag with imposed penalties as described above for a player's first offense.

(2) If a player demonstrates unsportsmanlike conduct after the game ends, the Umpire shall award a yellow flag and the player will start their next game with a yellow flag. This penalty may be increased by the Host Tournament Committee and/or the Host Association. If the player has no remaining games in the tournament, the penalty will be carried over to the first game of the player's next tournament of equal or higher handicap.

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.

A player may not leave the field of play during the course of a period without the permission of the Umpires except to change a pony, a mallet, or for a legitimate reason. Unauthorized departure from the field (automatic red flag) will result in suspension for the next game. If no remaining games the player will be suspended from the next Host Country Event of Equal or higher handicap, and may be subject to further sanctioning by the Host Tournament Committee and/or the Host Association.

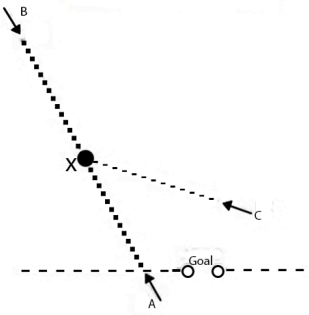
SECTION 6: EXAMPLES OF THE INTERNATIONAL RULES

"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.

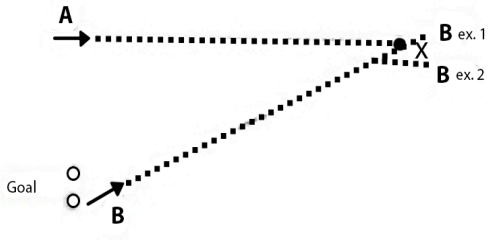
Right of Way 3.16.b



"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

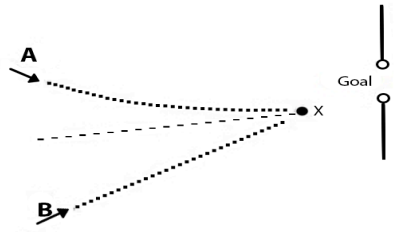


"A" hits the ball towards "X".

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



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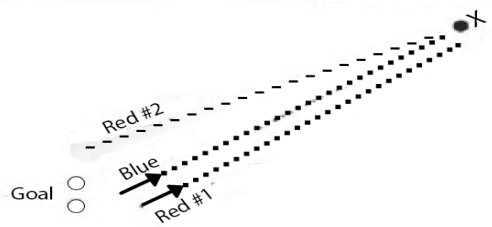
The ball is hit towards “X”.

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.

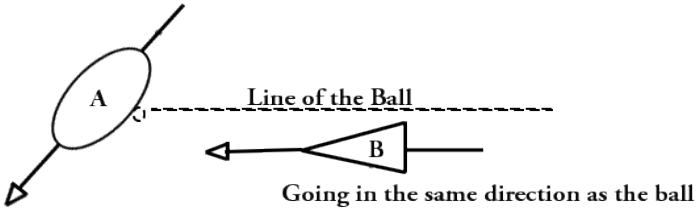
Right of Way 3.16.e

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.

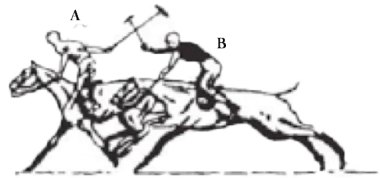
"B" must be on the exact line of the ball to have the right to play because he is traveling in the opposite direction the ball is traveling.

CROSSING FOUL

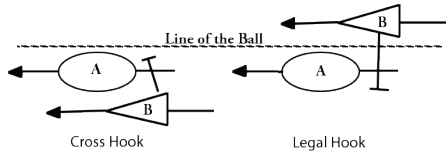


"B" is following to the left of the line of the ball riding at full speed therefore has the right of way. "A", comes across the line and impedes "B's" right of way. A dangerous collision or crossing may happen. In order to avoid a dangerous collision, "B" slows down or checks his pony some distance from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



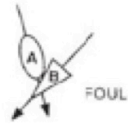
CROSS HOOK



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.

PECHAZO PELIGROSO



FOUL

CORRECTO

"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.

ARENA RULES

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APPENDIX A 151

ARENA RULES

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.

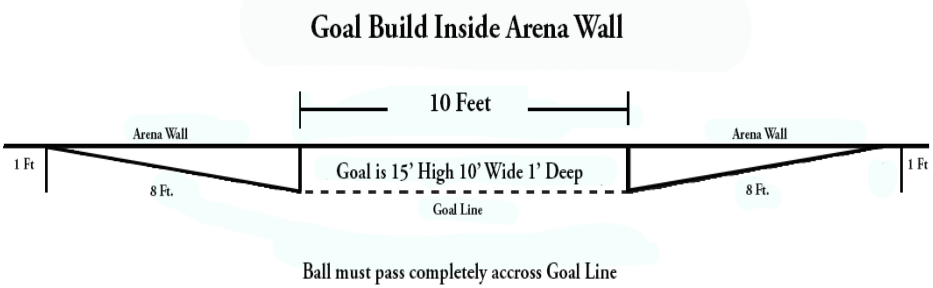
(c) Although arenas with open ends, goal lines and goal posts are not favored by the Arena Committee, their use would suggest that Rules 18, 22.a, 21.a and Penalty 6 as provided in the Official Outdoor Rules be followed with the exception that the free hit called for in Penalty 6 be taken 25 yards from 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.

(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. Definition of Event

For the purposes of these Rules, an "event" or "Event is a USPA Event or Club Event

as those terms are defined in Section I of the Tournament Conditions.

d. Exceptions to Rules

These Rules should, to the extent possible, be enforced in all USPA Events. USPA member clubs are strongly encouraged to enforce these Rules in all Club Events.

It is recognized that some limitations may from time to time exist which make it impossible or impractical for the Host Tournament Committee (also referred to herein as the "Committee") to fully enforce these Rules. In such cases, the Committee shall spell out such exceptions prior to any USPA Event. The Committee shall make every effort to comply with the intent of these Rules if an exception must be made for a USPA Event. In a Club Event, a USPA member club's Host Tournament Committee may adopt one more variances for these Rules before the event with notice to the teams, providing that the USPA member club accepts responsibility for the consequences of any such adoption and the USPA member club's Host Tournament Committee believes that any such adoption is in the best interest of the USPA member club and the sport. 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. House rules could include, but are not 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 or both eyes 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 grip, screws or frost nails are not allowed. Heel calks are allowed on hind shoes only and should be dull, without sharp edges and no greater than one inch from the sole surface of the shoe to the ground surface.

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. A mount found to be improperly conditioned in accordance with the Henneke Body Conditioning Score guidelines (*see* page 269) shall be removed from the game.

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

EXAMPLE: It is recommended that when necessary, players use removable calks because they are considered less intrusive.

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 may not participate in any USPA Event or Club Event in other than proper uniform including a protective helmet or cap with a chin strap, the chin strap to be worn in the appropriate manner specified by the manufacturer of the helmet. No member of a team organization may mount a horse before, during or after a USPA Event in the arena or in the vicinity of the arena unless equipped with a protective helmet or cap with a chin strap, the chin strap to be worn in the appropriate manner specified by the manufacturer of the helmet. (Note: The USPA has developed standards by which different helmets can be evaluated in terms of how much protection they afford. Players are encouraged to take these standards into consideration in the selection of a helmet. Players are strongly encouraged to wear face and/or eye protection at all times during play.)

(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 event 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) may not play in any USPA Event.

(2) No individual shall participate as a player or Official in any game if physically impaired (e.g., sick, hurt, intoxicated) before or during a game 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 condi-

tions 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 disqualification 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 period 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.

ARENA

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 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. Host Tournament Committee

A Host Tournament Committee, as set forth in USPA Tournament Conditions Section VII, will conduct all USPA and Club Events. The Host Tournament 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. Any conflict between these Rules and Tournament Conditions Section VII concerning the reponsibilities of the Host Tournament Committee for a a USPA Event shall be resolved in favor of Tournament Conditions Section VII.

(1) The Host Tournament Committee shall consist of three or more individuals who shall be clearly identified to all participants.

(2) The Host Tournament Committee may designate any individual to represent the Host Tournament Committee in communicating with the participants.

(3) The Host Tournament Committee, or its representative, shall determine the eligibility of all players and teams.

(4) The Host Tournament Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11 (Disciplinary Procedure).

b. Umpire and Referee

(1) Every 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.

(7) Mounted Umpires shall appear in proper uniform and wearing a suitable riding or polo helmet with chin strap in place.

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.

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.

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 an 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:

(i) The Umpire(s) will determine which goal to use. One Umpire will set up each ball, the other Umpire to serve as goal judge.

(ii) For the purpose of player substitution, the "shootout" shall be considered an additional period of the game.

(iii) The mounts in the shootout shall be those used in the final regular period unless replaced due to injury.

(iv) During a shootout, all mounts not being used shall be immediately excluded from the arena. Players may switch horses with members of their own team before or between turns only (not between approaches) as frequently as they choose so long as they do so within the 4-minute time limit set forth in Rule 5.b.(2) above or within the 2-minute time limits set forth in Rules 5.b.(2)(v) and 5.b.(2)(ix) below, as applicable.

(v) Each player, in turn, will attempt a free hit from the 25 yard line at an undefended goal **after the Umpire who sets up the ball calls "Play."** A player must hit or hit at the ball on the first or second approach. **After each player hits or hits at the ball, the Umpire who sets up the ball will measure an interval of up to 2 minutes and call "Play." Each player must promptly hit or hit at the ball within a reasonable time period after the Umpire calls "Play" or the Umpire(s) will declare that player's turn forfeited.**

(vi) All players not hitting to be behind, and not closer than 10 yards from the ball.

(vii) The team to hit first shall be decided by lot.

(viii) 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.

(ix) Should a tie remain after all players have hit, **following a 2-minute interval,** 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. 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.

A R E N A

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. In the event that the Officials cannot determine whether or not a goal has been scored, or whether or not it was a 2 point goal, the benefit of doubt shall be to the defending team.

d. Following a scored goal, at the option of the Committee, play is resumed by either:

(1) A bowl-in at the center of the arena; or

(2) A "free hit" by the team against which the goal was scored.

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.

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. When play is begun with a free hit by the team against which a goal was scored:

(1) The ball must be put in play at once, although the hitter is permitted to move the ball from a divot or the goal mouth to present a fair lie.

(2) The defending team must position at least one player between the hitter and their goal when the ball is hit or hit at.

(3) No defender may be within 5 yards of the ball when it is hit or hit at.

(4) Should the defending team not position itself properly, a Penalty 5.b shall be awarded.

(5) Should the hitting team not put the ball in play promptly, the Umpire shall stop play and execute a bowl in at that team's 15 yard line.

f. 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:

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.

Penalty 5.
At the discretion of the Umpire, a free hit at the ball by the team fouled from:

a. 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 calls "PLAY", and the ball is hit or hit at. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. 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 in the arena which is five yards (5) from the wall. Play shall continue in the event that no goal is scored on the free hit.

b. 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. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. Play shall continue if no goal is scored on the free hit.

Penalty 5.a...INTERPRETATION: The Penalty 5.a. 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.a. 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 Line of the Ball 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.a 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, or 4 by the team fouled, a free hit from the original spot of the foul shot shall be granted to the fouling team. Any goal scored as a result of the original free hit shall not be counted.

c. In the case of failure to correctly carry out Penalties 5.a or 5.b by the team fouled, the ball shall be bowled in at the spot of the intended foul shot. 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. 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.

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

b. EXECUTION OF PENALTIES:

(1) On Penalties No. 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.a.

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

(4) Once the Umpire has called "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 No. 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 No. 6.b may be awarded.

(6) On Penalties No. 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 any 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.
(5) Location of the ball.

c. More than one penalty may be exacted by the Umpire where appropriate, whether or not multiple fouls are committed.

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
12	1, 2, 3, 4, 5, 7
13	1, 2, 3, 4, 5, 7
14	1, 2, 3, 4, 5, 7
14h	2, 3, 4, 5
15	1, 2, 3, 4, 5, 7
16	1, 2, 3, 4, 5,7

(1) Penalty No. 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.
(2) Penalties No. 5.a and 5.b are to be awarded for fouls that are:
(a) Without danger;
(b) Inadvertent, not deliberate;
(c) Minor advantage or disadvantage to either team.

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 Right of Way 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, 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 No. 5 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 Right of Way 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 Right of Way. 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 Right of Way.

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 - Line of the Ball is from Umpire's hand through the line up.

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 Right of Way change, for whatever reason, a player obstructing the new Right of Way must be given a chance to move off that Right of Way. An opponent who picks up the new Right of Way 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 Right of Way. The obstructing player must simply get out of the way. The opponent must permit safe passage. A player who changes the Line of the Ball in front of an opponent may not assume the Right of Way 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 Right of Way. 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 Right of Way.

Blue flips the ball to the side under Red's mount. Red, trapped on the new Right of Way 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 Right of Way and in moving off, his mount kicks the ball creating another line change and placing Red safely on a new Right of Way. Red may play the ball. The new line creates a new Right of Way and a new situation.

A quick line change traps Blue on the Right of Way. 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 Right of Way, 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.

RULE 12--RIGHT OF WAY h...INTERPRETATION: The player with the Right of

Way 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 Line of the Ball to have the Right of Way.

EXAMPLES: Blue #2 carries the ball and Red #3 rides with her attempting a nearside hook. Blue #1 meets the play with the Line of the Ball 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 Line of the Ball have the Right of Way.

Blue #1 dribbles the ball. Red #3 waits on the nearside for Blue to reach him and the two ride together on the Line of the Ball. 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 Line of the Ball down the arena, Blue #2 and Red #3 ride at an angle from Red #1's right. Red #1 has the Right of Way as he is at a lesser angle to the Line of the Ball 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".

RULE 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 **ride-off**, 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 Right of Way, 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 AND UNSPORTSMANLIKE CONDUCT

a. Delay of Game: A player in possession of the ball, marked 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 his 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. If the infraction occurs between the center line and goal being defended by the team in possession of the ball, a Penalty No. 4 should be awarded to the other team.
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. 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.

f. 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.

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

- Appealing to the Umpires or Officials
- Unwelcome talking to the Umpire(s)
- 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
- Swinging the mallet in a windmill or helicopter type fashion as in appealing for a foul
- Dangerous riding as described in Rule 13
- Improper use of the mallet as described in Rule 15
- Rough or abusive play as described in these rules
- Deliberately striking another player or a mount
- Excessive violation of the rule 14.h (whipping rule).
- Hitting the ball after the whistle or horn has sounded
- Intentionally striking a ball during play in such a way that it may cause injury to a player, spectator or official, or damage property

h. The Umpire will follow the procedure outlined below:

(1). Yellow Flag: The Umpire shall immediately award a yellow flag to a player that demonstrates unsportsmanlike conduct as described above

(a.) The player's first Yellow flag (offense) in a game will result in a penalty and may increase or decrease an existing penalty's severity

(b.) A second offense will be a second yellow flag and the player will sit out for either (i) the remainder of the period, or (ii) until the first play stoppage (including a goal) that occurs following the next two minutes of play (said option to be chosen and announced before the Event by the Host Tournament Committee), with no substitute at a location designated by the Umpire and/or the Host Tournament Committee.

(2) Red Flag:

(a.) A player's third offense (red flag) in a game will result in suspension for the remainder of the game with no substitute allowed for either (i) the remainder of the period, or (ii) until the first play stoppage (including a goal) that occurs following the next two minutes of play (said option to be chosen and announced before the Event by the Host Tournament Committee). At that time, a substitute will be allowed for the balance of the game and the player will remain suspended for the following game with a substitute allowed. All substitution rules apply. This penalty may be increased by the Host Tournament Committee and/or the Association. The Umpire(s), at their sole discretion, may award two yellow flags or a red flag with imposed penalties as described above for a player's first offense.

(b.) If a player demonstrates unsportsmanlike conduct after the game ends, the Umpire(s) shall award a yellow flag and the player will start his next game with a yellow flag. This penalty may be increased by the Host Tournament Committee and/or the Association. If the player has no remaining games in the Event, the penalty will be carried over to the first game of the player's next Event of equal or higher handicap.

RULE 14.--STOPPING ON THE BALL a...INTERPRETATIONS: The purpose of this rule is to keep the play moving. If the player stops or checks because an opponent has infringed or entered the right of way, a foul should be called against the opponent.

RULE 14--IMPROPER PLAY g...INTERPRETATIONS: Appealing for a foul may be by voice or action. A demeaning comment or gesture is an appeal. The raising of the mallet in an attempt to draw the Umpire's attention to a play is an appeal.

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

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

If 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" or "helicopter" 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.

RULE 16--INTERRUPTION OF PLAY 16.e...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.

A R E N A

EXAMPLES: Blue #2's mallet becomes caught in the wire and is released. Blue rides for a replacement 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. Any fractional handicap awarded shall be counted as ½ goal. Fractional goals are used as tie-breakers and in net and gross goal calculations.

c. In games 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.

d. The Committee shall decide if an event 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.

(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

a. Protests.

Protests of the decisions or manner in which the Host 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. No team may protest the scorekeeping or timekeeping of a match once the final horn has sounded.

RULE 18--USPA: PROTESTS, VARIATIONS FROM RULES ...INTERPRETATION: Paragraphs a and b of Rule 18 describe issues that are dealt with either before or after the game by other than the game Officials. Paragraph c describes issues raised during the game that 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.

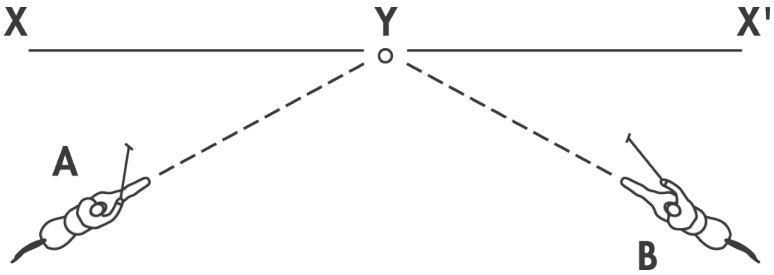
Following a game, the Red Captain reviews the game tape and discovers that a score was not counted. Correcting the score would affect his team's net goals in the tournament. It is too late. The question should have been raised during the game.

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.

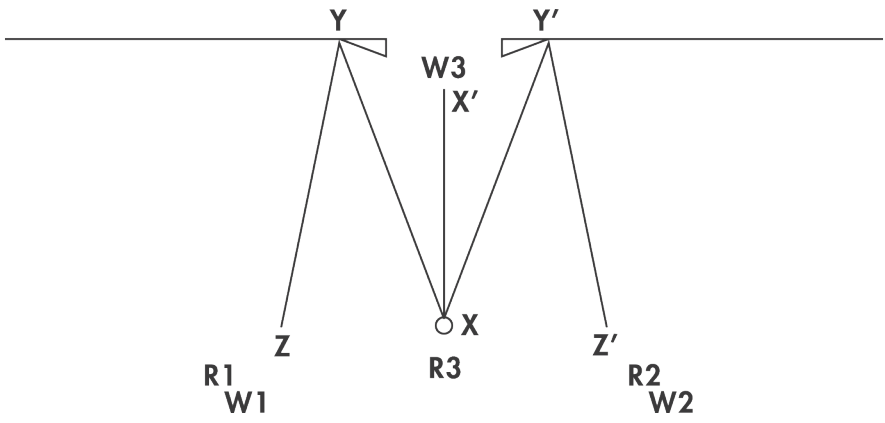
c. If B hits the ball to the wall at Y so it rebounds toward A, A may pick it up on the offside. B, however, still has a play if B can turn toward A at Y and at all times keep the Line of the Ball on the offside.

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



TOURNAMENT CONDITIONS

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TOURNAMENT CONDITIONS

I. DEFINITIONS

Event: A USPA Event, Club Event or USPA-Supported Activity as defined herein.

League: A series of games among a group of teams in which the team with the best won-loss record is the winner.

Tournament: A game or series of games played in accordance with the Draw options defined in SECTION VI.B of the USPA Tournament Conditions.

Subsidiary/ Consolation Tournament: This may be a separate bracket of play for losers of the initial round in a tournament, or it may be considered a new event if a separate draw between eligible teams is held.

Club Event: Any club-level game, league or tournament that is not a USPA National, Circuit or Sanctioned Event. In a Club Event, a USPA member club's Host Tournament Committee may adopt one or more variances from the USPA Rules before the event with notice to the teams, providing that the USPA member club accepts responsibility for the consequences of any such adoption and the USPA member club's Host Tournament Committee believes that any such adoption is in the best interest of the USPA member club and the sport.

USPA Event: Any USPA National, Circuit or Sanctioned Tournament or League including but not limited to any I/I or NYTS Event.

USPA-Supported Activity: An activity such as a clinic, meeting or forum conducted at or by a member club with USPA support.

II. USPA EVENTS - 2018

A. National Outdoor Events

20-26*	U.S. Open Polo Championship®	International Polo Club Palm Beach
20-26	C.V. Whitney Cup	International Polo Club Palm Beach
20-26	USPA Gold Cup®	International Polo Club Palm Beach
20-26	Butler Handicap	International Polo Club Palm Beach
16-20	National Twenty Goal®	Grand Champions Polo Club
16-20	America Cup	Santa Barbara Polo Club
16-20	Monty Waterbury	Greenwich Polo Club
16-20	North American Cup®	Grand Champions Polo Club
16-20	Silver Cup®	Greenwich Polo Club
12-16	Northrup Knox Cup	New Bridge Polo Club
12-16	Continental Cup	Grand Champions Polo Club
12-16	Eastern Challenge	Grand Champions Polo Club

12-16	Heritage Cup	Port Mayaca Polo Club
12-16	Western Challenge	Houston Polo Club
10-14	Regional Classic-Southeastern	
10-14	Regional Classic-Southwestern	Houston Polo Club
10-14	Regional Classic-Western	
8-12	H. Ben Taub Memorial Tournament	Houston Polo Club
8-12	Bronze Trophy®	New Bridge Polo Club
8-12	Chairman's Cup	Myopia Polo Club
8-12	National Copper Cup®	Aiken Polo Club
8-12	National Inter-Circuit Championship	Sarasota Polo Club
8-12	Rossmore Cup	Eldorado Polo Club
4-8	National Eight Goal	Houston Polo Club
4-8	Association Cup	Palm City Polo Club
4-8	Delegate's Cup	Houston Polo Club
4-8	National President's Cup	Grand Champions Polo Club
4-8	Regional President's Cup	Houston, New Bridge, Santa Barbara, Tinicum Park, The Villages
0-4	National Amateur Cup	Lexington Polo Association
*	U.S. Open Women's Polo Championship™	Houston Polo Club
*	U.S. Open Women's Handicap	Houston Polo Club
*	National Youth Tournament Series	TBD

B. Circuit Outdoor Events (As awarded by Circuit Governors)

8-12	Intra-Circuit Cup		Congressional Cup
*	Amateur Cup		Sportsmanship Cup
*	Centennial Cup		Masters Cup
*	Governor's Cup		Constitution Cup
4-8	Officers Cup	0-4	Players Cup

* Specific Conditions Apply - Refer to Section II

C. Special Circuit Events (As awarded by Circuit Governors)

Outdoor

*USPA/PTF Seniors Tournament
*National Youth Tournament Series
*Museum of Polo Hall of Fame Challenge Cup
*Women's Challenge
*4-6 Outdoor- General S. Brown
*0-4 Outdoor- General George S. Patton, Jr.

Arena

*3-6 Arena- General Lewis B. "Chesty" Puller
*0-3 Arena- Admiral Chester W. Nimitz

*Arena Women's Challenge
*Arena Museum of Polo Hall of Fame Challenge Cup
*Arena Challenge Cup
*Circuit Level I/I Alumni Tournament
*Circuit Level I/I JV & Club Level Tournament

D. National Arena Events

12 & over	U.S. Open Arena Polo Championship®	Country Farms Polo Club
12 & over	United States Arena Handicap	Aspen Valley Polo Club
9-12	National Arena Chairman's Cup	California Polo Club
6- 9	National Arena Delegate's Cup	Las Canchas Polo Club
3- 6	National Sherman Memorial	
0- 3	National Arena Amateur Cup	Orange County Polo Club
*	National Arena Challenge Cup	TBD
*	USPA Women's Arena Open	Virginia Polo Inc.
*	USPA Women's Arena Handicap	Virginia Polo Inc.
*	National Arena Commander-in- Cheif Cup	Texas Military Polo Club

E. Intercollegiate Events

Men's National Intercollegiate Championship
Women's National Intercollegiate Championship
Central Regional Intercollegiate Championship
Central Regional Intercollegiate Preliminary
Northeastern Regional Intercollegiate Championship
Northeastern Regional Intercollegiate Preliminaries
Southeastern Regional Intercollegiate Championship
Southeastern Regional Intercollegiate Preliminaries
Western Regional Intercollegiate Championship
Western Regional Intercollegiate Preliminaries

F. Interscholastic Events

Open National Interscholastic Championship
Girls National Interscholastic Championship
Central Regional Interscholastic Championship (Girls and Open)
Central Regional Interscholastic Preliminary (Girls and Open)
Northeastern Regional Interscholastic Championship (Girls and Open)
Northeastern Regional Interscholastic Preliminaries (Girls and Open)
Southeastern Regional Interscholastic Championship (Girls and Open)
Southeastern Interscholastic Preliminaries (Girls and Open)
Western Regional Interscholastic Championship (Girls and Open)
Western Regional Interscholastic Preliminary (Girls and Open)
National I/I Alumni Tournament

G. Middle School Events
Northeastern Region I, II
Southeastern Region I, II, III
Central Region I
Western Region I, II, III

H. Circuit Arena Events (As awarded by Circuit Governors)

12 & over	Arena Championship
9-12	Arena Chairman's Cup
6- 9	Arena Delegate's Cup
3- 6	Sherman Memorial
0- 3	Arena Amateur Cup
	Arena Congressional Cup
	Arena Sportsmanship Cup
	Arena Constitution Cup
	Arena Masters Cup

* Specific Conditions apply - Refer to Section II

I. USPA Sanctioned Events

22-26	Hall of Fame Cup	International Polo Club Palm Beach
16-20	East Coast Open	Greenwich Polo Club
16-20	Herbie Pennell Cup	International Polo Club Palm Beach
16-20	Iglehart Cup	International Polo Club Palm Beach
16-20	Joe Barry Memorial	International Polo Club Palm Beach
16-20	Ylvisaker Cup	International Polo Club Palm Beach
16-20	El Encanto Polo Classic	Santa Barbara Polo Club
14-20	Pacific Coast Open	Santa Barbara Polo Club
16	Robert Skene	Santa Barbara Polo Club
16	Joanne Schwetz Memorial	Grand Champions Polo Club
12	Keleen & Carlton Beal Cup	Houston Polo Club
12	James Colt Classic	Santa Barbara Polo Club
12	Lisie Nixon Memorial	Santa Barbara Polo Club
12	Molina Cup	Arizona Polo Club
12	Pope Challenge	Santa Barbara Polo Club
12	Seiber Memorial	Grand Champions Polo Club
10-12	Carlton & Keleen Beal Cup	Eldorado Polo Club
10-12	Pete Bostwick Memorial	New Bridge Polo Club
10-12	Tommy Hitchcock Memorial	New Bridge Polo Clu
9-12	Joe Rizzo Memorial	Country Farms Polo Club
8	Arranmore Polo Classic	Arranmore Polo Club
8	Champions Cup	Empire Polo Club

8	Fred Peterson Memorial	Maryland Polo Club
8	Eddie Moore Memorial	Mashomack Polo Club
8	Smoak Family Cup	Aiken Polo Club
8	Whitney Cup	Saratoga Polo Club
8	Wickenden Cup	Santa Barbara Polo Club
6-8	Cyril Harrison Cup	Myopia Polo Club
6-8	Gerald Balding	Brandywine Polo Club
6-8	Polo Pony Memorial	Brandywine Polo Club
4-8	Forbes Cup	Myopia Polo Club
4-8	Tracey MacTaggart Challenge	Mashomack Polo Club
4-6	Challenge Cup	Brandywine Polo Club
4-6	Lions Cup	Empire Polo Club
4	Dogwood Cup	Aiken Polo Club
4	International Gay Polo Tournament	Palm City Polo Club
0-6	Galindo Cup	Midland Polo Club
0-4	Arby Dobb Cup	Tinicum Park Polo Club
0-4	Max Berger	Tinicum Park Polo Club
0-4	Teddy Roosevelt	Texas Military Polo Club
0-3	Orlando Garrido	Azteca Polo Club
0-3	Rusher Cup	Azteca Polo Club
*	WCT Qualifiers	Brandywine, Eldorado, Port Mayaca, Santa Barbara, Sarasota, Saratoga, Villages, Virginia International
*	Women's Championship Tournament	Grand Champions Polo Club
*	WCT Arena Qualifiers	NWA Polo Club, IS Girls Regionals (NE, SE, C, W) IC Women's Regionals (NE, SE, C, W)
*	Women's Championship Tournament Arena	

* The WCT event goal level varies at each club.

III. SPECIFIC TOURNAMENT CONDITIONS

A. U.S. Open Polo Championship®

This event will be played without handicap. All teams to assume the maximum handicap level.

B. National President's Cup

Any USPA member club may apply to host a Regional President's Cup Event by having a minimum of four teams. Regional Cup Events will be played with six periods at the 4-8 goal level. Winning teams from the Regional President's Cup Events shall have priority to enter in the National Presiden's Cup Event of the same year.

(1) The National President's Cup must be played after July 31st of each year and

shall give priority entry to 1st and 2nd place teams of same year or prior year Regional President Cup Events.

(2) Two USPA Professional Certified Umpires are suggested for all games.

C. Circuit Events

All current Circuit Events will be played at the handicap level so designated, at any USPA Member Club under conditions to be specified by the Circuit Governor.

D. Governor's Cup

To be played in each Circuit, either four or six periods, under conditions to be specified by the Circuit Governor, but not to exceed six goals. The Governor is encouraged to specify conditions which will maximize participation in the event.

E. Amateur Cup

To be played in each circuit at team handicap levels to be determined by the Circuit Governor.

Outdoor: No player with an individual handicap of more than two goals is eligible to play.

Arena: In no case may the handicap of any individual player exceed the upper handicap limit of the event.

F. Armed Forces Circuit Events (General George S. Brown, General George S. Patton, Jr., General Lewis B. "Chesty" Puller, Admiral Chester W. Nimitz)

(1) Required to have at least one military member on each team (active duty, retired, honorable discharge, family member of military member, or spouse)

(2) If all players meet the required military member tournament condition, those that have actually served have priorty over spouse or family member.

G. Centennial Cup

To be played for at any USPA member club so requesting at a handicap level and under conditions established by the club with the approval of the Circuit Governor. To be awarded only to clubs who have not been awarded a Circuit or National Event.

H. Women's Tournaments (National, Circuit and Sanctioned)

Handicap level to be specified by each prospective Host Club as part of its respective bid application. All Women's Tournaments to be played using the Women's Handicap.

I. USPA/PTF Senior Tournament

To be played for at any USPA Member Club so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor. The following rules shall apply:

(1) Each player shall be a USPA member who reached his/her 50th birthday prior to the event. The aggregate age of each team must be a minimum of 220 years.

(2) Entry requirement of $150 per player, payable to the Polo Training Foundation.
(3) Players must enter as an individual and the Host Tournament Committee shall form the teams to assure even competition.

J. National Youth Tournament Series **(see page 177)**

K. Museum of Polo Hall of Fame Challenge Cup
To be played for at any USPA Member Club, so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor (and Tournament Committee for events at 12 goals and above). The fee is $125.00 per participant made payable to the Museum of Polo.

L. USPA Arena Challenge Cup
Any USPA member club may qualify to host an USPA Arena Challenge Cup qualifying event. Qualifying events are to be played under conditions specified by the Circuit Governor, but not to exceed six goals. The Governor is encouraged to specify conditions which will maximize participation in the event. Governors shall have the authority to award multiple events within the Circuit.

Any USPA member club may apply to the Tournament Committee to become a Regional or National Host Center for the USPA Arena Challenge Cup finals. Any player participating in a club event shall qualify to play, as an individual, in a Regional or National USPA Arena Challenge Cup. The Tournament Committee is encouraged to specify conditions that will maximize participation in the event. The Tournament Committee shall have the authority to award multiple Regional events.

M. I/I Alumni Cup
To be played for at any USPA Member Club including College, University, Secondary School or Youth Program, under the conditions specified by the club with the approval of the Circuit Governor. Open to all I/I Alumni. Games may be played on handicap or on the flat, as decided by the HTC. Circuits may host multiple I/I Alumni events, one per club per year.

N. I/I JV & Club Level Challenge Cup
To be played for at any USPA Member Club including College, University, Secondary School or Youth Program, under the conditions specified by the club with the approval of the Circuit Governor. Open to all I/I JV & Club Level student or player members, no handicap required. Games to be played on the flat. Circuits may host multiple JV/Club level Events, one per club per year.

2018 I/I TOURNAMENT CONDITIONS **(see page 195)**

IV. AWARDING OF USPA EVENTS

A. National Outdoor and Arena Events

(1) USPA National Events will be awarded to Host Clubs by the Board of Governors upon the recommendation of the Tournament Committee. Clubs wishing to bid for such tournaments must request, from the USPA office, a tournament bid application. The completed bid application must set forth the nature and maximum amount of any and all entry, grounds, and other event fees which the Host Club will charge for participation in the USPA National Event. The bid application must be filed with the USPA office no later than 15 days prior to the meeting of the Board of Governors at which the bid application is to be considered.

(2) All National Events will be awarded at the Spring meeting of the USPA in the year prior to that in which the event is played.

(3) When a National Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying game, and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future games of the event, even when played at other Active Member or Affiliate Member Clubs.

B. Circuit Outdoor and Arena Events

(1) USPA Circuit Events will be awarded to Host Clubs within each Circuit by their respective Circuit Governors. Each Circuit Governor shall submit a list of tournaments awarded to the USPA Tournament Committee Chairman prior to the Spring meeting of the USPA Board in the year in which the event will be played. In the event a Circuit Governor feels that additional participation can be achieved by awarding more than one division of a USPA Circuit Event, the Governor shall request authority to award such additional events from the USPA Tournament Committee.

USPA Special Circuit Events may be awarded by the Circuit Governor to multiple clubs within their respective circuit.

(2) When a Circuit Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying **game**, and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future **games** of the event, even when played at other Active Member or Affiliate Member Clubs.

C. USPA Sanctioned Events

In addition to the National Outdoor and Arena Events, the Board of Governors may

also sanction certain events. Such USPA Sanctioned Events may, upon the request of the Host Club, be held in an invitational format in which entry is permitted solely by invitation from the Host Club. Clubs wishing to host sanctioned events above the 12 goal handicap level should request sanctioning, in writing, from the USPA Tournament Committee at its Spring meeting in the year prior to that in which the event will be played. Clubs wishing to request sanctioning for events at the 12 goal handicap level and below should request sanctioning from their respective Circuit Governors prior to the Spring meeting of the USPA Board in the year in which the event will be played.

