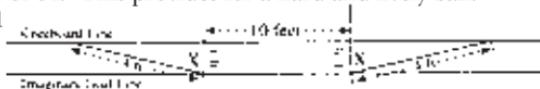


RULE 1 - FACILITIES

- a. **Playing Arena.** A playing area of 300 feet in length by 150 feet in width is considered ideal for Arena Polo. The indicated minimum size is 150 feet in length by 75 feet in width; this size would only be suitable for two-a-side. Arenas should be clearly marked on each side, at the half way mark and also the 15 and 25 yard points.
- b. **Arena Fence.** Any arena should be surrounded by a fence at least five foot high from the playing surface, of which the lower half should be solid.
- c. **Goals.** Goals shall be centred at opposite ends of the arena and shall be between 10' and 12' wide and between 12' and 14' high. In smaller arenas the goal size may be reduced, but not to less than 8 feet in width by 10 feet in height. Arena polo is normally played in arenas with kneeboards and gates enclosing them. Goals painted on the kneeboards do not make satisfactory goals. Goal boxes, as shown in the sketch, in height equal to the kneeboards may be used.
- d. **Balls.** The ball shall be not less than 15" or more than 16.5" in circumference and the weight not less than 130 grams or more than 150 grams. In a bounce test from 9' on concrete at 70 degrees F, the rebound shall be a minimum of 54" and maximum of 64." This provides for a hard and lively ball.

Diagram 1



RULE 2 - PONY WELFARE AND EQUIPMENT

- a. **General.** A pony may not play if blind in an eye, not under proper control or showing vice (See also Rule 4g and the Regulations on the Welfare of Ponies and the Misuse of Drugs in the current HPA Year Book)
- b. **Turnout and Prohibited Tack.** Protection of ponies by boots or bandages on all four legs is compulsory. Blinkers or any form of noseband which obstructs the vision are not allowed to be used during any game.
- c. **Shoes and Shoeing.** Rimmed shoes are allowed, but the rim may only be on the inside of the shoe. Frost nails, screws, calkins and studs are not allowed.

RULE 3 - TEAMS, PLAYERS AND SUBSTITUTES

- a. **Teams Composition.** There shall normally be three players in each team, designated as No 1, No 2, and No 3. Each team may designate one or more alternative players. It is possible to play two-a-side. No player shall play for more than one team in any event. A team shall present itself to play at the time scheduled by the Committee.
- b. **Team Shirts.** If in the opinion of the Tournament Committee the colours of two competing teams are so alike as to lead to confusion the team lower in the draw or second named in a league competition shall be instructed to play in some other colours.

c. **Players**

i) **Membership.** No person may play in any match, organised game or practice chukka at or conducted by an affiliated or provisionally affiliated club in the UK or Ireland unless the membership formalities have been completed and the HPA informed:-

- He is an Associate Member of the HPA
- He has lodged a signed declaration, either with his Club or the HPA, to be bound by the Rules, Regulations, Orders and Directives of the HPA
- He is listed in the Association's current handicap list, or has been allotted a handicap by the Association's Handicap Committee during the current season, or his handicap has been confirmed by the Chief Executive of the Association.

ii) **Equipment**

- Players shall not appear in any event in anything other than proper uniform including an HPA approved helmet.
- A player shall not use sharp spurs nor any gear with protruding buckles or studs.

iii) **Handicaps.** A player registered with the HPA is eligible to play in matches, games or tournament events as set out below. The minimum and maximum handicaps of any player in tournaments is shown as follows:

Upper Tournament Level	Individual Handicap Level
3	-1 to 3
6	-1 to 6
8	-1 to 8
10	-1 to 10
12	0 to 10
15	1 to 10

Players with an outdoor rating of -1 goals and rated 0 goals in the Arena are eligible to play at the 8 to 12 goals level. This does not apply to -2 goal outdoor players who are also rated 0 goals in the Arena. Tournament Committees have the right to vary Rule 3c iii) for their Club Tournaments.

iv) **Handicap Changes.** Teams whose aggregate handicap is raised during the season may still play provided that the team is no more than 2 goals over the tournament handicap and that the team is entered within seven days of the handicaps becoming effective.

v) **Alcohol and Drugs.** No player may play in any match, practice game or chukka under the influence of any illegal stimulant or drug including any substance referred to in the HPA Blue Book Annex A to the Regulations (Human Doping).

vi) **Injured/Sick Player.** No individual shall participate as a player or official in any match if physically impaired (e.g. sick, hurt) before or during a match and such impairment endangers the safety of the individual or others. In the event of a player being, or seeming to be, concussed, the following action will be taken. The Umpires, or if no Umpires are present, the senior player on the

ground will stop the game and arrange for the player to see a doctor as soon as possible. The player will not be permitted to play again for a minimum of one week without a certificate of fitness from the official medical officer of his club. If no doctor is present when the accident occurred it will be the sole responsibility of the Umpires or the senior player present to decide if the player was actually concussed. This rule is to be strictly enforced by the Umpires and the Tournament Committee.

d. Substitution.

