

2023 USPA OUTDOOR RULES (Approved November 5, 2022)

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

RULE 1- TEAMS

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

b. The aggregate handicap of a team must, at the time of the draw, fall within the limits specified for each Event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rule 1.c and 3.c. For the purposes of these Rules, an “event” or “Event” is a USPA Event or a Club Event as those terms are defined in Part I of the Tournament Conditions, and the terms “League” or “Series of Events” have the same meaning as they do in Part I of the Tournament Conditions.

c. If a team has entered an Event, League, or Series of Events and has a rostered player or rostered players changed in handicap at any time from the draw through the team’s last game in the Event, League, or Series of Events resulting in the team’s total handicap being over or under the handicap limit of the Event, League, or Series of Events, the rostered team will remain eligible for that Event, League, or Series of Events but must play with the new handicap in all remaining games. A “rostered player” is a player who is listed as one of the top four team members on the team’s roster **at the time of the draw (or the first draw, if applicable) for the Event, League, or Series of Events (i.e., is a member of the “rostered team”). Only teams that declare a complete roster of four team members on or before the draw (or the first draw, if applicable) shall receive the protection of this rule.** 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 **the draw**, the rostered team will be **the top four team members on the team’s roster at the time of the draw**, unless the team’s Captain notifies **a member of the Host Tournament Committee**, the USPA Tournament Manager, or **the USPA** Tournament Coordinator before the first game begins that the players in **the team’s** first game should be treated as “rostered players” for purposes of this rule. All other players will be treated as substitutes. This rule shall apply on a “single Event-by-single Event” basis to any team that enters one or more but not all Events in a Series of Events.

(1) Any substitution of players on such a team must bring the team’s handicap within the handicap limits of the Event, League, or Series of Events.

(2) In an Event, League, or Series of Events played on the flat, any such team having a new total handicap over the handicap limit of the Event, League, or Series of Events must give an opponent the goal difference of the team handicap over the upper handicap limit of the Event, League, or Series of Events or the opponent’s team handicap, if that team handicap is also over the handicap limit of the Event, League, or Series of Events.

(3) In a handicap Event, League, or Series of Events, any such team having a new total handicap over the handicap limit of the Event, League, or Series of Events must give an

opponent the full handicap difference. In a handicap Event, League, or Series of Events, any such team having a new total handicap under the handicap limit of the Event, League, or Series of Events shall receive from an opponent the full handicap difference.

(4) If a team has entered an Event, League, or Series of Events and has a substitute player or substitute players changed in handicap at any time from the draw through the team's last game in the Event, League, or Series of Events resulting in the team's total handicap being over or under the handicap limit of the Event, League, or Series of Events, the team may not continue with that substitute or those substitutes and must conform itself to the original handicap limits of the Event, League, or Series of Events.

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

e. The Umpire(s) may impose an appropriate penalty and assess a yellow card to the unprepared player(s) if a team is not mounted, on the field and prepared to begin the game, including (if possible) in the manner described by Rule 1.d above, at the designated starting game time set by the Host Tournament Committee. If a team is not mounted, on the field and prepared to begin the game, including (if possible) in the manner described by Rule 1.d above, within 15 minutes after the designated starting game time set by the Host Tournament Committee, the Umpire(s) shall declare a forfeit.

Disciplinary sanctions as set forth in Rule 33 may be imposed by the Host Tournament Committee and/or the Association.

f. American Rule: **Each team in a USPA Event shall, excluding the player who is the sponsor if there is a playing sponsor, have a minimum of one Registered Player Member as defined in the Association's Constitution and By-Laws, regardless of handicap level. An Affiliate Player Member with Canadian citizenship shall be considered a Registered Player Member for the purposes of this rule only. A team sponsored by a non-playing sponsor (or sponsors) must have at least two players who are both Registered Player Members, and the designated sponsor shall be the player on the team who has the lowest handicap. If more than one player on such a team has the team's lowest handicap (i.e., there is a tie), the designated sponsor shall be the one of those tied players whose handicap was last raised on the earlier or earliest date. Subject to Rule 3.g, which concerns injury substitutions, and unless the team already has two Registered Player Members, any substitute for a playing sponsor or a designated sponsor for all or part of any game must be a Registered Player Member and must satisfy all other substitution requirements in these USPA Outdoor Rules.**

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

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

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

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

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

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

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

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

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

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

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

1. TEAMS d...EXAMPLES: Team Red is entered in a 4-8 goal tournament. At game time, Red's 2-goal player is not at the field. Team Red may start the game as a 6-goal team. If the player turns up, making Team Red 8 goals, the scoreboard should be changed to reflect the higher handicap.

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

Team Red enters a 6 goal tournament with two 2-goalers, a 3-goaler, and a -1 goaler. The -1 is not at the field at game time and the other 3 players want to play the game. Not permitted. Team Red is a 7-goal team without the -1 goal and must forfeit the game.

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

1. TEAMS e...EXAMPLE: The Red sponsor calls 15 minutes before game time saying he is delayed in traffic and asks to delay the game 30 minutes. The request to delay the game 30 minutes must be directed to the Host Tournament Committee and it must be made before game time.

1. TEAMS f... INTERPRETATIONS: The “sponsor” is the individual or the entity that is predominantly financially responsible for the team. The designation of the team “sponsor” shall be made by the Host Tournament Committee, exercising reasonable discretion and taking into account input from the team, and all such designations shall be made before the start of the event or game in question.

For purposes of Rule 1.f, an individual or entity that is or are “predominantly financially responsible” means the individual or entity that contributes a greater amount of financial support to the team than any other source.

It is the team’s burden to convince the Host Tournament Committee that the player or entity that it wishes to be designated as the “sponsor,” whether “playing” or “non-playing,” is predominantly financially responsible for the team and should be so designated.

A team sponsored by a player who is a Registered Player Member must have at least one additional player who is a Registered Player Member.

A team sponsored by a player who is an Affiliate Member without Canadian citizenship must have at least one player who is a Registered Player Member.

If a team has two or more players who are equally financially responsible for the team, one of those players shall be designated the sponsor and there shall be at least one additional player who is a Registered Player Member.

RULE 2- PLAYERS

a. **No player shall play in any Event for more than one team.**

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

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

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

(1) A player with a handicap of -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 4 goals or above, the handicap of any player may not exceed 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.

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

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

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

2. PLAYERS c...INTERPRETATION: Player eligibility is to be determined by the Host Tournament Committee prior to the game. If a possible ineligibility is brought to the Umpire’s attention before or during the game and cannot be resolved, the game should be played under Protest (*See* Sport Protest Procedures, Part III of the Association’s Disciplinary Procedures Policy) and the question referred to the Committee. If the ineligibility is upheld, the game is to be declared a forfeit by the team with the ineligible player. When a player is deemed ineligible because he or she has already played on a team in the same Event that has not yet been eliminated from the Event, the second team that he or she plays on (as an ineligible player) shall be the team that forfeits.

2. PLAYERS d...INTERPRETATION: These handicap limits apply to all USPA Events unless overruled by specific USPA Tournament Conditions or a variance approved pursuant to Article VII, Section 3 of the Association’s By-Laws, and they may not be modified by a Host Tournament Committee.

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

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

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

Prior to a game, Blue #4 is seen in the hospitality tent and appears to be intoxicated. He should not be permitted to start the game. Team Blue may find a substitute or play short-handed.

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

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

RULE 3- SUBSTITUTES

- a. Unlimited substitutions shall be permitted at the end of any period, except as provided in Rule 21.d relating to an injured player.
- b. A substitution may be made at any time during a game if a member of a team is, for any reason, unable to finish the game, or at the end of any period if a member of a team has been unable to play during the earlier stages of the game, except as provided in Rule 21.d relating to an injured player. In the event of an injury substitution during a period, the team may elect to make a double substitution, replacing the injured player and one other with eligible substitutes.
- c. In all cases of substitution, the substitute(s) must be eligible to play in the game and the team's aggregate handicap after the substitution may not exceed the upper aggregate handicap limit specified for the event; however, the team's aggregate handicap may be below the lower aggregate handicap limit specified for the event.
- d. The highest team handicap on the field at any time in the game shall be counted for the entire game, except as provided in Rule 3.e.
- e. In the event a player is removed from the game due to inability to continue or by disqualification and no qualified alternate is available or permitted, the team shall continue to play; no change in handicap shall be made, and the team will remain qualified.
- f. In the event a player or players are removed from a game due to a Penalty 7, both teams may substitute the remaining players in accordance with conditions listed above, except that neither team's aggregate handicap on the field, plus goals received by handicap, may exceed the higher handicapped team's handicap following the enactment of the Penalty 7. After enactment of the Penalty 7, and the teams are reduced to three players per team, the injured player may not re-enter the game at any time.
- g. Should a player who is considered a Registered Player Member for purposes of Rule 1.f. be unable to complete a game due to injury, illness or disqualification, any Registered Player Member or Affiliate Player Member as defined in the Association's Constitution and By-Laws who is qualified under Rules 2 and 3 may, with the concurrence of the Host Tournament Committee, be used as a substitute for that player in that game and any subsequent game(s) played within the next seven days. Such a substitution will not be considered a violation of Rule 1.f (American Rule).

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

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

3. SUBSTITUTES b...EXAMPLES: A player is delayed in arriving for a game. He calls ahead and authorizes his groom (an eligible player with a current handicap) to start in his place. The player arrives two minutes into the second period. The player may enter the game at the end of the period and complete the game.

Three minutes into the first period a player requests a time out when the ball is out of play. The player advises the Umpire that he is unable to continue. The Umpire must assume the player is

injured or ill and permit up to 15 minutes for a substitute to enter the game. If the player quits without notifying the Umpire, play will resume, and no time out allowed.

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

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

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

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

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

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

3. SUBSTITUTES d...EXAMPLES: Team Blue enters a tournament with an 8-goal team. Early in their first game, Blue #4, a 5-goaler, is injured and replaced by a 4-goaler. Team Blue, even though now 7 goals, must play as 8 for the balance of the game.

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

3. SUBSTITUTES e...EXAMPLE: Team Red, an 8-goal team, loses its -1 goal player to injury. No alternate is available. Team Red may continue the game with 3 players even though they are on the field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team.

3. SUBSTITUTES f...EXAMPLES: Team Red enters a 12-goal tournament with a 6, a 4, and two 1-goalers. Team Blue has a 12-goal team that consists of a 5, a 4, a 2, and a 1 goal player. Team Red loses the 6-goal player to injury as a result of a foul by Blue Team and a Penalty 7 is awarded. As no substitute, or combination of substitutes, is available, the Red Captain requests permission from the Umpires to remove a player from the Blue Team. Since there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. Play will continue for the remainder of the game with 3 on a side, leaving the Red's Team aggregate handicap at 6 goals and the Blue's Team aggregate

handicap at 7 goals. Subsequent substitutions by either must not exceed an aggregate team handicap of 7 goals.

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

RULE 4- EQUIPMENT

- a. No player may participate in any USPA Event or Club Event in anything other than a proper uniform, including a protective helmet with a chin strap, which must be worn in the appropriate manner specified by the manufacturer of the helmet. No member of a team organization may mount a horse before, during or after a USPA Event anywhere within the safety zone, end zone or playing field unless equipped with a protective helmet with a chin strap, which must be worn in the appropriate manner specified by the manufacturer of the helmet. Players are strongly encouraged to wear eye protection at all times during play. Eye protection is mandatory for all players under the age of eighteen. Effective May 1, 2021, the protective helmet required by this rule for players must be certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets. The protective helmet required by this rule for members of a team organization is not required to be certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets.
- b. Players shall wear jerseys which distinguish the players on one team from the players on another. If the colors of two teams competing in an Event are so alike as to lead to confusion, the team lower in the draw shall be instructed to play in some other colors. In games where there has been no draw, the team required to play in some other colors shall be determined by lot. In all cases reasonable notice shall be given.
- c. Players shall wear boots or boots and half-chaps that cover their calves.
- d. In any USPA Event, players shall wear white pants or breeches.
- e. Sharp spurs, protruding buckles, or studs on a player's boots or knee guards are not allowed.
- f. Any protective vest worn outside a player's jersey must be the same color as the jersey.

4. EQUIPMENT a...INTERPRETATIONS: The protective helmet that is required beginning on May 1, 2021 by Rule 4.a for players in USPA Events and Club Events (i.e., a helmet certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets) is recommended, but not required, for players and team organization members in all other mounted polo activities.