D. No event using the terminology "Open" shall have an upper limit of less than 20 goals in outdoor or 12 goals in the arena. (For Women's Events, the handicap level will be based on the Women's Handicaps.)

E. Insurance Requirements

USPA Clubs must provide and maintain General Liability coverage (including liability coverage for club operations and participants in athletic or equine sports activities) with minimum limits of $1,000,000.00 each occurrence and in the aggregate, and with United States Polo Association, its subsidiary & affiliated companies, directors, governors, officers, trustees, agents, employees, servants and volunteers included as additional insureds. Each USPA Club shall provide a certificate of insurance confirming compliance with these insurance requirements.

USPA strongly recommends USPA Clubs purchase additional insurance coverage as necessary for all polo activities and business operations.

V. TOURNAMENT FEES AND CHARGES

A. Contract Fees

Host Clubs of USPA National Outdoor and Arena Events shall pay the USPA a Contract Fee based on the tournament's upper handicap level falling in the category as per the following schedule:

GOAL LEVEL	OUTDOOR	ARENA
Handicap limit over 24	$5,000.00	$500.00
17 to 24 goals	$1,500.00	$500.00
13 to 16 goals	$1,000.00	$500.00
9 to 12 goals	$750.00	$400.00
5 to 8 goals	$500.00	$300.00
0 to 4 goals	$300.00	$200.00
Women's Events	$100.00	$100.00

50% of the Contract Fee is due within 30 days of the awarding of the tournament. The balance of the fee is due no later than 30 days prior to the first game of the event. No refund of tournament fees will be made after a tournament has been awarded to a club.

Tournaments are normally awarded annually for the following year. Clubs wishing to request a tournament award for two or three years into the future may do so, subject to a Contract Fee surcharge of 33% for the second year, 50% for the third year, or as otherwise set by the Board of Governors. A club may annually request a renewal of the second or third year award, subject to the surcharge. An award of more than three years may not be made without the specific approval of the Board of Governors.

B. Sanction Fees

Host Clubs of USPA Sanctioned Events shall pay the USPA a Sanction Fee based on the tournaments upper handicap level falling in the category as per the following schedule:

GOAL LEVEL	OUTDOOR	ARENA
Over 16 goals	$1,275.00	$100.00
13-16 goals	$500.00	$100.00
9-12 goals	$375.00	$100.00
7-8 goals	$250.00	$100.00
0-6 goals	$125.00	$100.00
Women's Events	$100.00	$100.00

(1) The Fee for Sanctioned Events is to be paid yearly with the submittal of the sanction request.

(2) An event will automatically continue to be a sanctioned event yearly unless notification from the Club is received or unless the sanctioning fee is not paid within 30 days of the invoice date.

C. Host Club Fees

The fees charged by the Host Club for participation in a USPA National Event, shall not exceed the amounts approved by the Board of Governors. No additional fees or charges shall be imposed upon participants. Fees shall not be structured in a manner which causes the cost of participation by individuals who are not members of the Host Club to exceed the cost of participation by Host Club members. Failure to comply with this condition may result in the USPA National Event being withdrawn.

D. Late Fees

All applications for National, Circuit, or Sanctioned Events above the 12 goal level that are received after the Spring Tournament Committee meeting may be assessed an administrative fee of $100 per application to cover the costs of the approval process.

E. Title Sponsorship Fees

USPA reserves the right to sell the Title sponsorship of any USPA National or Circuit Event. With the prior approval of the USPA, the Host Club shall be permitted to acquire a "Title" sponsor, i.e. "Sponsor Name" USPA Gold Cup, for any USPA National or Circuit Event. The Host Club will be responsible to pay the USPA an amount equal

to 20% of the total "Title" sponsorship revenue received by the Host Club.

VI. ENTRIES, DRAWS, AND SCHEDULING

A. Entries

(1) At least thirty days prior to the draw date, the Host Club shall submit a letter of invitation to prospective entries with relevant tournament information: entry closing date, draw date, applicable fees, charges, stabling arrangements, etc.

(2) Entries may be limited due to the Host Club facilities, but any such limitation must be on an equitable basis for all prospective entrants. The most acceptable means of limitation is by chronological order of receipt of written entry form and applicable fee. Entries in excess of the limit shall be put on a priority wait-list and admitted if conditions permit. In no way may the limit on entries be discriminatory toward any potential entrant.

B. Draws

(1) All draws shall be open to a representative of each team entered. All fees must be paid for a team to be eligible for the draw. A team which withdraws from the event after the draw shall forfeit all fees even though replaced by a team from the priority wait-list.

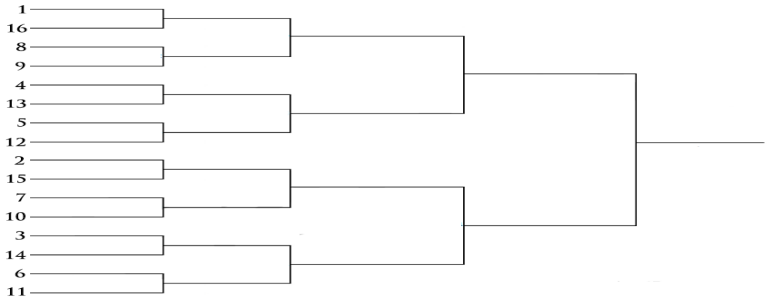
(2) It is recommended that all Events will be drawn according to either:

a. Single Elimination

A Single Elimination draw consists of putting a quantity of consecutively numbered markers equal to the number of teams entered in the event in a pool. Team representatives then draw from the pool and the team name is entered by its respective number as indicated by the diagram below. All unused positions shall be BYE. Single elimination events shall not be seeded.

b. American System

The American System of tournament play involves dividing all competing



teams, by lot, into one or more divisions with each division having a minimum of two teams, and not more than one team less than any other division.

Seeding the division is permissible for the purpose of equalizing handicaps among the divisions. In a series of two or more consecutive tournaments the Host Tournament Committee may seed the finalists and/or semi-finalists into the next tournament draw, to accommodate scheduling conflicts or inclement weather.

Each team in a division shall play a complete game against each other team in the division. The teams shall then be ranked according to their records, and the team, or teams, with the best records in each division shall advance to a single elimination round to determine the winner of the event; any byes shall go to the higher ranking teams.

Throughout the division play, no team should at any time have played more than one game less than any other team in that division.

c. Round Robins

Round Robins are not desirable as a tournament format. However, if an event has only three teams entered and time constraint, weather, or other adverse conditions prevent an alternate format, the Round Robin may be used as a single event to be played in one day.

(1) A Round Robin shall consist of three games of two or more periods, each game to end after the last period, even if there is a tie.

(2) Each team shall play in two games, playing each other team one game. The two teams to play in the first game shall be decided by lot. The second game shall be between the loser of the first game and the team idled in the first game. Should the first game result in a tie, the winner shall be determined by a 1-player shootout tiebreaker. The shootout shall take place immediately following the end of the game between the two tied teams. The third game shall be between the team idled in the first game and the team idled in the second game.

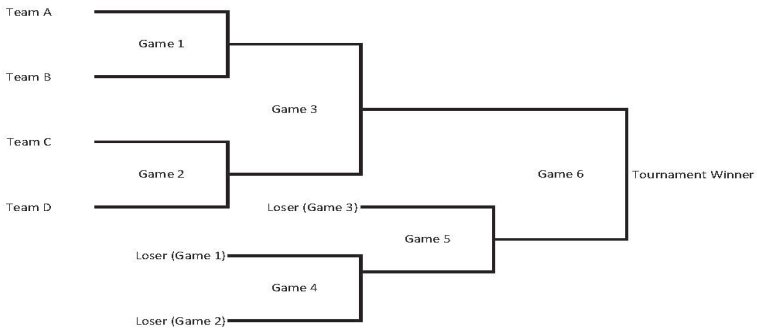
(3) The winner of the event shall be the team with the best won-lost record. A tie between two teams in any one game shall be decided by a 1-player shootout tiebreaker to take place immediately following the conclusion of the game between the two tied teams. In the event of a won/lost tie, between all three teams, ranking shall be determined by a Shootout Tournament Tiebreak as described in Section VI. B. g. Alternatively, net goals in both games played or, gross goals in both games played may be used to decide ranking.

d. Cross Division/ Cross Bracket Options

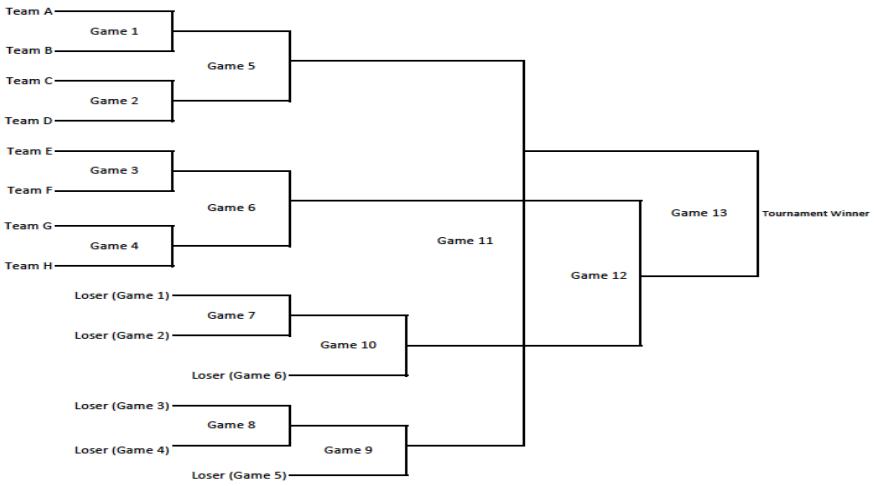
Teams shall be allotted to divisions as in American System play. Each team in

a division shall then play a complete game against each team in another division. The teams in both divisions shall be ranked together according to their won/lost record.

4 Team Cross Bracket



8 Team Cross Bracket



f. Order of Finish

The teams in a division or combination of divisions shall be ranked, from top to bottom, according to their won/lost record of play. Whenever a tie exists the following tests will be applied in order, unless the Host Tournament Committee opted at the time of the draw to use the shootout tournament tiebreaker, **in which case the following tests shall not apply and the shootout tournament tiebreaker procedures outlined in Section VI.g shall apply.** Each time a tie is broken, the now untied teams shall be ranked and the procedure

applied anew to any remaining tied teams.

(1) In a tie, in which all the tied teams played each other:

(a) A tie between two or more teams with equal won/lost records in the division shall be decided by the won/lost records of the tied teams in games against each other.

(b) If a tie remains, the tie-breaker shall be each team's net goals (the sum of the team's winning margins less losing margins) in games against the remaining tied teams.

(c) If a tie remains, the tie-breaker shall be gross goals (the sum of all goals credited to the team including goals by handicap and Penalty No. 1) in games among the remaining tied teams.

(d) If a tie remains, the Committee shall determine the ranking by: 1) a play-off game, 2) coin toss, or 3) other equitable test as determined by the Committee.

(2) In a tie, in which all the tied teams did not play each other:

(a) A tie between two or more teams with equal won/lost records shall be decided by each team's net goals in all games played.

(b) If a tie remains, the tie-breaker shall be each team's gross goals in all games played.

(c) If a tie remains, the Committee shall determine the ranking by: 1) a play-off gam 2) coin toss, or 3) other equitable test as determined by the Committee.

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EXAMPLES: In a four team division, Red, White and Green finished with 2-1 won/lost records and Blue with a 0-3 record. The three tied teams, in games against each other, were all 1-1. In the net goal tie-breaker, Red and Green are both +2 and White is -4. Green beat Red in their game, so the ranking is Green, Red, White, Blue.

In a Cross Bracket League, the three teams in Division A won all their games against Division B opponents. Ranking the combined divisions, three teams are 3-0, and three teams are 0-3. Because none of the tied teams played each other, the tie-breaker is net goals in all games played. If two or more teams are tied on net goals, their tie is broken by gross goals.

g. Shootout Tournament Tiebreaker- Outdoor

In the event of a three-way tie or more on win-loss record after bracket play **(i.e., teams playing within their bracket)**, or a two-way tie or more between teams **when not all of the tied teams have** played each other after **the completion of** cross bracket play, the "Penalty Shootout" system **as described below** may be used to determine **ranking. In the case of a two-way tie in rank after bracket play or cross bracket play between teams who have played each other, "who-beat-who" will be used to break the tie.**

(1) The shootout, if necessary, will take at a time and location determined by the Host Tournament Committee.

(2) Prior to the draw, the Host Tournament Committee will determine how many players from each team will participate in the penalty shootout.
(3) General conditions will follow the procedures are outlined below:
(a) The Penalty Shootout will be supervised by two professional umpires and one experienced adult goal Judge. Each team is required to provide an umpire pony unless notified otherwise.
(b) Players eligible to take part shall be restricted to those who were-listed on the team entry form for the tournament or those who played the whole of the last qualifying game. There shall be no other change of players or substitution. Only eligible players from each team may take the penalties.
(c) Teams will draw from cards marked 1, 2, 3 etc. for the order of taking penalties.
(d) Players will be kept to one side in team groups and called forward individually to take the penalty. The player has only one hit at the ball and the hit may not be defended.
(e) The player will be asked if he is ready and if so the Umpire will drop the ball close to the penalty spot. The player will then have 15 seconds to place the ball; teeing up is not allowed.
(f) Once the player has placed the ball, the umpire will ask him if he is content and if he is, the umpire will then call 'play'. If the player has still not placed the ball after 10 seconds, the umpire will give a 5 second warning and will then call 'play' at 15 seconds. Once the umpire has called 'play' any contact with the ball will count as the one hit.
(g) Teams will take 40 yard penalties as individual team members in the order of cards marked ie; a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc. until all teams have completed their 40 yard penalties. Each penalty shall be taken by a different member of the team.
(h) The same process will be used for the taking of the 60 yard penalties.
(i) The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if teams are level after the 6 penalties, players from each team shall continue in the same order to take one penalty each from the 60 yard line until one has less goals than the other having taken the same number of penalties.

In all other aspects USPA Rules apply. Officials, teams and ponies must be turned out as if for a game.

h. Shootout Tournament Tiebreaker- Arena

In the event of a three-way tie or more on win-loss record after bracket play, or a two-way tie or more between teams not having played each other on record after cross bracket play, the "Penalty Shootout" system may be used to

determine which team advances in the tournament.

(1) The shootout, if necessary, will take at a time determined by the Host Tournament Committee.

(2) Prior to the draw, the Host Tournament Committee will determine how many players from each team will participate in the penalty shootout and decide between Option 1 and Option 2.

(3) General conditions will follow the procedures are outlined below:

(a) The Penalty Shootout will be supervised by two professional Umpires and one experienced adult goal Judge. Each team is required to provide an Umpire pony unless notified otherwise.

(b) Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last qualifying game. There shall be no other change of players or substitution. Only eligible players from each team may take the penalties.

(c) Teams will draw from cards marked 1, 2, 3, etc., for the order of taking penalties.

(d) Players will be kept to one side in team groups and called forward individually to take the penalty. The player has only one hit at the ball and the hit may not be defended.

(e) The player will be asked if he is ready and if so the Umpire will drop the ball close to the penalty spot. The player will then have 15 seconds to place the ball; teeing up is not allowed.

(f) Once the player has placed the ball, the Umpire will ask him if he is content and if he is, the Umpire will then call 'play'. If the player has still not placed the ball after 10 seconds, the umpire will give a 5-second warning and will then call 'play' at 15 seconds. Once the Umpire has called 'play' any contact with the ball will count as the one hit.

Option 1:

i. Teams will take 15 yard penalties as individual team members in the order of cards marked (i.e. a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc.) until all teams have completed their 15 yard penalties. Each penalty shall be taken by a different member of the team.

ii. The same process will be used for the taking of the 25 yard penal-ties.

iii. The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if the teams' are even after the 6 penalties, players from each team shall continue in the same order to take one penalty each from the 25 yard line until one has less goals than the other having taken the same number of penalties.

Option 2:

i. Teams will take 25 yard penalties as individual team members in the order of cards marked (i.e. a member of team 1 will be followed by a mem-

ber of team 2, who will be followed by a member of team 3, etc.) until all teams have completed their 15 yard penalties. Each penalty shall be taken by a different member of the team. The goal will be undefended in the first round of penalty shots.
ii. In the second round the defending team may place a player in the goal to defend the goal. Teams will take 25 yard penalties as described above.
iii. The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if the teams are even after the 6 penalties, players from each team shall continue in the same order to take one defended penalty each from the 25 yard line until one has less goals than the other having taken the same number of penalties.

In all other aspects USPA Rules apply. Officials, teams and ponies must be turned out as if for a game.

i. Combination Events - Flat/Handicap
The teams shall be ranked in their divisions as described above, first, by scoring all games on the flat and second, by scoring all games on the handicap. All teams in the division shall be included in both rankings.

The "Open" winner, or winners, shall be selected from the rankings and those teams assigned to the "Open" playoffs. The "Open" winners shall then be removed from the "Handicap" rankings.

The "Handicap" winner, or winners, shall be the highest ranked teams remaining after the "Open" winner(s) have been removed.

The team which qualifies for the "Open" playoffs, in a combination event, must play in the "Open" and may not elect to remain in the "Handicap" rankings.

j. Forfeiture and Withdrawal
Forfeiture is a game declared a loss by the Umpires or Host Tournament Committee as a result of a rules violation. In the event a team is required forfeit a game or games as a result of Penalty 9, or a decision of the Committee, each game forfeited shall be considered a loss by the forfeited team and a win by the opponent. The forfeited team shall earn no positive net or gross goals and will be charged with any negative net or gross goals earned in the forfeited game(s). The opponent shall be allowed all gross goals and positive net goals scored in the forfeited game(s).
A withdrawal is the voluntary decision by a team not to continue in the event. If a team withdraws from a scheduled game, it shall be disqualified from the tournament and the results of all games played by that team shall not be count-

ed as to wins, losses, net or gross goals for the opponents.

A team wishing to withdraw for cause - horse sickness, etc., - must satisfy the Committee that the withdrawal is justified. If a team does not appear for a scheduled game or quits during a game without the permission of the Committee, the team may be charged with a conduct violation under the By-Laws of the Association.

C. Scheduling

All games of an event will be scheduled by the Host Tournament Committee. Due consideration may be given to travel distance, conflicting schedules of participants and other factors; however, no team shall intentionally be favored or disadvantaged as a result of the schedule.

The Host Tournament Committee may schedule certain games or divisions at other than the Host Club. However, the Host Tournament Committee is responsible for the scheduling and conduct of all games regardless of location.

The USPA will allow utilization of fields approved or authorized by the Host Tournament Committee.

VII. HOST TOURNAMENT COMMITTEE RESPONSIBILITIES

A. The Host Club is responsible for the collection and remittance of all USPA entry fees, contract fees, club dues, player dues, Host Club entry fees, and any other charges related to any USPA Event.

B. The Host Club shall communicate the details of any USPA Event in such a way as to encourage maximum participation.

C. USPA Clubs shall collect and retain signed waiver and release of liability forms from all participants, volunteers and persons involved in polo activities, including, but not limited to, USPA sanctioned activities, tournaments or games (each, a "USPA Event"), with language indemnifying United States Polo Association, its subsidiary & affiliated companies, directors, governors, officers, trustees, agents, employees as released parties.

All USPA Member Clubs assume any and all risks with respect to participation in any USPA Event and hereby agree to indemnify, defend and hold harmless the sponsoring club and any other sponsor or Member Clubs of the USPA; any charity or other beneficiary which may benefit from the USPA Event; the USPA and its subsidiary and affiliated companies and divisions (including but not limited to USPA Umpires, LLC, USPA Polo Development, LLC and USPA Marketing, LLC);

the owners, lessees or lessors of any premises where a USPA Event may be held; and all directors, governors, officers, trustees, agents, employees, volunteers or servants of any of the above-named entities (collectively the "Indemnified Parties"), from any claim including but not limited to any bodily injury, personal injury or property damage sustained by any person or entity, including, without limitation, all third parties, all other members, participants, entrants, and any person performing services for any of the Indemnified Parties.

D. The Host Club shall appoint a Host Tournament Committee which shall be responsible for conducting any USPA Event or series of USPA Events. As a condition for awarding or sanctioning an event, the Board of Governors may reserve unto itself the right to designate and/or approve appointments to the Host Tournament Committee. The responsibility of the Host Tournament Committee starts at the time of the draw and ends at the conclusion of the final game. In the case of multiple USPA Events, this authority begins with the draw for the first USPA Event and ends with the final whistle of the last USPA Event.

E. The Host Tournament Committee shall select officials, including umpires, timer, scorer, and goal judges, for all games in any USPA Events. When possible, Umpires shall conform to the **standards outlined in the USPA Umpire Guide.**

USPA Certified **and/or Professional** Umpires **are to be used in accordance with the USPA Umpire Guide**. As a condition for awarding any USPA Event to the Host Club, the Board of Governors may reserve unto itself the right to designate and/or approve the umpires to be employed for the USPA Event. The USPA may also require that the Host Club enter into a contract with the USPA for the provision for umpires.

As a condition to awarding National, Circuit, or Sanctioned tournaments with an upper handicap limit of 20 goal and above, the Host Club will be required to contract with the USPA for at least two professional USPA certified umpires. In addition, horse emergency equipment (i.e. designated horse ambulance, screen, leg splint) must also be at field side during all games.

F. The Host Tournament Committee shall apply and enforce USPA Rules and Policies throughout any USPA Event and shall, where necessary, make decisions regarding the interpretation of such Rules and Policies. The decision of the Committee is final, subject only to the authority of the USPA Board of Governors.

In USPA Events with an upper handicap level of 20 goals or more, the Host Tournament Committee may choose the Defended or Undefended procedure for Penalty No. 3.

G. The USPA owns all TV rights to USPA Events. Prior to TV coverage, contact the USPA office for authorization and approval. For USPA Events to which

USPA By-Law Section 5 applies, the Host Club shall obtain and grant to the USPA the right to use, and to permit others designated by the USPA to use, the name and pictures of the Host Club and all facilities and grounds used in connection with or related to the USPA Event, and the likenesses or pictures of all personnel, participants, spectators and any other related subjects at the USPA Event, in television and radio broadcasts, motion pictures, and similar media, and in advertising, publicizing and promoting the USPA Events.

VIII. INSTANT REPLAY

Instant Replay may be used with a fourth official (Instant Replay Official), who watches one or more monitors of live video of the game in a different location from the Referee.

In Outdoor Polo generally, and in Arena Polo and Alternative Format Polo Events with a lower handicap limit of 12 or more goals:

Should the Umpires make a final decision either on their own, or after consulting the Referee, a team not in agreement with the Umpires' decision may challenge the decision (exercising their challenge). The Instant Replay Official will then view the Instant Replay video of the call in question to determine if the call of the other three officials is correct, or he/she may overturn the final decision of the other three officials. In order for the Instant Replay Official to overturn the original decision, the video replay must provide the Instant Replay Official with indisputable evidence that the original decision was incorrect.

Each team will have one initial challenge per half and one initial challenge in overtime. If the challenging team wins the challenge, it will maintain its challenge. Upon exercising a challenge, should the Umpires' final decision stand after a replay review by the Instant Replay Official, the challenging team will lose the challenges for half of the game or the overtime, whichever portion of the game is currently being played. This process will be repeated until the challenging team loses a challenge. Regardless of whether or not a team chooses to exercise its challenge, and/or maintains its challenge in the first half, it will be entitled to only one initial challenge in the second half and again in overtime, subject to the same conditions described above.

Once a call is announced by the Umpire(s), teams will have 15 seconds to announce a Challenge (Challenge Period) to the Umpire(s). Any Challenge announced after the Challenge Period will not be recognized. Any on-field, game-related decision may be challenged, including placement of the ball after the umpires have announced a foul.

In Outdoor Polo, Arena and Alternative Format Polo:

In addition to challenges by team members **in Outdoor Polo generally and in Arena Polo and Alternative Format Polo Events with a lower handicap limit of 12 or more goals, and in Arena Polo and Alternative Format Polo with a lower handicap limit of less than 12 goals (i.e., where there are no challenges by team members),** the Umpires may request a review for the following incidents only:
a) To determine whether a goal was scored
b) To determine **(in Outdoor Polo only)** whether a safety occurred
c) If a mount goes down/ Collision behind the play
d) To determine whether unsportsmanlike behavior occurred.

EXAMPLES: The trailing umpire sounds the whistle against Blue for entering the ROW in front of Red. The focal umpire thinks there was enough room, and the two umpires consult the referee. The referee feels there was not enough room for Blue to enter the ROW. The Blue team challenges the call, and the play is reviewed by the Instant Replay Official who, after reviewing the various camera angles available, will either uphold or overturn the original decision.
Umpire A sounds the whistle against Blue and Umpire B agrees. Umpire A announces a "ROW Violation" against Blue. Blue challenges the decision. The play will be reviewed if the Blue team has a challenge available to it during the half, before the Umpires continue play. Once the play has been reviewed by the Instant Replay Official, the Umpire's final call may not be questioned further.

In the second chukker, the trailing Umpire sounds the whistle against Green, for an illegal ride-off on White. The focal Umpire thought the ride-off was even and fair. The Umpires consult the Referee. The Referee calls a foul against Green. The Green team has an available challenge and wishes to exercise their challenge and the play is reviewed by the Instant Replay Official. This is a legitimate challenge, and should the Umpires' decision stand, Green will not have another challenge for the remainder of the half.

A collision occurs behind the play, out of view from both Umpires and the Referee. A mount goes down as a result of the collision. The Umpires may call for a video review. Upon satisfactory evidence from the video replay by the Instant Replay Official, the Umpire may impose a Penalty.

Minimum Requirements:

1. The Instant Replay Official must be a USPA Certified Umpire with a certification of no less than one level below the required certification of the handicap level of the game being held.

2. For Arena Polo or Alternative Format Polo: The number and location of video cameras, camera operators and TV monitors used shall be subject to guidelines and approval set forth, prior to the event, by the Executive Director or Head Umpire of USPA Umpires, LLC.

3. **For Outdoor Polo:** Three video cameras; 1 camera positioned to the side of the field opposite the sun and at least 30 feet back from the side line at the center point of the field and at least 20' high, 1 camera positioned in each end zone of the field either to one side of the goal, at least 40 yards from the end line of the field or directly behind the goal each at least 50 yards from the end line of the field, each to be at least 20' high. Note, an optional 4th camera mounted on a drone may be allowed subject to guide-lines and approval set forth, prior to the **event**, by the Executive Director or Head Umpire of the USPA Umpires, LLC.

4. **For Outdoor Polo:** Three separate camera operators.

5. **For Outdoor Polo:** Three TV Monitors.

6. Qualified technician to operate and monitor all video equipment and take direction from the IRO.

7. Trailer or tent location for IRO to view monitors and communicate with IT/Tec, apart from the location of the referee.

8. DVR capable of tagging plays and quickly returning to the previous plays.

9. DVR capable of returning to previous chukkers.

10. The following list for tagging plays on video:

Tagging Codes:

1: "ROW"	2: Gap	3: Turning	4: Quick Line Change	5: Missed Call
6: Meeting the Ball	7: 1 Meeting 2	8: Near side	9: Dangerous Riding	10: Dangerous use of Mallet
11: Cross hook/ high hook	12: Delay of Game	13: Ball Placement	14: Off-Setting Penalties	15: Appealing

Umpire Triggers:

UM 1: Collision behind play/ mount goes down	UM 2: Goal Review
UM 3: Safety (Penalty 6)	UM 4: Unsportsmanlike Conduct

10. One camera to show scoreboard after every goal is scored.

11. Radio communication between umpires and referee.

12. Radio communication between referee and IRO.

IX. HIGH GOAL OVERTIME OPTION

Overtime Option for 20 Goal (outdoor) and above: should the score be tied at the end of the last regular period, the game shall be resumed with overtime periods. A horn will be sounded at 3.5 minutes in the first overtime period. If the game is not tied the game will end as described in Rule 18. Should the score remain tied after the horn, play will continue under the same conditions with intervals between periods as provided in Rule 16 until one side obtains a goal which shall determine the game.

X. INTERNATIONAL RULES (Separate Tab)

The International Rules may be used as an alternative to the USPA Outdoor Rules for USPA Events with an upper handicap limit of 8 goals and above provided that all games in the event are officiated with two USPA Professional Umpires unless otherwise approved by the USPA Umpires, LLC.

NATIONAL YOUTH TOURNAMENT SERIES TOURNAMENT CONDITIONS

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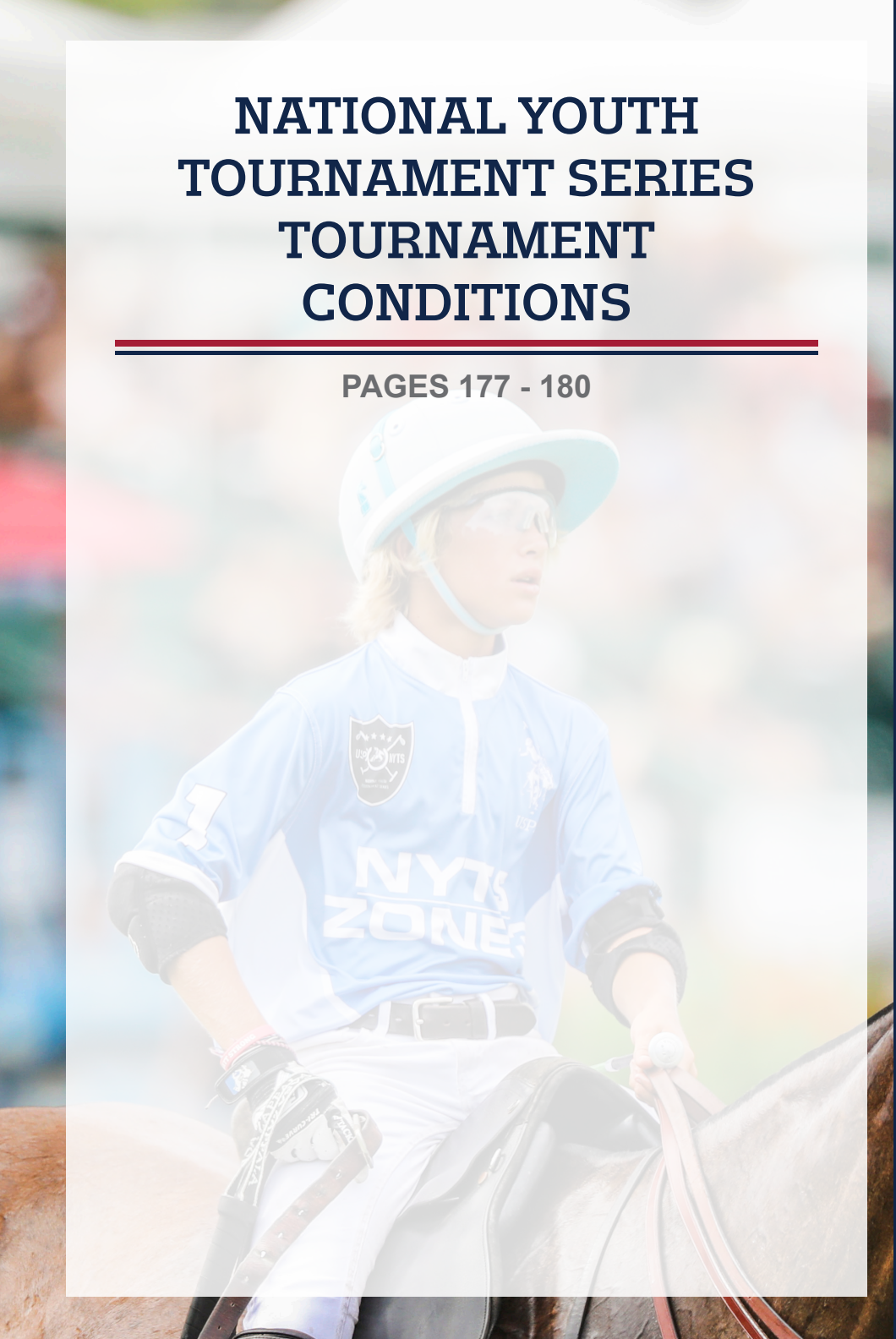

I. NATIONAL YOUTH TOURNAMENT SERIES

National Youth Tournament Series (NYTS) are to be played at USPA member clubs between March 1st and August **1st** of the calendar year with the approval of the Circuit Governor. All NYTS Regional Qualifying Events outside these dates shall require approval from the Junior Polo NYTS Sub-committee. NYTS are encouraged to run in conjunction with local level, unrated, junior polo chukkers/competitions and other qualifying USPA Tournament Events at the local club. The host club should submit the USPA Circuit Event Application to the USPA a minimum of 7 days prior to the Event.

Circuit Events Qualifying for National Championships:

(1) Lifetime, Student, Registered Player, and Affiliate USPA Members who have not exceeded their 19th birthday on January 1st of the calendar year of the given NYTS will be eligible to compete.

(2) Players must have a USPA handicap of B or above and must be in good standing with the USPA in order to participate.

(3) The NYTS tournament goal level will be determined by the host club. Games will be 4 to 6 chukkers, and completed within the dates of the tournament.

(4) When three or five teams are competing the USPA round robin format is acceptable (Tournament Condition VI. B. 2. c)

(5) Players will be entered as individuals and team assignments will be determined by the host club.

(6) The host club will assemble a Host Tournament Committee with a minimum of 3 members.

(7) USPA Circuit Event Application must be approved by the Circuit Governor prior to the Event.

(8) Two teams of four players minimum are required to qualify as a NYTS tournament.

(9) Multiple B rated players are allowed to play on the same team.

(10) The Host Tournament Committee will be responsible for selecting All-Star players from the Event. It is recommended to consult All-Star selections with the Event Umpires.

(11) The number of All-Stars selected is determined by the number of teams in the tournament. **2 teams - 4 All-Stars, 3 teams - 5 All-Stars, 4 teams - 6 All-Stars, 5 teams - 7 All-Stars, 6 teams - 8 All-Stars.**

(12) All-Stars may be selected from any participating team.

(13) NYTS tournament results and All-Stars will be published in the USPA Blue Book.

(14) The names of the All-Star Players must be submitted to the USPA office by August **1st** to be eligible for National Championship consideration.

(15) All other USPA rules, forms and reporting guidelines will apply.

(16) The entry fee for the NYTS will be determined by the host club.

(17) There will be no tournament fee for hosting a NYTS Regional Event.

(18) Multiple NYTS Events may be awarded within the Circuit.

a. Multiple NYTS Events may be awarded to the same club.

(19) Trophies and All-Star medals will be provided to the NYTS host club upon completion of the application process. First and second place trophies will be provided, **as well as a Best Playing Pony Award**.

(20) Games may be played on the flat or with a handicap.

