

2023 USPA TOURNAMENT CONDITIONS (Approved November 5, 2022)

I. DEFINITIONS

Event: A USPA Event, Club Event or USPA-Supported Activity as defined herein.

League: A series of games among a group of teams in which the team with the best won-loss record is the winner.

Series of Events: A group of no more than four separate but consecutive Events occurring within the same season (i.e, Winter, Spring, Summer or Fall) or within two consecutive seasons, but not separated by a season (either Club Events, USPA Events, or both, but not in any case including a League or Leagues), that may be entered by (1) the payment of a single entry fee before the first Event in the group that enables the team to compete in all of the Events in the group, or by (2) the payment of an entry fee for the first Event in the Series coupled with a binding commitment to pay the entry fees for the remaining Events in the group before each Event begins. For example, the Gauntlet of Polo® is a Series of Events. **The management or Host Tournament Committee of a Series of Events must announce that it is being played as a Series of Events and give notice to the teams reasonably in advance of the deadline for entry.** The management or Host Tournament Committee of a Series of Events must accept entries in each Event in the Series on an Event-by-Event basis unless it has received prior written approval from the USPA Tournament Manager, Tournament Coordinator or Tournament Committee to accept only entries in all the Events in the Series. A Series of Events also includes any Circuit-wide, regional, or nationwide competition that culminates in a championship game whether or not the competition occurs within the same season or within two consecutive seasons, such as, for example, the Regional President's Cups which culminate in the National President's Cup.

Tournament: A game or series of games played in accordance with the Draw options defined in SECTION VI.B of the USPA Tournament Conditions.

Subsidiary/ Consolation Tournament: This may be a separate bracket of play for losers of the initial round in a tournament, or it may be considered a new event if a separate draw between eligible teams is held.

Club Event: Any club-level game, league or tournament that is not a USPA National, Circuit or Sanctioned Event. A Club Event is different from a USPA-Supported Activity (e.g., a clinic, meeting or forum conducted at or by a member club with USPA support), and does not include practices, practice games, clinics, drills, lessons, meetings or similar activities conducted at or by a member club, whether with or without USPA support. In a Club Event, a USPA member club's Host Tournament Committee may adopt one or more variances from the USPA Rules before the event with notice to the teams, provided that (i) the USPA member club's Host Tournament Committee believes that any such variance adoption is in the best interest of the USPA member club and the sport; and (ii) the USPA member club accepts responsibility and any liability for the consequences of any such variance adoption(s). Notwithstanding the foregoing, no USPA member club or Host Tournament Committee may adopt any variance

from USPA Outdoor Rule 4.a, USPA Arena Rules 3.a(2), or USPA Arena Rule 4.b(7) (regarding helmet requirements).

USPA Event: Any USPA National, Circuit or Sanctioned Tournament or League including but not limited to any I/I or NYTS Event.

USPA-Supported Activity: An activity such as a clinic, meeting or forum conducted at or by a member club with USPA support.

II. USPA EVENTS - 2023

A. National Outdoor Events

18-22	Butler Handicap®	Port Mayaca Polo Club
16-20	National Twenty Goal®	Grand Champions Polo Club
16-20	America Cup™	Santa Barbara Polo Club
16-20	Monty Waterbury®	Port Mayaca Polo Club
16-20	North American Cup®	Grand Champions Polo Club
16-20	Silver Cup®	Santa Barbara Polo Club
16-18	Iglehart Cup	Patagones Polo Club
16-18	Joe Barry Memorial	Port Mayaca Polo Club
16-18	Ylvisaker Cup	Patagones Polo Club
12-16	Northrup Knox Cup®	New Bridge Polo Club
12-16	Continental Cup™	Sarasota Polo Club
12-16	Heritage Cup™	Port Mayaca Polo Club
12-16	Eastern Challenge®	Beverly Polo Club
12-16	Western Challenge	
10-14	Regional Classic-Southeastern	
10-14	Regional Classic-Southwestern	
10-14	Regional Classic-Western	
8-12	H. Ben Taub Memorial Tournament	Houston Polo Club
8-12	Bronze Trophy®	New Bridge Polo Club
8-12	Chairman's Cup	Myopia Polo Club
8-12	National Copper Cup®	New Bridge Polo Club
8-12	National Inter-Circuit Championship	Sarasota Polo Club
8-12	Rossmore Cup	Eldorado Polo Club
4-8	National Eight Goal	Beverly Polo Club
4-8	Association Cup	
4-8	Delegate's Cup	Houston Polo Club
4-8	*National President's Cup	New Bridge Polo Club
4-8	*Regional President's Cup	Houston, Port Mayaca, International Polo School, Beverly, Brandywine, New Bridge, Santa Barbara Polo Clubs
0-4	National Amateur Cup	Eldorado Polo Club
•	*U.S. Open Women's Polo Championship®	Port Mayaca Polo Club
•	*U.S. Open Women's Handicap®	Houston Polo Club

- 0-4 *NYTS Championship®
- *Nat'l. Outdoor Commander in Chief Cup Sarasota Polo Club
- *Nat'l. Gen. George S. Patton, Jr. Cup

* *Specific Conditions Apply - Refer to Section III*

A(1). National Polo Center Events

- 18-22 *U.S. Open Polo Championship® USPA National Polo Center – Wellington
- 18-22 C.V. Whitney Cup® USPA National Polo Center – Wellington
- 18-22 USPA Gold Cup® USPA National Polo Center – Wellington

B. Circuit Outdoor Events

- 8-12 Intra-Circuit Cup • Congressional Cup
- 4-8 Officers Cup • *Amateur Cup
- 0-4 Players Cup • Sportsmanship Cup
- Centennial Cup • Masters Cup
- *Governor's Cup • Constitution Cup

* *Specific Conditions Apply - Refer to Section III*

C. Special Circuit Events

Outdoor

- *Museum of Polo Hall of Fame Challenge Cup
- *USPA/PTF Seniors Tournament
- *Women's Challenge
- *National Youth Tournament Series
- 4-8 *Outdoor- General S. Brown
- 0-4 *Outdoor- General George S. Patton, Jr.

* *Specific Conditions Apply - Refer to Section III*

Arena

- *Arena Museum of Polo Hall of Fame Challenge Cup
- ***Arena USPA/PTF Seniors Tournament**
- *Arena Challenge Cup
- *Circuit Level I/I Alumni Tournament
- *Arena Women's Challenge
- *Circuit Level I/I JV & Club Level Tournament
- 3-6 *Arena - General Lewis B. "Chesty" Puller
- 0-3 *Arena - Admiral Chester W. Nimitz
- *Arena - General George S. Patton, Jr.

* *Specific Conditions Apply - Refer to Section III*

D. National Arena Events

- 12 & over U.S. Open Arena Polo Championship® California Polo Club
- 12 & over United States Arena Handicap™ Twilight Polo Club
- 9-12 National Arena Chairman's Cup

6-9	National Arena Delegate's Cup	Brookshire Polo Club
•	*National Arena Bronze Cup	
3-6	National Sherman Memorial	
0-3	*National Arena Amateur Cup	Legends Polo Club
•	*National Arena Challenge Cup	Orange County Polo Club
•	*National Arena Commander in Chief Cup	Army Polo Club
•	*Allied Services Cup	Texas Military Polo Club
•	*USPA Women's Arena Open™	Orange County Polo Club
•	*USPA Women's Arena Handicap®	Legends Polo Club
	<i>* Specific Conditions Apply - Refer to Section III</i>	

E. Circuit Arena Events

12 & over	Arena Championship
9-12	Arena Chairman's Cup
6-9	Arena Delegate's Cup
3-6	Sherman Memorial
0-3	*Arena Amateur Cup
•	Arena Congressional Cup
•	Arena Sportsmanship Cup
•	Arena Constitution Cup
•	Arena Masters Cup