Any player found by the Umpire(s) to be in violation of Rule 4.a shall be removed immediately from the game by the Umpire(s). Play shall be resumed with a delay of game penalty on the removed player's team, the severity of which shall be determined by the Umpire(s) in his, her, or their discretion. The removed player may return to the game when he or she is in compliance with Rule 4.a, or a substitution may be made if the substitute is in compliance with the rule. All substitution rules shall apply.

If, within 24 hours after a game, the Umpire(s), a Referee, or the Host Tournament Committee is presented with conclusive physical evidence (including, but not limited to, photographic or video evidence) that a player has violated Rule 4.a during the game, and the violation was not detected

during the game, the penalty is forfeiture. Unlike many other penalties which the Umpire(s) may elect not to exact, this penalty must be exacted.

The provision of Rule 4.a applying to “member[s] of a team organization” will be strictly enforced in all USPA Events. The first violation will result in a penalty being given to the team or teams violating the provision. Any subsequent violation will result in a penalty being given to the team violating the provision and a yellow card being given to the player who is playing the mount ridden by the team organization member responsible for that violation. If that player cannot be immediately identified, a yellow card will be given to that team’s Captain.

RULE 5- MOUNTS

- a. A mount is a horse or pony of any breed or size.
- b. A mount blind in one or both eyes may not be played.
- c. A mount showing vice, or not under proper control, shall be removed from the game.
- d. No mount shall be played in any USPA Event for more than one team. Unlike many other penalties which the Umpire(s) may elect not to exact, the penalty for violation of this rule, which is forfeiture, must be exacted if a Referee, an Umpire, or a member of the Host Tournament Committee is notified of or otherwise becomes aware of the violation prior to 24 hours after the violation took place.
- e. A mount may be removed from the game if there is blood in its mouth, or on its flanks, or anywhere on its body. If, in the opinion of the Umpire(s), a mount is deemed physically unfit from exhaustion, distress, lameness, excessive sweating, and/or laboring breathing, the Umpire(s) may remove the mount for the remainder of the period or the entire game.
- f. A mount found to be not in compliance in accordance with the Henneke Body Conditioning Score guidelines (*See* page 311) shall be removed from the game.
- g. Artificial aids (i.e., riding crops and spurs) may not be used unnecessarily or excessively. A player may not:
 - (1) Use artificial aids other than in exceptional circumstances when the ball is out of play or dead. For this offense the Umpire should award as a minimum a Penalty 5.b and/or other disciplinary sanctions as described in Rule 33 (Unsportsmanlike Conduct).
 - (2) Use artificial aids unnecessarily or in excess at any time.
 - (3) Intentionally strike another player or another player’s mount with his riding crop.
- h. No player may intentionally strike a mount with any part of the mallet.

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

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

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

For purposes of enforcing the excessive artificial aids rule, the Umpires shall consider the force applied when using the riding crop even once to be as significant as the number of times the riding crop is used. A single use of the riding crop that makes a noise loud enough for a spectator to hear

it may be penalized, even if there are no spectators present. The Umpires shall also consider whether the artificial aid is used in order to assist the player in reaching a play or making a play, which is allowable if not excessive, or the artificial aid is used away from the play, in frustration, or on a horse that is laboring, which are excessive by definition and thus not allowable uses. Umpires may penalize violations of the excessive artificial aids rule by awarding a Penalty 5.a or 5.b at a minimum, and they may also issue the offending player one or more yellow cards. The excessive artificial aids rule applies before, during and after a game to players and members of a team organization who are located anywhere on the field or in close proximity to the field.

RULE 6- MOUNTS' EQUIPMENT

- a. Shoes with an outer rim, toe grip, screws, or frost nails are not allowed. Dull heel calks are allowed on hind shoes only. The calks can either be fixed or removable (screw-in), and should be dull, without sharp edges and no greater than one inch from the sole surface of the shoe to the ground surface. **(See Examples.)** The penalty for a violation of Rule 6.a during a game by a player or team is forfeiture. If, within 24 hours after a game, the Umpire(s), a Referee, or the Host Tournament Committee is presented with conclusive physical evidence (including, but not limited to, photographic or video evidence) that a player or team has violated Rule 6.a during the game, and the violation was not detected during the game, the penalty is forfeiture. Unlike many other penalties which the Umpire(s) may elect not to exact, this penalty must be exacted, whether during or after a game.
- b. Blinkers or shadow rolls are not allowed.
- c. Protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

6. MOUNT'S EQUIPMENT a ...EXAMPLE: It is recommended that when necessary, players use removable calks because they are considered less intrusive.

6. MOUNT'S EQUIPMENT a ...EXAMPLE: Impermissible – Sharp Heel Calk:



Permissible – Dull Heel Calk:



Of the calk styles below, only E, I, J and N are permissible, provided they aren't too long:



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

RULE 7- HOST TOURNAMENT COMMITTEE

A Host Tournament Committee, as set forth in USPA Tournament Conditions Section VII, will conduct all USPA and Club Events. The Host Tournament Committee shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, providing all facilities and equipment needed by the officials to conduct the event, and resolution of all questions which arise at times other than when the Umpire is in charge. Any conflict between these Rules and Tournament Conditions Section VII concerning the responsibilities of the Host Tournament Committee for a USPA Event shall be resolved in favor of Tournament Conditions Section VII. (Note: The considerations under these Rules that the Host Tournament Committee should address before an event commences are printed in blue ink. See Rule 2.c Interpretation (player eligibility); Rule 11.b (variances in Club Events); Rule 12.b (safety side zone); Rule 17.b (round robin procedures); Rule 19.d (whether on handicap or flat); Alternative Rule 26.h (dangerous riding/ride-offs); Rule 33.b(1)(ii) (penalty box location); Rule 37 (Penalty 3) (undefended or defended Penalty 3). See also Optional Tournament Conditions IX (re Fair Play Throw-in); X (re Rule 2.d); XI (re Rule 26A); XII (re Rule 19); XIII (re Rule 2.a); XIV (re Rule 14.b).)

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

- b. The Host Tournament Committee may designate any individual to represent the Host Tournament Committee in communicating with the participants.
- c. The Host Tournament Committee, or its representative, shall determine the eligibility of all players and teams.
- d. The Host Tournament Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in the Association’s Sport-Related Conduct Violation Procedures, Part I of the Association’s Disciplinary Procedures Policy.
- e. The authority of the Host Tournament Committee, or its representative, is final and subject only to the authority of the USPA Board of Governors and the provisions of the Association’s Sport Protest Procedures, Part III of the Association’s Disciplinary Procedures Policy.

RULE 8- UMPIRES AND REFEREE

- a. All Umpires and Referees shall be members of the USPA. Every game shall have two mounted Umpires and a Referee, or three mounted Umpires. These Officials shall be charged with the responsibility of seeing that the game is conducted in accordance with the Rules. In these Rules and the accompanying Interpretations and Examples, the words “Umpire,” “Umpires” and “Umpire(s)” are used interchangeably, except where the context requires otherwise.
- b. The authority of the Umpire(s) and/or Referee shall extend from 15 minutes before the time each game is scheduled to start until its end, and it shall include the ability to file a Conduct Violation Complaint in accordance with the Association’s Sport-Related Conduct Violation Procedures, Part I of the Association’s Disciplinary Procedures Policy, against a player whose conduct is not in the best interest of the sport. For the purpose of this rule, the “end” of a game will occur approximately 15 minutes following the final whistle.
- c. Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpires, who may consult with the Host Tournament Committee before reaching their decision.
- d. Subject to Rule 11.a (“Protests”), all decisions of the Umpire, or agreed decisions of two Umpires, shall be final. In the event two are serving and they disagree, the Referee shall decide which Umpire’s opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. In the event three mounted Umpires are serving and no two agree, then no foul will be called.
- e. If desired, one or more additional Referees may be positioned:
 - (1) To provide testimony at the request of the Umpires.
 - (2) To decide which Umpire’s opinion is to prevail.
 - (3) To call offsetting penalties in the event two Umpires are serving and they disagree.
- f. Mounted Umpires shall appear in proper uniform and wearing a protective helmet of the same kind and in the same manner as is required of players by Rule 4.a.

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

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

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

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

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

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

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

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

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

RULE 9- GOAL JUDGES

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

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

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

RULE 10- TIMEKEEPER AND SCORER

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

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

- a. **Protests.** Protests of the decisions or manner in which the Host Tournament Committee and/or Officials conduct an event or involving disciplinary matters shall be resolved in accordance with the Association's Sport Protest Procedures, Part III of the Association's Disciplinary Procedures Policy.
- b. **Enforcement of Rules.** These Rules shall be enforced in all USPA Events. (*See Tournament Conditions, Section 1 ("Definitions").*) USPA member clubs are strongly encouraged to enforce these Rules in all Club Events. **In a Club Event, a USPA member club's Host Tournament Committee may adopt one or more variances from these Rules before the event with notice to the teams, provided that (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 4a (regarding helmet requirements).**
- c. No team may question the scorekeeping or timekeeping of any portion of a game except for the final period (whether regulation or overtime) once the final whistle has blown. A team, acting only through its Captain, may question the scorekeeping in, or timekeeping of, the final period (whether regulation or overtime) until 15 minutes elapses following the final whistle.

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT...

INTERPRETATION: Protests are dealt with either before or after the game, and not by the game officials. When a question of time or score is raised during the game, the Umpire(s) are responsible for resolving the question before the game continues. At the end of the game, the Umpire(s) must verify the final score.

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT...

INTERPRETATION...EXAMPLES: During the third period, the scorekeeper notices a discrepancy between the score sheet and the scoreboard. When play next stops, the Umpire must

be advised. The Umpire then acts as the “go-between” to resolve the difference. Only when the Umpires have resolved the discrepancy should the game continue.

Blue scores a goal in the closing seconds and the game ends before the goal is posted to the scoreboard. The Umpire is responsible for seeing that the goal is included on the official score sheet.

At the start of the fourth period, the Blue Captain questions the score. The Umpire should check with the Scorer, verify the score and notify both teams before putting the ball in play.

Before each period begins the Umpire should announce the score. If there is a question, it must be resolved before the ball is thrown in.

At the start of the game, the Umpire announces that Red will receive 2 goals by handicap. The Blue Captain argues that the correct handicap is 1 goal. If the dispute cannot be settled on the spot, the game should be played to a conclusion under both handicaps and referred to the Committee for resolution.

Following a game, the Red Captain reviews the game tape and discovers that a score in one of the periods prior to the final period was not counted. Correcting the score would affect his team’s net goals in the tournament. It is too late. The question should have been raised during the game. If the question concerned the scorekeeping in the final period, it could have been raised with the Umpire(s) until 15 minutes following the final whistle.

SECTION III GAME FACILITIES AND EQUIPMENT

RULE 12- PLAYING FIELD

- a. A full-sized playing field shall be 300 yards in length by 160 yards to 200 yards in width if unboarded; and 300 yards in length by 160 yards in width if boarded on the sides. The ends shall be unboarded.
- b. The boundaries on the sides of the field shall be known as the side boards or sidelines. [The Host Tournament Committee will designate a safety side zone outside and parallel to the sidelines of the playing field that is recommended to be a minimum of 10 yards.](#) If a player intentionally and/or recklessly hits a ball outside of the safety zone a penalty shall be awarded to the opposing team and the offender is subject to Rule 33 disciplinary sanctions.
- c. The boundaries at the ends of the field shall be known as the end lines, except for that portion between the goal posts, which shall be known as the goal lines.
- d. The imaginary line that divides the field equally at right angles to the side lines or side boards shall be known as the center line.
- e. In addition to the field of play, there shall be an area beyond the side and end lines, known as the runoff area, and incidents of the game which occur here shall be treated as though they were on the playing field.
- f. The goals shall be the center 8 yards of each end line between two goal posts.
- g. The goal posts shall be at least 10 feet high, round and of equal diameter throughout. They shall be in vertical position and light enough to break upon collision.
- h. Side boards, if used, shall not exceed 11 inches in height. It is permissible to use triangular pieces of wood at the bottom of the side boards toward the playing field to deflect the ball from the side boards. These pieces shall not be over 3 inches wide nor more than 3 inches high.
- i. The field should be clearly marked at the center and at all boundaries where there are no side boards and at the edges and center of the 30-, 40-, and 60-yard lines at each end of the field.

RULE 13- OTHER NECESSARY EQUIPMENT

- a. Balls shall be within the limits of 3 to 3½ inches in diameter and 3½ to 4½ ounces in weight.
- b. Each Umpire shall have a mount, whistle, pick up stick, ball bag and proper uniform.
- c. The Referee shall have a current copy of these Rules.
- d. The Timekeeper shall have a time clock, horn and/or bell.
- e. The Scorer shall have a scoreboard and official score sheet.
- f. The Goal Judges shall have flags.