(21) Player equipment in addition to as described in the USPA Rulebook: Eye protection must be worn by all participants competing in the NYTS Event and players must wear heeled boots.

(22) NYTS are encouraged to run in conjunction with local level, unrated, junior polo chukkers/competitions and other qualifying USPA Tournament Events at the host club.

(23) Equine Safety: protection of the horse by boots or bandages will be used on the front and hind legs, and players are required to compete using two reins.

(24) Equine Welfare: No horse may play more than 2 chukkers in one day.

(25) Equine Welfare: The Heat Index (please refer to p. 24 of the USPA Equine Welfare Handbook) should be taken into account when scheduling NYTS Tournaments. No game should take place in the 'Red Zone' and games should be rescheduled for cooler times of day.

(26) In the event of a tie, a shoot-out will take place, using the outlined procedure below:

NYTS Shootout Tiebreaker Procedure:

a. In the event of a tie in a game or bracket play or the NYTS Qualifier Final, the "Penalty Shootout" system will be used to determine the winner.

b. The shootout will take place immediately following the completion of the game, on the same field.

c. General conditions will follow the procedures outlined below:

i. The Penalty shootout will be supervised by the game umpires and one experienced adult goal Judge.

ii. Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last qualifying match. All four players from each team must take the penalties. When there are more than four players on the roster the four players from each team, who played in the last chukker, will participate in the shootout procedure.

iii. Teams will draw for the order of taking penalties.

iv. Players will be kept on one side in team groups and called forward individually to take the penalty. ONLY the players who are participating and the umpires are allowed on the field. The player has only one hit at the ball and may not be defended.

v. Once the umpire has called "play" any contact with the ball will count as one hit.

vi. Teams will take four 40-yard penalties as individual team players in the order of the draw i.e.; a member of team 1 will be followed by team

2, who will be followed by a member of team 1, etc. until all teams have completed their 40-yard penalties.

vii. The team with the least number of goals will not qualify, and, if the teams are level after the penalties, players from each team shall continue in the same order to take one penalty each from the **60**-yard line until one has less goals than the other having taken the same number of penalties.

d. In all other aspects USPA rules apply.

National Championship Event:

(1) USPA circuits will be divided into 4 geographical zones; each zone will have a Zone All-Star Selection Committee (ZASC) of 3 or 5 members.

(2) A player may only represent their affiliate USPA Club Zone in the National Championship Event. USPA Club affiliation will be determined by where the participant has registered as of January 30th of the calendar year or the initial affiliation after that date.

(3) The Zone All-Star Selection Committee will choose up to two teams consisting of 4 players and 4 alternates to represent their Zone in the NYTS National Championship from the list of All-Stars who are registered and have competed in their Zone.

(4) The selected players must conform to the team handicap requirement established August **1st** by the USPA Junior Polo **NYTS Sub-**Committee.

(5) A player may compete in one or more qualifying NYTS Events in any zone.

(6) In the event of a tie, a shootout will take place. See NYTS Shootout Tiebreaker Procedure outlined in the NYTS Circuit Event conditions (24).

(7) NYTS National Championship host center locations will be determined by the USPA Junior Polo NYTS Sub-committee. Championships will rotate between geographical areas of the United States. Host centers must qualify and adhere to host site criteria outlined by the Junior Polo NYTS Sub-committee. The application to host the NYTS National Championship must be submitted to the USPA office a minimum of six months prior to the event. The application must be approved by the Junior Polo NYTS Sub-committee and the Tournament Committee.

(8) From the time of the draw through the final game the Host Tournament Committee shall apply and enforce all USPA and NYTS rules and policies and make decisions regarding interpretation of such. The Host Tournament Committee is to represent and protect the vision of NYTS to the fullest extent, including but not limited to: player substitution, schedule changes, and weather related or other unforeseen circumstances as they arise.

(9)Trophies will be provided to the NYTS National Championship host center.

(10) One or two divisions may be played.

(11) NYTS Championships will be played on the handicap.

(12) Additional levels played as invitational events will be under the discretion of the NYTS Sub-Committee.

ARENA TOURNAMENT CONDITIONS

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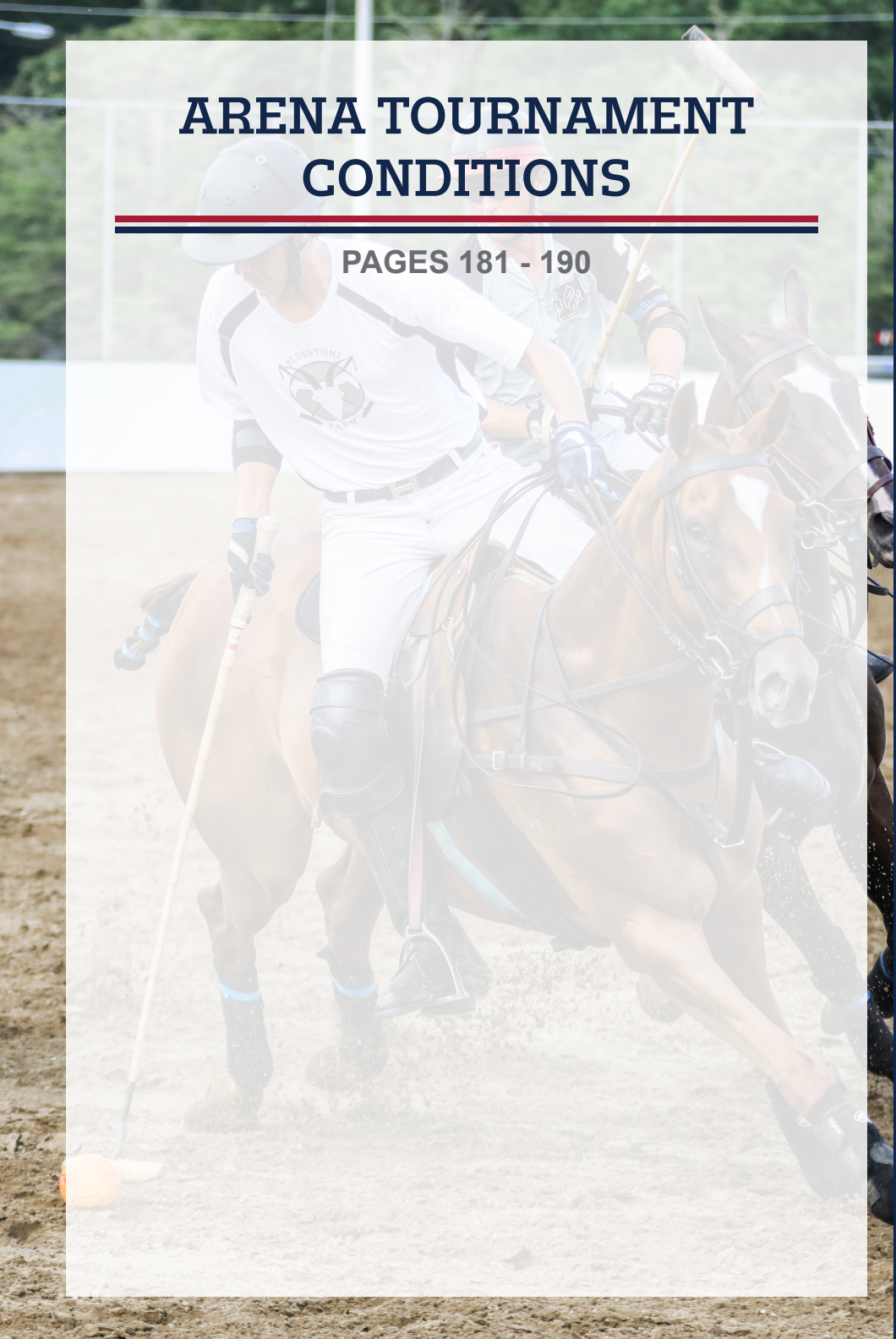

OPTIONAL TOURNAMENT CONDITIONS FOR ARENA RULES 6, 9 AND 10

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 25 yard 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 **unless it is hit by the striker into the goal his or her team is defending, in which case it shall count only one point for the other team.**

(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. In the event that the Officials cannot determine whether or not a goal has been scored, or whether or not it was a 2 point goal, the benefit of doubt shall be to the defending team.

d. Following a scored goal, at the option of the Committee, play is resumed by either:

(1) A bowl-in at the center of the arena; or

(2) A "free hit" by the team against which the goal was scored.

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.

(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.

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 the 25 yard line. 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 the 25 yard line, and bowl in at the 15.

Blue hits from beyond the 25 yard line. Red, defending, backs the ball but fouls about 15 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 9- PENALTIES

ARENA TC

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:

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, **except one designated**

member of the fouling team, who shall be placed along the end wall to the left or right of the goal, no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is less than 10 yards from the edge of the goal. No opponent shall be within 5 yards of the player making the hit. If the ball is hit wide of the goal and the rebound is within **25** yards of the end wall, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. **As used in the prior sentence, the word "immediately" means within 5 seconds of the rebound, and the phrase "affect that play" describes conduct that includes but is not limited to being within a 5-yard radius of the designated player's play on the rebound.** If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play **and another free hit shall be granted the team fouled as called for in the original Penalty 2.** If the penalty shot rebounds off the wall and travels farther than the **25**-yard line, the ball becomes live for both teams and **all Right of Way rules apply.** If the ball is hit on the penalty shot over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored directly from the mallet of the hitter it shall count as one point. 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, **except one designated member of the fouling team, who shall be placed along the end wall to the left or right of the goal, no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is less than 10 yards from the edge of the goal.** No opponent shall be within 5 yards of the player making the hit. If the ball is hit wide of the goal and the rebound is within **25** yards of the end wall, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. **As used in the prior sentence, the word "immediately" means within 5 seconds of the rebound, and the phrase "affect that play" describes conduct that includes but is not limited to being within a 5-yard radius of the fouling team's play on the rebound.** If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play and **another free hit shall be granted the team fouled as called for in the original Penalty 3.** If the penalty shot rebounds off the wall and travels farther than the **25** yard line, the ball becomes live for both teams a**nd all Right of Way rules apply.** If the ball is hit on the penalty shot over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored

directly from the mallet of the hitter it shall count as one point. Play shall continue in the event no goal is scored on the free hit.

Defended Penalty 3 (Note: the Defended Penalty 3 shall be only be available at the option of the Host Tournament Committee in Events with a lower handicap limit of 12 or more goals).

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, except one designated member 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. If the defender in goal blocks the ball with his mal-let, body or horse, the ball becomes live for both teams and all Right of Way rules apply. If the ball is hit wide of the goal and the rebound is within 25 yards of the end wall, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. As used in the prior sentence, the word "immediately" means within 5 seconds of the rebound, and the phrase "affect that play" de-scribes conduct that includes but is not limited to being within a 5-yard radius of the designated player's play on the rebound. If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play and another free hit shall be granted the team fouled as called for in the original defended Penalty 3. If the penalty shot rebounds off the wall and travels farther than the 25 yard line, the ball becomes live for both teams and all Right of Way rules apply. If the ball is hit on the penalty shot over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored directly from the mallet of the hitter it shall count as one point. 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 **designated member** 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. If the defender in goal blocks the ball with his mallet, **body or horse**, the ball **becomes** live for both teams **and all Right of Way rules apply**. If the ball is hit wide of the goal and the rebound is within **25** yards of the end wall, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall af-

fect that play. **As used in the prior sentence(s), the word "immediately" means within 5 seconds of the rebound, and the phrase "affect that play" describes conduct that includes but is not limited to being within a 5-yard radius of the fouling team's play on the rebound.** If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play **and another free hit shall be granted the team fouled as called for in the original Penalty 4.** If the penalty shot rebounds off the wall and travels farther than the **25**-yard line, the ball becomes live for both teams **and all Right of Way rules apply. If the goal is scored, whether directly or off the wall, or after contact with the defender's mallet, body, or mount, it shall count as one point.** If the ball is hit on the penalty shot over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. Play shall continue in the event that no goal is scored on the free hit.

Penalty 5.

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

a. The point of infraction, if 25 yards or more from the goal that the fouled team is attacking. Both teams shall 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 calls "PLAY" and the ball is hit or hit at. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. 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 in the arena which is five yards (5) from the wall. Play shall continue in the event that no goal is scored on the free hit. If the ball is hit on the penalty shot directly over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored directly or off the wall but not off the roof structure, or after contact with the defender's mallet, body, or mount, it shall count as two points.

b. A point not more than one foot beyond the mid-point of the center line of the arena; both teams to position themselves any-where 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. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. Play shall continue if no goal is scored on the free hit. If the ball is hit on the penalty shot directly over the end wall and out of play, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored directly or off the wall but not off the roof structure, or after contact with the defender's mallet, body, or mount, it shall count as two points.

Penalty 5.a...INTERPRETATION: The Penalty No. 5.a. from the point of the infrac-

tion should be awarded only for the minor incidents that occur no closer than 25 yards from the goal that the fouled team is attacking, and **the ball** must be placed no closer than 25 yards from that goal. The ball placement for a Penalty No. 5.a 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 Line of the Ball 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 No. 5.a. 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, or 4 by the team fouled, a free hit from the original spot of the foul shot shall be granted to the fouling team. Any goal scored as a result of the original free hit shall not be counted.

c. In the case of failure to correctly carry out Penalties 5.a or 5.b by the team fouled, the ball shall be bowled in at the spot of the intended foul shot. 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. 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 com-mencement of the game.

Penalty 8.
The player or mount shall be disqualified. If the disqualification is for ille-gal equipment, the player or mount may return when the offending equip-ment is removed.

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

b. EXECUTION OF PENALTIES:
(1) On Penalties No. 2, 3, 4 and 5, one player may, with the Umpire's permis-sion, 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 **allowed to do so by the Penalty 2, 3 and 4 provisions above.**
(a) On Penalties 2 and 3, no member of the fouling team may hit the ball until it rebounds off the end wall.
(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.
(3) In the event the hitter misses the ball completely, on a Penalty No. 5.a. or 5.b., the ball remains in play and the Line of the Ball is defined in Rule 11.b.
(4) Once the Umpire has called "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 No. 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 **a** Penalty No. 6.b may be awarded.
(6) On Penalties No. 2, 3, 4 or 5 there shall be no contact between any player and opponent until the ball is hit or hit at.

Rule 9.b(5)….INTERPRETATION: The hitter of the foul shot is considered to be approaching the ball when advancing forward toward the ball.

Rule 9.b(4) and (5)....EXAMPLES:

A Penalty No. 2 is awarded to the Red Team. As Red #1 approaches, his horse becomes skittish. Red #1 does not hit or hit at the ball, but his horse runs over the top of the ball kicking it several yards towards the goal. The Umpires shall stop play, place the ball on the 15-yard line, and allow the Red Team a second approach.

A Penalty No. 2 is awarded to the Red Team. Red #1 does not hit or hit at the ball on his first approach. As Red #1 makes his second approach, his horse becomes skittish. Red #1 does not hit or hit at the ball, but his horse runs over the top of the ball kicking it several yards towards the goal. The Red Team has had its two approaches. The Umpires shall stop play and award the other team a Penalty 5.a.

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 any 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.

(5) Location of the ball.

c. More than one penalty may be exacted by the Umpire where appropriate, whether or not multiple fouls are committed.

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
12	1, 2, 3, 4, 5, 7
13	1, 2, 3, 4, 5, 7
14	1, 2, 3, 4, 5, 7
14h	2,3,4,5
15	1, 2, 3, 4, 5, 7
16	1, 2, 3, 4, 5,7

(1) Penalty No. 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.
(2) At the discretion of the Umpire, either a Penalty No. 2 or a Penalty No. 3 shall be exacted for a foul by the defending team that occurs inside the 25 yard line closest to the goal it is defending but which does not qualify for a Penalty No. 1.
(3) Penalty No. 5.a and 5.b are to be awarded for fouls that are:
(a) Without danger;
(b) Inadvertent, not deliberate;
(c) Minor advantage or disadvantage to either team.

OPTIONAL TOURNAMENT CONDITION FOR ARENA RULE 15(a)(4)
(Note: this Optional Tournament Condition – in which provision 15(a)(4) differs from the provision in Arena Rule 15 - shall be only be available at the option of the Host Tournament Committee in Events with a lower handicap limit of 12 or more goals.)

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 hooking player's mallet head is below the level of the shoulder of the player being hooked.

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" or "helicopter" fashion as in appealing for a foul or celebration.

ALTERNATIVE FORMAT POLO RULES

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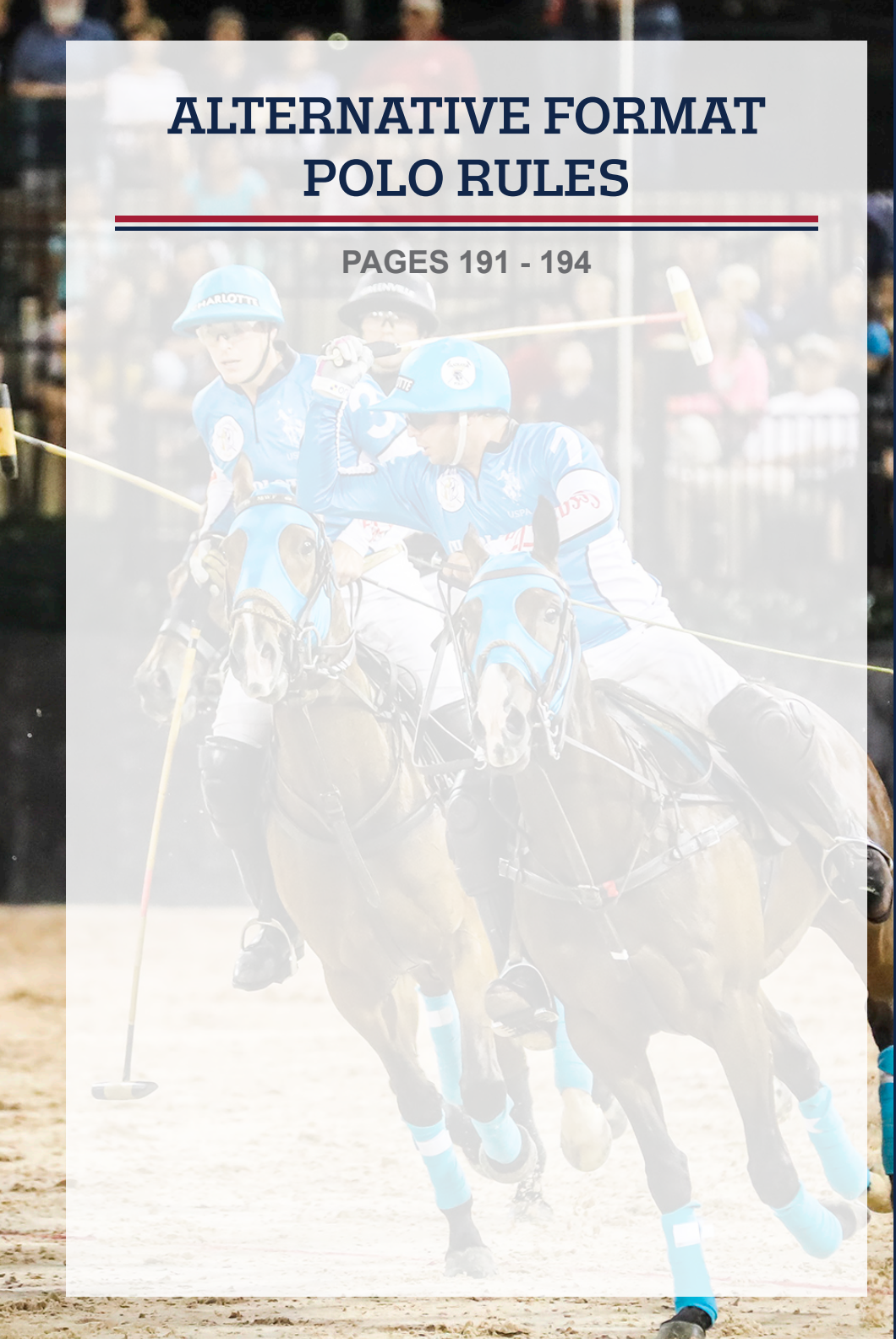

OPTIONAL TOURNAMENT CONDITIONS FOR ALTERNATIVE FORMAT ARENA POLO (BEACH, SNOW & STADIUM POLO, ETC.)

INTRODUCTION; OVERVIEW; EXCEPTIONS

Alternative format polo includes beach polo, snow polo, stadium polo, and other forms of arena polo played in non-standard arenas or facilities. When adopted by the Host Tournament Committee (also referred to herein as the "Committee") for use in Events in which alternative format polo is played, these Optional Tournament Conditions replace the USPA Arena Rules or Optional Tournament Conditions to which they numerically correspond. Accordingly, although they are Tournament Conditions, they are also referred to herein as "Rules" for the sake of simplicity. As indicated below, USPA Arena Rules 2 through 5 and 11 through 18 may not be waived or replaced except through the USPA's variance procedures in Events in which alternative format polo is played.

These Rules should, to the extent possible, be enforced in all USPA Events in which alternative format polo is played. USPA member clubs are strongly encouraged to enforce these Rules in all Club Events in which alternative format polo is played. It is recognized that some limitations may from time to time exist which make it impossible or impractical for the Host Tournament Committee to fully enforce these Rules. In such cases, the Committee shall spell out such exceptions prior to any Club Event.

The Committee shall make every effort to comply with the intent of these Rules if an exception must be made for a USPA Event. In the event the Committee seeks to apply any exception to these Rules in a USPA Event or use facilities or procedures in a USPA Event that are not recommended by these Rules, it must first seek and obtain permission to do so from the USPA Tournament Coordinator and second notify all participating teams and officials at least one week before the USPA Event begins of each of the approved exceptions, facilities and procedures that vary from those required or suggested by these Rules.

In a Club Event, a USPA member club's Host Tournament Committee may adopt one more variances from these Rules before the event with notice to the teams, providing that the USPA member club accepts responsibility for the consequences of any such adoption and the USPA member club's Host Tournament Committee believes that any such adoption is in the best interest of the USPA member club and the sport. 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. House rules could include, but are not limited to: definition of "goal line," "goal mouth," "wall," or "out of play."

RULE 1- FACILITIES

a. Playing Area

(1) The recommended playing area for alternative format polo is 300 - 500 feet in length by 150 - 240 feet in width.

(2) Goals shall be centered at opposite ends of the playing area. The recommended goal size is 18 - 24 feet in width by 12 - 15 feet in height.

(3) Where practicable and appropriate, it is recommended that the playing area be clearly marked with goal lines, penalty lines, a center line and end lines.

(4) Where practicable and appropriate, it is recommended that the yardage and yard-line references found elsewhere in the USPA Arena Rules and Optional Tournament Conditions (e.g., for penalties, throw-ins, scoring, shoot-outs, etc.) be used in alternative format polo.

(5) Where practicable and appropriate, end wall boards and/or side boards measuring between 4.5 and 5 feet in height are recommended. If they are used, it is recommended that side boards be marked with penalty lines and a center line.

(6) Where practicable and appropriate, alternative format polo may be played with open ends, goal lines and goal posts. If so, it is recommended that Rules 18, 22.a, 21.a and Penalty 6 in the USPA Outdoor Rules be followed with the exception that the free hit called for in Penalty 6 be taken from the same yard line as a Penalty 4.

(7) When side boards are not used, the Host Tournament Committee shall designate a safety side zone outside and parallel to the sidelines of the playing area that is recommended to be a minimum of 5 yards.

(8) When end boards are not used, the boundaries at the ends of the playing area shall be known as the end lines, except for that portion between the goal posts, which shall be known as the goal lines.

(9) When side boards and/or end boards are not used, there shall be an area beyond the side and/or end lines, known as the run off area, and incidents of the game which occur here shall be treated as though they were in the playing area.

b. Balls

It is recommended that the ball be not less than 12.5" or more than 15" in circumference when fully inflated, and that it be either white or an easily visible color.

c. Definition of Event

For the purposes of these Rules, an "event" or "Event is a USPA Event or Club Event as those terms are defined in Section I of the Tournament Conditions.

ALT FORM

RULE 2- MOUNTS AND EQUIPMENT

USPA Arena Rule 2 may not be waived or replaced in Alternative Format Polo.

RULE 3- PLAYERS AND ALTERNATES

USPA Arena Rule 3 may not be waived or replaced in Alternative Format Polo.

RULE 4- OFFICIALS

USPA Arena Rule 4 may not be waived or replaced in Alternative Format Polo.

RULE 5- LENGTH AND NUMBER OF PERIODS

USPA Arena Rule 5 may not be waived or replaced in Alternative Format Polo.

RULE 6- SCORING

USPA Arena Rule 6 (or Optional Tournament Condition for Arena Rule 6, if it is used by the Committee) may not be waived or replaced in Alternative Format Polo, except that, where practicable and appropriate, the yardage and yard-line references found in the Rule or Optional Tournament Condition for Arena Rule 6 may be adjusted pursuant to the provisions and procedures of the "Introduction; Overview; Exceptions" section set forth above.

RULE 7- DEAD BALL

USPA Arena Rule 7 may not be waived or replaced in Alternative Format Polo, except that, where practicable and appropriate, the yardage and yard-line references found in the Rule may be adjusted pursuant to the provisions and procedures of the "Introduction; Overview; Exceptions" section set forth above.

RULE 8- COMMENCEMENT AND RESUMPTION OF PLAY

USPA Arena Rule 8 may not be waived or replaced in Alternative Format Polo, except that, where practicable and appropriate, the yardage and yard-line references found in the Rule may be adjusted pursuant to the provisions and procedures of the "Introduction; Overview; Exceptions" section set forth above.

RULE 9- PENALTIES

USPA Arena Rule 9 (or Optional Tournament Condition for Arena Rule 9, if it is used by the Committee) may not be waived or replaced in Alternative Format Polo, except that, where practicable and appropriate, the yardage and yard-line references and/or the procedures found in the Rule or Optional Tournament Condition for Arena Rule 9 may be adjusted pursuant to the provisions and procedures of the "Introduction; Overview; Exceptions" section set forth above.

RULE 10- CALLING OF FOULS AND SELECTION OF PENALTY

USPA Arena Rule 10 (or Optional Tournament Condition for Arena Rule 10, if it is used by the Committee) may not be waived or replaced in Alternative Format Polo, except that, where practicable and appropriate, the yardage and yard-line references found in the Rule or Optional Tournament Condition for Arena Rule 10 may be adjusted pursuant to the provisions and procedures of the "Introduction; Overview; Exceptions" section set forth above.

RULE 11- LINE OF THE BALL

USPA Arena Rule 11 may not be waived or replaced in Alternative Format Polo.

RULE 12- RIGHT OF WAY

USPA Arena Rule 12 may not be waived or replaced in Alternative Format Polo.

RULE 13- DANGEROUS RIDING

USPA Arena Rule 13 may not be waived or replaced in Alternative Format Polo.

RULE 14- IMPROPER PLAY AND UNSPORTSMANLIKE CONDUCT

USPA Arena Rule 14 may not be waived or replaced in Alternative Format Polo.

RULE 15- USE OF THE MALLET

USPA Arena Rule 15 may not be waived or replaced in Alternative Format Polo.

RULE 16- INTERRUPTION OF PLAY

USPA Arena Rule 16 may not be waived or replaced in Alternative Format Polo.

RULE-17 HANDICAPS

USPA Arena Rule 17 may not be waived or replaced in Alternative Format Polo.

RULE 18- USPA: PROTESTS, VARIATION FROM RULES

USPA Arena Rule 18 may not be waived or replaced in Alternative Format Polo.

INTERCOLLEGIATE/ INTERSCHOLASTIC TOURNAMENT CONDITIONS

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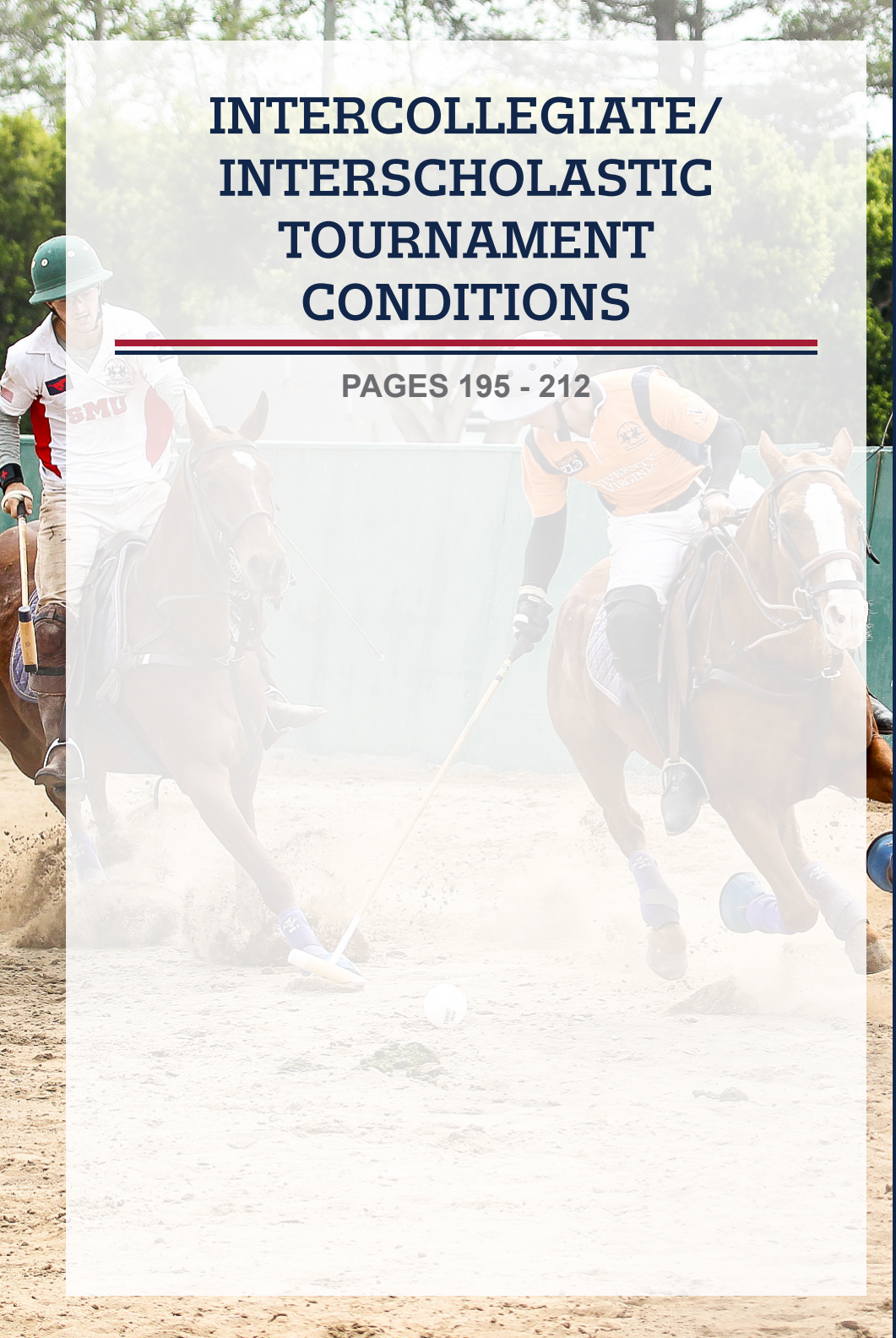

2018 INTERCOLLEGIATE/INTERSCHOLASTIC TOURNAMENT CONDITIONS

A. General Program Information

(1) The USPA Intercollegiate/Interscholastic (I/I) Committee shall appoint a National Host Tournament Committee (NHTC), which will include the following persons: CEO of the USPA, the I/I Committee Chair(s) and others as they may designate, to total five members, subject to the approval of the USPA Chairman. The NHTC shall conduct each I/I Event/Tournament. A Regional Host Tournament Committee (RHTC) shall be formed to assist the NHTC in Preliminary/Regional Tournaments and will consist of 3 members; the I/I Regional Chair (an NHTC member) and two other people to total three members. A coach of a participating team may not serve on the NHTC or RHTC. All NHTC and RHTC members shall serve one year terms with no limit to number of years served.

(2) Any exceptions or clarifications to the I/I Tournament Conditions will be handled and ruled upon by the NHTC. The decision of the NHTC shall be final.

(3) In the event of any circumstances that may not be covered by these conditions, the decision of the NHTC shall be final.

(4) The USPA I/I Committee will have a Coaches' Sub-committee as outlined in the I/I Information Packet.

(5) The USPA I/I Chairman will appoint a Hardship Waiver Sub-Committee which will include the following persons: one member from each of the four Regional Host Tournament Committees, one at-large member and the two Coaches' Representatives as ex-officio (non-voting) members, to total seven members.

(6) I/I Communication

a. The primary method of communication for the I/I Program shall be through email and the USPA website I/I News Bulletin page.

b. For the purpose of reminding teams of approaching deadlines, communication shall occur in the following order: 1. website 2. email 3. telephone

c. All teams must supply current contact information to the USPA I/I Program Director and advise the Program Director of any changes. Teams are responsible for maintaining current contact information with the USPA.

B. Games/Events

(1) All games shall be played under the USPA Arena Rules, **utilizing the Optional Tournament Conditions for Arena Rules 6, 9 and 10 (not including the Defended Penalty 3 option),** as outlined in the current year official USPA Rule Book, subject to such modifications as the I/I Committee may impose. Any modifications shall be published prior to the I/I Event. Current year modifications:

a. All I/I Tournaments and Qualified Games will be played using a "Split String" as outlined in the I/I Information Packet. Procedures for using a split string as well as the procedure for utilizing a spare if needed shall be followed as outlined on the split string sheet.

b. Teams are required to play four chukker games.

i. Prior NHTC approval is required for the following exceptions:
a. To hold a shortened game on the following terms:
i. In the case of insufficient horses, teams may agree to play abbreviated games of no less than two chukkers.
b. Cases of last minute scheduling will not be considered an acceptable term to host a game of less than 4 chukkers.
c. If shortened games are granted, a total of eight chukkers must be played by a team to meet the minimum tournament qualifications.
ii. NHTC approval may be granted after a game has been completed for the following exceptions:
a. If officials call a game due to inclement weather or darkness and it cannot be rescheduled, the score at the time the game was called shall stand and the game shall be considered complete.
b. In extreme weather conditions chukkers may be shortened to no less than five minutes.
c. In the case of fatigued horses chukkers may be shortened or a break can be taken half way through the chukker to allow horses to recover.

c. All I/I games shall be played without handicap. In the event of a 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:
i. Have the option of providing a qualified substitute.
ii. Request a player from the fouling team whose ability is closest to that of the disabled player, as determined by the HTC, with the advice of the umpires, be removed. The HTC shall have not more than 20 minutes from the time the foul occurred to make a determination. The Captain must decide how to proceed immediately following the HTC's determination.

d. The umpire may remove a player from a game if in the opinion of the umpire, that player is creating an unsafe situation. Actions deemed unsafe include, but are not limited to endangerment to other participants and/or mounts and repeated fouls caused by these actions. Eligible substitutes shall be allowed within the chukker the unsafe player has been removed. If no eligible substitute is available, then the game will continue two on three unless the opposing team opts to remove one of its players, in which case the game will continue two on two.

e. All I/I teams participating in post season tournaments will be assigned work duties as outlined in the General Work Routine Guidelines included in the I/I Information Packet.

f. All participants in any USPA I/I Tournament or any Qualified Game shall wear face and/or eye protection during competition.

g. Participants in any USPA I/I Tournament or Qualified Game shall only use artificial aids that adhere to the following standards:
i. Spurs
a. A participant shall not wear spurs with a sharp, square, or rough end.
b. Traditional type polo spurs; spurs must have a smooth, round, roll-

ing rowel. The length of the spur's shank including the rowel, shall not exceed. 1.5", and the diameter of the rowel shall be between .75"-1" *(figure a)*.