** Specific Conditions apply - Refer to Section III*

F. *Intercollegiate Events

- Men's National Intercollegiate Championship
- Women's National Intercollegiate Championship
- Central Regional Intercollegiate Championship
- Central Regional Intercollegiate Preliminary
- Northeastern Regional Intercollegiate Championship
- Northeastern Regional Intercollegiate Preliminaries
- Southeastern Regional Intercollegiate Championship
- Southeastern Regional Intercollegiate Preliminaries
- Western Regional Intercollegiate Championship
- Western Regional Intercollegiate Preliminaries

** Specific Conditions Apply - Refer to Section III*

G. *Interscholastic Events

- Open National Interscholastic Championship
- Girls National Interscholastic Championship
- Central Regional Interscholastic Championship (Girls and Open)
- Central Regional Interscholastic Preliminary (Girls and Open)
- Northeastern Regional Interscholastic Championship (Girls and Open)
- Northeastern Regional Interscholastic Preliminaries (Girls and Open)
- Southeastern Regional Interscholastic Championship (Girls and Open)
- Southeastern Interscholastic Preliminaries (Girls and Open)
- Western Regional Interscholastic Championship (Girls and Open)

Western Regional Interscholastic Preliminary (Girls and Open)
National I/I Alumni Tournament

** Specific Conditions Apply - Refer to Section III*

H. *Middle School Events

Northeastern Region I, II, III

Southeastern Region I, II, III

Central Region I, II, III

Western Region I, II, III

** Specific Conditions Apply - Refer to Section III*

I. USPA Sanctioned Events

18-22	*The Tabebuia Cup	Port Mayaca Polo Club
16-20	Pacific Coast Open	Santa Barbara Polo Club
12-16	NPC Inaugural Cup	Patagones Polo Club
12-16	Outback Invitational	Patagones Polo Club
12-16	Sunny Hale Memorial	Patagones Polo Club
12-16	State of Florida Cup	Patagones Polo Club
12-14	Junior Open Test Match	
12	Keleen & Carlton Beal Cup	Houston Polo Club
12-14	The Live Oak Challenge	Port Mayaca Polo Club
10-12	Pete Bostwick Memorial	New Bridge Polo Club
10-12	Tommy Hitchcock Memorial	New Bridge Polo Club
10-12	Spreckels Cup	Eldorado Polo Club
8-12	Carlton & Keleen Beal Cup	Eldorado Polo Club
8-12	Stephen Orthwein Memorial Cup	Port Mayaca Polo Club
6-8	Mack & Madelyn Jason Memorial	Eldorado Polo Club
6-8	Eddie Moore Memorial	Mashomack Polo Club
6-8	Cyril Harrison Cup	Myopia Polo Club
6-8	Polo Ponies Memorial	Brandywine Polo Club
6-8	Gerald Balding Cup	Brandywine Polo Club
0-8	Don King Days	Big Horn Polo Club
4-8	Tracey MacTaggart Challenge	Mashomack Polo Club
4-6	Landhope Challenge Cup	Brandywine Polo Club
0-4	Arby Dobb Cup	Tinicum Park Polo Club
0-4	Max Berger Cup	Tinicum Park Polo Club

0-4	Teddy Roosevelt	Texas Military Polo Club
•	*Texas Women's Open	Houston Polo Club
•	Women's Pacific Coast Open	Eldorado Polo Club
•	*Ladies Invitational	Santa Barbara Polo Club

** Specific Conditions Apply - Refer to Section III.*

III. SPECIFIC TOURNAMENT CONDITIONS

A(1). National Polo Center Events

National Polo Center Events are events that are hosted by the USPA at the USPA National Polo Center – Wellington (“NPC”). They include the three Events in the Gauntlet of Polo®: the C.V. Whitney Cup®, USPA Gold Cup®, and U.S. Open Polo Championship®. **Tournament Conditions for National Polo Center Events** are established by a **Host Tournament Committee** that is appointed by the **Advisory Board of NPC Polo Operations LLC**.

U.S. Open Polo Championship®

This event will be played without handicap. Subject to USPA Outdoor Rule 1.c, all teams to assume the maximum handicap level.

B. National President’s Cup

Any USPA member club may apply to host a Regional President’s Cup Event by having a minimum of four teams. Regional Cup Events will be played with six periods at the 4-8 goal level. Winning teams from the Regional President’s Cup Events shall have priority to enter in the National President’s Cup Event of the same year.

- (1) The National President’s Cup must be played after July 31st of each year and shall give priority entry to 1st and 2nd place teams of same year or prior year Regional President Cup Events.
- (2) Two USPA Professional Certified Umpires are suggested for all games.

C. Circuit Events

All current Circuit Events will be played at the handicap level approved by the Circuit Governor or his or her designee.

D. Governor’s Cup

To be played in each Circuit, either four or six periods, under conditions to be specified by the Circuit Governor, but not to exceed six goals. The Governor is encouraged to specify conditions which will maximize participation in the event.

E. Amateur Cup

To be played in each circuit at team handicap levels to be determined by the Circuit Governor. Outdoor: No player with an individual handicap of more than two goals is eligible to play. Arena: In no case may the handicap of any individual player exceed the upper handicap limit of the event.

F. Armed Forces Events

- (1) Allied Services Cup (National Arena Event)
 - (a) To be played at a goal level not to exceed 12 goals
 - (b) Required that all players shall have served in the military of any country to participate (active duty, retired, honorable discharge).
 - (c) If there is an insufficient number of players meeting this criterion, a military family member of any country can then participate.

- (d) If available, a USPA staff member shall be appointed by the Host Club to the Host Tournament Committee for this event.
- (e) The Armed Forces Committee is encouraged to specify additional conditions that will maximize participation in the event.
- (2) National General George S. Patton, Jr. Cup (National Outdoor Event)
 - (a) Required to have at least one military member on each team (active duty, retired, honorable discharge, family member of military member or spouse).
 - (b) If all players meet the required military member tournament condition, those that have actually served have priority over spouse or family member.
 - (c) Any player participating in a Circuit General George S. Patton, Jr. tournament (outdoor) or a Circuit General George S. Brown tournament shall qualify to play, as an individual, in the National General George S. Patton, Jr. Cup. Points will accrue as determined annually by USPA Staff.
 - (d) If available, a USPA staff member shall be appointed by the Host Club to the Host Tournament Committee for this event.
- (3) National Outdoor Commander in Chief Cup (National Outdoor Event)
 - (a) Required to have at least one military member on each team (active duty, retired, honorable discharge, family member of military member or spouse).
 - (b) If all players meet the required military member tournament condition, those that have actually served have priority over spouse or family member.
 - (c) If available, a USPA staff member shall be appointed by the Host Club to the Host Tournament Committee for this event.
- (4) National Arena Commander in Chief Cup (National Arena Event)
 - (a) Required that all players shall have served in the U.S. Armed Forces or Reserve Components to participate (active duty, retired, honorable discharge).
 - (b) If available, a USPA staff member shall be appointed by the Host Club to the Host Tournament Committee for this event.
 - (c) The Armed Forces Committee is encouraged to specify additional conditions that will maximize participation in the event.
- (5) Circuit Armed Forces Events (General George S. Brown, General George S. Patton, Jr., General Lewis B. “Chesty” Puller, Admiral Chester W. Nimitz)
 - (a) Required to have at least one military member on each team (active duty, retired, honorable discharge, family member of military member, or spouse).
 - (b) If all players meet the required military member tournament condition, those that have actually served have priority over spouse or family member.

G. The USPA National Arena Bronze Cup shall be played at a handicap level to be determined by the Host Club, not to exceed 6 goals, or be less than 0 goals.

H. Women’s Tournaments (National, Circuit and Sanctioned)

Handicap level to be specified by each prospective Host Club as part of its respective bid application. All Women’s Tournaments to be played using the Women’s Handicap.