SECTION IV

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

RULE 14- DURATION OF PERIODS

- a. The horn shall be sounded two minutes before each period (also referred to as a “chukker”) as a warning of its commencement, and two horns shall sound at the time each period is to commence.
- b. In each period of the game, at the end of 7 minutes of elapsed time, a single horn or bell will sound to indicate that up to 30 seconds of overtime remain in the period. At the end of the overtime portion of the period, a horn or bell will sound twice to terminate the period. 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. 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.
 - (1) Except for the final period of regulation play, each period will terminate following the 7-minute horn or bell, when the ball goes out of play, a goal is scored, or the Umpire(s) whistle sounds. When played on a boarded field, play will not stop when the ball hits the boards and remains on the playing field. If a foul is called after the 7-minute horn or bell sounds, the Umpire’s whistle ends the period and the foul shall be awarded at the beginning of the next period.
 - (2) In the final regulation period, play will continue until the second horn or bell, or until a goal is scored or awarded, unless that goal ties the score, in which case play will continue until the second horn or bell, or until another goal is scored or awarded. If play is stopped by the Umpires after the 7-minute horn or bell for any reason, the penalty, throw-in or free hit, as the case may be, shall be executed. If play is stopped by the Umpire’s whistle after the 7-minute horn or bell for any reason, a minimum of 5 seconds shall be allowed for execution of any penalty, free hit or throw-in, as the case may be.
- c. Should the score be tied at the end of the final regulation period, the game shall be resumed in overtime periods with intervals between periods as provided in Rule 16, until one side obtains a goal which shall determine the game. A minimum of 5 seconds shall be allowed for execution of any penalty, free hit or throw-in, as the case may be.

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

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

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

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

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

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

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

14. DURATION OF PERIODS b...INTERPRETATION: Subject to Rule 14.b(2), as long as the ball remains in play, the overtime portion of a period will continue until the time expires and the second horn sounds. In all periods but the final regulation period, a ball hit through the goal or over the backline or sidelines after the 7-minute horn is considered out of play and ends the period. If a foul is called, that also ends the period. Play stopped for any other reason after the 7-minute horn will resume in the appropriate manner. “Execution of the penalty” shall include the free hit on a Penalty 2 or 3 when the ball hit by the fouled team does not clear the playing field.

14. DURATION OF PERIODS b...EXAMPLES: After the 7-minute horn, Blue #3 scores and is simultaneously fouled by Red #2. Penalty No. 1 is awarded. The penalty ends the period in any regulation period but the final regulation period. In the final regulation period, the game shall be resumed with a Penalty 5.b awarded to the fouled team and a change in direction with a minimum of 5 seconds on the clock. In any other regulation period, the next period shall begin with a Penalty 5.b awarded to the fouled team and a change in direction.

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

The 7-minute horn sounds when the ball is in the Umpire’s hand for a throw-in. In every regulation period but the final regulation period, the period ends as the ball is out of play.

RULE 15- RUNNING AND STOPPING OF CLOCK

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

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

RULE 16- GAMES

A game shall be a maximum of 6 regular periods and an unlimited number of overtime periods with intervals of three minutes after each period, except at half time in games of four or more regular periods and before the first overtime period in the event of a tie, in which cases the intervals shall be five minutes. An additional five-minute interval shall be allowed after each completion of the same number of overtime periods as the number of periods before the first five-minute interval. In games with an upper handicap limit below 8 goals, the Umpire(s) may allow more time for the foregoing intervals between periods or the interval before a shootout. In games consisting of an uneven number of regular periods, the half time shall come at the end of the middle period. Any game shall be played to its conclusion unless suspended and abandoned as provided in Rule 22.g.

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

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.

- a. A Round Robin shall consist of three games of two or more periods.
- b. 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: (1) the "shoot out" procedure set forth in USPA Outdoor Rule 14.d, or (2) 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.

- c. 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.

RULE 18- WINNING OF GAME: GOALS

The team with the most goals wins the game. Goals may be awarded by handicap or penalty (*See Rule 19*), or may be scored from play. A goal is scored from play when the ball passes between the goal posts or the imaginary vertical lines produced by the inner surfaces of the goal

posts and across and clear of the goal line. The ball must go all of the way over and across the side, end or goal line to be out of bounds or a goal. A ball on the line is still in play. A ball hit through, lodged into, or directly over either goal post shall not be scored because it has not passed between their inner vertical lines the goal posts produce. Should the Goal Judges and other game officials remain uncertain of whether or not the ball passed between the goal posts, play shall resume with a knock-in or a safety (Penalty 6) as determined by the Umpires.

RULE 19- GOALS UNDER PENALTIES AND BY HANDICAP

- a. Goals awarded under penalties and by handicap shall count as goals scored.
- b. The team handicap is determined by totaling the individual handicaps (as assigned by the USPA) of the team members. In events with an upper handicap limit above 6 goals, individual handicaps of -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.
- 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 players handicapped 5, 3, .5 and B -1. The team handicap is 7 because the .5 is rounded to 0. The team will receive one goal against an 8-goal opponent.

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

In a 6-goal, 6-period game, Red has a 2, 3, .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.

OUTDOOR HANDICAP MATRIX

No. of Periods →→→	2	3	4	5	6
----- Net difference in Team Handicaps ↓↓↓					
0	0	0	0	0	0
.5	.5	.5	.5	.5	.5
1.0	.5	.5	.5	.5	1.0
1.5	.5	.5	1.0	1.5	1.5
2.0	.5	1.0	1.5	1.5	2.0
2.5	.5	1.5	1.5	2.5	2.5
3.0	1.0	1.5	2.0	2.5	3.0
3.5	1.5	1.5	2.5	2.5	3.5
4.0	1.5	2.0	2.5	3.5	4.0

SECTION V COMMENCEMENT, INTERRUPTION, AND RESUMPTION OF PLAY

RULE 20- HOW PLAY COMMENCES

- a. The game begins by both teams taking their positions in the center of the field at the starting time designated by the Host Club Tournament Committee, and the Umpire throwing in the ball, parallel to the end line, always underhand and hard, onto the ground in front of and between the opposing ranks of players, each team being on the same side of the center line as the goal which it is defending, with no player to be within 5 yards of the Umpire(s). The teams shall decide by lot which goal each will defend initially.
- b. If a player is on the wrong side of the line-up when the ball is thrown in, he may not make a play until he is behind a member of his own team who was properly positioned when the ball was thrown in. Should he make or attempt a play prior to being passed by a member of his own team who was properly positioned when the ball was thrown in, a penalty shall be awarded. If all four players on the same team are on the wrong side of the line-up when the ball is thrown in, no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.
- c. During the throw-in, the Right of Way will be established when the ball leaves the line-up. Until such time, players may play the ball from any direction or angle providing they do so without creating danger or a risk of danger to themselves, other players or horses.
- d. If the Umpire(s) inadvertently permit all players on both teams to line up the wrong way, the responsibility rests with the Umpire(s), and there is no redress. The teams must play on until a goal is scored or the period ends, and any goal scored that is consistent with the “wrong-way line-up” counts for the team that scored it.

20. HOW PLAY COMMENCES a...INTERPRETATIONS: The Umpire must enforce a consistent procedure to avoid any player gaining unfair advantage. The ball must be presented consistently--underhand, hard, and in front of the players. Players must be on their own side of the center line and not in contact. Players must be at least 5 yards from the Umpire. Players may not rush the Umpire. The ball is ready for play when the Umpire is positioned.

To preserve the condition of the field, the Umpire may throw the ball in any place on the center line, but always more than 20 yards from the boards or sideline.

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

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

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

Blue #3 changes horses following a goal. No extra time is permitted, and the lineup and throw-in go on without him.

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

20. HOW PLAY COMMENCES b...INTERPRETATION: When all 8 players and the Umpires accept a line-up, that line-up becomes correct and goals scored are counted for the team that scored them. If the lineup is correct and a player scores in the "wrong" goal, the goal is counted for the opponent.

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

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

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

RULE 21- HOW PLAY IS INTERRUPTED

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

a. **Ball Hit Across End Line (Safety).**

If a player hits the ball across that player's own end line, either directly or after glancing off that player's own mount, a goal post or the side boards, the Umpire shall stop the game and call a Safety (Penalty 6) unless the ball strikes another player, an opposing player's mallet, or another player's mount before crossing that end line. A player is considered to have "hit" the

ball if the ball merely touches the mallet. This is true even though the player may have been swinging in the opposite direction or not swinging at all.

b. Foul called.

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

(2) Calling the advantage: The Umpire may also elect not to stop play by calling a foul, or to briefly delay the stoppage of play for a foul, if the Umpire deems it to be in the best interest of the game or if interrupting the game and awarding a penalty would result in a disadvantage to the team fouled. Generally, if the Umpire delays blowing the whistle to assess whether the fouled team would be disadvantaged by a foul call, he or she should make that assessment immediately after the next play.

(3) Verbal cues: To facilitate compliance with the rules and promote game flow, the Umpires may use verbal cues when time and proximity permits to inform players of potential rule violations, but they are not required to do so, and they should never coach or instruct the players. Examples of acceptable verbal cues include, but are not limited to: “Clear,” “Use it,” “That’s your tap,” and “Blue 3, you’re offside.”

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

c. Damaged, Buried Ball.

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

d. Injury to Player.

If a player is injured, the Umpire shall stop the game, and the player shall have 10 minutes within which to recover, provided, however, that the Umpire(s), in their discretion, may grant additional time, and that no player who has been rendered unconscious shall be allowed to resume play in any game that day. If, and when, during this interval the injured player is able to resume play or an eligible player is substituted, the Umpire shall continue the game. The game shall be continued not more than 10 minutes after it was stopped because of the injury unless the injured player’s treatment on the field requires additional time to remove the player from the field or the Umpire has granted additional time. There shall be no subsequent time-outs for a recurrence of the same injury.

e. Player Falls Off.

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

f. Fallen or Injured Mount:

(1) The Umpires have some responsibility during play for the welfare of the mounts but the primary responsibility for the welfare of each mount lies with the player who rides it. During a break in play, or exceptionally during play, a player may inform the Umpires that his or her mount is injured or distressed or the Umpires may make their

own assessment to this effect, in which case they should stop play immediately. In either event the Umpires should examine the mount and in their opinion if:

i.) The horse is visibly injured or distressed – the Umpires should announce “ALL MAY CHANGE.” The mount in question must be led off the field or taken off by horse ambulance. Play will be restarted with a throw-in when the player with the injured mount has returned on another mount. Any unwarranted delay on his or her part will be penalized.

ii.) The mount is not visibly injured – the Umpires may instruct the player to change by leading the horse off the field by the shortest line to the side of the field. No other player on his or her team may change mounts. Play will resume as soon as the mount is off the field. The mount may be tagged or marked under supervision of the Umpires (or other game officials) so that it may not play again in the game. Violation of this rule will result in an appropriate penalty.

(2) The Host Tournament Committee or Umpires have the authority to stop any injured or distressed horse from playing. When heat or humidity is extreme, to be determined by the Host Tournament Committee or the Umpires in their discretion and communicated to the teams before the game begins, the Umpires may allow one courtesy horse change per period for all players on both teams when the ball is out of play or at a neutral play. Ideally, the Umpires will allow any such courtesy horse change after three minutes have elapsed in the period by announcing “ALL MAY CHANGE – COURTESY CHANGE, ONE MINUTE.”. One minute shall be allowed for players to change horses. Play will be restarted with a throw-in, penalty, free hit or knock-in, as the case may be, after one minute has elapsed. Any unwarranted delay by either team will be penalized.

(3) Mount Falls: If a mount falls, (i.e., its body touches the ground) the Umpires should stop play immediately and, if the player wishes to remount, ensure that the mount is trotted and examined for soundness. If the mount is sound and there is no evidence of injury, the player may remount but otherwise he must change mounts in accordance with subparagraph 21.f(1)(i), above.

(4) Player Time Out for Injured Mount: If a player asks for time out for an injured or fatigued mount, the Umpire(s) may, in their discretion, stop the game immediately or at a neutral play. The player shall have 5 minutes to change mounts and the injured mount may not return to the game. No player on that player’s team may change mounts until after play has resumed. If the Umpire notices that a team member or members have changed mounts, an appropriate penalty will be awarded to the opposing team and play will resume immediately.

g. Broken Tack or Equipment:

(1) The game will be stopped immediately in the interest of safety for tack which presents a danger to any player or horse such as a broken girth or broken martingale if the end trails on the ground, broken rein if single, broken or loose bit, broken curb chain or loose bandages or boots. The Umpires may allow the player to rectify the fault immediately on the ground if it can be done quickly. Otherwise, the player must leave the field of play and play will be restarted as soon as the player has done so, unless the tack has been broken by contact with another horse in which case the start of play will be delayed until his return.