- i) **General.** A player may be substituted for another during an event if the latter player is, for any reason, unable to finish the event. Any such substitution must be made prior to the commencement of a period except as provided in Rule 17.g. relating to an injured player.
- ii) **Qualified Player.** In all cases of substitution, the substitute must be qualified to play in the event and the team must remain qualified for the event after the substitution has been made. The handicap of the player having the higher handicap shall be counted in any game in which a substitution occurs.
- iii) **No Qualified Player Available.** In case a player is disabled so as to be unable to continue, the team shall have the option of providing a qualified alternative. If an alternative is needed and not available, a player may be removed from the opposing team by the Umpire, thereby equalising the number of players on each team, and the game continued. The question of qualified alternatives and whether or not a player should be removed must rest with the Umpire. In such a case, it is suggested that the Umpire confer with the Committee to arrive at a solution which is in the best interests of the players and the event. If the disablement is as a result of a foul, the Captain of the team fouled shall have the right to nominate the player from the opposing team whose handicap is nearest above that of the disabled player who shall retire from the game.

RULE 4 - OFFICIALS

a. Tournament Committee

- i) Each HPA event will be conducted by a Committee appointed by the Association or by the Host Club which shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, as below, and resolution of all questions which arise at times other than when the Umpire is in charge. The Committee will generally consist of three or more qualified individuals who have little or no personal interest in the outcome of the event. If no formal Committee is announced prior to the event, the host club's Chairman and individuals appointed by the Chairman, shall comprise the Committee.
- ii) It is recognised, that some limitations may, from time to time exist, which make it impossible or impractical for the Committee to fully comply with the Rules of Arena Polo. In such cases, the Committee, shall spell out such

exceptions, prior to the event. The Committee shall make every effort to comply with the intent of these Rules, if an exception must be made.

- iii) The Committee may impose penalties, including Penalty 8 or 9 and/or recommend discipline, by the Stewards of the Association for actions before, during or after a game (see Disciplinary Procedures in the Regulations in the current Year Book).

Level	Mounted Umpire	Assistant Umpire
Above 10	A	B
6 to 10	B	C
Below 6	C	C

b. Umpires

- i) Every match should have two Umpires, one of whom is mounted and one of whom will be in the stand (known as the Assistant Umpire). One mounted Umpire is allowed at the discretion of the Committee. **The mounted Umpire must wear an HPA approved helmet.** Whenever possible Umpires shall be provided for matches as follows:
- ii) The authority of the Umpire(s) shall extend from the time each game is scheduled to start until immediately after the game.
- iii) The Umpire(s) shall be responsible for enforcing the Rules and maintaining proper control over players and teams during the game.
- iv) Subject to Rule 18, all decisions of the Umpire, or agreed decisions of two Umpires, shall be final. The umpires have equal status and if they disagree then there shall be a roll in. The mounted umpire has the final say on the severity of the foul and subsequent penalty.
- v) Should any incident or question not provided for in these Rules arise during the game, such incident or question shall be decided by the Umpire.

c. Timekeeper

- i) The Timekeeper shall keep track of time elapsed during and between periods of the game.
- ii) The Timekeeper shall signal the expiration of time to the officials. A horn or bell is usually used. These rules will refer to the traditional horn. The officials should make clear to all involved what means will be used to signal the expiration of time. The Timekeeper is responsible for running the official clock. In all cases, time expires at the time intended by the Timekeeper and the Umpire's whistle confirms the end of the period.
- iii) The authority of the Timekeeper shall be subordinate to that of the Umpire.

d. Scorekeeper

- i) The Scorekeeper shall keep track of goals scored, including goals by handicap or penalty.

- ii) The Scorekeeper shall fill out any forms or score sheets required by the Committee following the game or event. In the cases where the Scorekeeper is not situated at the scoreboard, he/she will inform the Umpires of any errors shown on the scoreboard.
- iii) The authority of the Scorekeeper shall be subordinate to that of the Umpire.
- e. **Goal Judges.** 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, but the Umpire shall make the final decision.
- f. **Team Captains.** Once an Umpire has called a foul and said what it is for, no player may speak to the Umpires. If a player argues with an Umpire a penalty must be given against him, or, if already a penalty, it must be made more severe.

RULE 5 - STARTING OF THE GAME AND PERIODS

- a. **Start of Play.** The Umpire shall toss up a coin before the game, in the presence of the Captains of the opposing teams, first designating which Captain shall call. The winner of the toss shall have the choice of which goal to defend. Ends shall be changed after each period of play. In the event of an extra period, the ends shall be changed in the same manner as after each other period. (see Rule 6.c.)
- b. **Throw In and Line Up.** The Umpire shall start play in any period by throwing the ball underhand, along the ground, between the teams which shall be lined up in parallel lines at the centre of the arena, each team on the side of the centre line nearer the goal it is defending, and at least 3 yards from the Umpire. Teams must line up at least one yard apart until such time the ball has left the Umpire's hand. Any team in infringement of this rule will have a penalty immediately awarded against them.
- c. **Clock Started.** The timer shall start the clock at the moment the ball leaves the Umpire's hand.

Note: As a guide for the teams, the umpire will require a distance between the two teams, that he would be able to ride his pony through. As in the normal course of play the penalty will be moved up, for instance to a No 4, if the throw in is between the half way line and 25 yard line.

RULE 6 - LENGTH AND NUMBER OF PERIODS

- a. **Length of Games and Intervals.** A regulation game should be for four periods of 61/2 minutes each. There will be intervals of 4 minutes after each period, except the second period. There will be a 6 minute interval after the second period. However, periods may be shortened if it is considered to be in the interests of the welfare of the ponies, in which case it should be made clear in the tournament entry conditions.
- b. **End of Chukka.** Each period of play shall terminate after the expiration of the prescribed time (it is designated by the ringing of the bell or other signal). A bell or other signal will be sounded 30 seconds before the expiration of the prescribed time as a warning signal. The judgement as to whether a ball went out of play, or was put in play before or after the horn, is the Umpire's.