Figure a.

c. A prince of Wales type spur with a rounded shank that shall not exceed .5" in length *(figure b)*.

Figure b.

ii. Whip

a. The length of the whip's popper may not exceed 3"

h. Unnecessary use of whip and /or spurs will not be tolerated at any USPA I/I Event.

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

a. Slash use of whip- loud and /or repeated strokes.

b. Over used of whip- To include but not limited to:

(1). In excess of two strokes behind the saddle

(2). When mount is laboring

(3). Following a missed play or shot

(4). On the way back to the lineup

(5). During a dead ball.

c. Over use of spurs - to include but not limited to:

(1). Excessive force

(2). Unnecessary use of spurs

i. Umpires shall not appear in any I/I Event in other than proper uniform including a suitable riding or polo helmet with chin strap in place.

j. All participants in any USPA I/I Tournament/Event shall wear suitable shoes when working around horses. All shoes must be closed toed and closed heeled.

k. Teams will be allowed one (1), ninety (90) second timeout per half. **Timeouts will not transfer, or be awarded during an overtime shootout.** A timeout may be used at any dead ball opportunity or after a goal is scored. **A** team **member** must ride to the umpires and indicate he/ she would like to use their timeout, **or a coach may get an official's attention from the sideline in order to call the timeout. Coaches may elect to enter the arena or have their team stand near the coaching area. If a coach elects to enter the arena, they must enter immediately after a timeout is requested**. Once teams have converged on

their coach, or around their captain if no coach is available, the time shall begin the count down. **Substitutions may only be made during the timeout. The substitute(s) must be ready to play when the timeout ends. No warm up time shall be given to the substitute(s).** The end of a time out shall be indicated by a horn or the official's whistle. In the event teams do not return to the area where play shall be resumed in a timely manner **or coaches do not leave the arena within 15 seconds of the horn,** the umpires shall blow the whistle to indicate improper play and determine the appropriate penalty assessment.

i. A timeout will not be charged if team members need to switch horses with their string.

ii. A timeout will not be charged if a player needs to fix a part of their tack.

iii. A timeout will not be charged if a player must take an injury timeout. A substitution will not be charged if a player must be brought in to take the place of an injured player.

(2) All games played by teams to determine rankings in tournaments shall be under the jurisdiction of the I/I Committee.

a. In order for the NHTC to accurately seed regional tournaments, all I/I teams are required to play a mandatory minimum of two Qualified Games by **January 9, 20178** for Interscholastic (IS) teams and **February 1, 2018** for Intercollegiate (IC) teams.

b. A Qualified Game is competition between two teams in the same region and division (IS Girls, IS Open, IC Women, IC Men) which meet the requirements of individual and team eligibility as defined in the USPA I/I Tournament Conditions. Games played against teams not meeting the standard qualification requirements will be sent to the NHTC for review and approval. Qualified games must start with three players per team. Games may only be qualified by the NHTC. All regular season qualified games must end in a win/ loss situation. All ties at the end of regulation play shall be broken by a shoot-out.

i. IC teams must play one of their Qualified games against a team in their assigned region. The second Qualified game may be against another I/I team from a different region.

ii. IS teams must play one of their Qualified games against a team in their assigned region. The second Qualified game may be against another I/I team from a different region or division.

1. If no other in-division team resides within 600 miles of a club, a team may play any other IS team for their Qualified games. If no other IS team resides within 600 miles of the club, the team may play an IC team for their qualified games. The team's coach must alert I/I staff if they believe there is no other in-division team within 600 miles of their club. Staff can verify, and then aid in finding opponents if necessary.

2. IS teams may be granted permission by the NHTC to play the required

two games against any IS team, regardless of region, or against an IC team if necessary. The NHTC may ask that additional games be played for seeding preliminary/regional tournaments.

c. The official roster of an I/I team shall be the qualified players listed on the official eligibility paperwork submitted to the USPA, with all eligibility requirements signed off on and verified. Only qualified players appearing on the USPA I/I official roster will be eligible to participate in USPA I/I official regular season games. Clubs allowing players to play in regular season games who are not listed on the official USPA I/I roster, will be subject to penalties by the USPA, and potential disqualification from the tournament season.

d. A Qualified Player is a current USPA member that meets all I/I eligibility requirements as defined in the USPA I/I Tournament Conditions.

e. Scrimmages do not count towards a player's use of eligibility.

f. The NHTC reserves the right to review all games played (Qualified and Non qualified) when necessary for seeding purposes.

g. Carbonless, triplicate score sheets shall be used at all regular season and tournament games. Score sheets can be obtained from the USPA.

h. Score sheets must be legible and include team names, official team rosters (players' full names), umpires' full names and game date. To be valid, a score sheet must be signed by both coaches and/or captains. Each team's coach/captain shall be given a copy of the score sheet.

i. The signed score sheet for each Qualified Game must be submitted to the USPA within seven days from the day the game is played. Score sheets may be either faxed, emailed (scanned copies or legible photos) or uploaded using the online form to the USPA (see information below).

(3) The official I/I season starts September 1st of the current year and ends at the conclusion of the National Tournament for that academic year.

(4) Regular Season Regional Champions shall be determined based on win/loss record of in region/ in division qualified games. To qualify for a regular season championship, teams must play at least four (4) regular season qualified games as outline above (section B. Games/ Events) against three (3) different opponents. Any ties will be broken based on strength of season. All regular season regional champions will be reviewed and approved by the RHTC. Awards will be provided to each regional and divisional champion at the end of the I/I tournament season.

C. Tournaments

(1) All I/I Tournament games will follow the I/I Tournament Conditions as written in section B. of the current year USPA Rule Book.

(2) All I/I teams, provided they have complied with all rules and regulations outlined in the USPA Rule Book and Tournament Conditions, will be given an opportunity to compete in post-season play. Teams will be seeded into either a preliminary tournament or receive a bye into a regional tournament based on the results of regular season play and other information available to the NHTC. All I/I regional

winners will advance to their National Tournament. Regions and team assignments will be defined prior to the start of the I/I tournament season.

a. All I/I tournaments will be seeded by the NHTC and played by Single Elimination unless otherwise designated by the NHTC and/or the RHTC prior to the I/I Event. Seeding will be based on win-loss records and other information available to the Committee. This information may include but is not limited to:

i. The addition or loss of a player(s) to a team's roster due to that player(s)' eligibility or availability.

ii. Strength of playing schedule.

iii. Other circumstances with regard to a team's win-loss record.

b. The NHTC reserves the right to select one or more "wild card" teams to compete in Regional/National Tournaments. Selection is based on the observation of teams, primarily at the preliminary and/or regional tournaments and during the regular season, by the RHTC and/or the I/I Program Director, the I/I Tournament Coordinator, I/I Umpires, and I/I Tournament Managers.

i. Team strength, win/loss record, regular season strength of schedule and ability to advance in the Regional/National Tournament shall be taken into consideration. Priority shall be given as follows:

1. To invite teams which can potentially win the Regional/ National Tournament

2. To assemble the strongest teams in the region/country.

ii. Availability of horses, both physically and financially, shall be taken into account.

iii. Wild card consideration shall first be given to regional second place teams.

iv. Lower placed regional teams may also be considered provided that the regional second place team has been selected.

v. In the event of limited horses and space at the National Tournament, the NHTC has the authority to organize a play-off between potential wild card teams, including a lower placed team with a second place team, with the winner advancing to the National Tournament. Teams offered a play-off do not have to be from the same region. At least one USPA certified umpire will be provided for the play-off.

vi. In the event of disciplinary issues, the NHTC may bypass a team no matter what place they finished at the Regional Tournament.

c. Tournaments with three teams may be played under the American System, the Single Elimination System or as a round robin depending on availability of horses, weather or other factors.

d. Consolation chukkers will be provided at the interscholastic preliminary and regional tournaments if sufficient horses are available.

e. The I/I committee, NHTC, RHTC, I/I Program Director or their representative reserves the right to alter the number or length of chukkers played in any USPA I/I Tournament to accommodate all participating teams, availability of

horses, and/or condition of horses.

f. If sufficient horses are not available and all possible solutions have been exhausted, the following options will be exercised:

i. Playing priority shall be given to teams supplying or sourcing horses for the tournament. The remaining teams without an assigned string will not compete in the tournament. Teams outside of the 600 mile shipping limit will be aided by the USPA in sourcing a string.

g. There shall be no practice, game play or stick and balling:

i. Of any horses scheduled to be used in the tournament, at any location, by any individual, during the dates the tournament is being held.

ii. By any individual or teams participating in the tournament from the date the tournament begins until after the finals have been played or a player's team plays their final game in the tournament. (This does not preclude pre-game warm-up.)

(3) The I/I Committee shall establish a tournament entry fee schedule in addition to providing reimbursement of appropriate costs for participants of specific tournaments.

a. Any monies received to defray tournament expenses from USPA, member schools and clubs or any sponsor shall be allocated by the USPA I/I Committee in such a way that no individual or team is favored. Primary consideration in allocating such funds will be towards the expense of furnishing mounts for the I/I Event. In all cases the decision of the I/I Committee shall be final.

b. Grounds fees may be charged in addition to tournament entry fees if necessary to provide adequate facilities for the I/I Event.

(4) All teams entering an I/I Tournament shall be subject to the following fees:

a. $100 I/I Magazine Fee (due December 1st). Magazine fee waived for teams which submit an advertisement for the I/I Magazine.

b. All teams shall submit a non-refundable $600 tournament entry fee, payable to the USPA (due December 1).

c. Teams entering a second I/I Tournament (Regional or National) shall be charged an additional $400 entry fee (payable to the USPA) prior to the first game of the tournament.

(5) After a consecutive three (3) year grace period, beginning the first year of tournament competition, USPA member schools and clubs are required, when asked by the I/I Committee, NHTC, Program Director or RHTC, to supply horses to preliminary, regional and/or national tournaments that they are attending, if their club resides within 600 miles of tournament host site.

a. Individuals/Programs supplying horses to a preliminary, regional or national tournament, shall be reimbursed shipping rates and game rates as published in the yearly I/I Information pack. Less than a full string will be reimbursed on a prorated basis

b. Horses shipped that are determined by the Tournament Veterinarian and/or Host Tournament Committee to be unsuitable for play will not be eligible for

reimbursement.

c. Reasonable veterinary expenses will be reimbursed for injuries that occur during a tournament. This does not include injuries sustained in transit either to or from the tournament. This reimbursement is only for care given at the tournament site.

d. Reimbursements shall be made upon receipt and approval of an official Tournament Invoice (available from the I/I Tournament Coordinator). The invoice must be signed by the Tournament Coordinator or the Program Director with all required information and receipts included. Completed invoices shall be submitted to the USPA (see address below) no later than May 15th of the current year or returned to the I/I Tournament Coordinator. Event name, location and date must be included on the invoice.

e. All published host site and horse provider reimbursement rates apply, unless a negotiated amount is agreed on in advance.

g. A horse owner providing horses to play or umpire in an I/I tournament will be required to provide a negative Equine Infectious Anemia (EIA or Coggins) test result dated within twelve (12) months of the tournament end date, and a certificate of veterinary inspection (health certificate) or the I/I Horse Health Document dated within thirty (30) days of the tournament end date, to the I/I staff no later than one (1) week before the scheduled tournament start date. Horse providers will be advised of any additional host site vaccination requirement by January 1, 2017.

h. All playing and umpiring horses must appear in proper fitting tack, to include, but not be limited to: saddles with over-girths and appropriately sized stirrups; bridles including a standing martingale, two (2) sets of reins (straight or draw reins) for Intercollegiate and Interscholastic (recommended but not required for Middle School); wraps and/ or protective boots for all four (4) legs for playing horses and front legs for umpiring horses and tape to secure the wraps; and grooming supplies. Saddle pads are highly recommended.

i. Unless injured, horses scheduled to play in a tournament must remain available as scheduled in order to receive tournament reimbursement.

(6) The I/I Committee, NHTC, RHTC, Program Director, the USPA, or any of their employees or representatives shall not be held responsible for any personal and/or team equipment at the tournament site.

(7) The I/I Committee, NHTC, RHTC, Program Director, the USPA, or any of their employees or representatives do not assume any responsibility for the value of horses loaned to the tournament, or for the value of equipment broken, lost or stolen at the tournament.

(8) The USPA I/I Committee shall ensure that the following will be at each tournament:

a. Suitable arena for tournament polo

b. Tournament Manager

c. Host Tournament Committee to include the following persons:

Tournament Manager, Tournament Umpires, any RHTC (of the particular region) and NHTC members present and select USPA members as named by the referenced individuals

d. Umpires and referee
e. Equine Welfare Representative
f. Tournament balls, split string sheets, score sheets
g. Team Packets for all participating teams
h. Awards for tournament winners
i. Certificates for tournament all stars and sportsmanship recipients
j. Best Playing Pony and Best Playing String certificate/award
k. Hay and water for tournament horses during the I/I Event

(9) Tournament Voting Procedures

a. All Star and Sportsmanship

i. Each team playing in a tournament will receive an All Star and Sportsmanship ballot. Each team shall vote for four all star candidates and each team member will vote for one Sportsmanship candidate (up to four sportsmanship votes per team) as instructed on the official ballot, based on the listed criteria.

ii. All Star and Sportsmanship Award candidates are for the present tournament only and candidates must be playing in the tournament.

iii. Teams may not vote for players on their own team.

iv. **A player that has received a red flag during the Tournament is not eligible for the Sportsmanship Award. Nominees that have received yellow flag(s) are subject to review by the Host Tournament Committee.**

v. Collegiate: men's teams will vote for men recipients, women's teams will vote for women recipients. There shall be one male and one female sportsmanship recipient per IC tournament and four male All Stars and four female All Stars per IC tournament.

vi. Scholastic: players vote for any participating player (male or female) There shall be one sportsmanship recipient per IS tournament and four All Stars per IS tournament.

vii. The Host Tournament Committee shall also submit a collective vote for all star and sportsmanship candidates with advice from the tournament manager and tournament officials.

viii. The Host Tournament Committee shall have the ability to break any ties. With a unanimous vote, the HTC may change the recipients of tournament awards if they feel that a deserving individual was omitted from the team's ballots. The HTC may disqualify individuals for conduct exhibited at the tournament.

b. Best Playing Pony and Best Playing String

i. The Tournament Manager or designated individual shall collect horse scores from teams that do not own, whose coach(es) do not own, or did not source the horses playing at the conclusion of each game. Horses shall

be scored 1 – 10, 10 being the best score. The tournament manager/RHTC reserves the right to request more accurate horse scores if, in their opinion, a player or team is manipulating the scoring in any way.

ii. The horse receiving the highest average score shall be named Best Playing Pony (BPP) of the tournament. Horses must have played at least two games in the tournament to be eligible for BPP. IC tournaments will award a men's and women's BPP. All tied horses will be recognized as BPP.

iii. All total scores of horses within a string, including spares, shall be added and divided by the number of games played by that string. The string with the highest average shall be named Best Playing String (BPS) of the tournament. String must have played at least two games in the tournament to be eligible for BPS. IC tournaments will award a men's and women's BPS. All tied strings will be recognized.

c. All Star and Sportsmanship ballots and horse scores shall be turned in to the tournament manager or RHTC representative, promptly at the time designated.

D. Intercollegiate Eligibility

(1) Individual Eligibility

a. An individual must be a current Lifetime, Registered or Affiliate Player or Student member of the USPA to be eligible for participation in any IC Tournament or Qualified Game(s). Non-members are not covered by USPA excess liability insurance. New students must join in the fall and renew membership in the spring. Students may join online at www.uspolo.org.

b. A student must be enrolled as a full time student in good standing, making progress toward a degree on the main campus which the college/university polo team represents.

c. A student must be an undergraduate or first year non-transfer graduate student of the college that he/she represents, as verified through the college/university's Registrar's office. First year non-transfer graduate students must meet all other eligibility requirements and have participated in his/her college polo program for a minimum of one year as an undergraduate and USPA member.

d. A student may not have reached his/her 26th birthday prior to September 1st preceding the date of the intercollegiate season for which eligibility is sought.

e. A student may have five consecutive years from the time of first matriculation (as a full time student), at any college or university regardless if the student has transferred to its current institution, in which to complete four years of eligibility.

f. **A student who enters active duty military service immediately following high school and/or** a student entering active duty military service after being enrolled at a college or university will have the five-year period extended for the length of that military service. **The five year period will commence beginning the first academic school year after discharge. The upper age limit will be waived.**

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g. The Registrar of the institution at which the student is enrolled must verify the following:

i. Student is enrolled as a full time student (undergraduate or first year non-transfer graduate student) on the main campus which the college polo team represents.

ii. Student's first year of matriculation (full time).

iii. If the Student has transferred any credits from another institution.

iv. If student is in his/her final semester/quarter, the student may carry less than a full-time academic load. The registrar must verify that this is the student's final semester/quarter. This allowance is only permitted once and only if the player is a graduating senior and a letter from the Registrar confirming such status is obtained.

h. An Official Representative from the institution's governing body of the polo program (i.e. Recreation Sports Dept., Student Government, Athletic Dept., etc.) which the student is enrolled must verify the following:

i. Student maintains a passing average, is in good standing, making progress toward a degree on the main campus which the college polo team represents.

ii. Student is scholastically eligible to participate in sports at his/her college/university.

iii. If the Student was enrolled in active military service.

i. Students must complete the Full Time Student Verification Form, completed by their academic advisor or school registrar, and submit to the USPA by the dates of October 30th for those students competing during the fall season and March 23rd for those students who advance to the national tournament.

j. A student, including one who has misrepresented his or her Individual Eligibility, who has played in any intercollegiate qualified game in any region during the I/I season (September 1st through the National Tournament), is considered to have used a year of eligibility whether or not the student plays in a USPA intercollegiate tournament.

k. A student may request a waiver to the Tournament Conditions as written in section III.D. following the guidelines and procedure as outlined in the I/I Information Packet.

(2) Team Eligibility

a. An Official Representative from the institution's governing body of the polo program (i.e. Recreation Sports Dept., Student Government, Athletic Dept.) which the students are enrolled must verify that the team is recognized by the Institution and is authorized to represent the college/university at Local, Regional and National I/I Events.

b. A team in the Intercollegiate Program must be a USPA member club as defined in the USPA By-Laws with dues paid for the current calendar year of intercollegiate competition.

(3) Gender - As intercollegiate tournaments are available for both men and women, no man may play in a Women's Intercollegiate Event/Tournament, and no woman may play in a Men's Intercollegiate Event/Tournament.
(4) COACHES- COMMENCING SEPTEMBER 1, 2017, ALL INTERCOLLEGIATE TEAMS ARE REQUIRED TO HAVE A DESIGNATED COACH THAT MEETS THE REQUIREMENT CONTAINED IN H. COACHES' ELIGIBILITY. ON AND AFTER SEPTEMBER 1, 2017, AN INTERCOLLEGIATE TEAM THAT DOES NOT HAVE A DESIGNATED COACH MEETING EACH OF THE REQUIREMENT OF SECTION H. COACHES' ELIGIBILITY, SHALL BE INELIGIBLE TO PARTICIPATE IN, AND MAY BE DISQUALIFIED FROM PARTICIPATING IN, A USPA SANCTIONED EVENT.

E. Interscholastic Eligibility

(1) Individual Eligibility

a. An individual must be a current Lifetime, Registered or Affiliate Player, or Student member of the USPA to be eligible for participation in any IS Tournament or Qualified Game(s). Non-members are not covered by USPA excess liability insurance. New students must join in the fall and renew membership in the spring. Students may join online at www.uspolo.org.

b. A student must not have reached his/her 19th birthday prior to September 1st preceding the date of the interscholastic season for which eligibility is sought.

c. An official school representative must verify the following:

i. Student must be enrolled at a public, private or parochial school or an approved home school program, grade 7 through 12, and be making progress toward graduation.

ii. Student must maintain a passing grade average and be scholastically eligible for other interscholastic sports at the school.

d. A student may request a waiver to the Tournament Conditions as written in section III.D. as per the guidelines and procedure as outlined in the I/I Information Packet.

(2) Team Eligibility

a. All interscholastic teams must have a designated coach <u>THAT MEETS THE REQUIREMENTS CONTAINED IN H. COACHES' ELIGIBILITY. AN INTERSCHOLASTIC TEAM THAT DOES NOT HAVE A COACH MEETING EACH OF THE REQUIREMENTS OF SECTION H. COACHES' ELIGIBILITY, SHALL BE INELIGIBLE TO PARTICIPATE IN, AND MAY BE DISQUALIFIED FROM PARTICIPATING IN, A USPA-SANCTIONED EVENT.</u>

b. The coach of each team shall verify the team's collective eligibility.

c. A member school team in the Interscholastic Program must be composed of individually eligible students enrolled at the member school. The school must recognize polo as an organized school activity at the varsity or club level.

d. A member school or youth organization must be a USPA member club as defined in the USPA By-Laws with dues paid for the current calendar year of

interscholastic competition.

e. A team representing a member club or youth organization of the USPA shall be composed of individually eligible students associated with the member club or youth organization. Team members must reside or attend secondary school within a 100 mile radius of the club.

i. The member club's physical address shall be the fixed point of measure for determining distance.

ii. The student's address will be determined as the residence closest to the school the student is attending. A home school student's address will be determined as the residence at time of verification. Students attending boarding school shall use the boarding school address as his/her residence.

iii. Students that do not have a club within a 100 mile radius shall have the opportunity to participate with the nearest club with an interscholastic program that will accept him/her.

iv. The nearest club must be approved by the NHTC and acceptance/denial by the club shall require documentation to the NHTC. **Potential accepting clubs must respond to the I/I staff within five (5) business days to accept or waive a student. If no communication is received in the time limit, the student will be considered waived by the club.**

v. Nearest clubs shall be determined by measuring from the student's address out in concentric circles. If denied by the first club, the student shall move to the next nearest club, until a club is located that will accept the student.

vii. Once the student has the approval of the NHTC and the acceptance of the club, they will be allowed to continue playing for the club until their graduation from high school. If the student decides to leave the club for any reason and join another club, the process must begin again unless the new club's address is located within a 100-mile radium of the student's address.

f. Players may be added or deleted from an official IS roster up until the IS eligibility deadline as stated in the Required Forms section of the USPA I/I Tournament Conditions.

g. No player may play for more than one member school or club within the same I/I season. From the time the score sheet of a Qualified Game is submitted to the USPA to the time an official roster is submitted to the USPA, the players whose names appear on that score sheet may transfer to other teams within a member school or club but may not transfer to a different member school or club. The NHTC may waive this limitation in the event a documented medical injury to one team member will leave the team without a sufficient number of players to participate in the tournament. In such an event, a written request must be presented to the USPA within 7 days of the injury/incident, and no less than 2 weeks prior to the start of the first tournament of the proposed new team.

(3) Gender

a. An all Girls' Interscholastic team that is the only team representing a USPA member school or club may enter either the Girls' Interscholastic Tournament or the Open Interscholastic Tournament but not both.

F. National Alumni Tournament

(1) Player must have participated in an interscholastic or intercollegiate program at his or her school/club.

(2) Player must be a current registered member of the USPA. A handicap is not required.

(3) To be eligible for the National tournament, the player must have participated in at least one of the following:

a. An alumni event at his or her school/club within the last year

b. Active coach of an I/I team

c. Umpired at least 3 USPA I/I Regular season games or tournament games

d. Tournament managed at a USPA I/I Tournament

e. Made a donation in the form of a horse, tack, equipment or monetary to an I/I program

f. Beginning in 2017, a Player must participate in an alumni tournament hosted by an I/I club to be eligible to participate in the National Tournament.

(4) An entry fee of $100 per player will be collected prior to the start the tournament. Check to be made to the I/I program of player's choice. The USPA will supply the following: Arena rental, USPA Certified Umpires, trophies, EMT and tournament manager.

G. Middle School Tournament

(1) Player must be enrolled in an academic program in which they are currently in the 5th through 8th grades.

a. Players that meet both the eligibility requirements for the Middle School and Interscholastic Tournaments will be allowed to play in both sets of tournaments.

(2) Player must be a current registered member if the USPA. A handicap is not required, but Player needs to be ready for tournament play.

(3) $100 per Player for 4 chukkers, or $50 per Player for 2 chukkers will be collected prior to the tournament. Check to be made to the USPA.

(4) If space allows, players will be allowed to play in more than one middle school tournament.

(5) Game setup

a. Games will be played in a 4 chukker format. Players will have the option to play either 2 or 4 chukkers based on the number of horses they bring to play.

b. Taking into consideration the safety of the players in the Middle School Tournaments, games will not be played in the split string format for this tournament only. Players will be responsible for using their own horse(s) or leasing appropriate horses for the Tournament.

i. The Player is responsible for the shipping and housing of their horse(s). The Host site will provide housing options to Players and Coaches before the Tournament.

ii. If the Tournament Manager and Equine Welfare Representative determine that a player's horse is unfit to play for the number of chukkers it has been assigned, the horse will be pulled from the game a replacement found, if possible.

c. Shootouts for Middle School Tournament Games will take place at the 15-yard line. If the shootout moves into multiple rounds, the Host Tournament Committee may move the shootout to the 25-yard line.

(6) Tournament setup

a. Tournaments will be played in an "open" format. Boys and girls will be allowed on the same teams

b. Teams will be formed based on:

i. Individual Players will be placed in a pool for coaches and the Tournament HTC to create appropriate team from, keeping in mind each Players ability and horse availability.

c. Work guidelines

i. Players will be required to follow the assigned work guidelines of the tournament. These guidelines may include, but are not limited to: walking horses, lining the arena, and goal judging.

d. Voting Procedures

i. Best Playing Pony – The Tournament Manager or designated individual shall collect horse names from the Umpires at the conclusion of each game. Together, the Umpires and Tournament Manager will choose the BPP. Other RHTC members in attendance may have a vote as well.

(7) Paperwork

a. The following paperwork is due to the USPA **ten (10) days before the tournament start date**:

i. Tournament Fee

ii. Player Application

iii. General Release

(8) There will be no requirement for qualifying games to be eligible to play in the Middle School Tournaments.

(9) USPA will supply the following: Arena rental, a USPA Certified Umpire, trophies and awards, EMT, and Tournament Manager.

H. Coaches' Eligibility

(1) All designated I/I coaches must meet the following requirements:

a. Must be a current Lifetime, Registered Player, Affiliate Player, **Social Non-Playing Member**, or Student Member of the USPA to be eligible to coach any I/I team. USPA members are subject to the USPA's Code of Conduct. New coaches must join in the fall and renew membership in the spring. Coaches

may join online at www.uspolo.org.

b. Coaches must submit to and pass a yearly criminal background check at the beginning of the I/I season.

c. Coaches are required to take the CDC Heads Up Online Concussion training **every year** and the USOC Safe Sport Online Training **every three years** prior to the start of the I/I season and to take any training updates offered in the future as designated by the I/I staff.

d. Coaches are required to sign the USPA's I/I Coaches Code of Conduct.

e. Coaches are required to complete the USPA CPI Safety Training Modules: Rider, Equine, and Facility Safety.

(2) It is recommended that all coaches be CPI Certified with the I/I Coaches endorsement.

AN INDIVIDUAL THAT DOES NOT SATISFY EACH OF THE REQUIREMENTS SET FORTH ABOVE IN THIS SECTION H., SHALL BE INELIGIBLE TO ACT AS A DESIGNATED COACH FOR AN I/I TEAM, AND MAY JEOPARDIZE THE I/I'S TEAM ABILITY TO PARTICIPATE IN A USPA-SACTIONED EVENT.

I. Required Forms

(1) All Tournament Conditions, Individual Eligibility and Team Eligibility requirements must be met by the following deadlines:

a. December 1st

i. Intent to Compete Forms - Used for the purpose of planning preliminary/regional tournaments. Teams which do not submit an Intent to Compete Form by December 1st will not be allowed to compete in an I/I Tournament.

ii. I/I Magazine Fee of $100

iii. Advertising deadline for the annual I/I Magazine. Teams submitting ads to the magazine will receive a waiver to the $100 Magazine Fee plus additional published program reimbursements if applicable.

iv. Tournament entry fee of $600

b. January 1st

i. USPA Club dues

ii. USPA Individual Membership

c. Interscholastic - **January 9, 2018**; Intercollegiate - **February 1, 2018**

i. General Release, Code of Conduct, Helmet/Facemask Acknowledgement Form (IS and IC players) - one per player

ii. Interscholastic Individual Eligibility Form (IS players) – one per player

iii. Interscholastic Team Eligibility Form (IS players) – one per team

iv. Intercollegiate Registrar Verification Form (IC players) – one per team

v. Intercollegiate Team Eligibility Form (IC players) – one per team

vi. Corrected Arena Rules Test – tests shall be taken individually or as a

team and is intended to be taken open book. The arena rules test can be obtained on the USPA website. Team Coaches/Advisors will be provided the Arena Rules Test answer key by January 1st. Coaches/advisors are instructed to correct their team's test(s) and submit corrected tests to USPA.
vii. Final Roster - one per team

d. All required forms are included in the I/I Information Packet and on the USPA website's I/I pages, www.uspolo.org.

e. Completed forms, score sheets, and payments shall be directed to the USPA (see address below).

United States Polo Association
Attention: I/I Program
2132 Peters Way
Aiken, SC 29805
Email: adavidge@uspolo.org

(2) All forms will remain in effect for the entire academic year, providing the student does not subsequently become ineligible. It is the responsibility of the player and the team coach/advisor to report changes in eligibility status to the USPA immediately. Failure to report changes in eligibility could result in:

a. Suspension of the player or team for future games, for the entire season or for future seasons.

b. Forfeit of all games played while player was ineligible.

c. Additional penalties that may be imposed by the I/I Committee.

J. Violations and Penalties

(1) Violations and Penalties for not complying with USPA I/I Tournament Conditions shall be determined by the NHTC per the following guidelines:

a. Failure to meet paperwork deadlines shall result in a loss of opportunity to compete in I/I Tournaments and Qualified Games.

b. Failure to meet eligibility requirements shall result in an individual's or a team's loss of opportunity to compete in I/I Tournaments and Qualified Games.

c. Failure to meet code of conduct or tournament work requirements shall result in a penalty to be determined by the NHTC, which may include a loss of opportunity to compete in both present and future I/I Tournaments and Qualified Games.

d. Failure to meet any other Tournament Condition shall result in a penalty to be determined by the NHTC.

(2) The USPA I/I Chair(s) may convene a select committee to review violations of or conduct detrimental to I/I polo and the Committee's decision shall be final.

(3) All protests are governed by USPA By-Laws Section 12, Protest Procedures.

EQUINE DRUGS AND MEDICATIONS RULES

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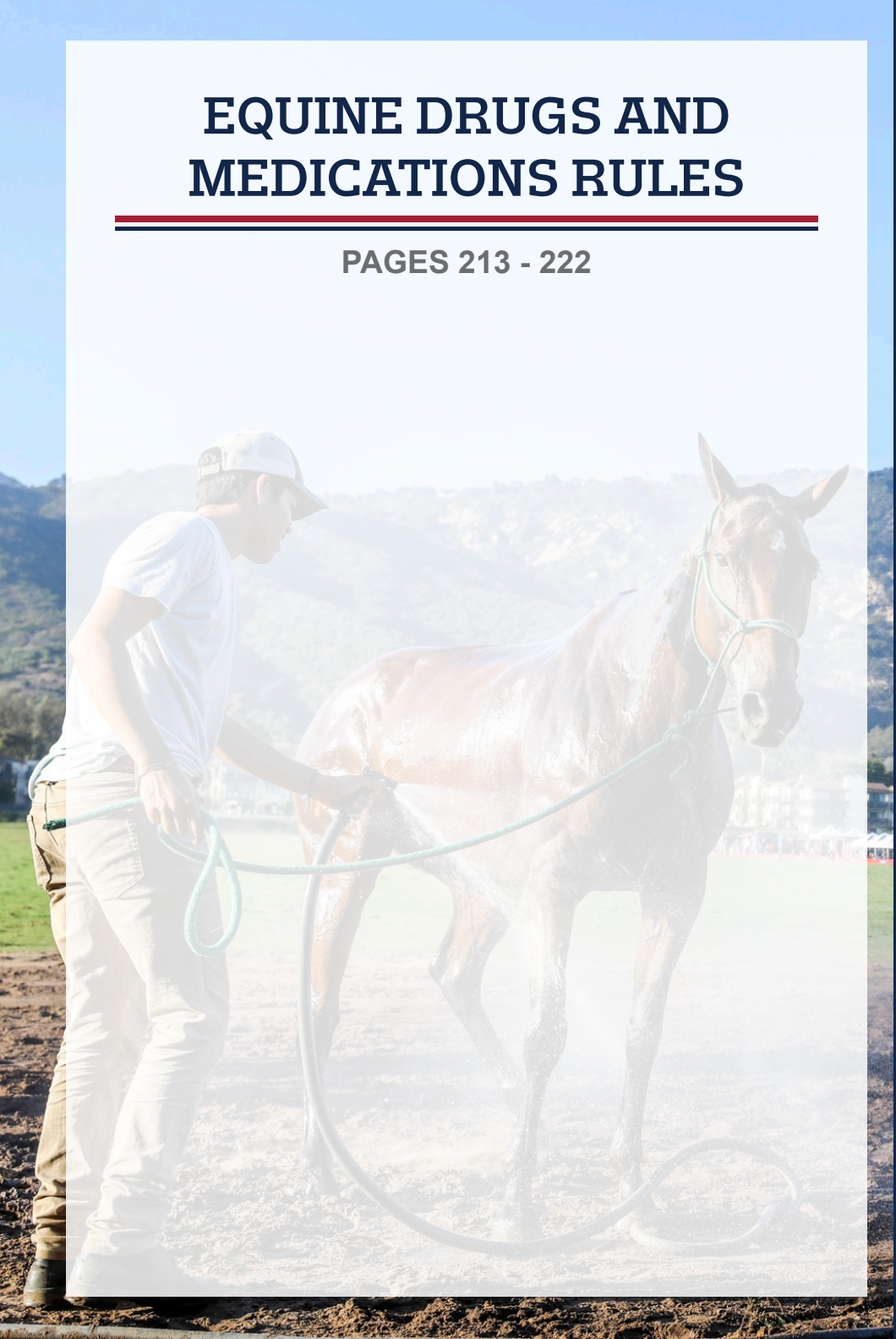

EQUINE DRUGS & MEDICATIONS RULES

1. PERMITTED MEDICATIONS

The USPA will impose no penalty for the administration of the following classes of medications to polo horses:

1. Antibiotics, **antiprotozoals**
2. Dewormers
3. Hormonal therapies **in mares (e.g. Regumate®, altrenogest)**
4. Anti-Ulcer medications **(e.g. Gastrogard®/ Ulcergard®, Cimetidine, Ranitidine)**
5. **Salicylic Acid (Aspirin)**
6. **Isoxuprine**

The USPA neither supports nor condones excessive dosages and/or introduction of non-therapeutic levels of the above Permitted Medications and/or vitamins and minerals for performance enhancing purposes. See Rule **3.3.4**, below. Responsible Parties are urged to consult their veterinarians for proper dosage levels consistent with these Rules.