I. USPA/PTF Seniors Tournament

To be played for at any USPA Member Club so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor. **There will be no tournament fee paid to the USPA for hosting this Event.** The following rules shall apply:

- (1) Each player shall be a USPA member who reached his/her 50th birthday prior to the event. The aggregate age of each team must be a minimum of 220 years.
- (2) Entry requirement of \$150 per player, payable to the Polo Training Foundation.
- (3) Players must enter as an individual and the Host Tournament Committee shall form the teams to assure even competition.

J. National Youth Tournament Series Tournament Conditions (see page 173)

K. Museum of Polo Hall of Fame Challenge Cup

To be played for at any USPA Member Club, so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor (and Tournament Committee for events at 12 goals and above). **There will be no tournament fee paid to the USPA for hosting this Event.** The fee is \$125.00 per participant made payable to the Museum of Polo.

L. [RESERVED]

M. I/I Alumni Cup

To be played for at any USPA Member Club, under the conditions specified by the club with the approval of the Circuit Governor. Open to all I/I Alumni. Games may be played on handicap or on the flat, as decided by the HTC. Circuits may host multiple I/I Alumni events, one per club per year.

N. I/I JV & Club Level Challenge Cup

To be played for at any USPA Member Club, under the conditions specified by the club with the approval of the Circuit Governor. Open to all I/I JV & Club Level student or player members, no handicap required. Games to be played on the flat. Circuits may host multiple JV/Club level Events, one per club per year.

O. Interscholastic/Intercollegiate Tournament Conditions (see page XXX)

IV. AWARDING OF USPA EVENTS

A. National Outdoor and Arena Events

- (1) USPA National Events will be awarded to Host Clubs by the Board of Governors upon the recommendation of the Tournament Committee. Clubs wishing to bid for such tournaments must request, from the USPA office, a tournament bid application.
- (2) National Events should be awarded at the Spring meeting of the USPA in the year prior to that in which the event is to be played.
- (3) When a National Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying

game, and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future games of the event, even when played at other Active Member or Affiliate Member Clubs.

B. Circuit Outdoor and Arena Events

(1) A USPA Circuit Event will be awarded to a Host Club within each Circuit by their respective Circuit Governors, or their designee.

USPA Special Circuit Events may be awarded by the Circuit Governor to multiple clubs within their respective circuit.

(2) When a Circuit Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying game, and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future games of the event, even when played at other Active Member or Affiliate Member Clubs.

C. USPA Sanctioned Events

In addition to the National Outdoor and Arena Events, the Board of Governors or the Executive Committee may also sanction certain events as outlined in the Sanctioned Event Application. Such USPA Sanctioned Events may, upon the request of the Host Club, be held in an invitational format in which entry is permitted solely by invitation from the Host Club.

D. The Terminology “Open”

No USPA National event using the terminology “Open” shall (a) be played on the handicap or (b) have an upper handicap limit of less than 16 goals in outdoor polo or 12 goals in arena polo. (For Women’s Events, the handicap level will be based on the Women’s Handicaps.)

E. Insurance Requirements

USPA Clubs must provide and maintain General Liability coverage (including liability coverage for club operations and participants in athletic or equine sports activities) with minimum limits of \$1,000,000.00 each occurrence and in the aggregate, and with United States Polo Association, its subsidiary & affiliated companies, directors, governors, officers, trustees, agents, employees, and volunteers included as additional insureds. Each USPA Club shall provide a certificate of insurance confirming compliance with these insurance requirements. USPA strongly recommends USPA Clubs purchase additional insurance coverage as necessary for all polo activities and business operations.

V. TOURNAMENT FEES AND CHARGES

A. Tournament Fees

Host Clubs of USPA National, Circuit or Sanctioned Tournament shall pay the USPA a Tournament Fee based on the tournament’s upper handicap level falling in the category as per the following schedule:

GOAL LEVEL	OUTDOOR	ARENA
Handicap limit over 24	\$5,000.00	\$500.00
17 to 24 goals	\$1,500.00	\$500.00
13 to 16 goals	\$1,000.00	\$500.00
9 to 12 goals	\$750.00	\$400.00
5 to 8 goals	\$500.00	\$300.00
0 to 4 goals	\$300.00	\$200.00

The Tournament Fee must be paid prior to the tournament. No refund of tournament fees will be made after a tournament has been awarded to a club.

Tournaments are normally awarded annually for the following year. Clubs wishing to request a tournament award for two or three years into the future may do so, **but any such awards may be subject to a surcharge as set by the Board of Governors.** An award of more than three years may not be made without the specific approval of the Board of Governors.

VI. ENTRIES, DRAWS, AND SCHEDULING

A. Entries

- (1) At least thirty days prior to the draw date, the Host Club shall submit a letter of invitation to prospective entries with relevant tournament information: entry closing date, draw date, applicable fees, charges, stabling arrangements, etc.
- (2) Entries may be limited due to the Host Club facilities, but any such limitation must be on an equitable basis for all prospective entrants. The most acceptable means of limitation is by chronological order of receipt of written entry form and applicable fee. Entries in excess of the limit shall be put on a priority wait-list and admitted if conditions permit. In no way may the limit on entries be discriminatory toward any potential entrant.

B. Draws

- (1) All draws shall be open to a representative of each team entered. All fees must be paid for a team to be eligible for the draw. A team which withdraws from the event after the draw shall forfeit all fees even though replaced by a team from the priority wait-list.
- (2) It is recommended that all Events will be drawn according to either:

a. Single Elimination

A Single Elimination draw consists of putting a quantity of consecutively numbered markers equal to the number of teams entered in the event in a pool. Team representatives then draw from the pool and the team name is entered by its respective number as indicated by the diagram below. All un-used positions shall be BYE. Single elimination events shall not be seeded.

b. American System

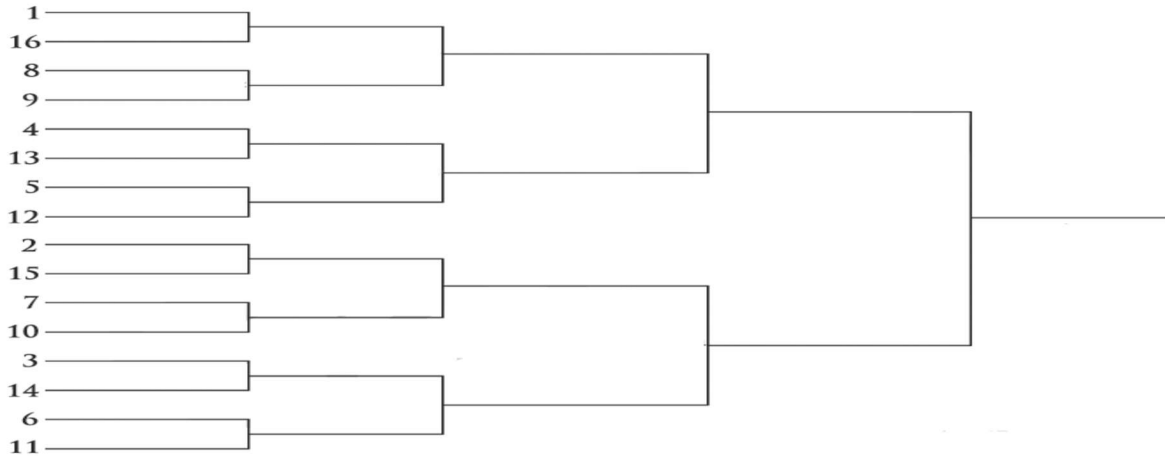
The American System of tournament play involves dividing all competing teams, by lot, into one or more divisions with each division having a minimum of two teams, and not more than one team less than any other division.

Seeding the division is permissible for the purpose of equalizing handicaps among the divisions. In a series of two or more consecutive tournaments the Host Tournament

Committee may seed the finalists and/or semi-finalists into the next tournament draw, to accommodate scheduling conflicts or inclement weather.