- c. **Extra Time.** In the case of a tie, after the interval of 10 minutes, the game shall be continued in periods of the usual duration, with the usual intervals until one side obtains a goal, which will determine the match.
(see Rule 5.a.)
- d. **Play Stopped.** When the Umpire or Assistant Umpire blows 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. **Play Not Stopped.** When a goal is scored, the Umpire shall signal by raising his arm, and time shall not be taken out.
- f. **Penalties.** 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.

RULE 7 - SCORING GOALS AND WINNING

- a. **General.** A goal counts as one point. Goals awarded by Handicap or Penalty shall count as goals scored. The team which scored the most goals shall win the game.
- b. **To Score.** In order to score a goal, the ball must hit the back-board within the goal area. Note that the arena polo goal has a specific height limitation, whereas the outdoor goal extends to an indefinite height. These rules presume a recessed goal such as discussed in Rule 1b).
- c. **Goal Scored from outside 25 yard line.** A goal shall count as two points if:
 - i) A field goal is scored either directly or by a deflection from outside the defender's 25 yard line.
 - ii) A Penalty 5 or 6 that is scored either directly or by a deflection from outside the defender's 25 yard line.
 - iii) If a defending player commits a foul which, in the opinion of the umpire, prevented a ball that was hit or deflected from outside the 25 yard line scoring a goal. Play resumes with a 25 yard hit out. The ball to be placed central to goal and play will be continuous as soon as the ball has been hit or hit at. All defenders to be 10 yards from the ball when it is hit or hit at. To indicate that two goals have been awarded, the mounted umpire must raise an arm vertically with the "pick-up" stick in a horizontal position thus forming a "T".
- d. **After Goal is Scored.** After a goal is scored the 'defending team' has the next play. The attacking side must be 10 yards away from the ball until such time as the 'defending team' has hit or hit at the ball. If the defending team then fail to make a play within 5 seconds, the umpire will blow his whistle and throw the ball in on the 25 yard line.(25)
- e. **Whistle Blown as Goal Scored.** If a goal is scored at approximately the same time as a foul is called :-
 - i) The goal will be disallowed if the foul was awarded against the attacking side and the foul was confirmed.
 - ii) The goal will be allowed if the foul was awarded against the attacking side and the foul is over-ruled, or if the foul was against the defending side whether or not the foul is confirmed.

- iii) If a goal is scored at approximately the same time as the whistle blows for a time out (officials or players) the goal shall be counted and play resumed. The Umpire shall have the discretion of determining whether or not the defender could have stopped the goal and therefore have the goal counted or not.
- f. **Disputed Goal.** Once the mounted umpire has signalled that a goal has been scored, it may not be disputed by either side. However, if he is 'unsighted' he may blow the whistle and confer with the Assistant Umpire. If a goal is subsequently awarded, the attacking side will restart the game with a 15 yard hit central to goal and play will be continuous as soon as the ball is hit or hit at. All defenders to be 10 yards from the ball when it is hit or hit at. If a goal is not awarded the game will be restarted with a throw in on the 25 yard line. The defended goal shall be on the umpire's right.

RULE 8 - DEAD BALL

- a. **Whistle Blown.** At any time the Umpire or Assistant Umpire blows 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 throw in, as specified elsewhere in these Rules.
- b. **Unplayable Ball.** When a ball is broken or trodden into the ground in such a manner as to be unserviceable, or when it strikes the Umpire or Umpire's mount so as, in the Umpire's or Assistant Umpire's opinion, to affect the flow of the play, the Umpires shall stop the game, take time out and throw the ball in towards the boards between the players at the point where the event occurred but not closer than 15 yards from the goal.
- c. **Lodged Ball.** If the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately, the ball shall be declared dead and thrown in at the point where it first became lodged, but not closer than 25 yards from the goal.
- d. **Ball in Melee.** If the ball becomes involved in a melee such, that neither team can properly make a play, the Umpires may blow whistle and throw the ball in at a point where it was blown dead. The throw in shall not be closer than 25 yards from the goal.
- e. **Ball Hit Out Over Side Wall.** If a player hits the ball over the side boards between the two 25 yard lines either directly or off his own pony, or after glancing off the side boards or netting, a free hit will be awarded 5 yards from the side boards where the ball went out of play against the team that hit the ball out. No player to be within 10 yards of the player making the hit, and the ball must travel 5 yards forward when hit. Should the hitter hit the ball directly against the boards or netting the hitter does not have a play until the ball has been hit or hit at.
- f. **Ball Hit Over Back Wall, Or Within The 25 Yard Line.** If the ball is hit, in the opinion of the Umpire, over the back wall or within the 25 yard line by an attacker, the defender will have a free hit on the 25 yard line centre to the goal mouth. All Players, except the hitter must be behind an imaginary line across the arena 10 yards from the ball, until the ball is hit or hit at. The hitter must have the intent to hit the ball at least across the 10 yard line. He may only hit or hit at the ball

once and may not hit or hit at the ball again until the ball is hit or hit at, or the ball has hit the sidewall. The hitter still retains the right of way and may “ride off” an opponent in order to prevent the ball being hit or hit at but may not hook an opponent’s mallet. Should the ball fail to reach the 10 yard line as judged by the umpire or the hitter misses the ball completely the whistle shall be blown and the ball thrown in. If the ball is hit out by a defender over the back wall or within the 25 yard line then the umpire will award a Penalty 4.

g. **No Foul.** If a foul is called and overruled, and no goal scored, play shall be resumed by a throw in at the point of the alleged infraction, but not closer than 25 yards from either goal.

h. **Whistle After Goal Has Been Scored.** If, after a goal has been scored the Umpires blow a whistle for any reason for the ‘now’ defending side and prior to the ‘first play’ being executed by the ‘attacking side’ then play resumes with a 25 yard hit. The ball to be placed central to goal and play will be continuous as soon as the ball has been hit or hit at. All defenders to be 10 yards from the ball when it is hit or hit at. Should the Umpires blow a whistle for any reason for the ‘attacking side’ and prior to the first play being executed then play will be restarted where the ball was prior to the whistle being blown, and play will be continuous. All defenders to be 10 yards from the ball when it is hit or hit at.