2. RESTRICTED USE MEDICATIONS

2.1 The medications listed in **Table 1** are allowed by the USPA at the listed Allowable Blood Levels and therefore are not required to be listed on USPA Medication Report Form.

The Maximum Dosage and Latest Administration Hour Guidelines in **Table 1** are for informational purposes only. The Maximum Allowable Blood Plasma Levels indicated in **Table 1** are incorporated in this Rule 2.1 by reference and therefore any horse testing in excess of those levels will subject the Responsible Parties under these Rules to a Conduct Violation charge.

Caution is urged when using compounded medications with varying administration routes not specified in **Table 1**. Only the listed administration routes with non- compounded medications have been evaluated for the dose and time recommendations.

2.2 A horse may not be administered more than one permitted Non-Steroidal Anti-Inflammatory Drug (NSAlD) **within 72 hours of competition. This rule does not apply to Aspirin.**

TABLE 1:
RESTRICTED MEDICATION ALLOWABLE BLOOD LEVELS and RESTRICTED MEDICATION DOSE AND TIME GUIDELINES

Class of Drug	Medication (Generic Name)	Medication (Trade Name)	Max Dosage per lb of body weight	Latest Administration Hour	Administration Method	Max allowed blood plasma levels permited
Corticosteroid	Dexmethasone	Azlum®	2.0 mg/100 lb (20mg/1000lb)	>12 hours	IV, IM	<0.**003** micrograms/ml
			0.5 mg.100 lb (5.0 mg/1000 lb)	>6 hours	IV	
			1.0 mg.100 lb (1.0 mg/1000 lb)	>6 hours	Oral	
Nonsteroidal Anti-inflammatory (NSAID)	Diclofenac	Surpass®	**5 inch ribbon**, ½ inch thich	>12 hours	Topical, 2 doses each 12 hours apart	<0.005 micrograms/ml
	Firocoxib	EquioXX®	0.1 mg/kg (0.0455 mg/lb) (45.5 mg/1000 lb)	>12 hours	Oral	<0.240 micrograms/ml
	Phenylbutazone (Bute)	Butazolidin®	2.0 mg/lb (2.0 g/1000 lb)	>12 hours	Oral, IV	<15.0 micrograms/ml
			1.0 mg/lb (1.0 g/1000 lb)	AM & PM Feed	Oral, 2 doses each day	
	Flunixin Meglumin	Banamine®	0.5 mg/lb (500 mg/1000 lb)	>12 hours	Oral, IV	<1.0 micrograms/ml
	Ketoprofen	Ketofen®	1.0 mg/lb (1.0 g/1000 lb)	>12 hours	IV	<0.250 micrograms/ml
	Meclofenamic Acid	Arquel®	0.5 mg/lb (500 mg/1000 lb)	>12 hours	Oral	<2.5 micrograms/ml
	Naproxen	Naprosyn®	4.0 mg/lb (4.0 g/1000 lb)	>12 hours	Oral, 2 doses each day, 12 hrs apart	<40.0 micrograms/ml
Muscle Relaxant	Methocarbamol	Robaxin®	5.0 mg/lb (5.0 g/1000 lb)	>12 hours	Oral, 2 doses each day, 12 hrs apart	<4.0 micrograms/ml
Bronchodilator	Clenbuterol	Ventipulmin®	0.8 mcg/kg > 8 days	>7 Days	Oral, **2 doses each day**	

3. PROHIBITED DRUGS AND SUBSTANCES

3.1 All medication classes not specifically permitted by these Rules are prohibited. Prohibited drugs and substances include any corticosteroid (other than Restricted Use of Dexamethasone), Anabolic Steroid (including but not limited to Boldenone, Nandrolone, Stanozolol and Testosterone), stimulant, depressant (stimulants and/or depressants are defined as substances which stimulate or depress the cardiovascular, respiratory or central nervous systems), tranquilizer, local anesthetic, psychotropic (mood and/or behavior altering) substance, or drug which might affect the performance of a horse, or any metabolite and/or analog of any such substance or drug, except as expressly permitted by these Rules.

3.2. Prohibited drugs and substances also include any substance (or metabolite and/or analogue thereof) permitted by these Rules when introduced, applied or administered in excess of the maximum limit or other restrictions prescribed herein.

3.3 Notwithstanding any of the foregoing Rules, the following drugs and substances are specifically prohibited when introduced or applied as described below:

1. Adenosine Triphosphate ("ATP") in any application or dosage amount;
2. Selenium injections in any application or dosage amount;
3. Magnesium sulfate given intravenously in any dosage amount;
4. All vitamins and minerals, no matter how administered, when given in excessive dosages or quantities for non-therapeutic reasons.

GUIDELINES FOR THE TIME PERIOD FOR PROHIBITED DRUG DISSIPATION

The following Guideline information is for horses competing in USPA Events. This information does not apply to any horse competing under any drug testing program using a laboratory other than the USPA Designated Laboratory (*see* Rule 5.2.7 below). This information is current at the time of writing; however, the USPA Designated Laboratory may refine existing drug tests to be more sensitive and develops new tests. Improved testing procedures may be implemented at any time without prior notice. The time periods indicated are intended to be only informative Guidelines for the dissipation from the horse's system of Prohibited Drugs or Medications, but may become obsolete as new and more sensitive procedures are implemented. Responsible Parties are therefore warned that reliance on these Guidelines will not serve as a defense to a violation of the USPA Equine Drugs and Medications Rules in the event of a positive test. Although these Guidelines apply to many horses, they cannot account for normal variation in metabolism of drugs by individual horses. Responsible Parties should consult drug manufacturers and knowledgeable veterinarians for more specific advice concerning the administration of any drug or medication, its duration and dissipation. This Guideline information is presented with the assumption that any and all drugs and medications are used for a therapeutic purpose in the diagnosis and treatment of illness or injury, and that any dose administered is a conservative and therapeutic dose consistent with the manufacturer's recommendations.

*** These are Guidelines only and do not address a complete list of prohibited drugs and substances.**

TABLE 2: Guidelines for Approximate Time for Dissipation		
Long-acting Tranquilizers and Psychotropics	Fluphenazine and reserpine	90 days
Anabolic Steroids	Boldenone	82 days
	Nandrolone	35 days
	Stanozolol	47 days
	Testosterone	30 days
Short-acting Tranquilizers and Sedatives	Acepromazine, Detomidine, Xylazine	7 days
Local Anesthetics	Lidocaine and Mepivacaine	7 days
Long-acting Corticosteroids	Methylprednisolone	14 days
Other Corticosteroids	Triamcinolone and Betamethasone	7 days
Nonsteroidal anti-inflammatory drugs	Phenylbutazone and Flunixin	7 days
Antihistamines	Cyproheptadine and Pyrilamine	7 days
Respiratory Drugs	Albuterol, Ventipulmin	7 days

4. THERAPEUTIC DRUG USE

4.1 Certain conditions requiring immediate medical attention occurring within 24 hours prior to an Event, including minor injuries, colic episodes or any other medically valid non-lameness related emergency condition (1) must be treated by a veterinarian, licensed in the State within the United States wherein the Event occurs; and (2) require that a USPA Medication Report Form be submitted by the owner or his or her representative to explain the presence of medications that may later appear on a Drug Test Screen.

4.2 The submission of a USPA Medication Report Form is not intended to create a "free pass" for a positive test of samples taken from a horse. In assessing whether a violation of these Rules has occurred, the USPA will consider the entire factual and medical context surrounding the administration of the treatment reported in a USPA Medication Report Form, including but not limited to the reason for the treatment and the necessity of the type and amount of drug or medication utilized.

4.3 Notwithstanding the foregoing Rule 4.1, the following drugs in Table 3 may be administered at the following dose and time limits, and if administered require that a USPA Medication Report Form be submitted.

TABLE 3				
Medication (Generic Name)	**Medication (Trade Name)**	**Max Dosage**	**Time Limit**	**Administration Method**
Dantrolene	Dantrium®	800 mg	> 3 hours	Oral
Furosemide	Salix®	<= 250 mg	> 3 hours	IV or IM

CAUTION AGAINST THE USE OF HERBAL/NATURAL PRODUCTS

Responsible Parties are hereby warned that the administration of so-called "herbal" and "natural" products to a horse may result in a positive drug screen test indicating the presence of Prohibited Drugs or Substances under these Rules. This testing result may in some cases be contrary to claims of safety or permitted use by those who manufacture and/or market such products. In this regard, Responsible Parties should be skeptical of any claims by manufacturers or others that such products are "legal" or permissible for use at competitions or Events recognized by the USPA. Responsible Parties under these Rules are further cautioned that the plant origin of any ingredient does not preclude its containing a pharmacologically potent and readily detectable prohibited substance, (e.g., cocaine, heroin and marijuana all are derived from plants). Further, Responsible Parties are also warned that although the use of some of these products may not have resulted in positive drug tests in the past, this does not preclude their triggering a positive drug screen test in the future. For these reasons, the USPA warns most strongly against the use of such products. The ingredient labeling for such preparations is often not complete or accurate. Especially suspect are preparations that are claimed to "calm" or "relax" a horse, while at the same time being said to contain no prohibited substances. Such products include, but are not limited to: valerian, kava kava, passionflower, skullcap, chamomile, vervain, lemon balm, leopard's bane, night shade, capsaicin, comfrey, devil's claw, hops, laurel, lavender, red poppy and rauwolfia.

RESPONSIBLE PARTIES UNDER THESE RULES, AND THEIR VETERINARIANS, ARE THEREFORE CAUTIONED AGAINST THE USE OF MEDICINAL PREPARATIONS, TONICS, PASTES, POWDERS, AND PRODUCTS OF ANY KIND, INCLUDING THOSE USED TOPICALLY, THE INGREDIENTS AND QUANTITATIVE ANALYSIS OF WHICH ARE NOT SPECIFICALLY KNOWN, AS THEY MAY CONTAIN A PROHIBITED SUBSTANCE. THIS IS ESPECIALLY TRUE OF THOSE CONTAINING PLANT INGREDIENTS.

REGARDING "APPROVED" OR "ENDORSED" PRODUCTS

The USPA does not endorse or sanction herbal, natural, or medicinal products of any kind.

THE VETERINARIAN'S RESPONSIBILITIES

When dealing with illness or injury in a horse appearing in an Event, the veterinarian should prescribe or administer whatever substance is indicated as medically necessary for therapeutic purposes. Whenever prescribing or administering a substance prohibited or restricted by these Rules, the veterinarian should advise the Responsible Parties under these Rules or their representative of the possible interaction of that treatment with these USPA **Equine** Drugs and Medications Rules. No veterinar-

ian should be party to the administration of a drug or medication to a horse or pony in excessive dosages and/or for non-therapeutic purposes or to affect the performance of the horse. The USPA considers such conduct unethical and likely to encourage further unethical conduct among Responsible Parties under these Rules. Therefore, such conduct is contrary to USPA Rules and undermines the fairness of competition at Events.

5. RESPONSIBLE PARTIES UNDER THESE RULES

5.1 Responsible Parties under these Rules include the Owner and Player of the horse, as well as all parties defined in Rule 5.2. Responsible Parties are accountable for the condition of the horse and compliance with these Rules. In the absence of substantial evidence to the contrary, Responsible Parties are also responsible and accountable under the disciplinary and penalty provisions of the USPA Rules and/or By-Laws. They are additionally responsible for guarding each horse at and sufficiently prior to an Event, so as to prevent the administration by anyone of, or the horse's exposure to, any Restricted Use Medication or Prohibited Drug or Substance. Responsible Parties under these Rules are presumed to be aware of all the provisions of these Rules and all other rules and regulations of the USPA and the penalty provisions of those rules and regulations. A violation of these Rules shall be considered a Conduct Violation under applicable USPA Rules and/or By-Laws.

5.2 Definitions.

5.2.1 An "Owner" is defined as any adult (or adults) who has or shares the responsibility for the care, training, custody, control, condition or performance of the horse, **financial or otherwise**. This could be one person or several individuals. In the event a corporate entity is the Owner or the Owner is otherwise not responsible under these Rules, then the primary Sponsor of the team for whom the horse appears shall stand in place of the Owner as a person who may be charged with any violation of these Rules. In the event the Owner is a minor (under age 18 years **of age** at the time of alleged violation) who is also a member of the USPA, then the parent of the minor, if a member of the USPA, and the minor shall both be responsible under these Rules. The Sponsor of the team for which the minor's horse appeared shall also be responsible along with the child and parent.

5.2.2 As used in these Rules, "Sponsor" is defined consistent with USPA Outdoor Rule 1.f. and Interpretation 1.f.

5.2.3 "Player" is defined as the person riding the horse in an Event and can be the same person as the Owner. The Player is responsible for a violation of these Rules.

5.2.4 "Substantial evidence" means affirmative evidence of such a clear and definite nature as to reasonably establish a fact. It is not the same burden of proof as that required in a court of law.

5.2.5 Leased or Borrowed Horses. The Owners of leased or borrowed horses are also responsible for any violations of these Rules by the party leasing or borrowing those horses.

5.2.6 For the purposes of these Rules, an "event" or "Event" is a USPA Event or a Club Event as those terms are defined in Section 1 of the **USPA** Tournament Conditions.

5.2.7 For the purposes of these Rules, "USPA Designated Laboratory" is the laboratory designated by the USPA Equine Welfare Committee, with notice to the USPA membership, to conduct testing under Rule 6.9 below.

6. TESTING PROCEDURE AND PROTOCOL

6.1 At any given Event, the USPA may designate **one or two** licensed veterinarian**(s)** (the "Sampling Veterinarian**(s)**") to take samples from horses **being played** at that Event.

6.2 A USPA Representative shall arrive at least one hour prior to start of a game to meet with teams, the Sampling Veterinarian(s) and technician(s), to explain that testing will be taking place, identify the designated testing location, and answer any questions.

6.3 If two Sampling Veterinarians are available for testing both teams will be tested. If only one Sampling Veterinarian is available, the USPA Representative will randomly select one team for testing.

6.4 After the pre-game meeting, the USPA Representative will draw at random which players' horse(s) will be selected from each period and which players' horse(s) will be tested more than once. At least one horse will be selected per period, each player shall have a minimum of one horse tested per game. A total of 8 horses will be tested per game for a 6-period game or 6 horses for a 4-period game.

6.5 During the game, the Sampling Veterinarian(s) is/are to identify horses for testing and mark them using one of the following options, with all horses in each game being identified using the same option. The Sampling Veterinarian(s) shall also take photographs of each horse selected.

a. Apply fetlock band with number code
b. Mark hoof with grease pen
c. Microchip Scanned

6.6 If a fetlock band is used and breaks before testing the Sample Veterinarian(s) will refer to the photographs to identify the horse and apply a new fetlock band.

6.7 The Sampling Veterinarian**(s)** shall, at any time after conclusion of the Event, inform the Owner or Player that **the selected horses are** to be **brought to the designated testing location for** a blood sample **to be taken**. Upon such notice by the Sampling Veterinarian**(s)**, the Owner or Player must ensure that the horse does not leave field-side until the sample has been taken.

6.8 An Owner, Player or his or her designated representative must accompany the Sampling Veterinarian**(s)** and observe the sample being **collected** from the horse. The Owner, Player or his or her designated representative shall then acknowledge in writing on the USPA Field Testing Form that the given sample was taken from the horse identified on the form. Failure or refusal by an Owner, Player **or his or her designated representative** to comply with this Rule creates an irrefutable presumption that the sample was correctly taken from the Owner's or Player's horse.

6.9 **Three separate tubes of blood shall be collected** from each horse by the Sampling Veterinarian**(s)**. **These three samples will be designated as Sample A (two tubes) and Sample B (a single tube). Samples** shall be securely labeled with the date, **name of the Event**, sex, approximate age of the horse, **and a pre-printed barcode and corresponding number.**

6.10 Samples shall be immediately transferred to the **USPA Designated Laboratory** for testing consistent with these Rules. Only Sample A shall be tested initially. Sample B shall be preserved for further testing as permitted under these Rules.

6.11 Weather Policy: It is in the discretion of the Sampling Veterinarian and USPA Representative to cancel testing if extreme weather (excessive rain, lightning, excessive heat, etc.) exists.

7. PRESUMED VIOLATION FOR POSITIVE TEST

7.1 A positive test for a Prohibited Drug or Substance presumes a violation of these Rules.

7.2 It shall not be a defense to a violation of these Rules nor to any Conduct Violation that the veterinarian that initially administered the Prohibited Drug or Substance failed to render proper advice or provided improper advice about compliance with these Rules.

7.3 A presumed violation may be rebutted by substantial evidence that the horse sampled was not owned by, ridden, or played by the Owner or Player charged with the violation or by substantial evidence that the test results are faulty, or otherwise the result of error.

7.4 The Owner, Player or other Responsible Party under these Rules charged with a violation of these Rules may request that Sample B be tested by the **USPA Designated**

Laboratory or another qualified laboratory to confirm the results of the testing of Sample A.

7.5 A Conduct Violation arising from a violation of these Rules shall proceed under the Disciplinary provisions of USPA By-Laws 11C and 16, which apply to violations of these Rules.

7.6 Responsible Parties under these Rules are cautioned that they are ultimately responsible for every substance that enters into the**ir** horse's system.

8. USE OF GUIDELINES AND COMMENTS

The USPA has provided herein certain GUIDELINES and COMMENTS with these Rules. The GUIDELINES and COMMENTS are provided to assist the Owner, Player and other Responsible Parties as well as the veterinarian with the interpretation and application of these Rules. However, the GUIDELINES and COMMENTS are neither intended to be, nor should be construed as, Rules by themselves, nor as defenses to any finding of a violation of these Rules.

For further information regarding these Rules, please contact the USPA by phone: 800-232-8772, or by email: equinewelfare@uspolo.org.

UMPIRE GUIDE

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ORGANIZATIONAL STRUCTURE OF UMPIRE PROGRAM

INTRODUCTION

The USPA Umpires, LLC Certification and Training Program has evolved to become a high standard of training and certification to meet the ever-increasing demand for quality and consistent umpiring. Every player can attest that consistent, unbiased, and quality officiating adds to the fulfillment and enjoyment of playing the sport of polo.

Approximately one million dollars is spent annually in the United States on professional Umpire services. The more competitive the tournament, the more interest generated in acquiring professional Umpires. For information about the USPA Umpires, LLC Professional Umpire Program, please contact Charlie Muldoon at 240-731-2248. For more information about the USPA Umpires, LLC Certification Program, please contact Steve Lane at 352-454-6611.

UMPIRE CERTIFICATION PROCEDURE

There are four steps to becoming a USPA Certified Umpire.

1. Pay the current year USPA Individual Member fee.
2. Take the current year Outdoor or Arena Rules test (annually) and obtain a grade from the USPA. (Note: In order to receive or maintain an Umpire Certification from "CU" to "AA" the minimum grade of 95% (Outdoor), 94% (Arena), must be met on the Annual Rules Test. This applies to Certified Umpires). Each Certified Umpire must complete the Rules Test by December 1 each and every year in order to maintain certification for the coming year.
3. Be observed (every three years) and have a recommendation made by a designated USPA Umpire Certifier. (Note: It is not a certainty that members will be awarded an Umpire Certification after being evaluated. Umpire Certification recommendations must be forwarded to Steve Lane at slane@uspolo.org.)
4. All USPA Umpire Certifications are approved and recorded by the USPA Umpires, LLC Committee. Umpires LLC Professional Umpires are able to certify Umpire(s) one level below their own certification, and professional status. Steve Lane is able to certify at all certification levels.

Individuals seeking Umpire Certification will be responsible for insuring that items 1-3 are completed. Rules tests can be obtained at www.uspolo.org and completed online. A list of Umpire Certifiers can be found at www.uspolo.org and individuals requesting Umpire Certification ratings must insure that Umpire Certification recommendations are submitted to the USPA office at 9011 Lake Worth Rd.; Lake Worth, FL 33467. After items 1-3 above are completed by the individual requesting Umpire Certification, all Umpire Certifications will be approved by the USPA. A list of approved Umpire Certifications will be posted on the USPA website at www.uspolo.org and updated periodically. If there are any questions, or additional information is needed, please email slane@uspolo.org.

HOSTING AN UMPIRE CLINIC

USPA member clubs are encouraged to host Umpire Clinics to refine the skills of Club Umpires and to review USPA rules, rules interpretations, and their implementation. The USPA Umpires, LLC will send an instructor to instruct both outdoor and arena clinics when available.

USPA UMPIRES, LLC UMPIRE CLINIC REQUIREMENTS AND GUIDELINES

The USPA Umpire Clinic/Rules Review program is a service the USPA Umpires, LLC provides to USPA member clubs.

USPA REQUIREMENTS

- The Umpires LLC will charge for a minimum three-day clinic.
- The Umpires LLC will arrange for an instructor (when available) qualified to the level of your clinic, or you can find your own instructor. Umpire Instructors must be pre-approved by the USPA, and approved to certify Umpires.
- The Club is responsible for the Instructor's meals, local lodging and transportation upon arrival for the clinic, and through the return home.
- If approved in advance, the Umpires LLC will pay the Instructor's transportation (airfare) to and from the clinic, transportation to and from the airport and airport parking as well as the Instructor fee. The Club will be invoiced by the USPA $800.00, plus any expenses such as meals immediately following the clinic.
- At least four weeks' notice is requested in arranging the clinic to permit use of low airfares and to aid in the availability of instructors.
- The USPA will be glad to discuss special circumstances or programs which do not fit the standard package.
    - o Programs must be instructional and oriented toward improving the skill or safety levels of all participants.
    - o Programs must be generally available to a broad range of participants.
    - o Programs may require certain levels of riding experience for safety, but may not discriminate based on race, color, nationality, or ethnic origin.
    - o The USPA Umpires LLC must be supplied with a legible record of particpants names, mailing addresses and email addresses in all training programs.
- All participants in the clinic must be Active Lifetime, Player, Affiliate or Student Members of the USPA. This membership requirement assures Participant Excess Liability Insurance coverage. Umpire Instructors must be approved by the USPA Umpires, LLC to certify Umpires.

For further assistance, please contact Steve Lane (352)-454-6611 or slane@uspolo.org

HOW TO HIRE A PROFESSIONAL UMPIRE

Club representatives can contact USPA Umpire, LLC's Charles Muldoon at cmuldoon@uspolo.org or Maggie Mitchell at mmitchell@uspolo.org for information on USPA Umpire, LLC's Professional Umpires. The USPA Umpire LLC, based on availability, will assist

in the coordination of Umpire assignments. The information conveyed should include:

1. Goal level of the tournament
2. Play dates of the tournament
3. Number of **Professional** Umpires required
4. Event format, number of teams, games

UMPIRE CERTIFICATION PROGRAM STANDARDS AND QUALIFICATIONS

Outdoor Certification
The USPA Certified Umpires will be required to meet certain standards of achievement appropriate to the level of certification sought.

AA, P4 - International Class - Umpires are a select group of individuals certified by the USPA Umpires, LLC Committee. These individuals are qualified to officiate any game at any club. Each is required to have a current Rules Test on file (minimum score of 95%), to undergo regular training and evaluation sessions, and is subject to re-certification after each major event.

A, P3 - National Class - Umpires are Certified based on a minimum score of 95% on the Rules Test, and personal recommendation following observation over the course of several games by the Head Umpire Instructor. "A, P3" Umpires are considered qualified to officiate games with an upper handicap limit of 20 goals and below.

BB, P2 - Circuit Class - Umpires must score a minimum of 95% on the Rules Test, have been trained by an individual qualified by the USPA Umpires, LLC and be recommended based on personal observation over the course of several games. The classification is considered qualified to officiate matches through an upper handicap limit of 16 goals and below.

B, P1 - Circuit Class - Umpires must score a minimum of 95% on the Rules Test, have been trained by an individual qualified by the USPA Umpires, LLC, and be recommended based on personal observation over the course of several games. The classification is considered qualified to officiate matches through an upper handicap limit of 12 goals and below.

CC - Club Class - Umpires must attend at least one Umpire Training clinic conducted by an individual qualified by the USPA Umpires, LLC, score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual. A "CC" Umpire is qualified to officiate games with an upper handicap limit of 8 goals and below.

C - Club Class - Umpires must attend at least one Umpire Training Clinic conducted by an individual qualified by the USPA Umpires, LLC, score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual, and be recommended by the Club Delegate. A "C" Umpire is qualified to officiate games with

an upper handicap limit of 4 goals and below.

CU - Club Umpire - Umpire must score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual, recognized by the USPA Umpires, LLC. Umpire has not attended an Umpire Training Clinic, but does have some knowledge of Field Judgment, and Umpire Positioning. Umpire is considered qualified to umpire club games, but "CU" and is not a nationally recognized certification.

T Status - Provisional - The requirements for a "T" certification are the same for the level the Umpire is seeking, except the certifying instructor may feel more observation time under tournament conditions is needed to be certain of the certification and removal of the "T". If the Umpire is not found to be qualified at the "T" level, then he/she may be dropped to the next lower level.

P4-P1 Status - A "P4-P1" as an Umpire certification. indicates the Umpire is part of the Professional Umpire Program. The "P4-P1" designation can be awarded or removed at any time by the USPA Umpires, LLC. Updated "P4-P1" designations are listed on the USPA website.

CERTIFIED UMPIRE REQUIREMENTS

	OUTDOOR	ARENA
Certification	**Level of Certification**	**Level of Certification**
"AA, P4" Rated	Any goal level	Any goal level
"A, P3" Rated	Up to the 20-goal level	Up to the 15-goal level
"BB, P2" Rated	Up to the 16-goal level	Up to the 12-goal level
"B, P1" Rated	Up to the 12-goal level	Up to the 9-goal level
"CC" Rated	Up to the 8-goal level	Up to the 6-goal level
"C" Rated	Up to the 4-goal level	Up to the 3-goal level
"CU" Rated	Club level	Club level

USPA INSTRUCTORS

The following individuals are qualified to conduct clinics, instruct groups and individuals, and to certify Umpires according to the procedures defined by the USPA:

OUTDOOR		**ARENA**	
Stephen F. Lane	*HUI	Stephen F. Lane	*HUI
Bradley Biddle	P2	Bradley Biddle	P3
Robert Lyn-Kee-Chow	P1	Robert Lyn-Kee-Chow	P4
Dan Healy	P1	Dan Healy	P1
Carlos Galindo	A	Robin Sanchez	P2
		Daniel Scheraga	BB

*HUI=Head Umpire Instructor

USPA UMPIRES, LLC PROFESSIONAL UMPIRES

OUTDOOR	
Stephen F. Lane	*HUI
Julian Appleby	P4
Hamish Bray	P4
Keven Fawcett	P4
Hector Galindo	P4
Fergus Gould	P4
Ronnie Hayes	P4
Kimo Huddleston	P4
Sain Joseph	P4
George Olivas	P4
Horton Schwartz	P4
Darrell Schwetz	P3
Chad Kraml	P3T
Bradley Biddle	P2
Ka'aina DeCoite	P2
Daniel Gallegos	P2
Alejandro Roldan	P2
Dana Fortugno	P1
Juan Carlos Gonzalez	P1
Dan Healey	P1
Robert Lyn- Kee-Chow	P1
Brent Mirikitani	P1
Jamie Mirikitani	P1
Robin Sanchez	P1

ARENA	
Stephen F. Lane	*HUI
Robert Lyn-Kee-Chow	P4
Ronnie Hayes	P4
Horton Schwartz	P4
Bradley Biddle	P4
Robin Sanchez	P2
Dan Healy	P1
Kimo Huddleston	P1

For the listing of Certified Umpires, please view the Umpire list found on the USPA website at www.uspolo.org.

PROFESSIONAL UMPIRES CODE OF POLO OFFICIATING THE "TOP 10 POINTS"

1. Competency and integrity are basic requirements.
2. Excellent physical condition and projected positive image.
3. Complete understanding of the rules and interpretations.
4. Consistency on all calls is mandatory.
5. Field presence and "control of game and players" are essential.
6. Only 100% calls are acceptable; No calls when there is doubt.

7. Always be decisive when making a call; Announce the foul called, the penalty and team color; Do not engage in an explanation or a conversation with any player.
8. Be precise in verbal communications on the field.
9. Be "calm" and "professional" at all times on the field.
10. Do not engage in arguments during or after the game.

RESPONSIBILITIES OF OFFICIALS WITH EXAMPLES

Outdoor Rules 7, 8, 9, and 10 outline the duties of the Host Tournament Committee, Umpires, Referee, Timer, Scorer, and Goal Judges. Once defined, however, these entities must work together during the course of a game or an event. Arena Rules 7, 8 and 10 serve as a guide for arena officials.

The **HOST TOURNAMENT COMMITTEE** is the governing body of the event. This group is responsible for all aspects of the event other than during the course of the game itself when the Umpire(s) assume the absolute authority. The Committee must see that everything necessary is done before the game is scheduled to begin, and resolves any matters referred to it before or after the game. Team and player eligibility, handicap verification, designation of time and place of the game, field preparation, collection of fees, and selection of officials are all included in the Committee's responsibilities. The Committee is the ultimate authority for the event.

The **UMPIRES and REFEREE** are the absolute game authority from the time the game is scheduled to start until it is concluded. The Umpires and Referee conduct the game, apply the rules of play and refer to the Committee questions which cannot be resolved on the field. Other game officials - Timer, Scorer, Goal Judges - are under the final authority of the Umpires and Referee. The relationship between Umpires, Referee and Deputy Referees is outlined in Rule 8.

The **TIMER** is responsible for running the clock and sounding the appropriate notifications as required under the rules. Any question raised concerning the timing operation is to be raised with the Umpire who then resolves the question with the timer and announces the decision. A player wishing to question any aspect of timing must direct the question through the Team Captain to the Umpire.

The **SCORER** is responsible for maintaining the scoring and statistics of the game and reporting to the Umpire. Any discrepancy between score sheet and scoreboard is to be reported to the Umpire at the earliest opportunity. A player questioning the score must address the question to the Umpire through the Team Captain. Any scoring question must be resolved before the game is resumed. The Scorer should communicate to the teams through the scoreboard or the Umpire, the score of the game at any time. At the

conclusion of the game, the Umpire must immediately confirm the "official" final score.

The **GOAL JUDGES** are charged with signaling whether or not goals are scored. In fact, they are signaling their opinion of any goal to the Umpire who then is responsible for the final decision. It is the Umpires' call. If there is any doubt in the mind of either Umpire about the call, the whistle should stop play and the Umpires confer with the Goal Judge before making their decision. (Outdoor only.) Because the Goal Judge is positioned in the runoff area, players will often comment to the Goal Judge. This must not be permitted. Players wishing to question the signal of a Goal Judge must do so through their Team Captain to the Umpire. No player may directly confront any Goal Judge. In the event the Umpires disagree after hearing the testimony of the goal judges, as to whether a goal has been scored, the Umpires shall give the benefit of any doubt to the defending team.

EXAMPLES: The Tournament Committee is responsible for verifying handicaps, player, and team eligibility before the game. Prior to the first throw-in, the Umpire will ask both Captains if they accept the teams handicaps as presented. Any question must be addressed at that time. A team that misrepresents itself or any of its players may be subject to forfeit.

The Umpires are responsible for conducting the game in accordance with the USPA rules; and, any incidents or questions arising during a game that are not provided for in these Rules, shall be decided by the Umpires. The Tournament Committee or the Club Manager should NOT interfere with the officiating of the game unless assistance is solicited by the Umpires. If a protest is filed or a procedural review is necessary, the Tournament Committee should conduct its due diligence or review after the game is over. The Umpires are in complete control once the game is started.

At the end of the 1st chukker a player mentions to his Captain that the 30 second warning period seemed short. The Captain may raise the question with the Umpire who should, between periods, discuss the question with the Timer. The Umpire may accept the Timer's performance or ask that it be changed.

Should a Captain question the accuracy of the score, the question must be resolved when the ball is next out of play and time is stopped.

If a question of player eligibility is raised during the game and cannot be resolved at that time, the question should be deferred to the Tournament Committee following the game and the game continued. If the team is found not to be as represented, the game is forfeited.

Red hits the ball at goal and the Goal Judge clearly waves the flag overhead signaling a goal. The Umpires should signal agreement by raising their arm and turning to the ensuing lineup. If either Umpire feels a goal was not scored, the whistle should sound and a conference between the Umpires, Goal Judge, and, if necessary, the Referee will decide the question. At no time during this procedure should any player address the Goal Judge. In the event the Umpires disagree, after hearing the testimony of the goal judges as to whether a goal has been scored, the Umpires shall give the benefit of any doubt to the defending team.

Given a field with a visible scoreboard, there should be no question of score at any

time. The score sheet is to be totaled at the end of each chukker and must agree with the scoreboard. If there is not agreement, the Umpire should resolve the difference and announce the accurate score to both teams before the game continues. In most games, the only question is winner/loser. In American System events, however, the final score and goal differential must be verified.

On a field without a visible scoreboard, the Umpire should consult with the Scorer between chukkers and announce the score to the teams before resuming play.

PRE-GAME UMPIRE PROCEDURES
CHECKLIST BEFORE GAME

A USPA Certified Umpire must maintain a high degree of professionalism in every aspect of his organization, demeanor, and approach to the game. Each Umpire must review the following checklist to be sure each task is accomplished.

•Review the Rules, especially the procedural rules, prior to the game.

•Resolve optional rules or other non-standard procedures with the Committee.

•If traveling by plane, do not check your gear bag. You can easily replace your street clothes but not your boots and ballbag.

•Carry all essential equipment with you - boots, whites, shirt, helmet, whistle, ball bag, and, if possible, pick-up stick. Leave nothing to chance.

•Introduce yourself early to the Host Tournament Committee, Club Manager, and any other club authorities you may encounter.

•Identify with the Club Manager the physical arrangement of field parking, player enclosures, crowd control, and other off-field conditions.

•Identify the location to be used, if necessary, for Rule 33 suspensions.

•Identify areas for spare horses.