Each team in a division shall play a complete game against each other team in the division. The teams shall then be ranked according to their records, and the team, or teams, with the best records in each division shall advance to a single elimination round to determine the winner of the event; any byes shall go to the higher ranking teams.

Throughout the division play, no team should at any time have played more than one game less than any other team in that division.



c. Round Robins

Round Robins are not desirable as a tournament format. However, if an event has only three teams entered and time constraints, weather, or other adverse conditions prevent an alternate format, a Round Robin may be used as a single event to be played in one day.

(1) A Round Robin shall consist of three games of two or more periods.

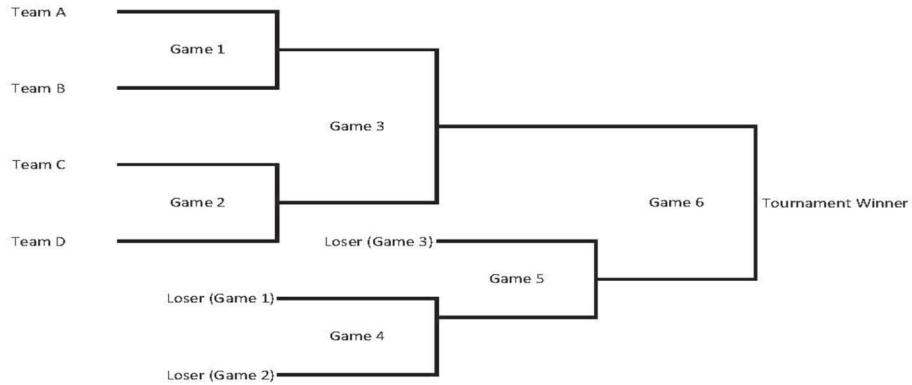
(2) The winner of the Round Robin shall be the team with the best won-lost record, if there is such a team. In the event of a won/lost tie at the end of the Round Robin, the order of finish shall be determined using one of the following two methods, with the chosen method to be determined by the Host Tournament Committee, which shall notify the teams of that method before the Round Robin begins: (i) the “shoot out” procedure set forth in USPA Outdoor Rule 14.d, or (ii) based on net goals in both games played, if conclusive; or gross goals in both games played if net goals is inconclusive; or the “shoot out” procedure set forth in USPA Outdoor Rule 14.d, if both net goals and gross goals are inconclusive.

(3) Each team shall play in two games, playing each other team one game. The two teams to play in the first game shall be decided by lot. The second game shall be between the loser of the first game and the team idled in the first game. The third game shall be between the team idled in the first game and the team idled in the second game. Should any game result in a tie, the winner shall be determined by the “shoot out” procedure set forth in USPA Outdoor Rule 14.d except that only one player from each of the tied teams shall participate. The shootout shall take place immediately following the end of the game between the two tied teams.

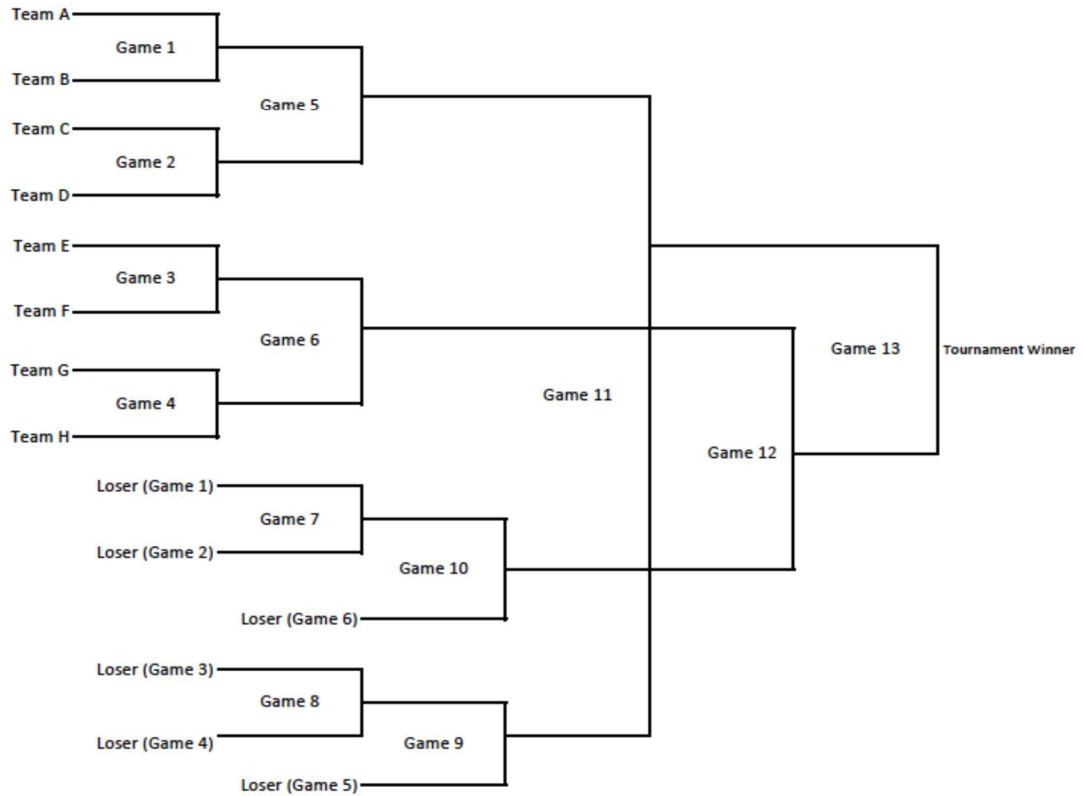
d. Cross Division/ Cross Bracket Options

Teams shall be allotted to divisions as in American System play. Each team in a division shall then play a complete game against each team in another division. The teams in both divisions shall be ranked together according to their won/lost record.

4 Team Cross Bracket



8 Team Cross Bracket



e. [RESERVED]

f. Order of Finish

The teams in a division or combination of divisions shall be ranked, from top to bottom, according to their won/lost record of play. Whenever a tie exists the following tests will be applied in order. Each time a tie is broken, the now untied teams shall be ranked and the procedure applied anew to any remaining tied teams.

- (1) In a tie, in which all the tied teams played each other:
 - (a) A tie between two or more teams with equal won/lost records in the division shall be decided by the won/lost records of the tied teams in games against each other.
 - (b) If a tie remains, the tie-breaker shall be each team's net goals (the sum of the team's winning margins less losing margins) in games against the remaining tied teams.
 - (c) If a tie remains, the tie-breaker shall be gross goals (the sum of all goals credited to the team including goals by handicap and Penalty No. 1) in games among the remaining tied teams.
 - (d) If a tie remains, the Committee shall determine the ranking by: 1) a play-off game, if the outcome decides who advances (as opposed to seeding among advancing teams), which must be a minimum of two periods in four-period polo or three periods in six-period polo; (2) a shootout as in section (g) below, if the outcome decides who advances (as opposed to seeding among advancing teams); or (3) a draw, coin toss, or some other random selection process, as determined by the Committee.
- (2) In a tie, in which all the tied teams did not play each other:
 - (a) A tie between two or more teams with equal won/lost records shall be decided by each team's net goals in all games played.
 - (b) If a tie remains, the tie-breaker shall be each team's gross goals in all games played.
 - (c) If a tie remains, the Committee shall determine the ranking by: (1) a play-off game if the outcome decides who advances (as opposed to seeding among advancing teams), which must be a minimum of two periods in four-period polo or three periods in six-period polo; (2) a shootout as in section (g) below, if the outcome decides who advances (as opposed to seeding among advancing teams); or (3) a draw, coin toss, or some other random selection process, as determined by the Committee.