RULE 9 - PENALTIES

a. **General.** A violation of these Rules may be penalised by the Umpire in accordance with its severity, its location, and 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 throw the ball in towards the sideboards at a point 25 yards in front of the centre of the goal defended by the fouling team. The fouling team’s goal shall be to the Umpire’s right. Penalty 1 may be awarded by an Umpire at any time. It should be awarded if, in the opinion of the Umpire, a defending player commits a foul in the close vicinity of the goal where in the opinion of that Umpire, the attacking side has been deprived of a virtual certain goal-scoring opportunity.

Penalty 2. A free hit at the ball by the team fouled from a spot 15 yards in front of the mouth of the goal undefended 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 ‘defender’ to be within the 15 yard line however not between the ball and the goal. No player shall be within 10 yards of the player making a hit; the ball must travel 5 yards forward when hit. Play shall continue in the event that a goal is scored or not by the ‘defender’ making the next play. No player to be nearer the ball than 10 yards until the ‘defender’ has hit or hit at the ball.

Penalty 3. A free hit at the ball by the team fouled from a spot 25 yards in front of the mouth of the goal undefended 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 ‘defender’ to be within the 25 yard line however not between the ball and the goal. No player shall be within 10 yards of the player making a hit; the ball must

travel 5 yards forward when hit. Play shall continue in the event that a goal is scored or not by the 'defender' making the next play. No player to be nearer the ball than 10 yards until the 'defender' has hit or hit at the ball.

Penalty 4. A free hit at the ball by the team fouled from a spot 25 yards in front of the mouth of the goal, all players to be behind a point from where the free hit is made until the ball is hit or hit at, except one of the fouling team, who must be within 5 yards of the back wall. No other player shall be within 10 yards of the player making a hit; the ball must travel 5 yards forward when hit. Play shall continue in the event that a goal is scored or not by the 'defender' making the next play. No player to be nearer the ball than 10 yards until the 'defender' has hit or hit at the ball. If a goal is scored as a result of this penalty then two points will be awarded.

Penalty 4b. The fouled team has the choice of a Penalty 4 or a free hit from the spot where the foul occurred between the half way line and the defenders 25 yard line. The goal is undefended 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 'defender' to be within the 25 yard line however not between the ball and the goal. No player shall be within 10 yards of the player making a hit; the ball must travel 10 yards forward when hit. Play shall continue in the event that a goal is scored or not by the 'defender' making the next play. No player to be nearer the ball than 10 yards until the 'defender' has hit or hit at the ball. If a goal is scored as a result of this penalty then one point shall be awarded.

Penalty 5. A free hit at the ball by the team fouled from the centre of the arena. All Players, except the hitter must be behind an imaginary line across the arena 10 yards from the ball, until the ball is hit or hit at. The hitter must have the intent to hit the ball at least across the 10 yard line. He may only hit or hit at the ball once and may not hit or hit at the ball again until the ball is hit or hit at, or the ball has hit the sidewall. The hitter still retains the right of way and may "ride off" an opponent in order to prevent the ball being hit or hit at but may not hook an opponent's mallet. Should the ball fail to reach the 10 yard line as judged by the umpire or the hitter misses the ball completely the whistle shall be blown and the ball thrown in.

Penalty 6. A free hit at the ball by the team fouled, from the centre of the 25 yard line nearest the defenders' goal. All Players, except the hitter must be behind an imaginary line across the arena 10 yards from the ball, until the ball is hit or hit at. The hitter must have the intent to hit the ball at least across the 10 yard line. He may only hit or hit at the ball once and may not hit or hit at the ball again until the ball is hit or hit at, or the ball has hit the sidewall. The hitter still retains the right of way and may "ride off" an opponent in order to prevent the ball being hit or hit at but may not hook an opponent's mallet. Should the ball fail to reach the 10 yard line as judged by the umpire or the hitter misses the ball completely the whistle shall be blown and the ball thrown in.

Penalty 7.a In situations of dangerous or persistent fouls a player may be sent to the Sin Bin for 60 seconds. The Sin Bin will be used in conjunction with a penalty hit which can only be taken once the player has left the arena. The Sin Bin shall be for 60 seconds of play and shall then continue until the whistle is blown for a foul or the ball is hit out of play. A player returning in the same chukka must

return on the same horse unless their team exercises the option under Rule 17 j ii) – Interruption of Play - Changing Ponies. A player returning in another chukka is entitled to change horse prior to returning to the field of play.

b. The Umpire may remove a player from the remainder of the chukka in addition to any other penalty in cases of a deliberate or dangerous foul, or conduct prejudicial to the game.

Penalty 8. The Umpire may remove a player from the remainder of the game in addition to any other penalty in cases of a deliberate or dangerous foul, or conduct prejudicial to the game.