•Identify the Umpire enclosure, or area, away from players and spectators.

•Arrange for Umpire horses, two for each mounted Umpire, to be ready 30 minutes before game time at the Umpire enclosure.

•Be absolutely certain that the responsible person understands, and can provide, the type of Umpire horse you will require.

•Arrange for any equipment you did not bring (pick-up stick, ball bag, etc.) to be in the enclosure 30 minutes before game time.

•Review team rosters, handicaps, eligibility, colors, etc. Identify the Captains. Determine if the game is to be played on the handicap or flat.

•Review ground crew: Timer, Scorer, Goal Judges, Referee, and Deputy Referee(s)

if used

•Review emergency procedures for players and mounts. Who is in charge?

•Review Opening Ceremony procedure: entry, introduction, anthem, throw-in.

•Review half time activities including Umpire horse switch.

•Review end of game procedure including pick up of Umpire horses.

PRE-GAME REVIEW

In addition to the Before Game Checklist, there remains a series of tasks and checks to be performed at the field prior to each and every game. This second checklist may often be delegated among several people, particularly during a tournament or league where everyone involved knows and accepts their duties. However, if the procedures, and thereby elements of the game go wrong it will be the Umpires who will live with the consequences. Therefore, it is advised that the Umpires confirm all details of the game and report any problems to the Committee or Club Manager.

- Arrive at the field at least 30 minutes prior to the scheduled start.
- Verify that the Umpire horses are in place. If not, locate them.
- Confirm that the Umpire horses are what you require.
- Check field conditions:
  - Field suitable for play.
  - Goal mouth width.
  - Make sure field is marked properly.
  - Adequate run-off areas.
  - Review field-side parking.
- Meet with other Umpire and/or Referee and confirm responsibilities.
- Confirm presence of all required game personnel.
- Confirm presence of all equipment including clocks, Rule Book, flag, bell, horn, etc.
- Meet with Goal Judges, scorer and timer to confirm responsibilities.
- Confirm individual and team handicaps and eligibility.
- Make sure scoreboard reflects handicap, if any.

- Review opening ceremony procedure with Team Captains.
- Selection of which goal each team will defend, and give any necessary instructions to teams.

MECHANICS AND PROCEDURES

BEFORE YOU BUY A STRIPED SHIRT

Once an individual has expressed an interest in umpiring polo, three elements must come together before that individual can be considered a "polo Umpire".

Knowledge of the Rules
The first requirement of a polo official is to have a thorough, comprehensive knowledge of the rules of the game. This knowledge may be obtained by study, by clinic attendance, and by personal conversations with others familiar with the rules. In the end, however, it is study of the Rule Book, Mechanics Manual **(Umpire Guide)** and the video review that will produce the encyclopedic knowledge required of a polo Umpire. Only after the rules are digested and understood can they be put into practice.

Knowledge of the Approved Procedures
In addition to the rules and interpretations, certain procedures must be followed to properly officiate a polo game. Pre-game checklists, positioning on penalty hits, emergency procedures, qualification of substitutes, and a myriad of other topics must be learned and become automatic. It is too late to reach for the book when the clock is running. A thorough study of the USPA Interpretations and Examples and this Umpire Guide is mandatory for any polo official.

Field Judgment
Once the rules and procedures are second nature, an aspiring polo official can concentrate on developing the subjective field judgment that, in the final analysis, distinguishes top officials. Anyone can memorize rules and procedures. The ability to think quickly, in the saddle, and react in the correct way is field judgment. Field judgment can be developed and nurtured. However, like any other personality quality, it is easier to develop in some individuals than in others. The foundation for field judgment, however, is a confidence in the fundamental understanding of the rules, their interpretations and procedures.

13 Unwritten Rules of Officiating

1. When you "think" you saw something, YOU DIDN'T.
2. The CAPTAIN is not always the team leader.
3. Keep the game MOVING.
4. Provide COURTESY to players when it's needed.

5. Give the BENEFIT OF THE DOUBT to those who have earned respect.
6. WHEN IN DOUBT, do what is expected.
7. Answer QUESTIONS, not statements.
8. Don't answer the question you don't have INFORMATION about.
9. Get the game going after a MISTAKE or EJECTION.
10. CREW TALKS should lean toward, crew making final decision.
11. Be 100 percent sure if making the UNEXPECTED CALL.
12. Don't insert yourself or disrupt GAME RHYTHM if it's not necessary.
13. When a game is obviously over, CONCENTRATION needs to be stronger, to re-think your calls or mistakes.

UMPIRE POSITIONING

During the Pre-Game Review, the Officials, including Umpires, Referee, and Goal Judges, must all be made aware of and confirm their positions and assignments during the game.

The Referee is to be positioned away from distractions and with the best view (preferably high) available. It is advisable that the Referee be able to communicate with the Timer and Scorer, if needed.

The Umpires are a team and must work together at all times. This includes confidence in the other's abilities and respect for his position on the team. The purpose of this team is to make solid calls based on good knowledge and positioning. In general, this positioning and teamwork will be as follows:

OUTDOOR POSITIONING

• Each Umpire will cover half the field-split lengthwise, goal to goal.

• One Umpire will be primarily responsible for center field bowl-ins. Each will handle throw-ins on his own side of the field. These responsibilities may be interchanged to expedite the game.

• The Umpire on whose side the play is taking place will follow the play (trailing Umpire). The second Umpire will ride slightly ahead and to his own side of the play (focal Umpire). The Umpire trailing the play will see a ROW violation, and the focal Umpire at the lateral position, may determine if there was proper distance or not.

• Both Umpires are to follow the play all the way to the end line and in to the corners.

• When play dictates, Umpires will exchange positions but resume their normal position when time permits.

• On knock-ins, the Umpire on the side of the knock-in will position himself behind the hitter and follow the play. The second Umpire will position himself 50 to 60 yards out, and on the side the Umpire is to cover, and lead the play. The Umpire following the hitter will call "Play".

• On bowl-ins from the side, the Umpire throwing in will be positioned 10 yards inside the field boundaries and will be responsible for the proper alignment of the teams. The second Umpire will be behind the throw-in and responsible for seeing the players riding to the line-up have the correct time allowed.

• When a foul is called, the Umpire first sounding the whistle shall indicate to the second Umpire the direction and severity of the Penalty. When the second Umpire signals confirmation, the foul and Penalty are announced and players and officials line up.

• If the two Umpires disagree after a brief conference, they are to signal or ride to the Referee for a resolution.

• Once announced, a call is not debatable by either Team Captain.

• All communication with teams is to be through their Captains. Umpires should have no unnecessary or casual conversations with any player.

• Umpires will be polite and courteous at all times.

PENALTY AND KNOCK-IN POSITIONING (OUTDOOR)

Following is the standard positioning for knock-ins and Penalty hits. Consistent and uniform positioning are important. Officials must not only cover the playing area in the most effective way possible, they must do so without inadvertently becoming involved with the play.

When a player prepares to execute a Penalty hit or knock-in, he expects his players to position themselves according to a plan. He should also expect consistent positioning from the officials. Officials must assume the position with the best opportunity to observe and the least chance of interference.

On all Penalties and knock-ins, the Umpire behind the hitter calls "Play". There is no preliminary call of "ready" or need to tell a player to "wait" or "hurry up". The Umpire is to call "Play" at the appropriate time and if the play is not executed properly, the Umpire should sound the whistle and set up the next situation. The Umpire is not a "coach".

Knock-in: The Umpire on whose side of the field the knock-in is taking place is positioned behind, not alongside, the hitter. The second Umpire is 50-60 yards out and to the side he/

she normally covers. The Umpire behind the hitter determines when the ball is properly positioned and calls "Play". The focal Umpire watches the positioning of all other players and stops play if one is incorrectly lined up. The trailing Umpire can best watch for Right of Way infringements. On a long knock-in the trailing Umpire must ride hard to get to position.

Penalty 5: This is the same as on a knock-in. One Umpire behind the hitter and the other 50 yards out. Trailing Umpire watches encroachment, calls "Play," and watches for Right of Way infractions.

Penalty 6: The Umpire bowling in the ball after a goal is scored, is positioned behind the hitter, and is lined up with ball and right-hand goal post. If hitter dribbles, Umpire follows. Trailing Umpire behind the left (from the field) goal post, watches for ball to cross goal line and infractions in goal mouth. Generally in best position to signal a goal.

Penalty 4: Same as Penalty 6 except better centered. Umpire bowling the ball in has the right post, trailing Umpire has left post (from the field).

Penalty 2 and 3: Both Umpires position themselves behind a post and in line with the ball. A spot hit Penalty 2, the Umpire who bowls in, shall remain behind the hitter during the Penalty shot. If goal is scored, signal and ride to throw-in. If hit is wide, Umpire on that side trails knock-in. If ball does not clear the field, Umpire closer to the ball trails free hit.

Defended Penalty 2 and 3: The Umpire bowling in the ball is positioned behind the hitter, and is lined up with the ball and right-hand goal post. The trailing umpire is on goal line to judge if defending team crosses goal line before ball is hit. The trailing Umpire will ensure goal judge is in line with the ball behind the left goal post.

ARENA POSITIONING

• Lateral View (Focal Position): This view is to the side of the play and is usually the view that allows the Umpires to determine speed and distance in ROW violations. The view allows for a wider view of the entire play allowing better decisions in close play situations, i.e. improper use of the mallet and ride-off situations.

• Line View (Trailing Position): This view can be ahead of, but is normally trailing the line of the ball. The line view is considered the best position in determining crossing situations. Remember that you and your fellow Umpire are a team. Sometimes you see a crossing situation by trailing the play, whereas your fellow Umpire may be at the lateral position and can determine if there was proper distance or not.

• The two Umpires must continually check each other's positioning in relation to the play to avoid being caught together with the same view.

• As the direction of arena polo changes much more often and more quickly due to the small area, Umpires will continually be switching from lateral (focal) and line (trailing) dependent upon the play and/or the position of their fellow Umpire.

• In corner play, one Umpire should try to move into the trail position, closer to the wall (it is recommended not to be within 5 yards of the wall), while the other Umpire maintains the focal view, yet stays alert for a possible break down the arena. Proper corner positioning is the most challenging, as the play can change very quickly with a clearing shot across goal, trapping the Umpire against the wall.

• Both Umpires should carry a pick-up stick. In throw-in situations, the Umpire with a ball in hand should execute the throw-in and the second Umpire should be quick to retrieve a ball. (If the ball goes out of play, the ball shall be retrieved from the officials' station).

• On foul shot situations, one Umpire, with the ball in hand, shall trail the hitter and the second Umpire shall stand on the foul line for penalties 2, 3 and 4 on the far **right** side of the hitter, close to the wall. (In certain cases, the Umpire might choose to line up on the far **left** side as opposed to the **right** side).
The Trailing Umpire is responsible for: a) No opponent shall be within 5 yards of the ball when the ball is hit or hit at, b) No contact among opponents until the ball is hit or hit at, c) Determine whether a goal has been scored, and d) Position himself for the next play and away from his fellow Umpire in case no goal is scored.

• The Umpire positioned on the wall is responsible for calling foul line violations, i.e. all players (player refers to mount's front feet) are to be behind the point from where the free hit is made until the ball is hit or hit at.

• When a foul is called, the Umpire first sounding the whistle shall indicate to the second Umpire the direction and severity of the penalty. When the second Umpire signals confirmation, the foul and the penalty are announced, and the ball quickly put in place by the Umpire.

• If the two Umpires disagree after a brief discussion, they are to signal or ride to the Referee for a resolution.

• Umpires will be polite and courteous at all times. All communications with both teams are directed to the Team Captains. Umpires should have no unnecessary or casual conversations with any players. Once announced, a call is not debatable by either Team Captain.

OUTDOOR RULES: MISEXECUTION OF FOUL SHOTS							
		Penalty 2	**Penalty 3**	**Penalty 4**	**Penalty 5**	**Penalty 6 (Safety)**	**Knock-In**
SITUATION	Swing and miss	**Spot hit for defending team**	**Spot hit for defending team**	Live Ball	Live Ball	Live Ball	Live Ball
	Hits ball before Umpire states "play"	5a, 5b, 4, 3, 2	5a, 5b, 4, 3, 2	5a, 5b, 4, 3, 2	5a, 5b, 4, 3, 2	5a, 5b, 4, 3, 2	Bowl-in perpendicular to the end line 4, 3
	Not played on 1st approach	Spot hit 5.a.	Spot hit 5.a.	Spot hit 5.a.	5.a. 5.b.	Spot hit 5.a	Bowl-in perpendicular to the end line
	Team fouled: improper position	Free hit from center of goal mouth (fouled team 30 yards away)	Free hit from center of goal mouth (fouled team 30 yards away)	N/A	N/A	N/A	N/A
	Fouling team: improper position	Rehit	Rehit	Rehit	Rehit	Rehit	Move 30 yards up, defenders 60 yards from inline
	Yellow Flag	Rehit if missed, goal scored 5b, 4,3,2	Move to Penalty 2	Move to Penalty 3 or 2	Move to Penalty 4,3,2	Move to Penalty 4,3,2	Penalty 4, 3, 2 or harsher to other team

UMPIRE CHEAT SHEET – ANNOUNCING THE CALLS

Below is a list of phrases to say when announcing the Foul and Penalty:

ROW calls:
-Turning across the ROW
-Blocking the ROW
-Standing in the ROW
-Impeding the ROW
-ROW violation
-One meeting two
-Turning
-Violation of the ROW after the shot
-Crossing the ROW after the shot

Ride off:
-Uneven ride off
-Illegal ride off
-Uneven speed on ride off
-Too much angle on the ride off

Miscellaneous:
-Delay of game
-Dangerous riding
-Dangerous use of mallet
-Reaching
-Appealing
-We are not having any discussion
-Illegal entry off the back line
-Offsides

ARENA RULES FOR PENALTY 6: MISEXECUTION OF FOUL SHOTS						
		Penalty 2	**Penalty 3**	**Penalty 4**	**Penalty 5a**	**Penalty 5b**
SITUATION	Swing and miss	5**a**	5**a**	5**a**	Live Ball	Live Ball
	Hits ball before umpire states "play"	5**a**	5**a**	5**a**	Bowl-in **spot**	Bowl-in **spot**
	2nd approach violation	5**a**	5**a**	5**a**	Bowl-in **spot**	Bowl-in **spot**
	Team fouled jumps line	5**a**	5**a**	5**a**	N/A	N/A
	Fouling team jumps line	Rehit if goal not scored	Rehit if goal not scored	Rehit if goal not scored	N/A	N/A
	Contact by team fouled	5**a** Severity	5**a** Severity	5**a** Severity	Bowl-in **spot** Severity	Bowl-in **center** Severity
	Contact by fouling team	Rehit Severity	Rehit Severity	Rehit Severity	Rehit or Move up for severity	Rehit or Move up for severity
	Both jump line	Rehit	Rehit	Rehit	N/A	N/A

Umpire Certification Performance
United States Polo Association

USPA Member: _____ **Outdoor** _____ **Arena** _____

USPA Umpire Certification Rating: _____ **Year:** _____

USPA/PTF Approved Observer: _____

USPA Club: _____

Tournament Level of Polo Observed: _____ **Where Observed:** _____

Each umpire must be observed every three years to maintain a certification rating. This evaluation provides both a written and oral open discussion to aid the umpire a better understanding of his or her job responsibilities. It is also an opportunity to set specific goals that will serve as targets for future appraisals.

RATING STANDARDS: **(Circle selection: 1 is worst and 10 is best)**

FIELD JUDGEMENT evaluations include: **1 2 3 4 5 6 7 8 9 10**

- Penalty selection and ball placement.
- Knowledge and implementation of the rules and procedures.
- Knowing when to call a foul and when not to (non-calls).
- Quickness of decisions and ball placement
- Field presence and keep the players and game under control.

Comments: _____
_____
_____

POSITIONING criteria include: 1 2 3 4 5 6 7 8 9 10

- Horsemanship skills to stay up with the play.
- Ability to make quick transition with fellow umpire.
- Knowledge of game procedures.
- Having field position to interpret the play properly.

Comments: _____
_____
_____
_____

CONSISTENCY of Calls include: 1 2 3 4 5 6 7 8 9 10

- Maintain consistency of umpiring not only from chukker to chukker, but from game to game, throughout a tournament.
- Implement Field Judgment, Positioning, Effective Communication, and attitude throughout each game.
- Selection of penalties and ball placement.
- Implementation of the Rules as interpreted by the USPA.

Comments: _____

_____

_____

(Scores below are rated from 1 to 5 so a weighted average can be obtained.)

PERSONALITY/APPEARANCE characteristics include: 1 2 3 4 5

- Is courteous to players, fellow officials, flaggers, club management, and spectators.
- Be calm and poised at all times.
- Demonstrates no emotion while umpiring on the field or field side.
- Maintains a positive attitude.
- Is conditioned physically and mentally for the entire game.
- Project a positive and professional image.
- Shows competency and integrity.

Comments: _____

_____

_____

COMMUNICATION skills required: 1 2 3 4 5

- Is decisive when making a call.
- Avoids engagement in an explanation or conversation with any player.
- Is precise in verbal communications on the field.
- Avoids arguments during and after the game.
- Is effective while dealing with fellow officials and players.
- Announces the foul and penalty correctly.

Comments: _____

_____

_____

After adding the scores of each category, the score must meet the minimum requirements for the certification outlined below. Use the comment section to indicate areas of improvement.

Scoring Required	Certification	OUTDOOR Level of Certification	ARENA Level of Certification
40	"AA" Rated	Any goal level	Any goal level
38	"A" Rated	Up to the 20-goal level	Up to the 15-goal level
36	"BB" Rated	Up to the 16-goal level	Up to the 12-goal level
32	"B" Rated	Up to the 12-goal level	Up to the 9-goal level
30	"CC" Rated	Up to the 8-goal level	Up to the 6-goal level
28	"C" Rated	Up to the 4-goal level	Up to the 3-goal level
20	**"CU" Rated**	**Club Umpire**	**Club Umpire**

CERTIFICATION

Total Score of Evaluation: _____ Date: _____

Observer Signature **Outdoor Recommendation _____**

Arena Recommendation _____

_____

Head Umpire Instructor **Outdoor Recommendation _____**

Arena Recommendation _____

_____

TEST SCORE: Outdoor: _____ Arena: _____ TEST YEAR: _____

Outdoor/Arena Rules Test
Percentage Score Requirements

95% FOR ALL UMPIRES SEEKING OR MAINTAINING CERTIFICATION

OUTDOOR HANDICAP MATRIX

Chukkers

Handicap Goals	**2**	**3**	**4**	**5**	**6**
0	0	0	0	0	0
.5	.5	.5	.5	.5	.5
1.0	.5	.5	.5	.5	1.0
1.5	.5	.5	1.0	1.5	1.5
2.0	.5	1.0	1.5	1.5	2.0
2.5	.5	1.5	1.5	2.5	2.5
3.0	1.0	1.5	2.0	2.5	3.0
3.5	1.5	1.5	2.5	2.5	3.5
4.0	1.5	2.0	2.5	3.5	4.0

ARENA HANDICAP MATRIX

Chukkers

Handicap Goals	**2**	**3 (5 min. each)**	**4**
1	.5	.5	1
2	1	1	2
3	1.5	1.5	3
4	2	2	4
5	2.5	2.5	5
6	3	3	6

USPA POLICIES

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Resolution 4.1
As Adopted 10/5/13

Resolved, in accordance with Article II, Section **6**, of the USPA Constitution, the USPA Executive Committee be delegated the powers and duties of the USPA Board of Governors, except the authority to make or alter the Constitution, By-Laws or Rules.
These powers and duties will include, but not be limited to, the oversight of the day-to- day operational business of the Association, including the management of the USPA Staff and Annual Budget that has been approved by the Board.

The Executive Committee shall not have the authority, without consultation and prior approval by the Board of Governors to purchase, sell, create, or destroy any corporate entity of the Association whether owned in whole or in part All actions of the Executive Committee, in accordance with this resolution, shall be considered binding on the Association.

The Board of Governors will be informed of all actions taken by the Executive Committee as follows:
Complete minutes of all Executive Committee meetings or teleconferences shall be forwarded to the Board of Governors as soon as possible after preparation. This shall include all resolutions, reports, exhibits or attachments.
The Board of Governors shall, within 1 week of the publication of the minutes and attachments, review the minutes and register any comments or objections to the Executive Committee and / or the Chief Executive Officer.
The Executive Committee and / or the Chief Executive Officer shall work to resolve all objections in a timely manner.
All unresolved objections shall be tabled and heard at the following Board of Governors meeting. If an objection is time-sensitive, the Chairman shall call a special meeting to resolve the objection when directed by a majority of the Board of Governors.
All Executive Committee actions will be formally ratified, by resolution, at the next meeting of the Board of Governors.

USPA Resolution 4.2
Procedure for Placing Items on the Board of Governors Agenda

Background:
This resolution is intended to improve the governance of USPA by "vetting" items placed on the agenda and ensuring optimum pre-meeting considerations.

To avoid having to consider resolutions "in real time"—seeing an issue for the first time in the meeting.

Allow for more careful consideration and vetting of a recommendation; Board is ready to make the decision at the meeting—or to reject it—without taking excessive time in the meeting.

Resolutions originate in the appropriate committee or are forwarded to that committee

Resolution 4.2
Resolved that the Board of Governors approves and establishes the following procedure for considering and placing items on the Board of Governors Meeting Agendas:

1. All agenda items that are to be brought before the Board must originate in the Committee charged with the responsibility for that type of item.

2. The individual Committee chairs can bring up a written agenda item in its field of responsibility, supported by a majority of the Committee members.

3. Any Registered Player Member of the Associations can raise a potential agenda item by submitting the item in writing to the Chairman of the Association who will assign it to the relevant Committee. If an item does not fit any committee's area of responsibility, the Executive Committee will address and/or delegate it to a standing Committee or form an ad hoc Subcommittee. New ideas or proposed initiatives can also be raised during the New Business section of the Board meeting agendas, and the Chairman will direct New Business topics to the appropriate Committee.

4. It will be the responsibility of the individual Committees to fully review the proposed agenda item, conduct a vote of its members for acceptance of the agenda item in its final draft form and prepare a written report on every item that a majority of the Committee votes favorably thereon. Included in the Committee's deliberation of potential agenda items, must be an analysis of the impact of the proposed item on the USPA Annual Budget and the operations of the Association made by the Staff Liaison assigned to that Committee.

5. The written reports on the agenda items so approved will be complied and distributed

to each member of the Board at least 3 weeks before the forthcoming Board meeting.

6. Every agenda item that is to be discussed at the Board meeting must first comply with the above process, except in cases of urgency such as unusual challenges, opportunities, or threats.

Resolution 4.2—Additional Explanation
Typically, new agenda items will be reviewed by the Board at the Spring Meeting, reviewed and finalized by the relevant Committee assigned the agenda item and the Board will review at least three weeks prior to the Fall/Annual Meeting for approval/ratification.

Censure Policy

Censure definition:
A **censure** (pron.: /ˈsɛnʃər/) is an expression of strong disapproval or harsh criticism. Among the forms that it can take are a stern rebuke by a governing body.

A censure is an alternative to more serious measures against misconduct or dereliction of duty.

The motion to censure is an exception to the general rule that "a motion must not use language that reflects on a member's conduct or character, or is discourteous, unnecessarily harsh, or not allowed in debate."[8] Demeter's Manual notes, "It is a reprimand, aimed at reformation of the person and prevention of further offending acts."[1]

Censure Procedure
The BASDC by its mission description is to provide a conduit from its committee to the Executive Committee and through the Executive committee to the Board of Governors regarding Board conduct.

Board conduct while involved in USPA business falls under those guidelines.

The BASDC will review any conduct complaint against a board member brought to it by any USPA member, or through its own committee for relevance.

Should the BASDC Committee deem a censure necessary, the follow steps are considered appropriate:

Step 1 - Notification.
Should the committee, by majority vote, decide that such conduct is contrary to the character of the board, it will write a letter of warning to the Board member so named. That warning letter will then be sent to Executive committee for their vote of majority approval. Should the majority vote affirmative for sending the letter and that decision is not challenged by at least 6 Board members, it will be officially sent to the governor/officer in question with a copy going to the full board of governors. A letter will be required from the member acknowledging receipt of the warning and expressing regret for their action(s).

Step 2 - Censure.
If the conduct as specified in the notification letter as approved by Executive Committee and by definition, majority of the Board, continues, a letter of official censure shall be sent to the board member/officer placing them on notice that any additional violation(s)

will not be tolerated and would result in a revocation of membership. This letter will be a permanent record.

Step 3. Revocation of membership
As a 501C6 organization, the USPA is not required to accept nor to continue any member's membership. At their discretion, the Association may refund or fail to accept any membership money thus denying or terminating a member's rights and obligation.

An individual may reapply for membership after a two year period and that request will be voted upon by the Executive Committee or the Board of Governor's if they are in session.

Logo Usage Policy

Approved By the Board and Staff Development Committee
October 24, 2014

The USPA and its members recognize that the USPA logo has a certain meaning to members and the public and must not be used for unapproved purposes.

Therefore it is resolved that:

The official USPA logo usage is granted to the following USPA entities for USPA official use only:

Currently elected and seated USPA Board of Governors and Officers,
Currently elected and seated LLC Boards and their LLCs.
Current USPA Clubs with written permission of the USPA by the USPA CEO.

Any other one time use by individuals and clubs may be granted after written requests are received and approved by the USPA CEO.

Unauthorized use may be prosecuted under trademark provisions of the US Code.

If the violation occurs by a member it may be considered a violation of the USPA By Laws and their membership denied.

UNITED STATES POLO ASSOCIATION, INC. CONFLICT OF INTEREST POLICY AND PROCEDURE

APPROVED BY THE EXECUTIVE COMMITTEE/BOARD PER
EC MEETING, JULY 20, 2015

Article I - Purpose

1. The purpose of this Conflict of Interest Policy and Procedure is to protect the United States Polo Association, Inc. (USPA) and its interests when it is contemplating entering into a transaction or arrangement that might benefit the private interests of any Officer, Employee, Governor, Lieutenant Governor, Committee Member, or Volunteer of the USPA, or any of its subsidiaries that might result in a possible excess benefit transaction based on the person's financial interest. It is the intent of this Conflict of Interest Policy to prohibit any of the foregoing from using their position or authority to achieve any personal material gain or economic advantage that would result in an excess benefit.

2. This Conflict of Interest Policy is intended to supplement, but not replace any applicable state and federal laws governing conflict of interest applicable to I.R.S. Code 501(c)(6) organizations.

Article II – Definitions

1. USPA. The United States Polo Association, Inc. and all of its subsidiaries, whether wholly or partially owned, including but not limited to entities such as corporations, partnerships, limited liability companies, limited liability partnerships, and foundations. However, the USPA also recognizes the need to provide some flexibility in the scope of its authority particularly with respect to USPA Properties, Inc., a for-profit corporation wholly owned by the USPA, as it has its own Conflict of Interest Policy and enforcement process.

2. Interested Person. An Interested Person is any USPA officer, employee, governor, lieutenant governor, committee member or chair, and volunteers of the USPA.

3. Conflict of Interest. A Conflict of Interest (COI) may be (a) a situation occurring when an individual or organization is involved in multiple interests, one of which could possibly corrupt the motivation of an Interested Person, or (b) circumstances that create a risk that the judgment or actions regarding an Interested Person's primary interest will be unduly influenced by a secondary interest. The presence of a COI is independent of the occurrence or appearance of impropriety. Thus, a COI can be discovered and voluntarily defused by being made fully transparent to the Audit Committee or the Board of Governors before any corruption occurs.

4. Financial Interest. A person has a financial interest if the person has, directly or indirectly, through business, investment or family:

a) An ownership or investment interest in any entity with which the USPA has a transaction or an arrangement; or

b) A compensation arrangement with the USPA, or with any entity or individual with which the USPA has a transaction or an arrangement; or

c) A potential ownership or investment interest in, or compensation arrangement with any entity or individual with which the USPA is negotiating a transaction or an arrangement as otherwise noted herein. A Financial Interest is not necessarily a COI. Further, an Interested Person who has a Financial Interest may have a COI only if the USPA Board of Governors, after its own investigation, or upon the Audit Committee's recommendation to the Board of Governors, decides that a COI exists, based on the policy set forth herein.

5. Excess Benefit. Excess Benefit is any compensation, consideration or benefit accruing to an Interested Person greater than would have been received in a transparent arm's length transaction that is not minor or deminimus given the facts and circumstances surrounding such transaction.

6. Compensation. Compensation shall include direct or indirect remuneration or consideration as well as gifts, grants or favors that are not insubstantial or deminimus, generally considered to be amounts less than $5,000 but not exclusively, depending on the facts, the type and number of transactions and the circumstances involved. Note however, that a contribution to the USPA by an Interested Person or member of the USPA will not by itself create a COI but rather additional factors such as the amount and purpose of the contribution should be taken into account in determining a donor's independent status or arm's length position.

7. Review Group. For purposes of this COI Policy the Review Group shall consist of the USPA's Chief Financial Officer, the USPA Audit Committee and the USPA Board of Governors. However, the Board of Governors may delegate its authority to one or more committees including but not limited to the Executive Committee for the purpose of investigating and resolving COI issues and the Audit Committee would then also report to such designated committee, with the Review Group expanded accordingly.

Article III – Procedures

A) Duty to Disclose.

1. In connection with any actual or possible COI, an Interested Person must disclose the existence of the Financial Interest and be given the opportunity to disclose all material facts first to the CFO in the Disclosure Statement and if necessary, then

to the Audit Committee and if necessary, then to the Board of Governors, with copies of any findings or recommended action provided to the USPA's Chairman, CEO and CFO.

2. In the event that an Interested Person observes or genuinely believes based on facts, that they are about to witness behavior that has or will constitute a COI by another Interested Person, such facts or behavior must be disclosed first to the Audit Committee and when appropriate, to the Board of Governors.

B) Determining Whether a COI Exists. After disclosure to the Audit Committee (with a copy to the CFO) of the Financial Interest in question and all material facts, and after a discussion or interview with the Interested Person(s), the Audit Committee shall promptly meet to review what has been presented to them and make a preliminary determination of whether in their judgement a COI exists or is eminent. The findings and any recommendation by the Audit Committee shall be immediately delivered to the Board of Governors with a copy to the USPA Chairman, CEO and CFO. The Board of Governors shall then take up the matter either at a regular monthly meeting, a special meeting or the semi-annual meeting at which time the Board of Governors will review the findings and any recommendations from the Audit Committee, discuss the matter, and if necessary ask for a more thorough statement from an Interested Person or more evidence of the alleged COI, and determine by majority vote whether a COI exists or is about to occur and immediately advise the Interested Person(s) of its decision. A sitting Governor with a Financial Interest or the subject of an alleged COI shall not be eligible to vote. The Board of Governors may also decline to take any action whereupon the findings and any recommendation of the Audit Committee will stand and will be addressed by the USPA Chairman, the CEO or their designees.

C) Additional Procedures for Addressing a COI

1. The Board of Governors and/or the Audit Committee may, if necessary, appoint a disinterested person or committee to investigate alternatives to the proposed transaction or arrangement that gave rise to such COI issue.

2. After reviewing the appearance of an impropriety or actual COI presented to it, the Board of Governors may determine whether the USPA can obtain with reasonable efforts a more advantageous transaction or arrangement from a person or entity that would not give rise to a COI.

3. If a more advantageous transaction or arrangement is not reasonably possible under circumstances not producing a COI, the Board of Governors shall determine by a majority vote of the disinterested Governors whether the transaction or arrangement is in the USP's best interest, for its own benefit, and whether it is fair and reasonable. In conformity with the above determination the Board of Governors by majority vote shall make its decision as to whether it shall enter into the

transaction or arrangement. Any sitting Governor with a Financial Interest in the specific COI shall recuse themselves from voting.

D) Violations of the Conflict of Interest Policy.

1. If the Board of Governors, after review and discussion of the Audit Committee's report or a report from the CFO, has reasonable cause to believe an Interested Person has failed to timely disclose an actual or possible COI, it shall inform the Interested Person of the basis for such belief and offer the Interested Person an opportunity to explain the alleged failure to disclose.

2. If, after hearing the Interested Person's response and after making further investigation as may be warranted by the circumstances, the Board of Governors thereafter determines the Interested Person has failed to timely disclose an actual or possible COI, as provided for herein, the Board of Governors, after motion and majority vote may take appropriate disciplinary and/or corrective action.

Article IV – Record of Proceedings

1. At any time that a COI is addressed by the Audit Committee, by the Board of Governors or by any officers or employees or any committee asked or created to address a COI issue, minutes of such proceedings shall be kept. Such minutes shall include but not be limited to a general description of the alleged COI, the time and place of such proceeding, who was present, who spoke and an outline of what was said, a list or description of any documentary or physical evidence and the result of any vote, any recommendations including alternatives to the proposed transaction giving rise to the COI, and any corrective or disciplinary action.

2. The Chief Financial Officer of the USPA shall maintain files and a written log of any disclosed, reported and discovered COI and the Record of Proceedings including how the COI was resolved.

Article V – Annual Disclosure Statement

1. Each Interested Person shall sign annually a Disclosure Statement, copy of which is attached hereto, to be kept by the CFO, which affirms that such person:

a) Has received a copy of this COI Policy and Procedure.
b) Has read and understands the COI Policy and Procedure.
c) Has agreed to comply with the COI Policy and Procedure.
d) Understands the USPA is a 501(c)(6) tax exempt organization and in order to maintain its federal tax exemption it must engage primarily in activities which accomplish one or more of its tax-exempt purposes.

2. If at any time during the year the information in the annual statement changes materially, the Interested Person shall disclose such changes to the CFO and revise their

annual Disclosure Statement.

3. The CFO, in conjunction with the Audit Committee and the Board of Governors shall regularly monitor and seek compliance with this COI Policy and Procedure by reviewing annual Disclosure Statements and taking such actions as are necessary for effective COI oversight. The CEO and the CFO shall develop guidelines on how the COI Disclosure Statement shall be signed, collected and maintained, and report such guidelines and any changes to the Board of Governors.

4. The failure of an Interested Person to complete, sign and deliver their Disclosure Statement shall result in the CFO reporting such failure to the Interested Person, and failing receipt of a Disclosure Statement 10 days thereafter, provide a notice of such failure to the Board of Governors, the CEO and Chairman.

Article VI – Periodic Reviews

1. In addition to the monitoring set forth in Article V (3) herein, and to ensure the USPA operates in a manner consistent with its 501(c)(6) purposes and does not engage in activities that could jeopardize its tax exempt status, periodic reviews may also be conducted by the Finance Committee regarding:

a) Whether compensation arrangements and benefits are reasonable, based on competent survey information (if reasonably available), and the results of arm's length bargaining;

b) Whether the USPA's arrangements with other individuals or organizations conform to the USPA's written policies, are properly documented, reflect reasonable investment or payments for goods and services, further the USPA's purposes and do not result in an inurement, impermissible private benefit or in an excess benefit transaction.