EXAMPLES: In a four-team division, Red, White and Green finished with 2-1 won/lost records and Blue with a 0-3 record. The three tied teams, in games against each other, were all 1-1. In the net goal tie-breaker, Red and Green are both +2 and White is -4. Green beat Red in their game, so the ranking is Green, Red, White, Blue.

In a Cross Bracket League, the three teams in Division A won all their games against Division B opponents. Ranking the combined divisions, three teams are 3-0, and three teams are 0-3. Because none of the tied teams played each other, the tie-breaker is net goals in all games played. If two or more teams are tied on net goals, their tie is broken by gross goals. If two or more teams are tied on gross goals, their tie should be broken by one of the methods in section f(2)(c) above.

g. Shootout Tournament Tiebreaker- Outdoor

In the event of a two-way tie on won/lost record after bracket play or cross bracket play between teams who have played each other, “who-beat-who” will be used to break the tie. In the event of a three-way tie or more on won/lost record after bracket play (i.e., teams playing within their bracket), or a two-way tie or more between teams when not all of the tied teams have played each other after the completion of cross bracket play, the “Penalty Shootout” system as described below may be used to determine which team or teams advance.

Pairing/Seeding in Quarterfinals and/or Semifinals:

The “Penalty Shootout” system may not be used to determine seeding among teams that are advancing. A draw, coin toss, or some other selection process shall be used to determine seeding among teams that are advancing, unless teams can be paired in such a way that each advancing team will play a team that it has not played in bracket play, in which case, the Host Tournament Committee may elect to use such a pairing. In all events, the method to be employed in determining pairings in quarterfinals and/or semifinals must be determined by the Host Tournament Committee and announced to the teams at or before the initial Draw for the event.

The Penalty Shootout:

- (1) The shootout, if necessary, will take at a time and location determined by the Host Tournament Committee.
- (2) Prior to the draw, the Host Tournament Committee will determine how many players from each team will participate in the penalty shootout.
- (3) General conditions will follow the procedures are outlined below:
 - (a) The Penalty Shootout will be supervised by two professional umpires and one experienced adult goal Judge. Each team is required to provide an umpire pony unless notified otherwise.
 - (b) Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last qualifying game. There shall be no other change of players or substitution. Only eligible players from each team may take the penalties.
 - (c) Teams will draw from cards marked 1, 2, 3 etc. for the order of taking penalties.
 - (d) Players will be kept to one side in team groups and called forward individually to take the penalty. The player has only one hit at the ball and the hit may not be defended.
 - (e) The player will be asked if he is ready and if so the Umpire will drop the ball close to the penalty spot. The player will then have 15 seconds to place the ball; teeing up is not allowed.
 - (f) Once the player has placed the ball, the umpire will ask him if he is content and if he is, the umpire will then call ‘play’. If the player has still not placed the ball after 10 seconds, the umpire will give a 5 second warning and will then call ‘play’ at 15 seconds. Once the umpire has called ‘play’ any contact with the ball will count as the one hit.

(g) Teams will take 40 yard penalties as individual team members in the order of cards marked, i.e.: a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc. until all teams have completed their 40 yard penalties. Each penalty shall be taken by a different member of the team.

(h) The same process will be used for the taking of the 60 yard penalties.

(i) The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if teams are level after the 6 penalties, players from each team shall continue in the same order to take one penalty each from the 60 yard line until one has less goals than the other having taken the same number of penalties.

In all other aspects USPA Rules apply. Officials, teams and ponies must be turned out as if for a game.

h. Shootout Tournament Tiebreaker- Arena

In the event of a two-way tie on won/lost record after bracket play or cross bracket play between teams who have played each other, “who-beat-who” will be used to break the tie. In the event of a three-way tie or more on **won/lost** record after bracket play, or a two-way tie or more between teams not having played each other on record after cross bracket play, the “Penalty Shootout” system may be used to determine which team **or teams** advance.

Pairing/Seeding in Quarterfinals and/or Semifinals:

The “Penalty Shootout” system may not be used to determine seeding among teams that are advancing. A draw, coin toss, or some other selection process shall be used to determine seeding among teams that are advancing, unless teams can be paired in such a way that each advancing team will play a team that it has not played in bracket play, in which case, the Host Tournament Committee may elect to use such a pairing. In all events, the method to be employed in determining pairings in quarterfinals and/or semifinals must be determined by the Host Tournament Committee and announced to the teams at or before the initial Draw for the event.

The Penalty Shootout:

(1) The shootout, if necessary, will take at a time determined by the Host Tournament Committee.

(2) Prior to the draw, the Host Tournament Committee will determine how many players from each team will participate in the penalty shootout and decide between Option 1 and Option 2.

(3) General conditions will follow the procedures are outlined below:

(a) The Penalty Shootout will be supervised by two professional Umpires and one experienced adult goal Judge. Each team is required to provide an Umpire pony unless notified otherwise.

(b) Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last

qualifying game. There shall be no other change of players or substitution. Only eligible players from each team may take the penalties.

(c) Teams will draw from cards marked 1, 2, 3, etc., for the order of taking penalties.

(d) Players will be kept to one side in team groups and called forward individually to take the penalty. The player has only one hit at the ball and the hit may not be defended.

(e) The player will be asked if he is ready and if so the Umpire will drop the ball close to the penalty spot. The player will then have 15 seconds to place the ball; teeing up is not allowed.

(f) Once the player has placed the ball, the Umpire will ask him if he is content and if he is, the Umpire will then call 'play'. If the player has still not placed the ball after 10 seconds, the umpire will give a 5-second warning and will then call 'play' at 15 seconds. Once the Umpire has called 'play' any contact with the ball will count as the one hit.

Option 1:

i. Teams will take 15 yard penalties as individual team members in the order of cards marked (i.e. a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc.) until all teams have completed their 15 yard penalties. Each penalty shall be taken by a different member of the team.

ii. The same process will be used for the taking of the 25 yard penalties.

iii. The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if the teams are even after the 6 penalties, players from each team shall continue in the same order to take one penalty each from the 25 yard line until one has less goals than the other having taken the same number of penalties.

Option 2:

i. Teams will take 25 yard penalties as individual team members in the order of cards marked (i.e. a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc.) until all teams have completed their 25 yard penalties. Each penalty shall be taken by a different member of the team. The goal will be undefended in the first round of penalty shots.

ii. In the second round the defending team may place a player in the goal to defend the goal. Teams will take 25 yard penalties as described above.

iii. The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if the teams are even after the 6 penalties, players from each team shall continue in the same order to take one defended penalty each from the 25 yard line until one has less goals than the other having taken the same number of penalties.

In all other aspects USPA Rules apply. Officials, teams and ponies must be turned out as if for a game.

i. Combination Events - Flat/Handicap

The teams shall be ranked in their divisions as described above, first, by scoring all games on the flat and second, by scoring all games on the handicap. All teams in the division shall be included in both rankings.

The “Open” winner, or winners, shall be selected from the rankings and those teams assigned to the “Open” playoffs. The “Open” winners shall then be removed from the “Handicap” rankings.

The “Handicap” winner, or winners, shall be the highest ranked teams remaining after the “Open” winner(s) have been removed.

The team which qualifies for the “Open” playoffs, in a combination event, must play in the “Open” and may not elect to remain in the “Handicap” rankings.

j. Forfeiture and Withdrawal

Forfeiture is a game declared a loss by the Umpires or Host Tournament Committee as a result of the forfeiting team (i) declaring in advance in writing that it will not play in the game; (ii) failing to be mounted, on the field or in the arena and prepared to begin the game within 15 minutes after the designated starting game time set by the Host Tournament Committee, or (iii) committing a rules violation having forfeiture as the penalty. In the event a team is required to forfeit a game or games as a result of Penalty 9, or a decision of the Committee, each game forfeited shall be considered a loss by the forfeited team and a win by the opponent. The forfeited team shall earn no positive net or gross goals and will be charged with any negative net or gross goals earned in the forfeited game(s). The opponent shall be allowed all gross goals and positive net goals scored in the forfeited game(s).