(2) If, in the Umpire’s opinion, damaged or broken equipment may pose a risk to any player or mount, the Umpire shall wait to stop the play at some neutral play, unless he considers the damaged equipment may immediately interfere with the play or endanger a player(s) or mount(s), in which case he shall stop play immediately.

h. Lost Helmet.

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

i. Lodged Ball.

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

j. Period Ends.

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

k. Suspension of Game.

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

l. Inadvertent Whistle.

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

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

Fouls involving safety of player or mount should be called at the instant they occur. The Umpire should not elect to delay the call of dangerous fouls. An infraction involving mechanics or “advantage” may be a non-call, or delayed call, at the Umpire’s discretion.

When a foul occurs at or slightly after the horn ending any regulation period but the final regulation period, the penalty should be executed at the beginning of the next period. When a foul occurs at or slightly after the horn ending the final regulation period, five seconds should be put on the clock and the penalty executed.

An unsportsmanlike conduct penalty assessed between periods shall be executed at the beginning of the next period.

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

The Umpire’s whistle sounds and a foul is announced against Blue #1. Blue #3 protests the call excessively. As play is already stopped, the Umpire may signal a “dead ball foul” on Blue #3 either by sounding the whistle again, or by displaying a yellow or red card.

The horn blows one second before Red #1 makes a dangerous crossing foul in front of Blue #4. The Umpires should award an appropriate penalty to Blue.

After the period has ended and while riding back to the sidelines, Blue #2 informs the Umpire that he needs glasses. A yellow card should be displayed and the next period started with a penalty.

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

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

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

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

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

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

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

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

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

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

RULE 22- HOW PLAY IS RESUMED

- a. After the ball goes across a team's end line (other than from a Safety as provided in Rule 21.a), the team whose end line is crossed shall hit the ball in, or hit at it, from a point on the field which is within one foot of the point where the ball crossed the end line. Should this point be closer than 5 yards to a side board or goal post, the ball shall be hit, or hit at, from a point on the field which is within one foot of the end line and which is 5 yards from that side board or goal post (but not between the goal posts). Each team shall be given a reasonable time to position itself for the resumption of play, and no member of the team defending against the hit-in shall be closer than 30 yards to the end line when the Umpire calls "Play" and the ball is hit or hit at. Players are expected to position themselves at a slow canter. The team knocking in must do so within 10 seconds after the Umpire calls "Play." If the player passes by the ball on his first approach or fails to hit or hit at it in the allotted time, the whistle shall sound and the opposing team shall be awarded a Penalty 4.

If play is stopped because a member of the defending team is closer than 30 yards to the end line after the Umpire calls “Play” and the ball is hit or hit at, the Umpire shall award the team knocking in a Penalty 5.b.

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

b. After a Safety or a foul is called and confirmed and a foul shot is awarded, play shall be resumed by the taking of the foul shot. The player hitting the foul shot may approach the ball only once and he or she must hit or hit at the ball within 20 seconds after the Umpire calls “Play.” If the player passes the ball or fails to hit or hit at it in the allotted time, the whistle shall sound and the opposing team shall be awarded a Penalty 5.a from the spot where the penalty was being taken unless that spot is within the 60-yard line in front of the goal that team is defending, in which case the opposing team shall be awarded a Penalty 4.

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

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

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

d. After the Umpire stops the game because the ball breaks when first hit on a foul shot or on a hit-in, play shall be resumed with another ball from the same point in the same manner. Otherwise play shall be resumed with a new ball as provided in subsection 22.e(4) below.

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

(1) After a goal has been scored, except goals awarded by handicap or Penalty 1, the Umpire shall throw the ball in with the ends changed. The teams must return to the center line for the throw-in within 25 seconds after the goal was scored. If one team fails to do so without an adequate reason, to be determined by the Umpire in his or her discretion, the Umpire shall throw the ball in.

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

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

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

- iii.) If the ball goes out of play between the two 60-yard lines, the free hit will be taken from where the ball went out of play.
- iv.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the defending team, the free hit will be taken where the ball went out of play.
- v.) If the ball goes out of play on or inside the 60-yard line and the free hit is awarded to the attacking team, the free hit will be taken from the 60-yard line.
- vi.) If the ball goes out of play over the side boards or sideline after glancing off an Umpire or his horse, or if the Umpire is unable to determine what caused the ball to go out of play, play shall resume with a throw-in from the side boards or sideline parallel to the point where the ball went out of play.
- vii.) In each of the situations described in (i) through (iv) above, the Umpire shall count 8 seconds and drop a ball 5 yards inside the side boards or sideline on level ground, and a member of the team awarded possession shall have 5 seconds to play the ball, either by tapping or hitting away. The same is true in the situation described in (v) above, except that the Umpire shall count 8 seconds and drop a ball 10 yards inside the side boards or side line on level ground, and a member of the team awarded possession must play the ball by hitting to goal or to a teammate, but not by tapping. In all of the above situations, the same procedures concerning player positioning and delays shall apply as those that apply to a Penalty 5.a.

(3) If the team hitting in on a knock-in does not hit, or hit at, the ball within 10 seconds after the Umpire calls “Play” or if the ball is hit, or hit at, before the Umpire calls “Play”, the Umpire shall blow the whistle to stop the clock and award a Penalty 4 to the defending team.

(4) After the Umpire stops the game while the ball is on the playing field, and no Penalty is awarded, play shall resume by a throw-in from the point where the ball was considered dead toward the nearer side boards or side lines. In the event this point does not allow sufficient room for the teams to line up on the field, the Umpire shall throw the ball in, in the same manner, from the nearest point that allows it.

f. After the Umpire stops the game because the period ended, play shall be resumed at the beginning of the next period in the same manner as if play was being resumed in the period which ended. When Umpires fail to hear the horn due to the weather or wind conditions, the Referee or the Timekeeper shall immediately advise the Umpire where and when the game should have stopped.

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

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

by calling “Play”; or, b) penalize the offending defensive player for delay of game by awarding the team knocking in a Penalty 5.b.

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

Red #1, his team ahead by two goals late in the game, hits wide, checks his mount, and slowly circles to return to the 30-yard line. The ball is placed, “Play” called, and Blue #3 knocks in. If Red is clearly out of the play, no call should be made. If Red is involved with the play in any way, play and the clock should be stopped and a Penalty 5.b awarded to Blue. Red is taking unnecessary time to line up and Blue is being disadvantaged by permitting the clock to run.

Red #1 hits wide and circles slowly as his teammate changes mounts. The ball is placed and Blue #3 is ready to knock-in while Red #1 is still circling and the teammate is off the field. The knock-in should proceed with Red #1 out of the play. If Red is advantaged, or Blue distracted, by Red being positioned incorrectly, play should be stopped and a Penalty 5.b awarded to Blue.

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

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

22. HOW PLAY IS RESUMED b...EXAMPLES: Blue #2 takes a Penalty 2. The hit is short and Blue’s horse kicks the ball through the goal. The kick is considered a second “hit” at the ball and a free hit awarded to the other team. A ball hit into the horse’s foot is not considered a kick or second hit at the ball and would count if a goal is scored on the rebound.

A Penalty 2 is awarded to the Red Team. As Red #1 approaches, his horse runs over the top of the ball kicking it several yards towards the goal. Red has had his one approach. The Umpires shall stop play and award a Penalty 5.a to the other team.

The Red Team is awarded a Penalty 6. Red #3 approaches the ball and his horse kicks the ball forward 3 to 5 yards. The Umpires shall stop play and award a Penalty 5.a to the other team.

Blue #3 circles on his approach to a Penalty 4. As he nears the ball, his mount switches leads and he passes the ball to approach again. Not permitted. As soon as he passes the ball, the Umpires shall stop play and award a Penalty 5.a to the other team.

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

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

22. HOW PLAY IS RESUMED e. (2)v & vii...INTERPRETATION: The player taking the free hit from the 60-yard line is deemed to be hitting to a teammate if the ball travels at least 30 yards. The player taking the free hit from the 60-yard line may not play the ball again until it has been played by another player on either team. If the ball does not travel at least 30 yards: (i) no member of the hitting team may make a play on the ball or a defending player who is attempting to make a play on the ball, and (ii) a defending player may play the ball from any direction or angle providing he or she does so without creating danger or a risk of danger to himself, herself, other players or horses. A violation of these procedures by either team will result in an appropriate penalty.

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

22. HOW PLAY IS RESUMED e. (3)...EXAMPLE: Blue #2 hits wide of goal and rides to change mounts. Blue #1 sees Blue #2 off the field, and rides very slowly from the back line toward the 30-yard line. The ball is positioned, and the Umpire is ready to call play. The whistle should sound and delay of game should be called on Blue #1.

SECTION VI PERSONAL FOULS

RULE 23- LINE OF THE BALL

- a. The line of the ball is the line of its course or that line produced forward or backward at any moment.
- b. When a dead ball has been put into play through being hit at and missed, the line is considered to be in the direction in which the player was riding when the ball was hit at.
- c. If the ball becomes stationary while remaining in play, the line of the ball is that line upon which it was traveling before stopping.

RULE 24- RIGHT OF WAY

- a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which shall be considered to extend ahead of the player(s) entitled to it, and in the direction in which that player is or those players are riding.
- b. The Right of Way, which is awarded in subsections (e), (f), (g), and (h) below, is not to be confused with the line of the ball, nor does it depend on who last hit the ball.
- c. No player shall enter or cross the Right of Way except at such speed and distance that creates not the slightest risk of a collision or danger to any player.
- d. When the Line of the Ball changes and, as a result, the Right of Way changes, an opponent must be granted the necessary time to clear the new Right of Way. Note: A player in possession of the ball on his offside may move the ball at any angle to the left, and the trailing opponent may only play the ball on his nearside. A player clearing the Right of Way may make no offensive or defensive play in doing so.

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

- (1) a legal ride off has been executed;
- (2) the opponent is traveling parallel, or nearly parallel, to the player; or
- (3) if the opponent is far enough behind for the player to safely complete the play.

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

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

- (1) The player riding parallel to or at the lesser angle to the line of the ball has the Right of Way over the player riding at the greater angle to the line of the ball.
- (2) In the case of two players on opposite sides of the line of the ball riding at approximately equal angles to it, the Right of Way belongs to the player with the line of the ball on the off side.

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

i. Right of Way on the Boards: when the ball is hit toward the boards and stops or is within approximately 6” of the boards, a player following the ball that is at an angle of approximately 90 degrees perpendicular to the boards, cannot turn without allowing the trailing player to clear or make a nearside play; unless the trailing player checks or reduces speed, the player with the ball may then turn the ball in either direction providing that he maintains speed and continues the play.

j.) When a player hits the ball past an opposing player traveling at the same speed in the same direction, the opposing player may play the ball on the offside (fore shot or back shot) provided he does not impede or endanger the original player or that player’s mount; the original player can only play the ball again on the nearside.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Red rides to the ball pursued closely by Blue. Red taps the ball sharply to the right in front of Blue and turns quickly to pick up the ROW on the new LOB. Even though the LOB and ROW have changed Red has created a risk of collision or danger and may not make this play.

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

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

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

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

Blue executes a flip shot to the right creating a new line, checks, turns and prepares to follow the new line. Red, following, is unable to check and turn so follows the old line until clear of the play. Blue must hold up to let Red clear. Red must ride through to avoid fouling. Red fouls if he makes a play on the ball.

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

A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new, and now clear ROW, Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege. Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate rides up to hook Blue. No foul, just the breaks of the game.

If Red clears slowly to give a teammate time to ride up and hook, foul Red. This is “making a play.”

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

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

Blue carries the ball on the nearside. Red rides parallel on Blue’s offside with his stirrup even with Blue’s horse’s head. As Blue hits the ball forward, Red pulls his mount to the left to position himself for a near side play. Foul Red. Because the mounts are overlapped, Red must remain clear of Blue unless engaged in a legal ride off.

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

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

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

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

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

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

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

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

Blue #3 hits the ball up. Red #2, upfield, crosses the LOB and straightens out to meet the ball on his offside. If Red is exactly on the LOB and crossed without risk of collision or danger (Rule 24. c.) to Blue, Red has a ROW in meeting the ball. Once Red is properly positioned, Blue must also be exactly on the LOB to have a ROW and the two will safely pass offside to offside.