Penalty 9. 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.

b. Incorrect Taking of Penalties

i) By The Team Fouling. In the event of a failure to correctly carry out the above Penalties 2, 3 or 4 by the fouling team, another free hit shall be granted to the hitter 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 1 shall be awarded to the team making the free hit.

ii) By The Team Fouled.

(a) The team fouled may only hit the ball once and may not hit or hit at the ball again until the ball is hit or hit at by the ‘defender’.

- In the case of failure by the team fouled to carry out correctly Penalties 2, 3 or 4, the ball shall be thrown in at the centre of the arena.
- In the case of failure by the team fouled to carry out correctly Penalties 5 or 6 the ball shall be thrown in where the foul occurred.

(b) If, on Penalties 5 and 6, the penalty taker hits the ball further than 10 yards, but not against a wall or other player/pony, he still retains the Right of Way and may ‘ride off’ an opponent in order to prevent the ball being hit or hit at but may not hook an opponent’s mallet. The hitter may only hit or hit at the ball once, thereafter any player may hit or hit at the ball. In the event the hitter misses the ball completely it remains in play and the line of the ball is as defined in Rule 11.b.

iii) Delay by Team Taking the Hit. On penalties 2, 3, 4, 5 or 6 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 promptly after the call of “PLAY” and if he does not, the whistle should be blown and the game restarted in accordance with Para bii) (a), first sentence. For the benefit of the game, it is important that the ball be put in play promptly. Players should position themselves when the foul is announced. The Umpire should drop the ball at the designated spot and, unless the ball has positioned itself so as to present an unfair situation for the hitter, call “PLAY”. If the ball rolls into a position, such as in a hole or behind a clod, the hitter may be permitted to reposition it before “PLAY” is called.

- iv) **Contact Between Players.** On Penalties 2, 3, 4 or 4b there shall be no contact between any player and opponent until the ball is hit or hit at. This does not apply to Penalty 5 or 6.

RULE 10 - CALLING OF FOULS BY THE UMPIRES

- a. **Blowing a Foul.** The Umpires may declare any violation of Rules of Play a foul when seen or, when not seen, upon evidence satisfactory to the Umpire.
- b. **Foul Given.** When a foul is called, the Umpire shall blow the whistle to stop the game and announce the foul to the players.
- c. **No Foul Given.** If both teams commit a foul at approximately the same time, the ball should be thrown in at the point where play was stopped.
- d. **Technical.** Personal fouls involving unsportsmanlike conduct are deemed to be Technical Fouls and involve conduct such as:-
- i) Disrespect towards Officials
 - ii) Arguing with the Umpires or Other Officials
 - iii) Foul or abusive language to anybody on the field
 - iv) Appealing for fouls verbally or with a stick

A player committing a Technical Foul will be penalised with a Yellow Flag as well as the appropriate penalty. Should a player accumulate three Yellow Flags in a match, or two Yellow Flags on the same play, that player will be Sin Binned. The Yellow Flags are removed from a player's record when they return to the game. A Yellow Flag may still be awarded for a period of 15 minutes subsequent to the end of the game. This Yellow Flag will be carried forward to the next game at the same level.

If a player is sent to the Sin Bin for a third time in a match then the Umpire will award a Penalty 7.

The Umpire may still Sin Bin or award a Penalty 7 to a player for a first Technical Foul.

- e. i) Any foul committed by the defending team within their 25 or 15 yard areas will be subject to a minimum of a Penalty 2 being awarded.
- ii) Any foul committed by the defending team within their halfway and 25 yard lines will result in a minimum of a Penalty 4b being awarded.
- f. If in the opinion of the Umpires a player fouls deliberately to hinder the progress of another player (professional foul) a more severe penalty should be awarded.
- g. If after a goal has been scored the attacking player, in possession of the ball, is fouled and the subsequent penalty awarded is a Penalty 6 or Penalty 5 play will be continuous.

RULE 11 - PRECEDENCE

The line of the ball (LOB) is the reference for deciding precedence as between players and is taken as the extended path along which the ball has travelled or is travelling. This includes when it has been kicked by a pony or has hit a players or umpires pony or any other impediment on the field of play.

If a player has a free hit but misses the ball, the LOB is taken as that direction in which the player was riding.

RULE 12 - RIGHT OF WAY

- a. Two players riding on the exact LOB and simultaneously making a play on each other, whether following or meeting, have precedence over all other players.
- b. A player on the exact LOB with the ball on his off side, whether following or meeting, has precedence over any other players, except when meeting two players as above.
- c. Any player riding in the same direction as the ball is travelling or has travelled has precedence over any player or players riding from the opposite direction unless they are in accordance with b above.
- d. When no player is on the exact LOB and two or more players ride in the same general direction, whether following or meeting, the player riding at the lesser angle to the LOB has precedence. If the players are at equal angles, the player that has the LOB on his off side has precedence.
- e. No player will be considered to have precedence because he was the last to hit the ball.
- f. Nearside Play. Subject to Rule 12.j, a player shall not be entitled to play the ball on his nearside if he endangers another player who would otherwise have been able to make or attempt to make a legitimate play.
- g. **Crossing.** No player shall cross another player who has precedence except at such a distance that there is not the slightest risk of collision or danger to any player.
- h. **Meeting.** Subject to Rule 12.j, 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. 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.
- j. **Playing Along the Wall.** 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, i.e. less than five foot, a player who is both at the least angle to the Line of the Ball and following the direction of the ball shall have precedence even though playing the ball on the near side. The player with precedence may play the ball at any speed and any player approaching from the rear must make a play from the near side. However, a player may not check suddenly so as to cause a following player to collide. A player carrying the ball along the boards has a further obligation to maintain a reasonable pace. An opponent may execute a ride off or may hook as long as the opponent does not ride into the path of the swing.
- k. **Reducing Speed.** A player, with precedence, defended by an opponent and in possession of the ball shall continue to move the ball. Should the player stop or slow down to a walking speed, the Umpire may blow the whistle and throw the ball in. If a player is in possession of the ball either on the off or near side and is alongside the arena wall when their stick is hooked, that player must maintain the speed of the game or move immediately out of the right of way so that the player behind is not impeded.