A withdrawal is the voluntary decision by a team not to continue in the event. If a team withdraws from a scheduled game, it shall be disqualified from the tournament and the results of all games played by that team shall not be count-ed as to wins, losses, net or gross goals for the opponents.

A team wishing to withdraw for cause - horse sickness, etc., - must satisfy the Committee that the withdrawal is justified. If a team does not appear for a scheduled game or quits during a game without the permission of the Committee, the team may be charged with a conduct violation under the By-Laws of the Association.

C. Scheduling

All games of an event will be scheduled by the Host Tournament Committee. Due consideration may be given to travel distance, conflicting schedules of participants and other factors; however, no team shall intentionally be favored or disadvantaged as a result of the schedule.

The Host Tournament Committee may schedule certain games or divisions at other than the Host Club. However, the Host Tournament Committee is responsible for the scheduling and conduct of all games regardless of location.

The USPA will allow utilization of fields approved or authorized by the Host Tournament Committee.

VII. HOST TOURNAMENT COMMITTEE RESPONSIBILITIES

A. The Host Club is responsible for the collection and remittance of all USPA entry fees, contract fees, club dues, player dues, Host Club entry fees, and any other charges related to any USPA Event.

B. The Host Club shall communicate the details of any USPA Event in such a way as to encourage maximum participation.

C. USPA Clubs shall collect and retain signed waiver and release of liability forms from all participants, volunteers and persons involved in polo activities, including, but not limited to, USPA sanctioned activities, tournaments or games (each, a “USPA Event”), with language indemnifying United States Polo Association, its subsidiary & affiliated companies, directors, governors, officers, trustees, agents, employees as released parties.

All USPA Member Clubs assume any and all risks with respect to participation in any USPA Event and hereby agree to indemnify, defend and hold harmless the sponsoring club and any other sponsor or Member Clubs of the USPA; any charity or other beneficiary which may benefit from the USPA Event; the USPA and its subsidiary and affiliated companies and divisions (including but not limited to USPA Umpires, LLC, USPA Polo Development, LLC and USPA Marketing, LLC); the owners, lessees or lessors of any premises where a USPA Event may be held; and all directors, governors, officers, trustees, agents, employees, volunteers or servants of any of the above-named entities (collectively the “Indemnified Parties”), from any claim including but not limited to any bodily injury, personal injury or property damage sustained by any person or entity, including, without limitation, all third parties, all other members, participants, entrants, and any person performing services for any of the Indemnified Parties.

D. The Host Club shall appoint a Host Tournament Committee which shall be responsible for conducting any USPA Event or series of USPA Events. A senior USPA staff member shall be appointed by the Host Club to serve on the Host Tournament Committee for any National Outdoor Event with a lower handicap limit of six-teen goals and above and any National Arena Event with a lower handicap limit of nine goals and above. As a condition for awarding or sanctioning an event, the Board of Governors may reserve unto itself the right to designate and/or approve appointments to the Host Tournament Committee. The responsibility of the Host Tournament Committee starts at the time of the draw and ends at the conclusion of the final game. In the case of multiple USPA Events, this authority begins with the draw for the first USPA Event and ends with the final whistle of the last USPA Event.

E. The Host Tournament Committee shall select officials, including umpires, timer, scorer, and goal judges, for all games in any USPA Events. When possible, Umpires shall conform to the standards outlined in the USPA Umpire Guide.

USPA Certified and/or Professional Umpires are to be used in accordance with the USPA Umpire Guide. As a condition for awarding any USPA Event to the Host Club, the Board of Governors may reserve unto itself the right to designate and/or approve the umpires to be employed for the USPA Event. The USPA may also require that the Host Club enter into a contract with the USPA for the provision for umpires.

As a condition to awarding USPA Outdoor Events with an upper handicap limit of 16 goals and above, the Host Club will be required to contract with the USPA for at least two USPA professional umpires certified at the goal level of the event. As a condition to awarding USPA Arena Events with an upper handicap limit of 12 goals and above, the Host Club will be required to contract with the USPA for at least one USPA professional umpire certified at the goal level of the event and to use a second umpire who is certified by the USPA at the goal level of the event or one level below. If the Host Tournament in any such USPA Arena Events elects to use only one mounted umpire, it must be the USPA professional umpire.

Horse emergency equipment (i.e. designated horse ambulance, screen, leg splint) must also be at field side during all USPA Outdoor Events with an upper handicap limit of 16 goals and above and USPA Arena Events with an upper handicap limit of 12 goals and above.

F. The Host Tournament Committee shall apply and enforce USPA Rules and Policies throughout any USPA Event and shall, where necessary, make decisions regarding the interpretation of such Rules and Policies. The decision of the Committee is final, subject only to the authority of the USPA Board of Governors.

In USPA Events played under the Outdoor Rules with an upper handicap level of 8 goals and above, the Host Tournament Committee may choose the Defended or Undefended procedure for Penalty 3 with notice to the teams before the Event begins, provided that all games in the Event are officiated by two certified professional Umpires unless otherwise approved by USPA Umpires LLC.

G. All Member Clubs and Individual Members of the USPA are subject to the Broadcast Rights, Title Sponsorships, and Trademark Policy of the USPA, as in effect from time to time. In addition to matters addressed in that Policy, all Host Clubs (as that term is defined in the Broadcast Rights, Title Sponsorships, and Trademark Policy of the USPA) shall obtain and grant to the USPA the right to use, and to permit others designated by the USPA to use, the name and pictures of the Host Club and all facilities and grounds used in connection with or related to the USPA Event.

VIII. INSTANT REPLAY

Where the Minimum Requirements set forth below are met, Instant Replay may be used for both “Challenges” and “Umpire Reviews.” In this case, Instant Replay will be conducted by a fourth official (the “Instant Replay Official” or “IRO”), who will watch one or more monitors of live video of the game in a different location from the Referee.

Where the Minimum Requirements set forth below are not met, but video is instead taken by a single “Dartfish” camera located in an elevated position back from the sideline or sideboards at the center of the field or arena, Instant Replay may still be used by the Referee, but only when the Umpires call for an Umpire Review as described below.

Challenges (available in Outdoor Polo generally, and in Arena Polo and Alternative Format Polo Events with a lower handicap limit of 12 goals and above):

Should the Umpires make a final decision either on their own, or after consulting the Referee, a team not in agreement with the Umpires’ decision may challenge the decision (exercising their challenge). The Instant Replay Official will then view the Instant Replay video of the call in question to determine if the call of the other three officials is correct, or he/she may overturn the final decision of the other three officials. When there is a challenge, the Instant Replay Official may also call a foul that was not originally called by the Umpires, whether or not he or she upholds or overturns the final decision of the other three officials. In order for the Instant Replay Official to overturn the original decision, the video replay must provide the Instant Replay Official with indisputable evidence that the original decision was incorrect. In order for the Instant Replay Official to call a foul that was not originally called by the Umpires, the video replay must provide the Instant Replay Official with indisputable evidence that the foul occurred.

Each team will have one initial challenge per half and one initial challenge in over-time. If the challenging team wins the challenge, it will maintain its challenge. Upon exercising a challenge, should the Umpires’ final decision stand after a replay review by the Instant Replay Official, the challenging team will lose the challenges for half of the game or the overtime, whichever portion of the game is currently being played. This process will be repeated until the challenging team loses a challenge. Regardless of whether or not a team chooses to exercise its challenge, and/or maintains its challenge in the first half, it will be entitled to only one initial challenge in the second half and again in overtime, subject to the same conditions described above. When there is a challenge and the Instant Replay Official calls a foul that was not originally called by the Umpires, that foul shall affect the team’s challenge in the following manner: if the call on the field is reversed, whether the decision is no foul or a new foul is called against the opposing team, the team will retain its challenge for use later in the half or overtime then underway; if the call on the field is upheld, the challenging team will lose its challenge for the portion of the game being played.