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

24. RIGHT OF WAY g. (1) (2)...EXAMPLES: Red starts with the LOB well to his right. Blue starts with the LOB on a slight angle to his left. Red rides directly to the LOB then turns making his course parallel to the LOB. Blue continues his course and the two will intersect at the ball. Foul Blue. Although Blue started at a lesser angle to the LOB, Red's adjustment put him at a lesser angle and Blue must now stay on the nearside and not cross Red's ROW.

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

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

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

Blue #2 carries the ball on his offside. Red #1 and Blue #3, riding together, but at an angle to the LOB meet Blue #2 from ahead and to his right. The two pass in front of Blue #2 at a close distance. No foul on Blue #2. The two players were not on the LOB and did not have a ROW. Foul

on Red #1 for crossing Blue #2's ROW unless forced there by Blue #3's ride-off. If Blue #3 forces Red #1 into Blue #2's ROW, the foul is on Blue #3.

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

Blue #2 is following the ball. Red #3 is riding hard to catch up and try for a hook. Blue #1 is meeting the ball. Foul Red if Red does not reach and engage Blue #2 before Blue #1 enters the play. Once Red #3 and Blue #2 are engaged, Blue #1 must yield the ROW to the two players.

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

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

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

RULE 25- STOPPING ON BALL

a. Subject to Rule 24.h, a player who has safely entered the Right of Way of another player along the established path that the ball has already traveled and who is following the ball may slow down or stop in that Right of Way, provided that players approaching from behind have sufficient time to go around. A player is considered to have entered along the "established path that the ball has already traveled" as opposed to the "projected path that the ball has yet to travel" once the ball is ahead of that player's stirrup. This is true even if the player enters the projected path first, and the ball subsequently passes that player's stirrup. However, the player may not slow down or stop in another player's Right of Way in order to allow the ball to pass the stirrup.

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

c. Delay of Game: A player in possession of the ball, marked by approximately 2 horse lengths or less by an opposing player, must keep moving if he or she is neither being blocked nor ridden off and therefore has the freedom to continue along the Right of Way. Should the player in possession of the ball either stop or reduce his or her speed to a walk, he or she may tap the ball only once and thereafter he or she (or any member of his or her team) must, within 5 seconds, either hit away or run with the ball. An infraction of this rule will result in a penalty against the team in possession of the ball.

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

RULE 26- DANGEROUS RIDING

On even terms, a player may ride off an opponent or may interpose the player's mount between an opponent and the ball, but he or she may not ride dangerously. Conduct that may qualify as dangerous riding is listed below. Consistent with the statement in subparagraph (a) below that "what is a dangerous ride-off is left to the discretion of the Umpire," the Umpire(s) have the discretion to call a foul for conduct of the kind described in subparagraphs (b), (c), (d), (e), (f), (g) or (h) below but deem it not to be Dangerous Riding, thus not resulting in an automatic yellow card for Dangerous Riding, if it is in their judgment neither deliberate nor unduly dangerous:

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

(1) Relative speeds of the two mounts. It is very dangerous to ride off an opponent if you are not moving at approximately the same speed whether it be fast or slow.

(2) Relative sizes of the two mounts.

(3) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.

(4) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.

(5) States of fatigue of the mounts involved.

(6) Lack of readiness of an opponent for the ride off (blind-siding).

b. Zigzagging in front of another player riding at a gallop.

c. Pulling or sliding across or over a mount's fore or hind legs in such a manner as to risk tripping either mount.

d. Riding an opponent across or into the Right of Way of another player at an unsafe distance.

e. Exhibiting a lack of consideration for the safety of one's self, one's mount, or for another player or mount.

f. Two players of the same team riding off an opponent at the same time whether or not on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden off by a teammate of the player hooking or striking.

g. Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no entry or cross of the Right of Way actually occurs.

h. Deliberately riding one's mount into the stroke of another player. For the purpose of this Rule, a "dribble", in which the mallet head is not raised above the mount's hock or knee, is not considered a "stroke".

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

26. DANGEROUS RIDING a...EXAMPLES: Blue # 3 hits a long shot down field to Blue # 2. As Blue # 2 races to hit the ball, Red # 3, coming to the line of the ball from Blue's left, engages at a high speed and at an angle. As Red collides with Blue shoulder to shoulder, Blue's mount is

staggered from the force of contact. The combination of speed and angle created the danger. Foul Red, as he was the aggressor.

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

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

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

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

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

Blue #2 carries the ball down field. Red #3 rides from Blue's right, at an angle, to successfully hook Blue's mallet. As Red completes the hook, his horse travels over the ball, makes solid, shoulder to shoulder contact with Blue's horse, rides Blue off, and permits Red to execute an offside tail shot. No foul. The hook was fair; and, once hooked, Blue was no longer swinging at the ball when Red's horse crossed the line of the ball and executed the legal ride-off.

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

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

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

ALTERNATIVE RULE 26.h – DANGEROUS RIDING (adapted from 2019 USPA International Rule 18.g)

(At the election of the Host Tournament Committee, to be communicated to the teams before the Event begins, this Alternative Rule may be used instead of Rule 26.h in Events with an upper handicap limit of 8 goals and above, providing that all games in the event are officiated by two certified professional Umpires unless otherwise approved by USPA Umpires LLC.)

h. Riding off a player from the same side on which he or she is hitting or preparing to hit the ball is allowed unless the player initiating the ride-off creates danger as described in Rule 26.a.

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). 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 card under Rule 33, depending on the degree of danger as determined in the discretion of the Umpire.

26A. IMPROPER BLOCKING...INTERPRETATION: For the purposes of this provision only, "the execution of a knock-in, Penalty 5.a or 5.b, or a free hit resulting from a ball hit out of bounds" shall be deemed to occur from the time the Umpire calls "Play" until the time an offensive player either hits away or runs with the ball. 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. Improper blocking can occur even if there is no contact between the blocker and the defensive player attempting to mark the blocker's teammate who has a play on the ball.

26A. IMPROPER BLOCKING...EXAMPLES: Red #3 is knocking in. Red #1 is riding alongside Blue #2 at the 30- yard line as she moves downfield for a pass from Red #3. Red #3, followed by Red #4, hits the ball slightly short and to the outside of Red #1, who continues to ride with Blue #2 and between Blue #2 and the ball. Red #3 uses Red #1 as a shield preventing Blue #2 from making a defensive play while Red #3 taps the ball then leaves it for Red #4. Improper blocking; no deliberate conduct by Red #1 is necessary.

Red #3 is knocking in. Red #1 is riding alongside Blue #2 at the 60-yard line as she moves downfield for a pass from Red #3. Red #1 and Blue #2 are engaged in riding each other off and Red #1 is between Blue #2 and the ball as Red #3 taps the ball in from the backline. This is not improper blocking because Red #1 and Blue #2 are too far away from Red #3 for Blue #2 to have a play on the ball.

Red #3 is knocking in with Red #4 following. Blue #3 waits at the 30-yard line. Red #3 taps the ball just short of Blue #3, then goes to Blue #3 while leaving the ball for Red #4. Because Red #3 has not yet hit away or run with ball, but instead has prevented Blue #3 from marking Red #4, who has a play on the ball, this is improper blocking.

RULE 27- ROUGH OR ABUSIVE PLAY

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

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

c. A player deliberately striking another player may be ejected from the remainder of the game in accordance with Rule 33.b.(2)(a) and Penalty 10. Disciplinary sanctions, including but not limited to those set forth in the Association's Sport-Related Conduct Violation Procedures, Part I of the Association's Disciplinary Procedures Policy, may be imposed by the Association.

27. ROUGH OR ABUSIVE PLAY c...INTERPRETATION: A player deliberately or intentionally striking another player with severity and/or the intent to inflict bodily harm with horse, hand, whip or mallet, should be immediately ejected in accordance with Rule 33.b(2)(a),

which allows the Umpire(s), at their sole discretion, to assess a red card and eject that player for the remainder of the game for that player's first offense. A single minor infraction (i.e. elbowing or pushing with hand or mallet) should also not be tolerated and should be penalized with a yellow card in accordance with Rule 33.b(1)(a).

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

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

Red #3 carries the ball down field towards his goal as White #2 executes a ride off, causing Red #3 to miss the goal shot. In frustration, Red #3 swings at White #2 in retaliation. The Umpires eject Red #3 for the remainder of the game in accordance with Rule 33.b(2) (a), which allows the Umpire(s), at their sole discretion, to assess a red card and eject that player for the remainder of the game for that player's first offense.

RULE 28- IMPROPER USE OF MALLET

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

b. A player may not **recklessly** strike a ball during play in such a way that it may cause injury to another player, his or another player's mount, a spectator, an official or damage property. **A player will be deemed to have recklessly stricken the ball into another player or that player's mount if the player in possession of the ball either stops or reduces his or her speed to a slow canter or walk and then hits the ball into the defending player or his or her mount, provided that the defending player is not in the hitter's right of way and is marking the hitter by being within two horse lengths of the hitter. Alternatively, a defender in the hitter's right of way, who does not clear that right of way in a timely**

manner when the player in possession of the ball either stops or reduces his or her speed to a slow canter or walk, may be penalized for putting himself or herself and his or her mount in a dangerous position to block the hitter's shot.

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

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

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

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

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

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

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

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

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

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

RULE 29- DISMOUNTED PLAYER

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

RULE 30- APPEALING FOR A FOUL

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

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

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

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

Red #4 rides to turn a ball and taps the ball to his right creating a new line and ROW. As Red turns to follow the new line, Blue #1 riding fast down the old line takes the ball on the nearside passing at a right angle immediately in front of Red. Red reacts to the play by standing in the saddle and pulling his horse to a halt. Red has reacted to Blue's illegal play and not appealed to the Umpire. No foul on Red.

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

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

RULE 31- CARRYING A BALL

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

RULE 32- GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE

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

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

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE a., b... INTERPRETATION:

Rule 32.a requires that horse-holders not be positioned in the run-off area surrounding the field. Rule 32.b permits the holder to enter the run-off area to execute the change after which he must immediately exit the area. Should the change interfere with the play, a penalty should be awarded. A coach or mallet holder may be in the run-off area, but interference with the play should be penalized. It is club management's responsibility to define a holding area that does not conflict with this rule.

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE...EXAMPLES: During the second period, the Red #2's groom rides up and down the run-off area in front of the spectators and cars waiting for Red #2 to change horses. When play is in neutral territory, the Umpires should blow the whistle to stop play, order the groom back to the staging area and assess an appropriate penalty against the Red Team.

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

SECTION VII PENALTIES

RULE 33- UNSPORTSMANLIKE CONDUCT

- a. Unsportsmanlike conduct, including but not limited to the following, shall not be permitted.
- Appealing to the Umpires or Officials
 - Unwelcome talking to an Umpire
 - Vulgar or abusive language
 - Disrespectful attitude toward any official, player, coach, or spectator
 - Arguing with Umpire(s) or other officials
 - Inappropriate behavior by any member of a team organization
 - Delay of game for a player or mount
 - Unnecessary tack time out
 - Swinging the mallet in a windmill or helicopter type fashion as in appealing for a foul
 - Dangerous riding as described in Rule 26 and 26A
 - Improper use of the mallet as described in Rule 28
 - Rough or abusive play as described in Rules 27 and 28
 - Deliberately striking another player or a mount
 - Excessive violation of the whipping rule
 - Hitting the ball after the whistle or horn has sounded
 - Intentional or reckless hitting of the ball outside the safety zone
 - Knowingly striking the ball when it is off the field of play
 - **Recklessly** striking a ball during play in such a way that it may cause injury to a spectator, official, **player, mount,** or damage property
- b. The Umpire will follow the procedure outlined below:
- (1). Yellow Card: The Umpire shall immediately assess a yellow card against a player who demonstrates unsportsmanlike conduct as described above.
 - (i.) The player's first yellow card (offense) in a game will result in a penalty and may increase or decrease an existing penalty's severity. Any subsequent yellow card or red

card will also result in a penalty and may increase or decrease an existing penalty's severity.

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

(iii.) A third offense will result in a third yellow card and the player will sit out for the following two minutes of play with no substitute at a location designated by the Umpire and/or the Host Tournament Committee or it may, if sufficiently severe, result in a red card and suspension for the remainder of the game with no substitute allowed for the next **four** minutes of play, as described in subparagraph (2)(i.) below.

(iv.) If a player leaves the penalty box for any reason before his or her two-minute suspension is concluded, an appropriate penalty will be assessed against that player's team and that player will be returned to the penalty box to sit out the remainder of his or her original two-minute suspension and the following two minutes of play with no substitute. A yellow card may also be assessed that player if the Umpire(s) in their discretion determine that he or she deliberately left the penalty box prematurely.