- l. **Two Tap Rule.** A player in possession of the ball, but with an opponent in a defensive position, must continue to move the ball. If he is moving at walking speed, a slow canter or stops he may tap the ball twice only and then must leave it, accelerate to run with it or hit it away. Should he tap the ball once and leave it for another team player that player may tap the ball once before immediately running with it or hitting it away. A throw in should be awarded for the breach of this rule. The opponent is considered to be in a 'defensive position' if he is within one horse's length on either the off or the nearside of the player with the ball.
- m. **Positive / Negative Play.** It will be at the umpires discretion whether a player is making a positive or negative play. If in the opinion of the umpire a player is negative the whistle shall be blown and a penalty awarded

RULE 13 - THE HANCOCK ZONE

The Hancock Zone is an area that extends 5 feet in from the side and back walls of an arena. The area also extends 5 feet in from the curvatures of the corners in an arena. Any attacker entering this area and making a play on the ball with a defending player in a defensive position must have the intent to make a positive play. An attacker with a defensive player in position and/or being ridden off may only tap the ball twice before he must hit the ball away. An attacker is considered to be any player in possession of the ball. Infringement of this rule will incur a Penalty. The penalty will be awarded, by the umpire/s, in accordance with its severity, its location and effect on the game.

RULE 14 - DANGEROUS RIDING OR PLAY

- a. **Riding into the Shot or Hitting a Pony.** Careless or dangerous riding or lack of consideration for the safety of other players, regardless of team, is a foul. A player may not use his pony to spoil a shot by riding over the ball and into an opposing player who has already started the downward swing of a full shot. A player who is holding the ball through dribbling should be penalised if he is judged to have created the danger by then playing a full shot. In both cases, the player who creates the danger should be blown for a foul.

Note. The rule gives the Umpires the opportunity to call a foul on either the player striking the ball or the opponent riding into the play.

- b. **Under the Neck Shot.** Ordinarily no foul would be called against a player who attempts an under the neck shot at a ball which is under the player's own mount's neck even though the follow through might extend across the path of the mount of an opponent who had been attempting to ride him off on the other side when the players began the stroke. If, however, the mallet actually strikes the opponent or the opponent's mount, a foul would usually be called, or if the ball was in the path of the opponent's mount, it would be a foul to try to hit it.

The decision as to whether a player struck an opponent's mount or whether the opponent rode into the player's stroke rests with the Umpire. As a guide, 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. On the other hand, if the opponent's position relative to the striker is established before the down stroke begins, the striker is guilty of hitting the opponent's mount. In the event of a total inability of the Umpire to determine which player fouled, the Umpire may chose to:

- i) ignore the incident by not calling a foul, or
- ii) call a double foul as specified in Rule 10 (c).

c. Riding Off.

- i) A player may only ride off another player if they are travelling at the same speed and are parallel and level to the other player so that the ride off is shoulder to shoulder.

The following should be penalised:

- Running into or over the rear quarters of another mount.
- Pulling up, on or across the Right of Way of another player.
- Zigzagging in front of another player.
- Riding an opponent dangerously across the Right of Way of another player.
- Running the head of a horse into an opposing player.
- Riding an opponent's mount dangerously into the side or end walls.
- Two team-mates simultaneously making a play against a single opponent, i.e. "sandwiching" a player between two opponents. Note: hooking an opponent's stick or striking at the ball whilst the opponent is being ridden off is permitted provided there is no danger.

RULE 15 - IMPROPER PLAY

- a. **Striking Another Players' Mount.** A player shall not strike an adversary's or team mate's mount with hands, whip or stick.
- b. **Dismounted Player.** A player shall not strike the ball or interfere in the game when dismounted and a player may not dismount while the ball is in play. If a player has cause to dismount, a request may be made for time out at any time play is stopped under Rule 17.
- c. **Striking Another player.** 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. **Carrying the Ball.** 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. **Appealing.** No player shall appeal in any manner to the Umpire or Umpires for fouls, nor may they discuss or dispute a decision with the Umpire or Umpires during the game, except that the captain has the sole right to ask for clarification on decision.
- f. **Morton Line.** If a line - The Morton Line - is painted on the boards half-way between the goal posts and the corners, no player who has walked the ball along the back wall may hit it again between the Morton Line and the first goal post.