Once a call is announced by the Umpire(s), teams will have 15 seconds to announce a Challenge (Challenge Period) to the Umpire(s). Any Challenge announced after the Challenge Period will

not be recognized. Any on-field, game-related decision may be challenged, including placement of the ball after the umpires have announced a foul.

Umpire Reviews (available in Outdoor Polo, Arena and Alternative Format Polo):

In addition to challenges by team members in Outdoor Polo generally and in Arena Polo and Alternative Format Polo Events with a lower handicap limit of 12 goals and above, and in Arena Polo and Alternative Format Polo with a lower handicap limit of less than 12 goals (i.e., where there are no Challenges), the Umpires may request an Umpire Review for the following incidents only:

- (1) If there is a collision or a mount falls
- (2) To determine whether a goal was scored
- (3) To determine (in Outdoor Polo only) whether a Safety occurred
- (4) To determine whether Unsportsmanlike Conduct, including Dangerous Riding, occurred.

In order for the Umpires to impose a Penalty based on an Umpire Review, the video replay must provide the Referee with indisputable evidence that a foul occurred.

EXAMPLES: The trailing umpire sounds the whistle against Blue for entering the ROW in front of Red. The focal umpire thinks there was enough room, and the two umpires consult the referee. The referee feels there was not enough room for Blue to enter the ROW. The Blue team challenges the call, and the play is reviewed by the Instant Replay Official who, after reviewing the various camera angles available, will either uphold or overturn the original decision.

Umpire A sounds the whistle against Blue and Umpire B agrees. Umpire A announces a “ROW Violation” against Blue. Blue challenges the decision. The play will be reviewed if the Blue team has a challenge available to it during the half, before the Umpires continue play. Once the play has been reviewed by the Instant Replay Official, the Umpire’s final call may not be questioned further.

In the second period, Umpire A sounds the whistle against Green, for an illegal ride-off on White. Umpire B thought the ride-off was even and fair. The Umpires consult the Referee. The Referee calls a foul against Green. The Green team has an available challenge and wishes to exercise their challenge and the play is reviewed by the Instant Replay Official. This is a legitimate challenge, and should the Umpires’ decision stand, Green will not have another challenge for the remainder of the half.

A collision occurs behind the play, out of view from both Umpires and the Referee. A mount goes down as a result of the collision. The Umpires may call for an Umpire Review. Upon satisfactory evidence from the video replay by the Instant Replay Official, the Umpire may impose a Penalty.

Minimum Requirements for Challenges using Instant Replay:

1. The Instant Replay Official must be a USPA Certified Umpire with a certification of no less than one level below the required certification of the handicap level of the game being held.

2. For Arena Polo or Alternative Format Polo: The number and location of video cameras, camera operators and TV monitors used shall be subject to guidelines and approval set forth, prior to the event, by the Executive Director or Head Umpire of USPA Umpires, LLC.
3. For Outdoor Polo: Three video cameras; 1 camera positioned to the side of the field opposite the sun and at least 30 feet back from the side line at the center point of the field and at least 20' high, 1 camera positioned in each end zone of the field either to one side of the goal, at least 40 yards from the end line of the field or directly behind the goal each at least 50 yards from the end line of the field, each to be at least 20' high. Note, an optional 4th camera mounted on a drone may be allowed subject to guidelines and approval set forth, prior to the event, by the Executive Director or Head Umpire of the USPA Umpires, LLC.
4. For Outdoor Polo: Three separate camera operators.
5. For Outdoor Polo: Three TV Monitors.
6. Qualified technician to operate and monitor all video equipment and take direction from the IRO.
7. Trailer or tent location for IRO to view monitors and communicate with IT/Tec, apart from the location of the Referee.
8. DVR capable of tagging plays and quickly returning to the previous plays.
9. DVR capable of returning to previous **periods**.
10. One camera to show scoreboard after every goal is scored.
11. Radio communication between Umpires and Referee.
12. Radio communication between Referee and IRO.

The following list should be used for tagging plays on video:

Tagging Codes:

1: "ROW"	2: Gap	3: Turning	4: Quick Line Change	5: Missed Call
6: Meeting the Ball	7: 1 Meeting 2	8: Near side	9 : D a n g e r o u s Riding	10: Dangerous use of Mallet
11: Cross hook/ high hook	12: Delay of Game	1 3 : B a l l Placement	14: Off-Setting Penalties	15: Appealing

Umpire Triggers:

UM 1: Collision or mount falls

UM 2: Goal review

UM 3: Safety (Penalty 6)

UM 4: Unsportsmanlike conduct including possible dangerous riding

IX. OPTIONAL TOURNAMENT CONDITION FOR FAIR PLAY THROW-IN

With notice to the teams before the Draw, the Host Tournament Committee may direct the Umpires to employ the “undefended” or “fair play” throw-in as described below:

Notwithstanding USPA Outdoor Rules 21.1, 22.e, and 22.e(4), which remain in force, if the Umpire or Umpires stop play due to an inadvertent whistle, a damaged or buried ball, a fallen or injured Umpire, player or horse, or some other perceived emergency or unexpected event, and the team in possession of the ball is significantly disadvantaged by the interruption of play, to be determined by the Umpires in their discretion, that team will be awarded possession in an “undefended throw-in” from the point where the ball was considered dead toward the nearer side boards or side lines. In the event this point does not allow sufficient room for the teams to line up on the field, the Umpire shall throw the ball in, in the same manner, from the nearest point that allows it.

In an undefended throw-in, the Umpire shall announce “fair play throw-in to the [color] team” and line the teams up with the team not getting possession at least one horse-length wide of the line along which the ball will be thrown. When the ball is thrown in, only the team awarded possession may play the ball, but it must do so immediately, and no member of the other team shall affect that play. As used in the prior sentence, the word “immediately” means within 5 seconds of the throw-in, and the phrase “affect that play” describes conduct that includes but is not limited to being within a one horse-length radius of the first play by the team awarded possession. If a member of the team awarded possession does not play the ball immediately or a member of the other team affects the first play by the team awarded possession, the Umpire(s) may award an appropriate penalty.

X. OPTIONAL TOURNAMENT CONDITION FOR USPA OUTDOOR RULE 2.d

With notice to the teams before the Draw, the Host Tournament Committee may direct the Umpires to employ the version of USPA Outdoor Rule 2d set forth below:

- d. A player registered with the USPA is eligible to play in any USPA Event except that:
 - (1) A player with a handicap of -1 goal may not play in a USPA Event above the 12 goal level.
 - (2) There shall be no more than one -1 goal or -0.5 goal rated player per team in any USPA Event with an upper handicap limit above 6 goals. In a USPA Event rated 7 to 12 goals, should a substitute be required in the event a player is removed from the game due to an inability to continue or by disqualification or penalty, and only a -1 goal or -0.5 goal player is available, and the substitution would result in more than one -1 goal or -0.5 goal rated player being on the team, the substitution nevertheless may be made for that game only so long as the team substituting plays with its original (higher) handicap.
 - (3) In any USPA Event with an upper handicap limit of 7 goals or above, the handicap of any player may not exceed $\frac{3}{4}$ of the upper handicap limit.
 - (4) In any USPA Event with an upper handicap limit of 3 goals or below, the handicap of the highest rated player on the team may not exceed the upper handicap limit of the Event by more than one goal.
 - (5) In any USPA Event with an upper handicap limit of between 4 goals and 6 goals, if the handicap of any player exceeds $\frac{3}{4}$ of the upper handicap limit, that player's handicap may not exceed the upper handicap limit of the Event and the handicap of that player and the next highest rated player on the team may not exceed the upper handicap limit of the Event by more than one goal.

