
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 participants 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

Certification	OUTDOOR Level of Certification	ARENA 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
S I T U A T I O N	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						
S I T U A T I O N		Penalty 2	Penalty 3	Penalty 4	Penalty 5a	Penalty 5b
	Swing and miss	5a	5a	5a	Live Ball	Live Ball
	Hits ball before umpire states “play”	5a	5a	5a	Bowl-in spot	Bowl-in spot
	2nd approach violation	5a	5a	5a	Bowl-in spot	Bowl-in spot
	Team fouled jumps line	5a	5a	5a	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	5a Severity	5a Severity	5a 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**

U
M
P
I
R
E

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

U
M
P
I
R
E

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

U
M
P
I
R
E