(2) Red Card:

(i.) A player's third offense, if sufficiently severe, may be a red card, as described in subparagraph (1)(c.) above. A player's fourth offense shall, without exception, be a red card. A red card in a game will result in suspension for the remainder of the game with no substitute allowed for the next **four** minutes of play. After that, a substitute will be allowed for the balance of the game and the player will remain suspended for the player's next game of equal or higher handicap for the same team with a substitute allowed. All substitution rules apply. This penalty may be increased by the Host Tournament Committee and/ or the Association. The Umpire(s), in their sole discretion, may assess two or three yellow cards or a red card with imposed penalties as described above for a player's first, second or third offense.

(ii.) If a player demonstrates unsportsmanlike conduct after the game ends, the Umpire(s), in their sole discretion, may award that player either two yellow cards or a red card, depending on the severity of the unsportsmanlike conduct. If the player is assessed two yellow cards for unsportsmanlike conduct after the game ends, he or she must sit out for the first two minutes of play in his or her next game of equal or higher handicap for the same team with no substitute allowed for those two minutes of play in that game. If the player is assessed a red card for unsportsmanlike conduct after the game ends, he or she shall be suspended for the entirety of his or her next game of equal or higher handicap for the same team with no substitute allowed for the first **four** minutes of play in that game.

(3) If a player demonstrates unsportsmanlike conduct after the game ends, the Umpire(s), in their sole discretion, may award that player either two yellow cards, three yellow cards, or a red card, depending on the severity of the unsportsmanlike conduct. If the player is assessed two yellow cards for unsportsmanlike conduct after the game ends, he or she must sit out for the first two minutes of play in his or her next game of equal or higher handicap for the same team with no substitute allowed for those two minutes of play in that game. If the player is assessed three yellow cards for unsportsmanlike conduct after the game ends, he or she must sit out for the first four minutes of play in his or her next game of equal or higher handicap for the same team with no substitute allowed for those four minutes of play in that game. If the player is assessed a red card for unsportsmanlike

conduct after the game ends, he or she shall be suspended for the entirety of his or her next game of equal or higher handicap for the same team with no substitute allowed for the first **four** minutes of play in that game.

(4) Cumulative effect of yellow or red cards:

A player who is in the penalty box at the end of a game shall begin his or her next game of equal or higher handicap for the same team in the penalty box for the unexpired time of his or her original two-minute suspension. A player who receives three yellow cards during a game without receiving a red card shall begin his or her next game of equal or higher handicap for the same team with the status of a player who has already received a yellow card. Yellow or red cards assessed for unsportsmanlike conduct after the game ends are separate from, and not to be added to, yellow or red cards assessed during the game for purposes of determining whether there should be a partial or full suspension from the player's next game of equal or higher handicap for the same team. However, if the player is required to be partially or fully suspended from his or her next game of equal or higher handicap for the same team as a consequence of yellow or red cards assessed during the game and that same player is required to be partially or fully suspended from his or her next game of equal or higher handicap for the same team as a consequence of yellow or red cards assessed after the game ends, the two suspensions shall be served in sequence with the most severe one to be served first, even if that requires partial or full suspension from the player's next two games of equal or higher handicap for the same team. For the avoidance of confusion, substitutes do not acquire the yellow card status of the player for whom they are substituting. However, the suspension of any player from all or part of any game as the result of that player being assessed one or more yellow cards or a red card may not be avoided by the substitution of another player for that player.

(5) Additional suspensions for excessive yellow cards during a quarter or calendar year:

(i.) For purposes of this provision, each calendar year will be divided into four quarters: January 1 – March 31; April 1 – June 30; July 1 – September 30; and October 1 – December 31, and polo will be divided into three tiers: 8-goal and below (“Low Goal”); 9-goal – 15-goal (“Medium Goal”); and 16-goal and higher (“High Goal”).

(ii.) Quarterly yellow card suspensions: Any player who receives 5, 8, 10, 11 or 12 yellow cards in a single tier of polo during a given quarter shall be suspended from his or her next game for the same team in that tier of polo immediately following his or her 5th, 8th, 10th, 11th, or 12th yellow card, respectively.

(iii.) Calendar year yellow card suspensions: Any player who receives 12 yellow cards in a single tier of polo during a given calendar year shall be suspended from his or her next game for the same team in that tier of polo immediately following his or her 12th yellow card.

(iv.) Suspensions imposed for excessive yellow cards during a quarter or calendar year under this rule shall be from the suspended player's next game for the same team in the same tier of polo. If any suspension from any player's next game under this rule is imposed on a player whose team in the game in which the suspension is imposed is not at the time officially entered or participating in an as-yet uncompleted event or series of events in the same tier of polo, the suspension from

that player's next game shall be served during the player's next game for any team in that tier of polo.

c. A player may not leave the field of play during the course of a period without the permission of the Umpires except to change a pony, a mallet, or for a legitimate reason. Unauthorized departure from the field (automatic red card) will result in suspension for the next game of equal or higher handicap for the same team.

d. Notwithstanding that **certain provisions of this rule limit** suspensions from all or part of any next game to the suspended player's "next game (or two games) of equal or higher handicap for the same team," if any suspension from all or part of any player's next game (or two games) under this rule is imposed on a player whose team in the game in which the suspension is imposed is not at the time officially entered or participating in an as-yet uncompleted event or series of events of equal or higher handicap, the suspension from all or part of that player's next game (or two games) shall be served during the player's next game (or two games) of equal or higher handicap for any team, as the case may be. The same is true with respect to a player's yellow card status in his or her next game of equal or higher handicap for the same team under subsection 33(b)(3).

e. Definition of "next game (or two games) of equal or higher handicap". As used in this Rule 33, the meaning of the terminology "next game (or two games) of equal or higher handicap" depends on whether the incident precipitating the suspension or yellow card status in question occurs during or after a Club Event or during or after a USPA Event, as those terms are defined in the USPA Tournament Conditions. When a player is suspended for all or any part of his or her next game (or two games) of equal or higher handicap or receives an enhanced yellow card status for that game as the result of one or more yellow card(s) or a red card issued him or her during or after a Club Event, that suspension (including any unserved time in the penalty box) or enhanced yellow card status must be served or accepted in the player's next game (or two games) of equal or higher handicap in a Club Event or a USPA Event that is not a consolation game, the first round game in a subsidiary event, or a shootout. When a player is suspended for all or any part of his or her next game (or two games) of equal or higher handicap or receives an enhanced yellow card status for that game as the result of one or more yellow card(s) or a red card issued him or her during or after a USPA Event, that suspension (including any unserved time in the penalty box) or enhanced yellow card status may only be served or accepted in the player's next game (or two games) of equal or higher handicap in a USPA Event that is not a consolation game, the first round game in a subsidiary event, or a shootout.

RULE 34- REPEATED FOULS

For undue repetition of careless or deliberate fouls by a team, the Umpire(s) should exact a more severe penalty for each occurrence until conduct in the best interest of the game resumes. Undue repetition by one team should not result in a more severe penalty for the other team.

RULE 35- SELECTION OF PENALTIES

a. The Umpire(s) may declare any violation of the Rules a foul when seen or, when not seen, upon the presentation of satisfactory evidence to the Umpire(s).

(1) When a foul is called, the Umpire shall stop play by sounding the whistle and announce the foul and penalty.

(2) Should a foul be called when play has already been stopped, the Umpire shall so indicate by again sounding the whistle and/or by displaying a yellow or red card and announce the foul and penalty.

(a) A “dead ball” foul may be penalized by offsetting an announced foul, or increasing or decreasing the severity of an announced foul.

(b) A “dead ball” foul may be called at any time play is stopped including following a goal or between periods of the game.

b. There are degrees of dangerous and unfair play. Where more than one Penalty is prescribed, the selection is within the discretion of the Umpire. Among the considerations:

(1) Degree of danger or unfair advantage;

(2) Location of the violation on the field;

(3) Position of players on the field; and

(4) Frequency of similar violations.

c. More than one penalty may be exacted by the Umpire where appropriate.

d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is thrown in at the point where play was stopped.

e. The following penalties may be exacted for violation of specific Rules:

RULE VIOLATED	PENALTY EXACTED
1.e	5, 9
2	9
3	9
4	2,3,4,5,9 or 10
5.b or 5.c	8
5.d	9
5.e or 5.f	8
5.g or 5.h	2,3,4,5 or 10
6.a	9
6.b or 6.c	8
21.a	6
22	(see Rule)
24	1,2,3,4,5,7 or 10
25	1,2,3,4,5,7 or 10
26	1,2,3,4,5,7 or 10
27	1,2,3,4,5,7 or 10
28	1,2,3,4,5,7 or 10
29	1,2,3,4,5,7 or 10
30	2,3,4,5 or 10
31	2,3,4 or 5
32	2,3,4 or 5
33	2,3,4,5,7 or 10
34	2,3,4,5,7 or 10

- (1) Penalty 1. If in the opinion of the umpire, a player commits a dangerous or deliberate foul in the vicinity of the goal in order to prevent a goal being scored, the team fouled shall be awarded one goal.
- (2) Penalty 5.a. or 5.b is to be awarded for fouls that:
 - (a) Are without danger
 - (b) Are inadvertent, not deliberate
 - (c) Provide a minor advantage or disadvantage to either team
- (3) Penalty 10 may be awarded for a dangerous or deliberate foul or conduct prejudicial to the game. The umpire should display a red card.
- (4) Increasingly severe penalties shall be exacted for repetitive or flagrant fouls.

35. SELECTION OF PENALTIES a...INTERPRETATION: The selection of penalty gives the Umpire a range of penalties from which to choose for most situations. In making the selection, the Umpire must apply two principles: 1) the team fouled must never be worse off after the penalty award than before; and 2) by definition, the term “penalty” means that the fouling team must be disadvantaged by the penalty award. The penalty must suit the violation and penalize the fouling team by awarding an advantage to the team fouled.

35. SELECTION OF PENALTIES a...EXAMPLES: Blue is running to goal and approaching midfield. Red, riding to Blue’s left and half a length behind, realizes that he will not be able to catch Blue and make a ride-off. As Blue prepares to hit a centering shot, Red reaches across and tips Blue’s mallet, spoiling the shot. Although the infraction, a cross-hook, is minor, it was committed deliberately, and the disadvantage to Blue is major. Penalty 3 should be awarded.

Red #4 rides to back the ball from the goal mouth. As Red begins his stroke, Blue #2 bumps late and rides into Red’s stroke. Foul Blue - riding into the shot. The penalty awarded should be a No. 5 from the center of the field. The foul was deliberate and endangered a mount.

Blue #2 and Blue #3 sandwich Red #3 about 75 yards out and running to goal. Foul Blue and a severe Penalty award to Red. Not only is this a dangerous foul, but also stops Red’s run to goal. Open goal Penalty 3 or No. 2. A Penalty 4 is not adequate in this situation.

35. SELECTION OF PENALTIES b...INTERPRETATION: The Umpire is required to consider all four factors in selecting the appropriate penalty. Each factor should be weighed in the Umpire’s decision.

35. SELECTION OF PENALTIES b...EXAMPLES: As Blue #3 turns to pick up a tailed back-shot from his #4, he is hit hard by Red #2 and his horse stumbles. The horse regains its footing, but Blue is too late to make the play. Foul Red - dangerous riding. The penalty award must consider: 1) location - deep in defending territory - perhaps a No. 5 center hit; 2) position of teams - Blue #3 was well positioned, and had he not been fouled might have had a good run - perhaps a Penalty 4; 3) effect on the play, the difference between Blue making the play and putting the ball in Red’s territory and missing the play is great - Penalty 4; 4) frequency of similar fouls - if Red has played a clean game, and the foul is just bad timing - Penalty 5.b; however, if Red has been penalized several times for rough play - Penalty 4.

35. SELECTION OF PENALTIES c, d...INTERPRETATION: The Umpire is expected to apply whatever penalty or combination of Penalties from No. 1 to No. 10 that will best fit the

circumstances considering the parameters from Rule 35.a. and b. Simultaneous fouls by both teams are offsetting, but flagrant conduct may cause an additional Penalty such as Penalty 10 to be awarded.

35. SELECTION OF PENALTIES c, d...EXAMPLE: As Blue prepares to hit to goal from about 50 yards out, he is deliberately cross-hooked by Red. Blue retaliates by swinging his mallet at Red's head. These fouls are sequential, not simultaneous: Penalty 2 or 3 against Red for the foul hook. Blue may be immediately ejected in accordance with Rule 33.b(2)(a) and Penalty 10 for the mallet.