XI. OPTIONAL TOURNAMENT CONDITION FOR USPA OUTDOOR RULE 26A

With notice to the teams before the Draw, the Host Tournament Committee may direct the Umpires to employ the version of USPA Outdoor Rule 26A set forth below:

RULE 26A – IMPROPER BLOCKING

During the execution of a knock-in, Penalty 5.a or 5.b, or a free hit resulting from a ball hit out of bounds, an offensive player may not block a defensive player from marking the offensive player's teammate who has a play on the ball (i.e., set a pick on the defending player). At all other times, when a player in possession of the ball either stops or reduces his or her speed to a slow canter or walk, no teammates of the player in possession may block a defending player from making a play on that player or the ball unless the defending player is clearly behind the player in possession of the ball or was already being marked by the blocking offensive player when the player in possession slowed down. When an offensive player improperly blocks a defensive player, the Umpires shall call a foul and award an appropriate penalty. Improper Blocking may or may not constitute Dangerous Riding, and result in a yellow or red flag under Rule 33, depending on the degree of danger as determined in the discretion of the Umpire.

Note: When Optional Tournament Condition XI is used, the second sentence of the Outdoor Rule 26A Interpretation does not apply. (The sentence that does not apply reads as follows: "During that time period, improper blocking may occur and be penalized anywhere on the field where an offensive player is blocking a defensive player from marking the offensive player's teammate who has a play on the ball.")

XII. OPTIONAL TOURNAMENT CONDITION FOR USPA OUTDOOR RULE 19

With notice to the teams before the Draw, the Host Tournament Committee may employ and direct the Umpires to employ the version of USPA Outdoor Rule 19 set forth below:

RULE 19- GOALS UNDER PENALTIES AND BY HANDICAP

- a. Goals awarded under penalties and by handicap shall count as goals scored.
- b. The team handicap is determined by totaling the individual handicaps (as assigned by the USPA) of the team members. In Events, Leagues, or Series of Events with an upper handicap limit above 6 goals and below 18 goals, individual handicaps of -0.5 goals, 0.5 goals, or 1.5 goals shall be rounded down to -1 goal, 0 goals or 1 goal respectively when calculating the team handicap. In Events, Leagues, or Series of Events with an upper handicap limit above 18 goals, individual handicaps for substitute players of -0.5 goals, 0.5 goals, or 1.5 goals shall be fully counted when calculating the team handicap. In Events, Leagues, or Series of Events with an upper handicap limit above 18 goals, individual handicaps for rostered players of -0.5 goals, 0.5 goals, or 1.5 goals shall be rounded down to -1 goal, 0 goals or 1 goal respectively when calculating the team handicap. A “rostered player” is a player who is listed as one of the top four team members on the team’s roster when the team enters an Event, League, or Series of Events (i.e., is a member of the “rostered team”). If a team plays its first game in an Event, League, or Series of Events with one or more players who are not listed as one of the top four team members on the team’s roster at the time of entry, the rostered team will be the team described above, unless the team’s Captain notifies the USPA Tournament Manager or USPA Tournament Coordinator before the first game begins that the players in its first game should be treated as “rostered players” for purposes of this rule.
- c. The number of goals awarded by handicap is determined by taking the difference between the team handicaps on one team and the team handicaps of the other team and multiplying one-sixth of that difference times the number of periods (excluding overtime periods) in the game in question.
- d. Unless otherwise stated in the USPA Tournament Conditions, whether or not a game shall be played on a handicap basis or on the flat shall be determined by the Host Tournament Committee before the event.
- e. In the event of a game played on a handicap basis, any handicap fraction shall be recorded as one-half goal. The one-half goal shall be used as a tie breaker and included in any net or gross goal calculations.

RULE 19- GOALS UNDER PENALTIES AND BY HANDICAP...EXAMPLES: Team Red enters an 8 goal event with rostered players handicapped 5, 3, 0.5 and B -1. The team handicap is 7 because the 0.5 is rounded to 0. The team will receive a goal against an 8 goal opponent.

Team Blue enters a 20 goal Event with rostered players handicapped 10, 5, 4, and 1.5. The rostered player handicapped 1.5 is rounded down to 1 in events over 6 goals, so Team Blue is eligible at 20 goals. If the rostered player handicapped 1.5 is injured or unavailable to play, he can only be replaced by a substitute who is handicapped 1 goal or lower.

In a 6 goal, 6 period game, Red has a 2, 3, .5 and .5 for a total of 6. Blue has 3, 2, -1 and 1.5 for a total of 5.5. White has 2, 2, 1.5 and -1 for a total of 4.5. Red will give $\frac{1}{2}$ and lose a tied game to Blue. Red will give 1-1/2 goals to White. Blue will give 1 goal to White.

XIII. OPTIONAL TOURNAMENT CONDITION FOR USPA OUTDOOR RULE 2.a

With notice to the teams before the Draw, the Host Tournament Committee may employ and direct the Umpires to employ the version of USPA Outdoor Rule 2 set forth below:

RULE 2- PLAYERS

a. No player shall play in any Event for more than one team, except that, with notice to the teams before the Draw, the Host Tournament Committee may designate a handicap range (for example, 7-, 8-, 9-, and 10-goals) containing players who may be excepted under the circumstances described below:

- (i) During preliminary play (i.e., non-elimination games), if a player within the designated handicap range is injured or becomes ill during a game, a player competing in the Event of equal or lesser handicap to the injured or ill player may substitute only for the remainder of that game. For all subsequent games in the Event only eligible substitutes may be used.**
- (ii) After preliminary play, if a player within the designated handicap range is injured or ill and cannot start or becomes injured in a game, an eliminated player of equal or lesser handicap may substitute for the injured or ill player for the remainder of the game and/or Event. An eliminated player is a player who has completed his or her final game in the Event and whose team has been eliminated from the Event. The substitute is not eligible to compete for any other team in the Event.**

XIV. OPTIONAL TOURNAMENT CONDITION FOR USPA OUTDOOR RULE 14.b (the “Buzzer–Beater”)

With notice to the teams before the Draw, the Host Tournament Committee may employ and direct the Umpires to employ the version of USPA Outdoor Rule 14.b set forth below:

- b. In each period of the game, at the end of 7 minutes of elapsed time, a single horn or bell will sound to indicate that up to 30 seconds of overtime remain in the period. At the end of the overtime portion of the period, a horn or bell will sound twice to terminate the period. When the sounding twice of the second horn or bell is either untimely or not heard by the players or Umpires, the period ends at 7 minutes and 30 seconds expired on the official clock, unless it is the final regulation period, and it ends earlier pursuant to subsection (2) below. A goal scored after time has expired on the official clock does not count, even if it is before the second horn or bell sounds and before the Umpires blow their whistles, except in the circumstances described below:**
- (i) A ball hit prior to the second bell or horn, and prior to the Umpires’ whistle(s) officially ending the period, may count as a goal if it is not touched by an opponent or a teammate of the player hitting the ball and it rolls or flies between the goal posts (a “Buzzer-Beater”).**
 - (ii) Prior to the final period, should any player on either team touch a potential Buzzer-Beater with his or her mallet, body or horse, a whistle will be blown, the ball will be considered dead at the spot where it was at the time of the whistle, and the period will end as it normally would.**
 - (iii) Should a foul occur after a potential Buzzer-Beater is hit and while it is in motion, a whistle will be blown and a penalty, if any, will be called. In this case, the ball is considered “live” and any penalty resulting from the call will be exacted at the beginning of the next period.**
 - (iv) In the final period, and in any overtime periods, should a foul occur while a potential Buzzer-Beater is “live” but after the period would otherwise end, the penalty will be exacted immediately, and 5 seconds will be added to the clock for execution of the penalty.**

Should there be an electronic malfunction of the official clock or a situation where the official clock does not start and/or stop in accordance with the play on the field the Umpires shall have final authority to correct the official time and shall direct the Timekeeper and/or Scorer to make any necessary adjustments to the official clock.