Article VII – Use of Outside Experts

When conducting the annual or periodic reviews as provided for herein, the USPA may, but need not use outside advisors. If outside experts are used, their use shall not relieve the USPA of its responsibility for ensuring periodic reviews are conducted.

Article VIII – Amendments

This Conflict of Interest Policy and Procedure may be amended from time to time by a majority vote of the Board of Governors.

Article IX – Effective Date

This Conflict of Interest Policy and Procedure shall become effective on July , 2015, the date it was approved by vote of the majority of the Board of Governors.

(NOTE: This Conflict of Interest Policy became effective August 3, 2015. The Executive Committee approved the policy at their regular monthly meeting held July 20, 2015. In accordance with Resolution 4.1, the meeting's minutes and attachments were published to the Board. As there were no Board objections for consideration within one week after the delivery on July 27, 2015, this policy became effective on August 3, 2015.)

Member Demographic Policy

Approved by the Board and Staff Development Committee
October 22, 2014
as Revised Sept 2, 2014

WHEREAS, The United States Polo Association (USPA) is a non shareholder corporation with both clubs and individual persons as its members, and in its mission to serve its members, the USPA requires that members disclose contact and demographic information.

WHEREAS, The USPA publishes both in its annual blue book and on its website contact information for its members and the USPA desires to protect its members from unsolicited commercialization of their contact information, and to regulate the use of private contact information for USPA electioneering

WHEREAS, The USPA, through its Board of Governors, establishes the following policy for use and misuse of member contact and demographic information:

RESOLVED,

No individual or club member may use or cause to be used, any other individual or club member's demographic or contact information in either hard copy or electronic format, from any USPA source including the blue book or the website for any of the following reasons:

1) Any commercial purpose
2) Any mass mail, texting or emailing for USPA campaign electioneering
3) Any mass mail, texting or emailing for commercial or non commercial purpose

Permitted uses of the individual or club members demographic or contact information include the following

1) An individual member or club member may use USPA provided contact information to contact any club or a single individual member or group of individual members regarding participating in a polo or polo related event, including organizing a polo match
2) A USPA Circuit Governor may contact any club or individual member in their circuit at any time for USPA official circuit business. To facilitate this, they may request from the USPA a current list of contact information for the appropriate clubs and individual members that have specifically signed up for this type of email. They may not use the names of individuals that have asked

not to receive any USPA email.

3) A candidate for USPA office, including candidates for Governor at Large and Circuit Governor may request from the USPA a current list of contact information for the appropriate clubs and individual members that have specifically signed up for this type of email for one time usage for election purposes.
4) An individual member or a club may request from the USPA a current list of contact information for the appropriate clubs and individual members for a one time basis for those members that have specifically signed up for this type of email. Copy must be approved by the Executive committee, or their delegate, before the list will be sent.
5) A non member may be granted, by contract, a one time use of the list for those members that have signed up for that type of email by the Executive Committee on an individual basis. Copy must be preapproved and a contract stipulating these conditions signed prior to usage.
6) The USPA may give specific written permission for lists of individual or club members demographic or contact information to be used or sold for any purpose that it sees fit according to its own policies and procedures

Further, any misuse of USPA club or individual member contact information as provided in any printed or electronic format shall constitute a violation of USPA Bylaw 4(a) with the appropriate adjudication set forth in Bylaw 11, or through forfeiture of membership by vote of the Board of Governors.

PROCUREMENT POLICY

I. OVERVIEW

The purpose of this policy is to ensure that goods and services procured on behalf of the United States Polo Association, Inc. (USPA) and its related entities, Umpires LLC, Marketing LLC, and Polo Development LLC are obtained in a cost-effective manner and in compliance with the USPA's guidelines. This overview addresses both (A.) the selection of vendors for procurements and (B.) the approval of purchases which may or may not have been previously approved during the formal budgeting process.

A. Vendor selection - For vendor selection, all vendor bids and quotations must be evaluated on the basis of product quality, compliance with specifications, total cost, and the vendor's acceptance of the USPA's terms and conditions. For larger acquisitions, whether funded at one time or over several periods, procurements must be considered in total, not split into multiple smaller purchases in order to avoid the approval/documentation process. Vendor approval is based on Level 1 Procurements (≤ $50,000) and Level 2 Procurements (>$50,000), as outlined in Section III, "Vendor Selection".

B. Purchase approval - For purchase approval, the dollar amount for the procurement may have already been approved during the formal budgeting process. If not, then the respective LLC/Services entity has three choices: (1.) budget for and incur the purchase in a succeeding year; (2.) reallocate a portion of the current year's approved budget from one line item to another, i.e. Budget Reallocation; or (3.) request additional funding from the USPA's CEO by submitting a Budget Revision request. The approval process for funding purchases is considered part of the budgeting process and is separate from the vendor selection/procurement process outlined in this document.

II. PROCURER'S CODE OF CONDUCT

All individuals, including but not limited to Employees, Officers, Volunteers, Independent Contractors, and Vendors, acting as representatives of the USPA for procuring goods and/or services and/or administering and supervising contracts are expected to conduct themselves professionally and ethically by maintaining high standards of integrity, using good judgment, and acting in good faith with individuals both inside and outside the USPA community.

Conflicts of interest may arise during the procurement process when individuals representing the USPA have a financial, family or other beneficial interest in the vendor firm selected or considered for selection. No such individual shall do business with, award contracts to, or show favoritism toward a member of his/her immediate family, spouse's family or to any company, vendor or concern who either employs or has any relationship to a family member without prior authorization from the USPA. Any individuals involved in the procurement of goods and services on behalf of the USPA,

Inc. shall be required to review and sign the USPA's Conflict of Interest Policy. The intent of this requirement is to make transparent any real or perceived conflicts, not to prevent the procurement of the appropriate vendor for the goods/services required.

Individuals representing the USPA for procurements shall neither solicit nor accept gratuities, gifts, consulting fees, trips, favors or anything having a monetary value in excess of $75.00 (75 dollars) from a vendor, prospective vendor, or the family or employees of a vendor, prospective vendor or bidder or from any party to a sub-agreement or ancillary contract.

III. VENDOR SELECTION

A. Procurements ≤ $50,000 (Level 1) :
Vendor selections for procurements ≤ $50,000 are approved by the appropriate LLC/Services Exec. Director in conjunction with the respective LLC/Services Board procurement approval process. No formal documentation supporting the vendor selection is required to be attached to the invoice/payment request. Support of vendor/price selection is kept in a vendor file at the LLC/Services entity level. Purchasers are expected to conduct an informal cost/price analysis and select the vendor offering the best mix of quality, service and price for the specified need. Reasonable efforts should be made to ensure fair and competitive pricing. For purchases in which only a single vendor meets the requirements, see Section IV, "Exceptions".

B. Procurements >$50,000 (Level 2) :
Vendor selections for procurements > $50,000 are approved by both the appropriate LLC/Services Exec. Director, in conjunction with the respective LLC/Services Board procurement approval process, and also by the CEO. The approval for the vendor selected, including supporting documentation, is attached to the vendor's initial invoice/contract payment submission request.)

1) The purchaser must provide each prospective vendor with the same description of specifications for the item or service being requested.
2) A minimum of three (3) bids is required. For purchases in which only a single vendor meets the requirements, see Section IV, "Exceptions".
3) Bids received must be kept on file at the appropriate LLC/Services level for at least 5 years from the vendor's approval date.
4) A proposal analysis comparing the bids must be completed and included as part of the vendor file package.
5) Supporting documentation for the vendor selected must be completed by the appropriate LLC/Services procurer and included as part of the vendor file package, with a copy attached to the selected vendor's initial invoice / payment submission.
6) The vendor must provide evidence of adequate workers compensation and general liability insurance. If unavailable, then a waiver must be signed by the CEO.
7) If permitting is required, the vendor shall be responsible for coordinating and

obtaining permits, unless specifically addressed otherwise. Permits shall be listed as part of the contract.

IV. EXCEPTIONS

A. Exceptions - The CEO must approve, in writing, any exceptions to this Procurement Policy.

B. Single Source Vendor:
Occasionally, the Buyer on behalf of the USPA is unable to or chooses to not competitively bid the goods/services request. This occurs when there is only one vendor capable of fully meeting the bid requirements; or when alternative vendors do exist, but the Procurer chooses to solicit a bid only from a particular vendor due to specific technical requirements (precision, reliability) or unsatisfactory past performance history (poor service, availability of parts) by other vendors. When this occurs, the Buyer must include in the Vendor Selection analysis a justification for the non-competitive procurement.

USPA Vision

Our job as the Board is to provide the direction to our professional staff and volunteer leadership pertaining to the USPA's planning and budgeting, allowing them to execute our Vision, Mission and Core Values:

Vision:
A great polo experience for new and current members of the USPA that creates a strong and growing polo community at all levels in a competitive, safe and fair environment for players, the polo community and horses.

Mission:
The name of this organization will be THE UNITED STATES POLO ASSOCIATION. It has been organized and exists for the purpose of promoting the game of polo, coordinating the activities of its Member Clubs and Registered Players, arranging and supervising polo tournaments, competitions, and games, and providing rules, handicaps, and conditions for those tournaments, competitions, and games including the safety, welfare, and experience of participants, spectators, sponsors, and mounts.

Core Values:
- Honesty and integrity
- Fair and balanced
- Enjoyment of the game, the horses and the experience
- A good partner to member clubs and players who participate
- Transparency
- Operational excellence

United States Polo Association High Goal Committee Policy

Mission Statement

To advise the USPA Chairman, Executive Committee and BOG and committee chairs on all aspects of high goal polo in the US. To be the communication channel between the USPA and High Goal community including club managers, High Goal sponsors, and High Goal Professionals. To grow and promote the sport of polo at its highest level around the US.

1. Definition: High Goal Polo shall be defined as all polo 20 goals or higher played in the USA and/or by a USA team in another country.

2. High Goal Committee:

2.a Elected Committee Members

- Three Team Owners and Three Professionals all six positions from different teams.
- On the odd years two Team Owners and two Professionals will be elected.
- On the even years one team owner and one Professional will be elected.

2.b Elected Committee Members

- One High Goal Club Manager
- One representative from the USPA Umpires, LLC, with the consent of the Umpire LLC Chairman
- One representative from USPA Communications or USPA Marketing LLC Board with the Consent of Marketing LLC Chairman
- One representative from the USPA Rules Committee, with the consent of the USPA Rules Committee Chairman.

3. High Goal Committee member eligibility:

- The HGC is led by a Chairman appointed in accordance with the USPA By-Laws
- There are multiple Circuits within the USPA that currently play High Goal polo. When possible the objective would be to have a representative from each circuit on the HGC.
- For Team Owner and Professional Committee Members, participation in High Goal polo, during the year nominated, either as a player, team manager, team coach or team owner is required.
- For Club Manager Committee Member, management of High Goal polo during the term served is required.
- The HGC Chairman will approve eligibility of all HGC members.
- Current USPA membership in good standing is required.
- Participation at committee meetings either in person or by teleconference is mandatory (no substitutes will be permitted).

• Participation at High Goal community meetings with teams and participants is mandatory.
• Three unexcused absences from meetings will cause evaluation of membership by HGC Chairman up to and including replacement.

4. High Goal Committee Member Term Limits

• A term shall be defined as a 24-month period from the date of election on or about, January 1 of year one to December 31 of year two.
• Elected Committee Members may serve no more than 2 consecutive terms.
• Elected Committee Members may be reelected to serve additional terms with a 1 term break between.
• If during their term, an elected Committee member plays on the same team as another elected committee member, each may serve the remainder of their terms but only one will be eligible for reelection.
• Terms of the appointed Committee members are at the discretion of the HGC Chairman.

5. Election and Appointment of Committee Members

• Team Owner Committee members and Professional Player members will be elected to the Committee through the following process:

5.a Nomination Process:

• The Nomination process will take place in December of each year.
• Active High Goal Team Owners may nominate themselves or be nominated by another active HGTO.
• Active High Goal Professional Players may nominate themselves or may be nominated by another eligible HGPP.

5.b Election Process:

• If more than two HGTOs are nominated there will be an election to select the Team Owner Committee Members. Only eligible Team Owners may vote to elect Team Owner Committee Members.
• If more than two HGPPs are nominated there will be election to select the Professional Committee Members. Only eligible Professionals may vote to elect Professional Committee Members.
• Committee elections will take place within a 10-day period following the conclusion of the nomination process for each category.

5.c Appointment Process:

• At the start of the HGC Chairman's term, the Chairman will appoint committee members for the four appointed HGC member positions.
• Terms for the appointed HGC members are at the discretion of the HGC Chair-

man.

• If the HGC Chairman is replaced, the new HGC Chairman will approve the existing appointed HGC members or re-appoint his or her appointed HGC members.

• The HGC Chairman's term is at the discretion of the USPA Board Pursuant to the USPA By-Laws

CONCUSSION GUIDELINES

AAN HEAD INJURY SUMMARY

The following guidelines were adopted from the American Neurology Academy (AAN) by the USPA Safety Committee and outlines recommended return to polo guidelines following a head injury.

Concussion	Incident #	AAN Guidelines (adopted)
GRADE I No loss of consciousness No Amnesia "Bell Rung" Confusion	Initial Second Third	20 minutes s/s free at rest/exertion 1 week symptom free @ rest/exertion Terminate Season Return allowed in 3 months if cleared by MD
GRADE II No loss of consciousness Confusion with amnesia	Initial Second Third	1 week symptom free @ rest/exertion Must be cleared by qualified Medical Personnel 2 weeks symptom free @ rest and exertion Must be cleared by qualified Medical Personnel Scanning if indicated (residual s/s)j Terminate Season Complete Neurological work up
GRADE III Loss of consciousness	Initial Second Third	Brief LOC: 1 week symptom free at rest and exertion Prolonged LOC: 2 weeks following resolution of signs/symptoms at rest and exertion. Clearance by medically qualified personnel 1 month free of sign/symptoms at rest and exertion. Neurological consult and clearance required Terminate season. Consider retirement from sport.

Dr. Thorkild Vad Norregaard, Chairman
USPA Safety Committee

USPA Body Condition Score Chart

Score	Neck	Shoulder	Withers	Ribs	Loin	Tail-head
1 Poor	extremely thin	very prominent	extremely thin	very prominent	very prominent	very prominent
	Description: This horse is emaciated. The spinous processes (backbone, ribs, tail-head, and hooks and pins all project prominently. The bone structures of the withers, shoulders, and neck are noticeable and no fat can be felt anywhere.					
2 Very Thin	very thin	very thin	very thin	prominent	prominent	very thin
	Description: The spinous processes are prominent. The ribs, tail-head, and pelvic bones stand out and bone structures of the withers, neck, and shoulders are faintly discernible.					
3 Thin	thin	thin	thin	see easily	fat cover 1/2 way up	prominent
	Description: The spinous processes stand out, but fat covers them to the midpoint. Very slight fat cover can be felt over the ribs, but individual vertebrae cannot be seen. Hook bones are visible but appear rounded. Pin bones cannot be seen. The withers, shoulders, and neck are accentuated.					
4 Moderately Thin	moderately thin	moderately thin	moderately thin	outline of ribs	negative crease	some fat
	Description: This horse has a negative crease along its back and the outline of the ribs can just be seen. Fat can be felt around the tail-head. The hook bones cannot be seen and the wither, neck, and shoulders do not look obviously thin.					
5 Ideal	blend into shoulder	blend smoothly	rounded	cannot see, easily feel	level	ideal fat cover
	Description: The back is level. Ribs cannot be seen, but easily felt. Fat around the tail-head feels slightly spongy. The withers look rounded and the shoulder and neck blend smoothly into the body.					
6 Moderately Fleshy	little fat	little fat	little fat	cannot see, can feel	slight crease	fat
	Description: There may be a slight crease down the back. Fat around the tail-head feels soft and fat over the ribs feel spongy. There are small deposits along the sides of the withers, behind the shoulders and along the sides of the neck.					
7 Fleshy	average fat	average fat	average fat	barely feel	crease	fleshy fat
	Description: There may be a crease down the back. Individual ribs can be felt, but there is noticeable fat between the ribs. Fat around the tail-head is soft. Fat is noticeable in the withers, the neck, and behind the shoulders.					
8 Fat	fat	flush behind	fat filled	difficult to feel	obvious crease	very soft fat
	Description: The horse has a crease down the back. Spaces between the ribs are so filled with the fat that the ribs are difficult to feel. The area along the withers is filled with fat, and the fat around the tail-head feels very soft. The space behind the shoulders is filled in flush and some fat is deposited along the inner buttocks.					
9 Extremely Fat	bulging fat	bulging fat	bulging fat	cannot feel (patchy fat)	very obvious crease	bulging fat
	Description: The crease down the back is very obvious. Fat appears in patches over the ribs and there is bulging fat around the tail-head, withers, shoulders, and neck. Fat along the inner buttocks may cause the buttocks to rub together, and the flank is filled in flush.					

ADOPTED FROM THE HENNEKE BODY CONDITION SCORING SYSTEM

United States Polo Association - 1-800-232-USPA

NOAA's National Weather Service

Heat Index

Temperature (°F)

Relative Humidity (%)	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108	110
40	80	81	83	85	88	91	94	97	101	105	109	114	119	124	130	136
45	80	82	84	87	89	93	96	100	104	109	114	119	124	130	137	
50	81	83	85	88	91	95	99	103	108	113	118	124	131	137		
55	81	84	86	89	93	97	101	106	112	117	124	130	137			
60	82	84	88	91	95	100	105	110	116	123	129	137				
65	82	85	89	93	98	103	108	114	121	128	136					
70	83	86	90	95	100	105	112	119	126	134						
75	84	88	92	97	103	109	116	124	132							
80	84	89	94	100	106	113	121	129								
85	85	90	96	102	110	117	126	135								
90	86	91	98	105	113	122	131									
95	86	93	100	108	117	127										
100	87	95	103	112	121	132										

Likelihood of Heat Disorders with Prolonged Exposure or Strenuous Activity

Caution | Extreme Caution | Danger | Extreme Danger

- *Caution- 80-90*
- *Extreme Caution- 91-103*
- *Danger- 103-124*
- *Extreme Danger- 126+*

CLUB COMPLIANCE CLUB APPROVAL AND CLUB RENEWAL POLICY

The Club Compliance Renewal and Approval policy include the following recommendations to the board:

- Establish club requirements/definitions
- New club review process
- Existing club review process/ timeline to be conducted in conjunction with the April Meeting
- Change of club review process

Recommended Member Club Requirements/ Definitions for new and renewal clubs

Club Requirements	Active Member Club	Affiliate Member Club	I/I, Youth, Polo School	Associate Member Club	Inactive Member Club
Control or Access to a suitable Field/ Arena	Yes, as defined below	Yes, as defined below	Yes, may share facilities with Active Member Club	N/A	N/A
Stated Intent of Club	Yes	Yes	Yes	N/A	N/A
Liability Insurance	Yes	Yes, within the countries insurance standards	Yes	N/A	N/A
Club Organization	Yes	Yes	Yes **I/I Clubs must adhere to I/I required documentation	N/A	N/A
Membership	Yes, 3 Registered Players in good standing	Yes, 3 Registered/ Affiliate Players in good standing	Yes, 3 Individual Members in good standing	N/A	N/A

1. Access/ Control of Suitable Facilities:

   a. Suitable Field: A suitable field shall adhere to the general dimensions outlined in the USPA Outdoor Rules including goals, goal posts, and run off space. The dimensions of a field may be smaller than USPA regulations provided the field

still provides a safe, competitive area for play with proper run off areas. The grass shall be maintained to a proper length (consistent with industry standards for the species of grass) on which polo is able to be played; allowing for the ball to have ease of roll. The footing of the field shall be consistent as to not jeopardize the safety of the horse and rider.

b. Suitable Arena: A suitable Arena shall adhere to the general dimensions outlined in the USPA Arena Rules including goals. The dimensions of an arena may be smaller or larger than USPA regulations provided the arena still provides a safe, competitive area for play; with fixed walls and at least 4 ft. high; containing the horse and rider and the ball. It preferred to have screen/ netting on the ends of the arena. The footing shall be maintained to industry standards for the specific material; allowing for the ball to have ease of roll. The footing of the field shall be consistent as to not jeopardize the safety of the horse and rider.

c. Access/ Control: Access and/or control can be defined as the club, the club owner, and/or a member of the club's leadership owning or leasing facilities that meet the definition of a suitable field and/or arena. Proof of ownership/ leasehold is:

(1) A current lease agreement

(2) Statement of ownership (property tax record, deed, etc)

(3) Binding agreement between property owner and polo club

2. Stated Intent/ Purpose of Club:

a. Develop, implement, and/or continue a polo school operation to sustain the growth of the sport of polo while adhering to all USPA Rules and Regulations

b. Conduct organized and safe club-level matches and practices while adhering to all USPA Rules and Regulations

c. Organize and host competitive, tournament-level polo through leagues and/or USPA Sanctioned Tournaments which adhere to all USPA rules and Regulations

d. Private Polo Facility where polo is played by invitation only

e. Youth/ Young Adult Polo program where individuals and teams participate in one of the various levels of I/I, NYTS and U-NYTS, youth polo clinics, and young player development opportunities

3. Liability Insurance:

a. Up to Date Club Liability Insurance ($1,000,000 aggregate)

4. Club Organization Documents:

a. Club By-laws including list of officers and/or board of directors

b. List of Officers; with individual confirmations that they are assuming the role as an officer

c. Delegate selection; with acknowledgement of Delegate Roles and Responsibilities and confirmation by officers

5. Membership

a. New Club Applications:

(1) Active Member Club: Minimum 3 Registered Players in good standing

(2) Affiliate Member Club: Minimum 3 Registered/ Affiliated Players in good standing

(3) I/I, Youth, Polo School: Minimum 3 Individual Members in good standing
(4) Associate Member Club: N/A
(5) Inactive Member Club: N/A

b. Annual Club Renewals
(1) Active Member Club: Minimum 3 Registered Players in good standing
(2) Affiliate Member Club: Minimum 3 Registered/ Affiliated Players in good standing
(3) I/I, Youth, Polo School: Minimum 3 Individual Members in good standing
(4) Associate Member Club: N/A
(5) Inactive Member Club: N/A

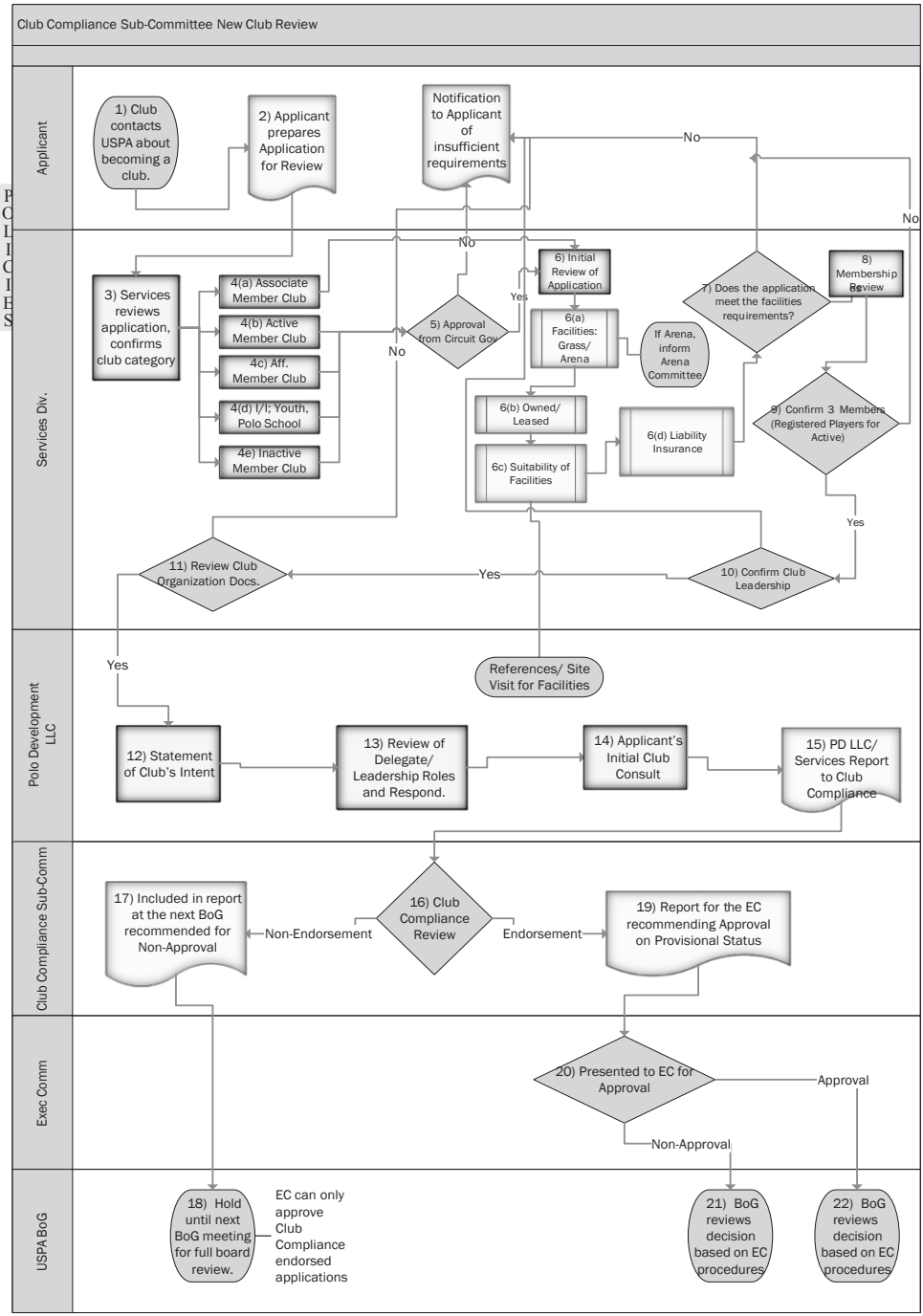
c. **Provisional Status:** New Clubs on Provisional Status must have a minimum of 6 Registered Players in good standing to be recommended by the Club Compliance Sub Committee to come off Provisional Status

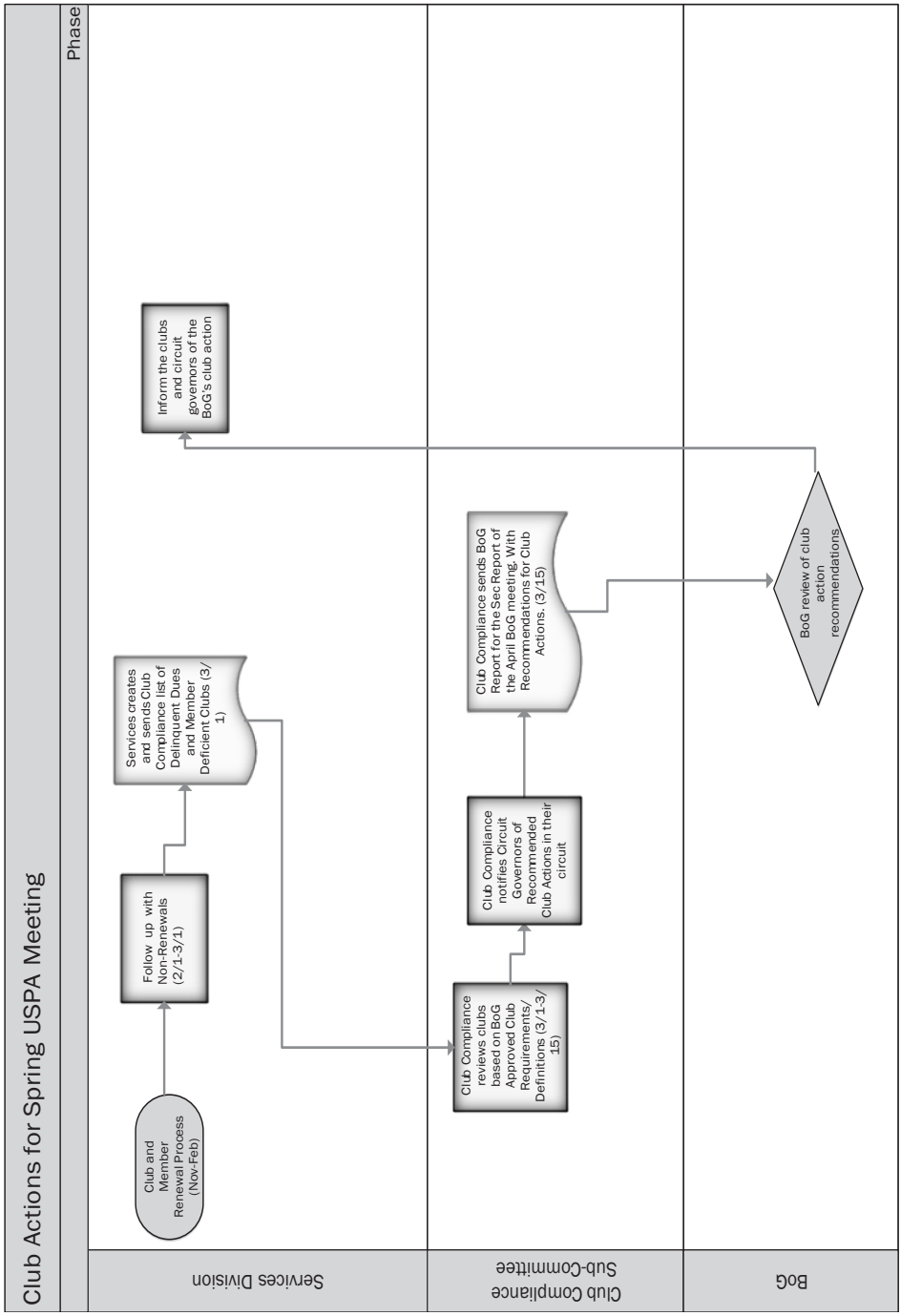
Club Compliance Constitutional and By-Law Support

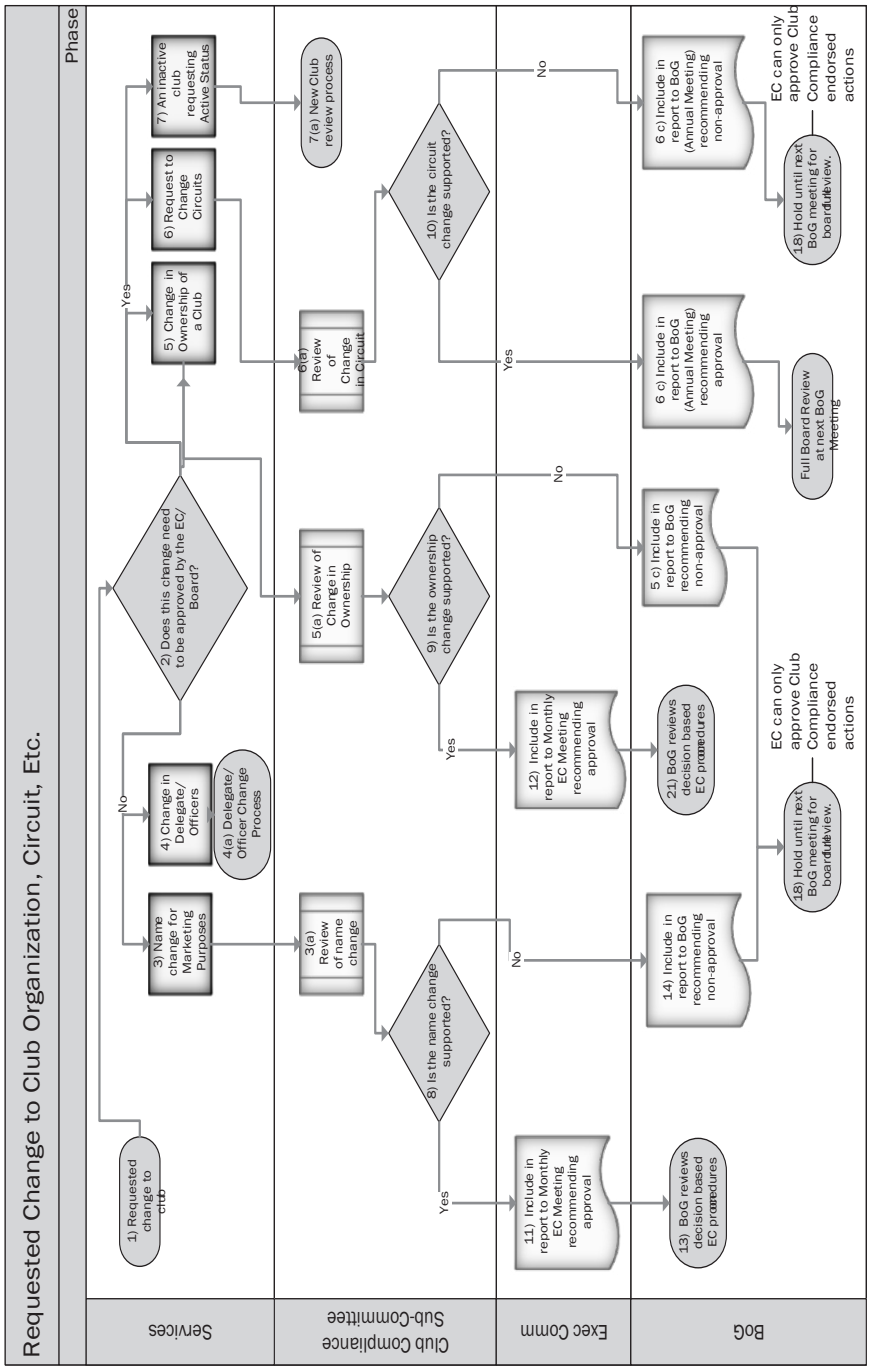
1. WHEREAS the United States Polo Association, *an Association of regularly organized polo clubs and associations or other entities (Clubs) and of the Registered Players (Players) of such Club (***Article III Section 1)** and the Clubs and Players of the USPA believe that strong clubs are the basis for growing the sport of polo.

2. WHEREAS the Constitution of the USPA gives the Board the power to approve new member clubs and review clubs for a change in status as needed (**Article III Section 3)**

3. WHEREAS, the Club and Membership Development committee of the USPA has established a Club Compliance subcommittee to review new club application and review each club annually for compliance with the USPA Constitution (**Article III Section 3: Club Membership)** and *By-Laws* (**By-Law 3. Membership, Dues, Registration Fees, and Fiscal Year).** The Club Compliance subcommittee has developed a process to review all new member club applications for review by the Executive Committee and the Board and to review existing clubs for necessary changes in status for review by the Board.


