

2020 Umpires Outdoor Rules Update

General Statement.

The rules committee cleaned up some language and clarified some consequences for some rules violations. They merged the International Rules into the regular rules by offering some elections (choices) that a host tournament committee can make along with some umpire discretion in polo 8 goals and above to be true to the spirit of the International Rules (that no longer exist in the United States). Helmet and eye protection standards have been added. Time b/t periods and for Injury have been reduced. Time limits on dead ball situations have been added. A third yellow card has been added along with penalty box procedures. Penalty misexecutions are now more severe and they codified (put into the rules) things we already do like play the advantage and call dangerous riding without giving a yellow card (formally known as improper riding).

This cheat sheet is designed to help your brain remember and access the important information easier. It's divided into "ON FIELD NEW RULES" AND "OFF FIELD NEW RULES".

On Field New Rules:

- NOSAE approved helmets by June 1
- Eye protection required for players under 18 years old
- Whites required
- Must wear boots and cover calves with boots or half chaps



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- Know the rules of the tournament, what the HTC (Host Tournament Committee) chose
 - The choices are in the next section and are either uspa rule or an International Rule called an Alternate Rule – there's only a few !
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New time limits

- Knock-in 10 seconds after you say play
 - If they fail, it's a penalty 4 for the other team (same for other fails)
- Penalty Shot 20 seconds after you say play
 - If they fail, spot hit for other team or 4 if it's inside the 60
- Throw-In 25 seconds to get there
 - If they have a good reason to take more time, whistle and wait, otherwise throw it in without them
- 3 minutes b/t periods ; 5 minute half time ; 10 min for injury (one time out per injury)
 - Under 8 goal polo umpire discretion on these

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- Penalty #2 from the spot is not defended and must be hit first time (like 2 from the line)
 - Third yellow card – penalty and 2 minutes in the box - and start next game for same team with a yellow (not subs)
 - Umpire can still give multiple yellows or a red right away
 - After a game umpires can give: nothing or two yellows or a red for bad behavior
 - Fourth yellow is the RED now
 - If they leave the box early
 - penalty and finish the time in the box plus 2 more minutes and possible yellow card
 - if game ends with time left in the box, they start the next game for the same team in the box (not for subs)
 - Misexecutions on dead ball hits (penalties, knock ins, possession changes)
 - Move it up if fouling team failed
 - Spot hit if hitting team failed (or penalty 4 if inside the 60)

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- Wrong way line up. Go that way until goal or end of period. Goal counts to team that scored it.
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Off Field New Rules:

- In 3 goal polo and below
 - The highest rated player on a team cannot be more than one goal over the upper limit of the event (a 4 goaler can play in a 3 goal event but not a five goaler)
- In over 6 goal polo
 - Only one negative rated player per team is allowed (not for subs)
- If a horse plays for more than one team
 - that team forfeits the game if they get caught (protest situation)

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- HTC determines player eligibility
 - HTC gets any variances and tells you what they are
 - HTC must makes sure the field sides 10 yard safety zones are in place
 - HTC choses if the last period ends at 7 minutes if not tied or if the 30 seconds is played out until a goal is scored or time is up. *[8 goal polo and over]*

- HTC chooses if a round robin winner is determined by a shootout or net/gross goals then a shootout if still tied. There is no more tied score in the round robin mini game (a single player mini shootout from the 40 breaks any tie for that).

- HTC chooses open or handicap

- HTC chooses injured horse and tack time procedure [*8 goal polo and over*]:
 - **Regular rule 21 f-g** : if a horse is injured they get 5 minutes to change horses. Also 5 minutes for broken tack (no restrictions at all). Same as before. or
 - **Alternate rule 21 f-g** (aka Intl rule): if a horse is injured,
 - Visible injury – all may change – lead horse off field – start when player returns (no unnecessary delay)
 - Non-Visible Injury-lead horse off field – start when player is off field
 - Horse Falls (body touches ground) – all may change – like visible injury
 - Player calls time out for horse injury – discretion to call it or not, 5 min to change horses – lead horse off the field – horse cannot come back – his/her teammates cannot change horses during the time out. *(if they fail then penalty and no further waiting)*
 - Tack Time – safety issue stop the game
 - They fix it on the spot, we wait, no help from grooms etc.
 - They leave the field, we start when they get off the field
 - **UNLESS** the tack issue was caused by contact with another horse, then we wait for the repair on or off the field

- HTC chooses penalty box location
- HTC chooses penalty #3 defended or not [*8 goal polo and over*]
- HTC chooses whether or not you can ride off into a shot from the side (*never from behind and never ride over the ball with no horse to horse contact*) [*8 goal polo and over*]

End