RULE 16 - USE OF THE STICK

a. **General.**

- All players shall carry the stick in the right hand.
- A player is at all times responsible for the consequences of the stroke including backswing, stroke, and follow through.
- No player shall use his stick improperly or dangerously. Examples include playing a full shot in a melee, following through under a pony's neck when being ridden off, swinging the stick in a windmill or helicopter fashion or holding it in such a way as to interfere with another player or his pony.
- In any throw in, players shall hold the stick with the head below the level of the mount's back.

b. **Hooking.** No player may hook an opponent's stick unless on the same side of the opponent's pony as the ball, or in a direct line behind, and the stick is neither over, nor under, nor across any part of the opponent's pony, nor between a pony's legs. All of the stick of the player being hooked must be below his shoulder and he must be in the act of hitting the ball and his stick must not be hooked or struck with excessive force. An offside backhand stroke can be hooked during the wind up of the swing when the stick is behind the player but only on that part of the stick which is below the shoulder. However, the nearside backhand may not be hooked behind the player.

c. **Striking a Pony.**

- i) A player shall not intentionally strike the player's own mount with the stick. This includes using any portion of the stick as an aid in managing the mount.
- ii) A player may not strike another's mount with the stick. The decision as to whether a player struck an opponent's mount, or whether the opponent rode into the player's stroke rests with the Umpire. As a guide, 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. On the other hand, 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. In the event of a total inability of the Umpire to determine which player fouled, the Umpire may choose to (a) ignore the incident by not calling a foul, or (b) call a double foul as specified in Rule 10.c.

d. **Misuse.** No player may use the stick carelessly or dangerously, for example:

- i) No player may reach over, under, in front of or behind another's mount.
- ii) Taking a full swing in close quarters.
- iii) Hooking, striking or slashing an opponent's stick with unnecessary force.
- iv) Carrying the stick in such a way that it might become entangled in a player or mount's equipment. In some cases, an exaggerated backswing may strike an

opponent's properly held stick. In such a case, the opponent should not be penalised for a foul hook. On the other hand, a stick carried carelessly may inadvertently contact a proper backswing creating a foul hook.

- v) Using the stick to hit or hit at the ball in the air, when in close quarters.
- vi) No player may swing the stick in "windmill" fashion as in appealing for a foul.

RULE 17 - INTERRUPTION OF PLAY

- a. **Fallen/Injured Pony or Player.** The Umpires shall stop the game immediately and take time out when a player or pony falls, or a player or pony is injured or in danger of being injured.
- b. **Dangerous Tack.** Any player may request that the Umpires take time out in the event of equipment breakage which endangers the player or his pony. What constitutes a dangerous situation is left to the Umpires. A player who requests that the Umpire stop play for a reason which the Umpire later determines to be unjustified may occasion a foul to be called.
- c. **Equipment Repair.** Time out for equipment repair may only be called for at any time when the whistle is blown.
- d. **Sticks.** There shall be no time out for a lost or broken stick. However, time may be taken at any time when the whistle is blown.
- e. **Lost Helmet.** In the event of a lost helmet, play should be stopped as soon as possible but at such time that neither team is favoured.
- f. **Dangerous Pony.** In the event of a runaway or uncontrollable pony the Umpire shall stop play and order the pony to be removed. Due to the confined nature of most arenas, the Umpire will generally take a lenient view of a player changing a pony proving troublesome. Players should not, however, be permitted to delay the game by changing ponies at will.
- g. **Injury Time.** In the event of an 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.d. shall apply. Any injured player who has been unconscious shall be considered disabled and ineligible to continue (Rule 3.c).
- h. **Assistance.** No person shall enter the arena to assist any player unless play has been stopped by the Umpire.
- j. **Changing Ponies.**
 - i) A player wishing to change ponies 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.
 - ii) A team that has conceded a goal may call for a pony change before the ball is played. All players may change and the subsequent restart will be from the spot where the ball stopped. Each team may only call this once per chukka. Play will be continuous upon restart.
 - iii) Each team may request one change of ponies per team per chukka; any member of either team may take the opportunity to change at this time. However, after

both teams have exercised their right to change, no player may then change unless his pony is lame or bleeding. If a player chooses to take his pony out of the arena due to any other reason such as fatigue the player will not be allowed to enter the arena again until the start of the next chukka.

- k. **Ponies Played by Another Team.** In High Goal tournaments a pony played by one team cannot be played by another in the same tournament.

RULE 18 - HANDICAPS

- a. A player's handicap is based on a game of four 61/2 minute periods. The aggregate handicaps of the players of each team shall constitute the team handicap.
- b. In all matches played under handicap conditions the higher handicapped team shall concede to the lower handicapped team the difference in the handicaps multiplied by two. Mistakes in handicaps, or in computing goal allowances, must be challenged before a match begins, and no objection can be entertained afterwards.
- c. 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 if the handicap of a player is adjusted mid-season. (Note 19).
- d. Players not handicapped by the Arena Handicap Committee must play off their outdoor handicaps plus 1 goal.
- e. Players not on the current arena handicap list, but who have been handicapped in the past and who wish to play again, must restart on the higher of their old handicaps or outdoor handicaps (plus 1).
- f. Any player who has the same handicap in the arena as outdoors must have their handicap placed in brackets until it has been confirmed by the Handicap Committee.
- g. Players recommended to be raised to 6 goals or above should be seen playing in recognised tournaments before their handicap can be raised. A player can not be recommended to go to more than 2 goals above their outdoor handicap unless they have been seen playing in major recognised tournaments.
- h. "S" rated players are required to pass the Rules Test before they can be raised to "-1" and play outside their club. Once they have passed the rules test, it is within the power of the club to raise that player to "-1" provided that the club is satisfied that they are safe and have notified the HPA in writing. -1 goal players may have their handicap changed at any time. See also Annex C - Handicap Evaluation Guidelines

RULE 19 - HANDICAP COMMITTEE

The Arena Polo Handicap Committee shall have the same constitution as set out in Regulation 6.6 of the current Hurlingham Polo Association Year Book, except that the Committee shall meet early mid-season and at the end of March.