Blue carries the ball down the right boards at mid-field and sees Red coming from the left for a ride-off. Blue checks to avoid the bump and Red crosses in front to get to his nearside. As Red crosses, Blue goes to the whip, jumps his horse into Red and knocks Red to the ground. Foul Red for crossing; foul Blue for dangerous riding. The fouls are offsetting, but if the Umpire feels Blue deliberately knocked Red down, Blue may be immediately ejected in accordance with Rule 33.b(2)(a) and Penalty 10.

As Blue #2 hits the ball to goal, he is fouled by Red #3. Blue #3, seeing the foul but away from the play, twirls his mallet to draw the Umpire's attention to the foul. Penalty 3 would normally be awarded to Blue for the foul. However, the mallet twirl should also be penalized. Offsetting fouls should be called and the ball thrown in.

Red #3 sees Blue #2 ahead and safely to the left waiting to bump. Red pulls his mount off the LOB and rides hard into Blue knocking horse and rider to the ground. Foul Red. Penalty 4, 3 or 2 against Red for dangerous riding and consideration of immediate ejection of Red #3 in accordance with Rule 33.b(2)(a) and Penalty 10 for the deliberate, dangerous act.

A Penalty 2 is announced against Red. The Red Captain argues loudly that the call is incorrect. A violation of Rule 33 is called. As the ball cannot be moved forward from a converted Penalty 2, the foul should be announced as a Penalty 5.b following the execution of the Penalty 2, or a re-hit is awarded if the Penalty 2 is missed.

35. SELECTION OF PENALTIES e.1)...INTERPRETATIONS: Penalty 1 is for fouls which prevent the scoring of a goal. The player fouled must have a high probability of scoring. Once such a foul is called, Penalty 1 shall be exacted. The penalty is to award the goal which likely would have been scored. Penalty 1 may be exacted whether or not the goal was actually scored (*See* Rule 22.c.(1).) Although sometimes difficult to determine, the perceived intent of the player responsible for the foul may be considered when applying this rule.

The rule also requires that the foul occur "in the vicinity of the goal". Although there is no defined area that is considered to be "in the vicinity of the goal" the Umpires in their discretion should consider any fouled player within reasonable shooting range and who would otherwise be expected to score from that spot to be in the vicinity of the goal.

35. SELECTION OF PENALTIES e.1)...EXAMPLES: Red carries the ball to goal with Blue riding on his left and with him all the way. As Red crosses the 30-yard line and prepares to tap the ball through the goal, Blue reaches behind Red's back and cross-hooks him. Although not necessarily dangerous, the play is obviously a deliberate attempt to prevent the scoring of a goal – Penalty 1.

As Blue approaches the goal, Red realizes that a goal is imminent. Red's only chance is a hard bump that knocks Blue off the ball. Red makes the bump, Blue's horse stumbles badly but

recovers, and the ball rolls through the goal. Foul Red – Penalty 1. The field goal does not count but the Penalty 1 awards a goal and a Penalty 5.b, going in the opposite direction. Red's play was deliberate and dangerous and to prevent a sure goal.

Red #4 rides Blue #1 wide as Blue #2 carries the ball behind them. As Red #4 nears the back line, he realizes that Blue #2 has a sure goal. Red #4 turns back crosses Blue #2 takes the ball and saves the goal. Penalty 1 against Red. Red #2 has deliberately fouled to prevent a goal. Whether or not the foul is considered dangerous, a Penalty No. 1 is called for. A Penalty 2 does not penalize Red #4 sufficiently for the deliberate foul.

35. SELECTION OF PENALTIES e.2)...INTERPRETATION: A play without the elements of danger, deliberation, advantage, or disadvantage is seldom a foul. A minor infraction, if called in favor of the offensive team, should be moved forward to Penalty 4. This does not mean that a foul in favor of the defending team should not move forward. Penalty 5.a from the point of the infraction should be awarded only for the most minor incidents and not from within the 60 yards in front of the goal the fouling team is defending. The penalty awarded must advantage the fouled team at the expense of the fouling team.

35. SELECTION OF PENALTIES e.2)...EXAMPLES: Blue prepares to back the ball from the goal mouth. As Blue starts the swing, Red rides over the ball, and Blue is forced to check the swing. Foul Red - riding into the stroke of Blue. Penalty 5.a from the spot. Although inadvertent and not dangerous, Blue had no opportunity to set up an offensive play.

Red clears the ball from goal with a neck shot to the corner. As Red rides to hit again, Blue picks him up, and they ride together to the ball. Both players fence for the ball, turning and jostling for position. Blue ends up inadvertently cross-hooking Red. Foul Blue. Penalty 5.a from the point of infraction. In the same play, if Red fouls Blue, Penalty 4. Penalty 5.a should not be awarded within the 60 yards of the goal the fouling team is defending.

Blue, carrying the ball 40 yards from mid-field, with a clear field, is fouled by Red who crosses Blue to position for a nearside back-shot. At least a Penalty 4 or, if Red's cross was dangerous, a Penalty 2 or 3.

35. SELECTION OF PENALTIES e...INTERPRETATION: Although a wide range of penalties are available for most infractions, extreme penalties are intended for extreme situations. This applies to extremely severe as well as extremely minor situations. Selection of the penalty must discourage improper conduct and play. If improper conduct continues, the penalty selected should be increasingly severe until the desired result is obtained. A foul normally calling for a Penalty 4 may be awarded a Penalty 2 or 3 if the fouling team has been consistently fouling.

35. SELECTION OF PENALTIES e...EXAMPLES: Red #1 takes a full swing in the lineup, hitting an opponent's horse early in the game. Penalty 5.b is awarded. As the game goes on, Red #1 continues to take full swings in the lineup. The penalty for successive violations should be moved to a Penalty 4, or, if necessary, a Penalty 3 until Red stops taking full swings in the lineup.

Several members of the Blue Team are penalized early in the game for dangerous riding such as: hitting behind the saddle, severe angle, unnecessary force. The severity of penalty awards should be increased until the Blue Team resumes safe play.

35. SELECTION OF PENALTIES...INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle goes, the appropriate penalty is awarded. If the player then, physically or verbally, commits a personal foul as defined in Rule 33 the whistle should again sound and the ball placement be advanced. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be sat down for two minutes of play with no substitution. (*See* Rule 33.b(1)(b).) Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

If an Umpire elects to put a player off the field for any reason, the Umpire should confer with his fellow Umpire and explain why he is ejecting the player from the game. If the second Umpire challenges the call, the referee shall make the final decision by upholding the opinion of either Umpire.

35. SELECTION OF PENALTIES...EXAMPLE: Blue #4, on the right of way, goes to back the ball, as Red No. 1 crosses in front of Blue #4 and hits the ball forward towards his goal. The whistle sounds and a Penalty 5.a is awarded. Red #3 insults the Umpire by stating that the call was incorrect. The Umpire sounds his whistle, displays a yellow card, and announces that the ball placement will be advanced one degree to mid field. Red #3 continues to insult and argue with the umpire. A second yellow card is displayed and the player is sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b).

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty 4 against Blue #3 and Blue #3 argues loudly that the call is incorrect. The whistle should again sound, a yellow card is displayed, a violation of Rule 33 announced and the ball moved to a Penalty 3. Further protest should cause the player to be sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b).

Blue #3 protests the Umpires' call loudly, abusively, and with a foul and offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required. The Umpires eject Red #3 for the remainder of the game in accordance with Rule 33.b(2)(a), which allows the Umpire(s), at their sole discretion, to assess a red card and eject that player for the remainder of the game for that player's first offense.

A crossing foul against Blue #3 occurs as Red #3 carries the ball along the side boards in the far corner near his goal. The Umpires stop play and award a Penalty 5.a. Blue #3 argues with the Umpire, the whistle sounds again and the Umpire displays a yellow card. The Penalty 5.a is moved up one degree and the ball is placed at center field for a Penalty 5.b consistent with Rule 33.b(1)(a).

The Umpires call a crossing foul on Blue #3 and stop play in Red's end of the field, 20 yards from the centerline. Blue #3 argues with the Umpires, the whistle sounds again, and the Umpire displays a yellow card. The Penalty 5.a is moved to a Penalty 4. Moving the spot hit to center field for a Penalty 5.b would not sufficiently disadvantage the Blue Team by moving the ball forward 20 yards, and therefore, a more severe penalty is warranted. (*See* Rule 33.b(1)(a).)

White #3 receives a yellow card for arguing with the Umpires in the first period. White #3 receives a second yellow card in the second period for vulgar language and is sat down for two minutes of play with no substitution consistent with Rule 33.b(1)(b). In the third period, White #3 receives a red card for arguing with the Umpires. White #3 is sat down for the remainder of the game consistent with Rule 33.b(2)(a).

RULE 36- PENALTY PROCEDURES AND VIOLATIONS

a. Penalties 2 (30 yards or from the spot), 3 (40 yards), 4 (60 yards) and 6 (safety) shall be taken in one stroke in an attempt to score. Consequently, the player taking the penalty may not make a preparatory dribble, for themselves or a team member. The ball shall be considered in play the moment it has been either hit or hit at and missed. The attempt to hit a ball is considered a hit ball, the action of a swing puts the ball into play. The player shall hit the ball, or hit at it, in the first attempt; he or she is not allowed to go past the ball without hitting or hitting at it, or circle his or her mount again rather than hit during the approach, nor take more than 20 seconds after the Umpire calls "Play" in preparation to hit. Violation of this rule shall be sanctioned with a Penalty 5.a.

b. For Penalties 2 (30 yards) and 3 (40 yards): For Penalty 2s taken from the center and for Penalty 3s, when the Host Tournament Committee has determined or the Tournament Conditions state that the Penalty 3 may not be defended, if the ball stops before the end of the field the Umpires shall blow the whistle and the defending team will be awarded a Penalty 5.a from the spot where the ball stopped.

c. For Penalties 4 (60 yards) and 6 (safety): If the ball is missed or mis-hit in a legitimate attempt to score in one hit, the hitter and/or other players from either team may attempt a safe play on the ball and all rules of Right of Way are in effect. If, in the umpire's opinion, the initial attempt to hit the ball was deliberately missed, mis-hit, tapped or dribbled to improve the hitting team's chance of scoring, a spot hit (5.a) will be awarded to the defending team.

d. (1) For Penalties 2, 3, 4, 5.a, 5.b and 6,

A member of the fouling team who is off the field may return to his or her proper position before or after play is called, as long as that player returns unobtrusively by a route that is on the field and no closer than 30 yards from the spot where the ball is placed for the penalty shot. When the ball is hit or hit at, any such player who has not reached his or her proper position may not make a play until he or she has passed a teammate who was properly positioned at that time. A violation of this procedure will result in an increased penalty against the fouling team. If all four players on the fouling team are not properly positioned when the ball is hit or hit at, no player on that team may make a play until play is interrupted and resumed. If any such player makes a play, a Penalty 2 shall be awarded to the other team.

(2) For a defended Penalty 3 and Penalties 4, 5.a, 5.b and 6,

A member of the fouled team who is off the field may return to his or her proper position before or after play is called, as long as that player returns unobtrusively by a route that is on the field and no closer than 30 yards from the spot where the ball is placed for the penalty shot. When the ball is hit or hit at, any such player who has not reached his or her proper position may not make a play until he or she has passed a teammate who was properly positioned at that time.

e. Procedural Violations

(1) If the fouling team fails to follow or violates procedure when a Penalty 2, 3, 4, 5.a, 5.b, or 6 is taken, an increased penalty shall be awarded to the team fouled when possible, except if a goal has been scored or awarded. In the case of a Penalty 2, the Umpire(s) may either award another Penalty 2 or they may, in their discretion, award a Penalty 1 if they deem it appropriate given the nature of the procedural violation.

(2) Fouled Team Failure to Execute Proper Procedures: As with Penalties 2, 3, 4 and 6, the player taking a Penalty 5.a or a Penalty 5.b shall hit the ball, or hit at it, in the first attempt; he or she is not allowed to go past the ball without hitting or hitting at it, or circle his or her mount again rather than hit during the approach, nor take more than 20 seconds after the

Umpire calls “Play” in preparation to hit. If the team fouled fails to carry out a Penalty 2, 3, 4, 5.b or 6 correctly, the opposing team shall be awarded a Penalty 5.a from the spot where the penalty was being taken. If the team fouled fails to carry out a Penalty 5.a correctly, the opposing team shall be awarded a Penalty 5.a from the spot where the penalty was being taken unless that spot is within the 60-yard line in front of the goal that team is defending, in which case the opposing team shall be awarded a Penalty 4.