Club Compliance Sub-Committee New Club Review
Applicant
Services Div.
Polo Development LLC
Club Compliance Sub-Comm
Exec Comm
USPA BoG
1) Club contacts USPA about becoming a club.
2) Applicant prepares Application for Review
Notification to Applicant of insufficient requirements
No
No
3) Services reviews application, confirms club category
4(a) Associate Member Club
4(b) Active Member Club
4c) Aff. Member Club
4(d) I/I; Youth, Polo School
4e) Inactive Member Club
No
5) Approval from Circuit Go
Yes
6) Initial Review of Application
6(a) Facilities: Grass/ Arena
If Arena, inform Arena Committee
6(b) Owned/ Leased
6c) Suitability of Facilities
6(d) Liability Insurance
7) Does the application meet the facilities requirements?
8) Membership Review
9) Confirm 3 Members (Registered Players for Active)
Yes
10) Confirm Club Leadership
Yes
11) Review Club Organization Docs.
Yes
References/ Site Visit for Facilities
12) Statement of Club's Intent
13) Review of Delegate/ Leadership Roles and Respond.
14) Applicant's Initial Club Consult
15) PD LLC/ Services Report to Club Compliance
16) Club Compliance Review
Non-Endorsement
Endorsement
17) Included in report at the next BoG recommended for Non-Approval
19) Report for the EC recommending Approval on Provisional Status
20) Presented to EC for Approval
Approval
Non-Approval
18) Hold until next BoG meeting for full board review.
EC can only approve Club Compliance endorsed applications
21) BoG reviews decision based on EC procedures
22) BoG reviews decision based on EC procedures


Club Actions for Spring USPA Meeting
Phase
Services Division
Club Compliance Sub-Committee
BoG
Club and Member Renewal Process (Nov-Feb)
Follow up with Non-Renewals (2/1-3/1)
Services creates and sends Club Compliance list of Delinquent Dues and Member Deficient Clubs (3/1)
Club Compliance reviews clubs based on BoG Approved Club Requirements/ Definitions (3/1-3/15)
Club Compliance notifies Circuit Governors of Recommended Club Actions in their circuit
Club Compliance sends BoG Report for the Sec Report of the April BoG meeting, With Recommendations for Club Actions. (3/15)
BoG review of club action recommendations
Inform the clubs and circuit governors of the BoG's club action



Notes:
2)Club Change needing approval of the Board
-2.1.) Items that need BoG Approval: A change in Ownership of the Club, a change in circuit, an inactive Club requesting active status. -2.2.) Items that do not need BoG approval: a change in delegate/officers, a name change for marketing purposes

United States Polo Association Handicap Committee Policy

1. Adoption of a USPA National Handicap Committee (NHC) Tagline:
   Honesty – Integrity – Transparency – Respect

2. National Handicap Committee qualifications include:
   - Current USPA membership
   - Participation at meetings either in person or by teleconference.
   - Three unexcused consecutive absences from meetings will cause evaluation of membership by NHC Chairman up to and including replacement.
   - The NHC consists of the USPA Chairman of the Association.
   - A Chairman proposed by the USPA Chairman of the Association and approved by the USPA Board of Governors.
   - There are 13 Circuits within the USPA. Each has a Circuit Handicap Chairman selected with the advice and consent of each specific Circuit Governor, and approved by the NHC Chairman.
   - 8 At-Large Members selected and approved by the NHC Chairman.
   - The NHC voting members are the Chairman of the Association, the NHC Chairman, 13 Circuit Handicap individuals, 8 At-Large Members.
   - All Circuit Handicap Chairman shall create committees within their circuit to review and confirm recommendations that are initiated from Member Club Delegates. These recommendations are communicated to the NHC through the coordination of the USPA.
   - The At-Large Members are responsible to evaluate members throughout the US, and provide their handicap recommendations through the coordination of the USPA Handicap Committee staff member who gathers all recommendations of the members and provides data input to the annual meetings and the members of the NHC.
   - The NHC Chairman and/or the USPA Chairman confirm all final handicaps.
   - Current USPA National Handicap Committee Staff are: the Data Administrator, Executive Director of Services and USPA CEO.

3. Conflict of Interest, Impropriety or appearance of impropriety: During any process of recommending or selecting a permanent handicap for a USPA member, the NHC member is required to declare actual or perceived conflicts of interest to the NHC Chairman before voting or abstaining on any permanent handicap. Each meeting's purpose is to relate communication and recommendation received from the membership at-large that would provide a true depiction of the member's handicap/playing ability in order to select a permanent handicap for the upcoming polo season(s). A polo season shall be defined as January 1 – April 30 and May 1 – December 31.

   A Conflict of Interest shall occur when a member of the NHC:
   - Votes or influences the vote on a family member of the NHC member
   - Votes or influences the vote on an employee or employer of the NHC member

- Votes or influences the vote on a player negotiating or discussing employment with the NHC member
- Votes or influences the vote on a team member of the NHC member in the current polo season
- Knowingly votes or influences the vote on a team member of the NHC member in the upcoming polo season

Pursuant to the Handicap Policy Tagline: Honesty – Integrity – Transparency - Respect, our NHC members are expected to avoid impropriety or the appearance of impropriety. Actions can be brought for impropriety, the appearance of impropriety as well as for a conflict of interest as determined through the disciplinary process.
Any NHC member demonstrating the above conflicts of interest, impropriety or appearance of impropriety with regard to actions involving handicapping will be subject to the USPA Disciplinary Procedure in accordance with By-Law 11, with sanctions which may include, but not be limited to, removal from the NHC. The 72 hours tolling period for bringing a disciplinary action begins upon the receipt of written notification of the conflict to the NHC Chairman. The NHC Chairman and Staff will keep correspondence in confidence. It is imperative that individual votes of committee members remain anonymous with the exception of the dissemination of an individual's votes to the members of the disciplinary committee in the event a complaint is filed pursuant to the disciplinary process set forth herein.

4. The raising and lowering of handicaps at any meeting begins with the recommendation from a Delegate, a Circuit Chairman, an At-Large Member, the NHC Chairman or USPA Chairman. If the recommendation is questioned regarding the proposed handicap, a vote will be taken of the non-conflicted NHC members who have observed the player compete within the recent handicap year. A voting member can qualify their recommendation and vote through personal feedback from USPA members whom they utilize for handicap input, although personal observation by any NHC member is preferred. A simple majority vote of those voting NHC members carries the recommendation forward to the USPA member review period.

5. At the conclusion of any NHC meeting, the handicap recommendations from the NHC shall be posted to the USPA website for a two-week review period. At the end of the two-week review period, final handicaps will be posted three days later. Permanent handicap confirmation from the NHC Chairman is required for all handicap recommendations, which are then posted to the USPA web site. These changes shall become effective on January 1st and June 1st respectively following the Spring and Fall NHC meetings.

6. Handicaps at the upper levels (3-10) should be made on a comparative basis by ranking all players within the rating category. Note: Comparative rating sheets shall be created that lists 10/9, 9/8, 8/7, 7/6, 6/5, 5/4, and 4/3 ratings to allow comparative

sliding up or down of proposed handicap changes based on rating categories. Establish benchmark, mid-range for each handicap as the fulcrum of each handicap comparison.

Note: Written handicap criteria for ratings of 2 goals and below will be established and published by a subcommittee directed by the USPA Chairman and approved by the NHC Chair.

7. The impact that a handicap decision has on the future employment of a player is not relevant, and should not be discussed.

8. Handicap evaluation observations: Any member is considered "Observed" when members of the NHC can be absolutely assured of the handicap being recommended and confirmed. There is no specific required time frame for a member to be "Observed" only that the handicap recommended or confirmed is without doubt.

9. Knowledgeable USPA. Staff members selected by the NHC Chairman can be utilized during the handicap evaluation process.

10. The NHC Chairman can select USPA Professional Umpires as a voting "At-Large Member" of the NHC.

11. Outside of the annual meetings, "T" handicap decisions for new and renewed membership applications follow the procedure of contacting the polo club Delegate or the Circuit Handicap Chairman. New member applications are processed through the USPA. Committee Staff and referred to the polo club delegate and Circuit Handicap Chairman for recommendation and then forwarded to the NHC Chairman for confirmation.

12. "T" Handicaps – The NHC may append a "T" to the handicap of any individual. Such a handicap is subject to review and change at any time until the "T" is removed. Any Delegate or of the National Handicap Committee may request the review of a "T" handicap. USPA members that have not competed or have not been observed in the current polo year and our maintaining their USPA membership may be subject to a "T" being applied to their permanent handicap if in the opinion of the NHC members, this player is subject to being raised or lowered when they return to polo competition. This effort includes players that have been away from the US polo for an entire polo season, includes players who have suffered injury that has taken them away from US polo for an entire polo season, includes Affiliates members who have not competed in the US for the entire polo season or any member who has not been observed for a permanent handicap for the entire polo season.

13. "T" Handicaps – The procedure for changing a "T" Handicap to a permanent handicap is accomplished by:

• The National Handicap Committee, at a regular scheduled meeting, removes the "T" from a members Handicap, because they have been observed, followed by a recommendation, verification and confirmation.
• The player can request to the Delegate at the club they are competing at, to be evaluated observed in order to have their "T" removed. The Delegate through the club committee makes a recommendation of an "Observed" handicap to the Circuit Handicap Chairman directly or through the USPA Committee Staff (Lindsay Dolan). If the Circuit Handicap Chairman is local, please invite them to participate with the observation of the player to assist in the process. The USPA contacts the NHC Chairman with the observed information for the formal removal of the "T" and the permanent handicap to be confirmed.
• It is preferred that when a member has been observed for the removal of the "T" from the handicap, the result should be a permanent handicap for the current polo season, although, if that handicap is not appropriate, the Handicap Committee chairman can change a handicap at any time.
• Currently any member with a 6T or less may not participate in competition above 16 goals.
• There is no required time limit for a Circuit Handicap Chairmen or the NHC to remove a "T" designation. No "T" will be removed without a Circuit Handicap Chairman's signature unless the NHC Chairman has observed the player in question. It is recommended that player's under handicap observation be for a period of no more than 6 months or at least five competitive games or until such time as the player in question has been adequately observed and evaluated.
• As of October 27, 2012 – New Players or existing members not observed in the current year applying for a U.S.P.A. Membership, who have competed in the following listed tournament(s) within the previous year of membership, may be considered to receive a handicap representing the highest foreign handicap without a "T" appended or the existing U.S.P.A. handicap. As stated in the USPA White Book, any handicap is subject to change upon the recommendation of the committee at any time. This ability to adjust foreign handicaps in error will be adhered too.

o HPA
- Gold Cup
- Queen's Cup

o AAP
- Camara
- Tortugas Open
- Hurlingham Open
- Palermo Open
- Stated Roster for Qualifying Teams of the AAP Open Tournaments

14. By-Law 6 b.3)
There will be an Arena Handicap Sub-Committee consisting of a Chairman appointed

by the National Handicap Committee Chairman and not less than three additional members appointed by the Sub-Committee Chairman. All Arena Sub-Committee members will serve one-year terms and be eligible for reappointment.

15. National Handicap Meetings:
Winter
Evaluation and recommendation to the Florida Circuit USPA members competing in the winter within the circuit. Evaluation and recommendations are carried forward to the April NHC meeting for confirmation by the NHC. Handicap changes for those who are handicapped at two goals or greater (monster rule) & those qualified for the current year under the HPA & AAP procedure.

Spring
Evaluation and recommendations for all competing members in the winter month's circuits. Evaluation and recommendation may be carried forward to the Fall meeting. Recommendation may be effective June 1st. USPA membership to be advised of recommendations following the spring meeting identifying June 1st changes/Effective Date. Comment period will be available from the USPA membership to NHC Chairman and the posting fulfills committee obligation to Circuit Chairman's and Delegate's.

Note: The committee anticipates that recommendations approved at the spring meeting for US Open USPA competing members will be their anticipated handicap as of January 1st for handicaps of OUT 9 & 10.

Summer
Evaluation and recommendation of USPA members with a "T" for all circuits. Purpose of meeting is to evaluate and proactively remove the "T" and assign a permanent handicap to the USPA member. Member must be properly observed prior to recommendation.

Fall
Evaluation and recommendations from previous meetings are confirmed and subject to a January 1st change in Handicap.

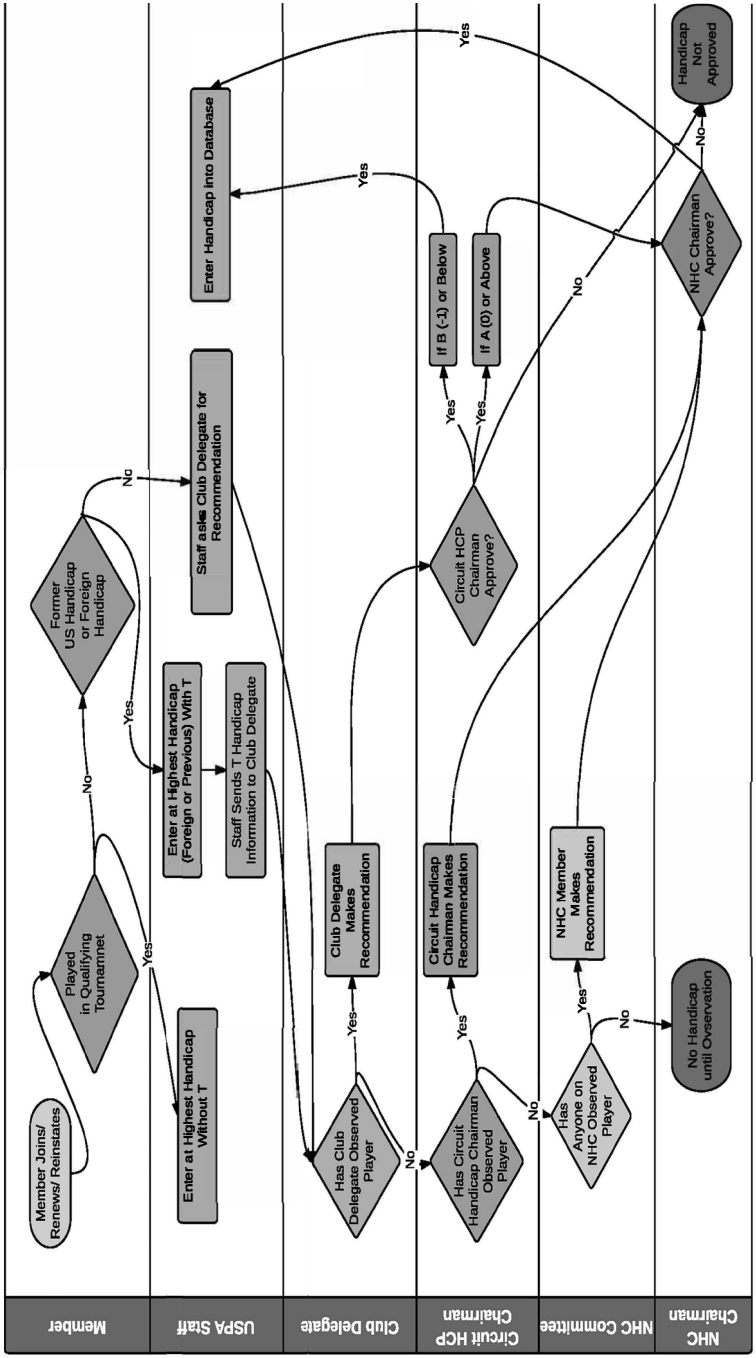
All USPA member handicaps evaluated, advisement of the committees decision, to be effective January 1st will be posted fulfilling committee obligation to Circuit Chairman and Delegates.

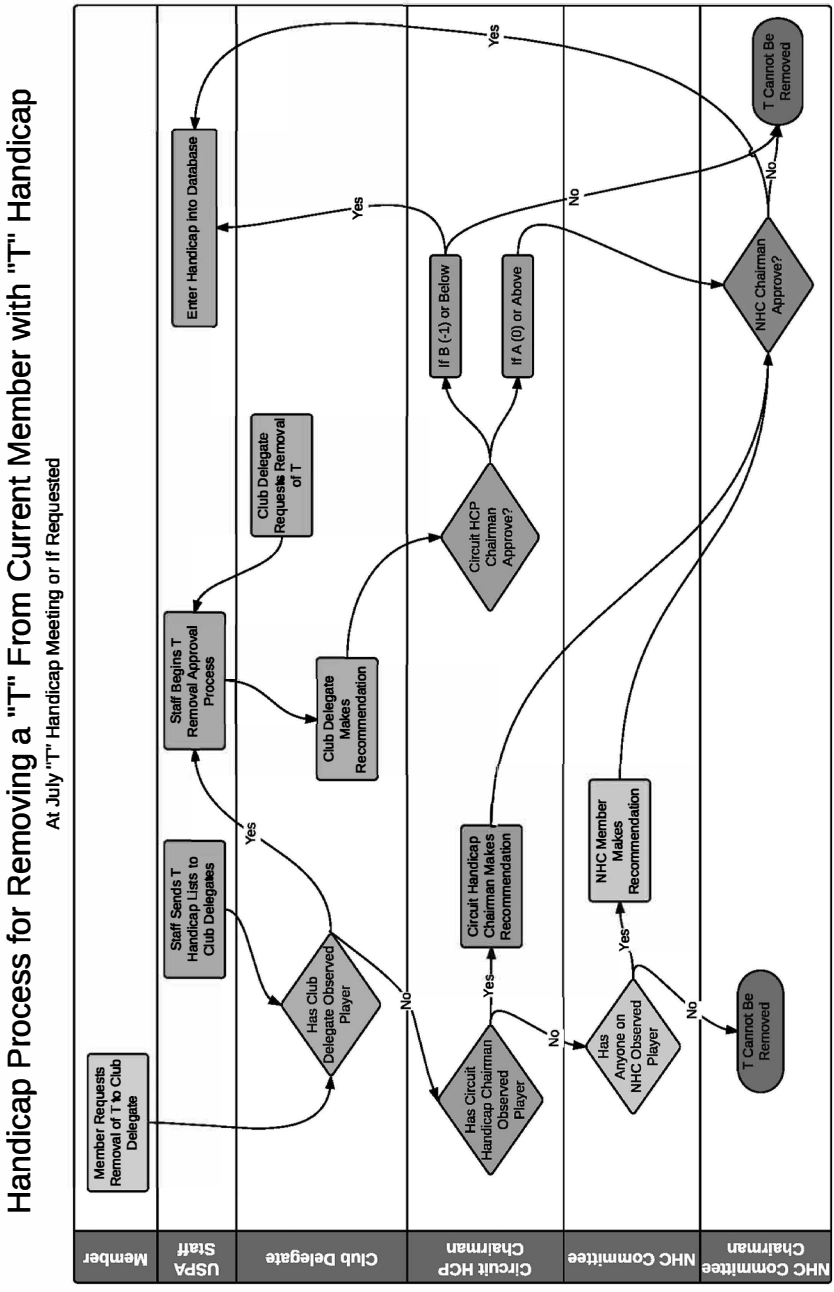
16. The Spring and Fall meetings will be open to USPA members. Discussion will be open and all votes recorded privately. Individual NHC member votes will not be publicized, but cumulative votes regarding an individual player can be publicized upon request from the NHC members and USPA members. As each player is reviewed, the non-conflicted NHC members will vote anonymously. Individual votes will be recorded by staff, for review, in the event of a challenge. This process for voting will

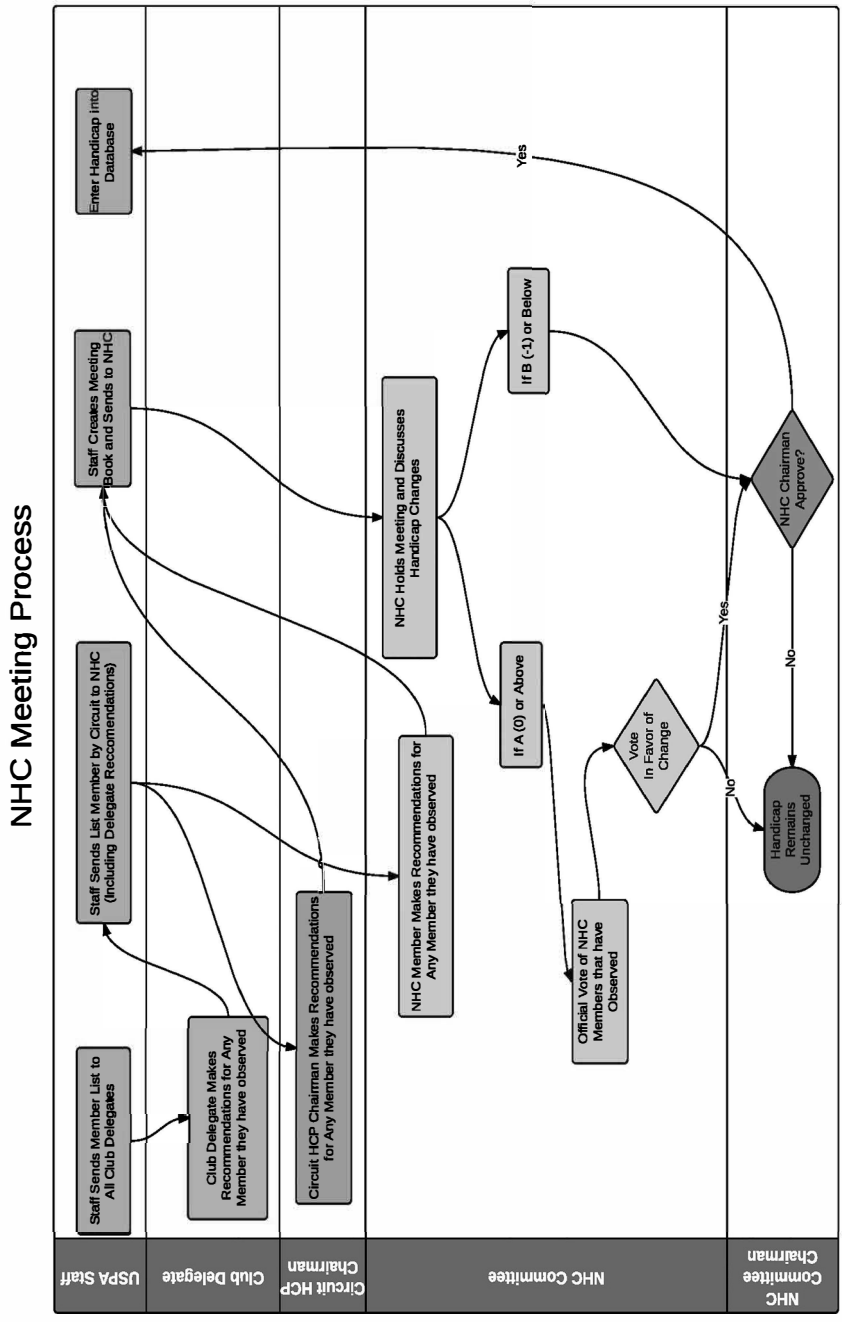
be followed at all meetings of the NHC: USPA administration will record an official vote after each player handicap evaluation is discussed, the vote will be tabulated and recorded. Committee staff will notarize the official vote tabulation.

17. Following the NHC meeting, there will be a post-handicap meeting player handicap evaluation period (review period) of two weeks. After the two-week period, the final player handicaps will be approved and published to USPA members. In order to eliminate "insider-trading" or contract negotiations, no member of the NHC is allowed to discuss the outcome of the votes until they are published in order to avoid giving the NHC members a benefit for contracting players. All votes taken during the review period will be recorded as stated in Item #16 above.

18. All player handicaps and effective dates will be published simultaneously to all USPA members. No NHC member may use the handicap information he/she has received by virtue of being on the NHC until information has been published to the USPA membership. Misuse of handicap information by an NHC member is a conflict of interest as defined in Section 3.


Handicap Process for New and Reinstated (1+ year lapse) Members
For Members with No Handicap, No US Handicap or Previous US Handicap
Member
USPA Staff
Club Delegate
Circuit HCP Chairman
NHC Committee
NHC Chairman
Member Joins/ Renews/ Reinstates
Played in Qualifying Tournamnet
Former US Handicap or Foreign Handicap
Enter at Highest Handicap Without T
Enter at Highest Handicap (Foreign or Previous) With T
Staff Sends T Handicap Information to Club Delegate
Staff asks Club Delegate for Recommendation
Enter Handicap into Database
Has Club Delegate Observed Player
Club Delegate Makes Recommendation
Has Circuit Handicap Chairman Observed Player
Circuit Handicap Chairman Makes Recommendation
Circuit HCP Chairman Approve?
If B (-1) or Below
If A (0) or Above
Has Anyone on NHC Observed Player
NHC Member Makes Recommendation
No Handicap until Ovservation
NHC Chairman Approve?
Handicap Not Approved
Yes
No


Handicap Process for Removing a "T" From Current Member with "T" Handicap
At July "T" Handicap Meeting or If Requested
Member
USPA Staff
Club Delegate
Circuit HCP Chairman
NHC Committee
NHC Committee Chairman
Member Requests Removal of T to Club Delegate
Staff Sends T Handicap Lists to Club Delegates
Has Club Delegate Observed Player
Yes
No
Staff Begins T Removal Approval Process
Club Delegate Requests Removal of T
Club Delegate Makes Recommendation
Has Circuit Handicap Chairman Observed Player
Yes
No
Circuit Handicap Chairman Makes Recommendation
Circuit HCP Chairman Approve?
If B (-1) or Below
If A (0) or Above
Yes
No
Has Anyone on NHC Observed Player
Yes
No
NHC Member Makes Recommendation
T Cannot Be Removed
NHC Chairman Approve?
Yes
No
T Cannot Be Removed
Enter Handicap into Database


NHC Meeting Process
USPA Staff
Club Delegate
Circuit HCP Chairman
NHC Committee
NHC Committee Chairman
Staff Sends Member List to All Club Delegates
Staff Sends List Member by Circuit to NHC (Including Delegate Recomendations)
Staff Creates Meeting Book and Sends to NHC
Enter Handicap into Database
Club Delegate Makes Recommendations for Any Member they have observed
Circuit HCP Chairman Makes Recommendations for Any Member they have observed
NHC Member Makes Recommendations for Any Member they have observed
NHC Holds Meeting and Discusses Handicap Changes
If A (0) or Above
If B (-1) or Below
Official Vote of NHC Members that have Observed
Vote In Favor of Change
Yes
No
Yes
No
NHC Chairman Approve?
Handicap Remains Unchanged

Women's Outdoor and Arena Handicap Guidelines

The Women's Handicap System includes a Translation Chart, Benchmark Scale and a Handicap Criteria Code for use in determining a polo player's handicap. The Women's Handicap System*, was created to provide:

a. A solution to the compression issue of players rated (-2) to 2 goals.
b. A system to better assess polo players for movement up and down the handicap scale of 0-10, with some clear and uniform guidelines of what is necessary
c. A clear definition of skills necessary for a polo player to improve their handicap
d. A clear definition of skills that were lacking and/or causing a decrease in handicap
e. Tools to describe how the polo player's handicap decision was made

*Women's Outdoor Handicap System created by Sunny Hale

The Women's Event Handicap is for use in women's polo tournaments only and does not affect any other handicap or ability to play in mixed co-ed polo.

The Women's Event Handicap is based on performance in women's polo tournaments. The more often a female player participates in women's polo tournaments, the more of a chance she must be seen, evaluated and to improve her handicap.

The Women's Event Handicap and any changes to it will be assessed by the Women's Handicap Out/Arena Committees using the Women's Handicap Systems below.

Women's Handicap Scale:

0- 10 goals (0 = lowest: 10 = highest/best) N = (new to polo)

WH Translation Chart:

WOH translation applied to Out handicap and for WAH applied to Arena handicap

N = new to polo	A = 2	2 = 6
C (-2) = N	A.5 (0.5) = 3	3 = 8
B (-1) = A (0)	1 = 4	4 = 9
B.5 (-0.5) = 1	1.5 = 5	5 and above = 10

Suggested handicap levels for women's events:

Low Goal = 0-8 goal (0-4 / 4-8)
Medium Goal = 8-16 goal (8-10 / 10-12)
High Goal = 16 – 20 goal and above
12-16 USPA Women's Open Arena
*20 - 26 USPA Women's Open Outdoor

Women's Handicap System Steps:

1.Apply the Translation Chart:

Definition: a chart used to spread the compression issue of players rated (□2) to 2 goals to a wider scale of 0-10 as step one in translating a player's current handicap to the new women's handicap. Current outdoor handicap is the left side number, right side number is the "step one number" in the Handicap System process. It is only to be used when first obtaining a Women's Handicap, to have a start point number on the scale of (0) to 10 in the handicapping process.

- The letter N stands for "new to polo" and is to be assigned to brand new players signing up who have never had a handicap anywhere in the world, are new to polo and /or hold a current Outdoor Handicap of (-2). Can be reviewed for handicap increase at next handicap meetings and/or after first joining the USPA. The sooner they join, the sooner they will be eligible to receive a Handicap.
- Translation chart applies to both U.S. & International female players that have a current outdoor/arena handicap who are applying for a Women's Handicap for the first time.
- Once a woman's handicap is established for the first time, any future changes to the Women's Handicap are to be done through the Women's Handicap Committees using the Women's Handicap System for Out or Arena and no longer by the translation chart.

2. Apply the Benchmark Scale:

Definition: the scale used to describe how a player compares to players that are considered the "benchmark group" for a particular handicap

B (-1) = plays below the average skill level at this handicap and /or is very inconsistent
A (0) = plays consistently at this handicap
1= plays at this handicap with above average execution

3. Handicap Criteria Code:

Definition: A coded description of the basic groups of skills necessary for a player to perform in attaining a handicap in the sport of polo. The code is used to explain what skills were the subject of a recommended change to a polo player's handicap.

Handicap Criteria and Code:

H = horsemanship- including but not limited to: riding, riding safely to horse and other riders, riding safely at speed, horse care, knowledge of the welfare of the horse

PS = polo skills -including but not limited to: line ups for set plays, strategy, team work, execution of knowledge in a game, knowledge of the rules

BS = ball striking abilities on all sides of the horse, execution of these skills in a game

TP= plays tournament polo; plays /competes at more than one club

INJ = recovering from an injury or long layoff from playing polo

Women's Outdoor Handicap (WOH) System Guidelines

1) Must be USPA Member
2) Translate OUT to a WOH using WH Translation Chart
3) Returning players (1 or more year non-USPA member); will use last registered WOH/WAH handicap with a "T" applied until proper evaluated.
4) All players observed playing in USPA Women's Outdoor Event are eligible for a handicap change
5) Future changes: once a WOH is established for the first time, any future changes to the handicaps are to be done through the Women's Handicap Committees using the Women's Handicap System and no longer by the translation chart:

a. Observation and recommendation by WOHC members
b. Review using Benchmark Scale and Criteria Code by WHC
c. Final decision confirmed by Women's National Handicap Chairman

Foreign Players:

- With an outdoor handicap: They will be assessed a Women's Event Handicap by the Women's Handicap Committee when joining the USPA. The translation chart will be applied to the outdoor handicap they have in their country of residence with the addition of a "T" until a proper evaluation by the women's handicap committee can take place.
- With an official women's handicap: If they have an Official Women's Handicap from their country of residence, then their handicap will be based on that "women's handicap" and honored as is with the addition of a "T" until a proper evaluation by the women's handicap committee can take place.

Future changes to a Women's Outdoor Handicap:

Once a woman's handicap is established for the first time, any future changes to the Women's Handicap are to be done through the Women's Handicap Committee using the Women's Handicap System (steps 2-4) and no longer by the translation chart.

Women's Outdoor Handicap Committee

Chairman, Representatives from each circuit (3 reps from CA), 3 at Large Members Annual handicap meeting in November; change effective Jan 1 upcoming year and mid-year review in April.

Women's Arena Handicap (WAH) System Guidelines

1) Must be USPA Member
2) New registered players; Women's Arena Handicap Committee (WAHC) will confirm USPA Arena handicap recommendation according to NHC policy and subsequently translate to a WAH using WAH Translation Chart
3) Current registered players; whichever handicap is higher, current USPA WH or USPA Arena handicap translated to WAH
4) Returning players (1 or more year non-USPA member); will use whichever is higher,

last registered Arena handicap or last registered OUT handicap and the translation chart applied with a "T" until proper evaluation by the WAHC
5) All players observed playing in USPA women's arena event eligible for a WAH change
6) Future changes to a Women's Arena Event Handicap: once a WAH is established for the first time, any future changes to the WAH Handicap are to be done through the WAHC using the WAH System and no longer by the translation chart:

a. observation and recommendation by WAHC members
b. review using Benchmark Scale and Criteria Code (see Women's Out System) by WAHC
c. final decision confirmed by Women's National Handicap Chairman

Foreign Players:

- With a foreign arena handicap; if they do not have a USPA WAH player will be assessed a WAH by the WAHC when joining the USPA. The arena translation chart will be applied to their highest international arena handicap with the addition of a "T" until a proper evaluation by the WAHC can take place.
- With an official women's arena handicap; if they have an official women's arena handicap from their country of residence, then their handicap will be based on that "women's arena handicap" and honored as is with the addition of a "T" until a proper evaluation by the WAHC can take place.
- Without an arena handicap; in their country of residence they will use their highest official women's OUT handicap with the addition of a "T" until a proper evaluation by the WAHC can take place. If they do not have an official women's OUT handicap then they will be assessed a WAH by the WAHC when joining the USPA with the addition of a "T" until a proper evaluation by the WAHC can take place.

Women's Arena Handicap Committee (WAHC)

Committee members shall include the following:

1) Umpire who regularly umpires I/I or tournaments
2) Intercollegiate North/South Eastern Region
3) Intercollegiate Central / Western Region
4) Member National Arena Handicap Committee
5) At Large
6) At Large
7) Women's National Handicap Committee Chairman

WHC Chair will appoint committee members for annual term, may serve more than one successive term. WHC Chair will break ties.

Handicappers' Responsibility and WOH/WAH Committee Process:

1) Observe as many USPA women's tournaments as fit your schedule
2) Render handicap opinion of female players who have played in women's event as well as render handicap opinion of female players outside of your region in which you observed them in any women's event
3) In the event you were not able to observe a tournament; please contact club managers, delegates, or any other person you respect that has valuable polo knowledge that have observed these players to gather feedback and insight to their handicap
4) Participate on 2 calls per year; April Review and November Annual Handicapping
5) Be available via email, text or phone for any special situations that come up throughout the year
6) Committee meetings; April handicap winter season review (recommendations and flag players for further observation), November Annual Handicap meeting for changes effective January 1.
7) New handicaps become effective January 1 of coming year unless changed by member of either handicap committee and with approval of/or changed by the National Women's Handicap Committee Chairman

Use of the "T" – either WHC may apply a "T" to:

a) Players returning after 1 year or more without being a registered USPA player
b) Players returning from an injury or long layoff
c) Players that may not fall under any of the categories above

Contact the Women's Handicap Committee Chairperson for additional details.

NOTES

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Constitution
By-Laws
Outdoor Rules
International Rules
Arena Rules
Tournament Conditions
N.Y.T.S. Tournament Conditions
Arena Tournament Conditions
Alternative Format Polo Rules
Intercollegiate/Interscholastic Tournament Conditions
Equine Drugs and Medications
Umpire Guide
USPA Policies

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