All revisions and allotments of handicaps, when approved by the Handicap Committee, shall become effective immediately after the mid season meeting and on 1st May for the end of season changes. Note: in these regulations 'effective' means the date on which the revised (or new) handicap becomes applicable for the working out of goal differences. See Rule 3c iv) - Handicap Changes.

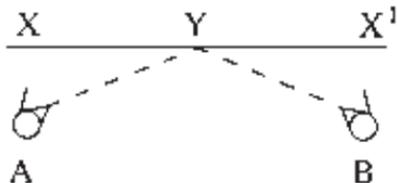
ANNEX A - DISCUSSION OF THE RIGHT OF WAY

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. The Appendix to the Outdoor Rules (See the current HPA Year Book) illustrates many such situations with reference to the applicable Outdoor and Arena Rules.

Situations unique to Arena Polo are illustrated and discussed below:

Example I - Play Along the Wall

The Right of Way in Example 1 will be awarded to A or B depending on the following circumstances:

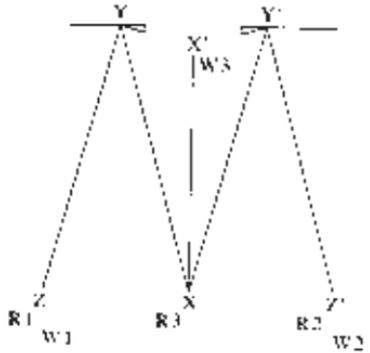


- a. If the ball is away from the wall by 5 foot or more, B is entitled to Right of Way regardless as to whether the ball was hit from X to X' or from X' to X. Under Rule 12.e, B is placed with the line of his offside. A has no play at all.
- b. If the wall is represented by the line between X and X', the Right of Way is determined as follows:
 - i). 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,
 - ii). If A hits the ball to the wall at Y so it rebounds by 5 foot or more towards 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 can not be positioned on the offside of the Line from Y to B without crossing B's Right of Way.
 - iii). If B hits the ball to the wall at Y so it rebounds toward A, A may pick it up on the offside. However, B 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.

Example II - 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:

- a. If the ball is hit from X to X', the next play is a goal defence 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.
- b. 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 towards 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 travelling on the new Line thereby assuming the Right of Way.
- c. 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 defence 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'.



CHUKKA.

A 'chukka member' is not eligible to play outside the club of which he is a member. If his club considers that he is safe, he may play in domestic matches at his club only off a handicap of -1, but he cannot be given an official handicap of -1 until he has passed the rules test.

HANDICAP '-1'.

A -1 handicap is in the gift of the club that the player has joined. The club must certify in writing to the HPA that their member has been raised to -1. Guidelines for a -1 handicap are as follows:

- i) **Rules.** Will need help to prevent him fouling but a sufficient understanding of the Line of the Ball and the Right of Way so that he is not endangering himself or other players on the field.
- ii) **Horsemanship.** The ability to stop and turn, hook another player and maintain control when ridden off by an experienced player.
- iii) **Hitting.** The ability to hit adequate offside shots most of the time, and to achieve some success with nearside shots.
- iv) **Set Plays.** May require some assistance but reasonable knowledge of the standard positioning for set plays; 'throw-ins', 'hit-ins', and 'penalties'.
- v) **Tactics.** Likely to need assistance but has an understanding of the roles and positioning of the different team members, and the importance of counting heads, taking a man, and turning up; what he meant to be trying to do as part of the team.

A -1 goal player may play in any tournaments up to 10 goals for which he is eligible. A -1 goal player's handicap can be changed at any time.

HANDICAP '0'.

A player can only be raised to 0 or above by the HPA Handicap Committee. Guidelines are as follows:

- i) **Rules.** Should not foul but likely to need help against being sucked into fouls by more experienced players.
- ii) **Horsemanship.** The ability to ride at speed and ride off safely.
- iii) **Hitting.** The ability to hit offside shots of a reasonable length and accuracy, and adequate nearside shots most of the time. Need not be a consistently good striker of the ball.
- iv) **Set Plays.** Should not require assistance on the standard positioning for set plays; 'throw-ins', 'hit-ins', and 'penalties'.
- v) **Tactics.** Still likely to need assistance but his understanding should enable him to act independently and create a limited number of plays for teammates.

A 0 goal player may play in any tournaments up to 12 goals for which he is eligible.

HANDICAP ' 1'.

For a 1 goal player, guidelines are as follows:

- i) Rules.** Should have a good understanding of the rules and should rarely foul.
- ii) Horsemanship.** The ability to ride at full speed, stop and turn, ride off safely and maintain control when ridden off and bumped at speed by the most experienced players.
- iii) Hitting.** The ability to hit offside and nearside shots of a reasonable length and accuracy, including tailed backhanders and under the neck. Should be a consistent and reliable striker of the ball on the offside and able to hit the ball more than twice at a fast gallop down the field under pressure. May still be limited on a nearside. Able to turn and/or dribble the ball.
- iv) Set Plays.** Should be completely familiar with positioning for set plays; 'throw-ins', 'hit-ins', and 'penalties', and also be able to help other less experienced players.
- v) Tactics.** Should be able to anticipate the play so that he is not just chasing the ball, and make the right decision on taking the man or the ball. Able to turn the play from defense to offense without fouling.

A 1 goal player may play in any tournaments, including High Goal, for which he is eligible.