(3) When both teams simultaneously fail to follow or violate procedure for Penalties 2, 3, 4, 5.a, 5.b, or 6, another free hit shall be awarded to the team fouled from the same spot under the same conditions as before.

(4) Players may not in any way alter the surface of the playing field to tee up the ball. Players may not dismount to tee up the ball. Once an Umpire calls “Play”, a ball may not be re-teed. In the event a player alters the surface of the field or dismounts to tee a ball, the Umpire shall blow the whistle and award a penalty.

(5) Once the ball is placed to take a penalty and the Umpire calls “Play”, it may not be re-teed, and the player shall hit the ball as it is.

36. PENALTY PROCEDURES AND VIOLATIONS c...EXAMPLE: On a Penalty 4, Blue #3 mis-hits the ball in what the Umpires judge is a legitimate attempt to score in one hit. The ball crosses the 15-yard line and Blue #3 follows it toward the goal at a gallop. Reaching the ball, Blue #3 hits a hard offside shot to drive the ball through the pack of players clustered in the goal-mouth. Foul on Blue #3 and possible yellow card – lack of consideration for safety.

36. PENALTY PROCEDURES AND VIOLATIONS d...INTERPRETATION:

This call is left up to the discretion of the Umpire(s). Any attempt to deliberately miss the ball to leave it for a teammate, mis-hit, tap or dribble a ball in order to improve the fouled team’s chances of scoring shall be considered a foul.

OUTDOOR RULES: MISEXECUTION OF PENALTY SHOTS, KNOCK-INS

Situation	Penalty 2	Penalty 3	Penalty 4	Penalty 6 (Safety)	Penalty 5.a	Penalty 5.b	Knock-In
Swing and miss	Spot hit for defending team	Spot hit for defending team	Live Ball	Live Ball	Live Ball	Live Ball	Live Ball
Ball hit or hit at before Umpire calls Play	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Less severe of Spot hit or Penalty 4 for defending team	Spot hit for defending team	Penalty 4 for defending team
Ball not hit or hit at on first approach	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Less severe of Spot hit or Penalty 4 for defending team	Spot hit for defending team	Penalty 4 for defending team
Attacking team – improper position	Spot hit for defending team	Spot hit for defending team	N/A	N/A	N/A	N/A	N/A
Defending team – improper position	If goal scored or prevented by improper position it counts; otherwise rehit for attacking team	If goal scored or prevented by improper position it counts; otherwise Penalty 2 for attacking team	If goal scored or prevented by improper position it counts; otherwise Penalty 3 for attacking team	If goal scored or prevented by improper position it counts; otherwise Penalty 3 for attacking team	If goal scored or prevented by improper position it counts; otherwise next more severe penalty for attacking team	If goal scored or prevented by improper position it counts; otherwise Penalty 4 for attacking team	Penalty 5.b for attacking team

RULE 37- SPECIFIC PENALTIES

PENALTY 1

If, in the opinion of the Umpire(s), a player commits a dangerous or deliberate foul in the vicinity of the goal in order to save a goal, the team fouled shall be awarded one goal. The game shall be resumed with a Penalty 5.b awarded to the fouled team and a change in direction.

PENALTY 2

a. A penalty hit at the ball by the team fouled from the center of the 30-yard line nearest the fouling team's goal or, if preferred, from the spot where the foul occurred (the choice to be made by the team fouled). For a penalty hit from the 30-yard line, all of the fouling team shall be positioned behind their back line, outside of the goal, until the ball is hit or hit at. If the penalty is to be hit from the spot, none of the fouling team may be within 30 yards from the ball and must remain outside of the goal until the ball is hit or hit at. Once the ball is put into play, no player of the fouling team may enter the field.

b. If, in the opinion of the Umpire, when taking a Penalty 2, the penalty hit would have resulted in a goal, but is prevented by the fouling team entering the field improperly, the hit shall be considered a goal for the team fouled.

c. If, in the opinion of the Umpire, when taking a Penalty 2, the penalty hit is deflected by the fouling team or is hit wide by the hitter, and a defending player has entered the field improperly, the penalty shall be taken again.

PENALTY 3

(At the election of the Host Tournament Committee, to be communicated to the teams before the Event begins, the Penalty 3 may be defended in Events with an upper handicap limit of 8 goals and above, providing that all games in the event are officiated by two certified professional Umpires unless otherwise approved by USPA Umpires LLC.)

a. A penalty hit at the ball by the team fouled from the center of the 40-yard line nearest the fouling team's goal. **All players of the team fouled are to be behind the 40-yard line unless they are off the field or returning to their proper position. All members of the fouling team who are not off the field or returning to their proper position** shall be positioned behind the back line, outside of the goal, until the ball is hit or hit at. If the penalty is to be undefended, no **member** of the fouling team may enter the field **from behind the back line**, but if the penalty is to be defended, once the ball is put into play, **any member** of the fouling team may enter the field **from behind the back line except** between the goal posts. The team fouled may hit or hit at the ball only once and may not make another play on or affect the course of the ball if the penalty is to be undefended, or until it has been hit or hit at by a member of the opposing team or contacts a goal post, opposing player or mount if the penalty is to be defended.

b. If, in the opinion of the Umpire, when taking the Penalty 3, the hit would have resulted in a goal, but is prevented by the fouling team entering the field improperly, the hit shall be considered a goal for the team fouled.

c. If, in the opinion of the Umpire, when taking a Penalty 3, the penalty hit is deflected by the fouling team or hit wide by the hitter, and a defending player has entered the field improperly, the penalty shall be taken again.

PENALTY 4

- a. A free hit at the ball by the team fouled from the center of the 60-yard line nearest the fouling team's goal. The fouled team is free to position themselves anywhere on or off the playing field. **All members of the fouling team who are not off the field or returning to their proper position** must be behind the 30-yard line until the Umpire calls "Play" and the ball is hit or hit at.
- b. If, in the opinion of the Umpire, the hit would have resulted in a goal, but was prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.

PENALTY 5

Hit from the Spot (Penalty 5.a)

A penalty hit from the spot where the ball was when the foul occurred, but at least 5 yards from the boards or from the side lines. No member of the fouling team may be within 30 yards from the ball, and **all members of the fouling team who are not off the field or returning to their proper position** must be between the ball and the defended goal. The team fouled may position itself anywhere.

Hit from the Center of the Field (Penalty 5.b)

A penalty hit from the center of the playing field. No member of the fouling team may be within 30 yards from the ball, and **all members of the fouling team who are not off the field or returning to their proper position** must be between the ball and the defended goal. The team fouled may position itself anywhere.

PENALTY 6 (Safety)

A penalty hit from a spot 60 yards from the end line opposite where the ball crossed the end line, but no more than 40 yards from the center of the 60-yard line. The fouled team is free to position themselves anywhere on or off the playing field. **All members of the fouling team who are not off the field or returning to their proper position** must be behind the 30-yard line until the Umpire calls "Play" and the ball is hit or hit at.

PENALTY 7

If a player is disabled by a foul to the extent the Umpire permits or orders the player's retirement from the game, the Captain of the team fouled shall designate the removal of a player from the fouling team whose handicap is nearest above that of the disabled player. If the disabled player's handicap is equal to or higher than that of any player on the fouling team, any member of that team may be designated. In the event of a handicap game, there shall be no change in the handicap from as it was at the time of infraction. In the alternative, the team fouled shall have the option of providing a qualified substitute.

36. SPECIFIC PENALTIES. PENALTY 7...INTERPRETATION: The awarding of a Penalty 7 is left solely to the discretion of the Umpires and should be awarded only when an injury is the result of a foul. The Umpire is directed to allow 15 minutes, as provided in Rule 21.d, for the fouled team to find a replacement for the injured player or to designate a player to be removed from the fouling team. The Penalty 7 must be exacted at the time the foul occurred and not after play has resumed. If the removal of a player is selected, teams shall continue to play three (3) on

a side for the remainder of the game. The player removed from the game as a result of Penalty 7 will remain qualified as a substitute. However, the injured player may not return once the teams are reduced to 3 on a side.

36. SPECIFIC PENALTIES. PENALTY 7...EXAMPLES: Blue #3 is carrying the ball towards his goal, and Red #2 bumps Blue #3 at a severe angle, causing Blue #3's horse to stumble. As the horse regains his footing, Blue #3 loses his balance and falls from the horse, breaking his leg. The Umpires announce a Penalty 2 for dangerous riding and since the Blue player cannot continue, a Penalty 7 is awarded. The Blue Team informs the Umpires that a suitable replacement is not available and, therefore, designates a player to be removed from the Red Team.

Red #2 is hit in the face with Blue #3's mallet and a time out is requested. After several minutes, Red #2 tells the Umpires that his vision is blurred but that he will continue to play. After the game has resumed for several minutes, Red #2 announces that he cannot continue to play and asks the Umpires to exact a Penalty 7. Since play was resumed, Rule 21.d (Injury to a Player) applies. The game will be stopped and the Red Team will have 15 minutes to find a replacement. Penalty 7 cannot be exacted after play has resumed from the initial injury.

PENALTY 8

The mount is ordered off the field by the Umpire and disqualified from being played again during the game. If a mount is ordered off the field for a violation of Rules 5, 6a or 6b, after curing the violation, the mount may be allowed to play provided the game is not delayed. (Note: the penalty for a violation of Rule 6a is forfeiture.)

PENALTY 9

The game shall be forfeited. In the event both teams commit a rule violation in the same game invoking Penalty No. 9, both teams shall forfeit the game, regardless of which violation occurred first.

PENALTY 10

The Umpire may exclude a player from the game in a manner that is consistent with Rule 33 in case of a deliberate, dangerous foul, or conduct prejudicial to the game.

**APPENDIX A
RIGHT OF WAY ILLUSTRATIONS**

EXAMPLE I

Rule: 24(c) and 24(f)

The ball has been hit from X and is about to stop at X'. A is riding in the general direction in which the ball is traveling, and provided A rides to take the ball on the off side (which will necessitate swerving to the left of the course A is shown as following) A will be entitled to the Right of Way shown. In this case B can meet the ball safely at X' only if B can alter course to meet the ball on its exact line before A straightens out on the line. If, however, B accomplishes this before A gets to the proper side, then A loses the Right of Way to B.

INSERT DIAGRAM

EXAMPLE II

Rule: 24(c) and 24(g)

A hits the ball to X, and follows its line to take it on the off side. This entitles A to the Right of Way, as shown. If B can unquestionably reach the ball at X, without interfering with A's stroke or causing A to check in the slightest degree to avoid the risk of a collision, then B may take an off side backhander at B'. But if there is the slightest doubt about B riding clear of A, then A's Right of Way holds good and B's only chance of hitting the ball is to swerve towards B", keeping clear of the Right of Way, and taking a nearside backhander. If in taking this backhander, or afterwards, B's mount in the slightest degree enters the Right of Way, B infringes Rule 24(c).

INSERT DIAGRAM

EXAMPLE III

Rule: 24(f)

A hits the ball in from behind to X. B rides to meet it and C to take it on. A collision is imminent between B and C at X. B is entitled to the Right of Way because B is meeting the ball on its exact line to take it on the off side. C must not cross this Right of Way. The only way for the team hitting in to take the ball on, is for A to follow the line and take an off side shot, because A and B are each entitled to their own Rights of Way, which are clear of one another.

INSERT DIAGRAM

EXAMPLE IV

Rule: 24(h)

The ball has been hit from the mouth of the goal to X. The Red #4 and Blue #1 are following up the line of the ball, riding each other off. These two players share the Right of Way, as shown, and no other player, or players (Red or Blue) may cross or enter this Right of Way, even if meeting the ball on its exact line.

INSERT DIAGRAM

EXAMPLE V

Rule: 24(g)

The ball has been hit to X. Neither A nor B hit it there, but the striker is not near enough to the ball to risk a collision with either. Both start to ride to the ball with equal rights. A collision appears probable at X. A has the Right of Way, as shown, as he followed more closely the line on which the ball has been traveling.

INSERT DIAGRAM

EXAMPLE VI

Rules: 24(b) and 24(g)

B hits the ball under his pony's neck to X, and swings round in a semi-circle to B'. A follows the line of the ball to A'. A collision is imminent between A' and B' at X. Although B hit the ball last, B has failed to obtain the Right of Way because B has failed to follow the ball on its exact new line without deviation, whereas A has ridden on a line closer or more nearly parallel to the new line of the ball. A is therefore entitled to the Right of Way.

INSERT DIAGRAM

EXAMPLE VII

Rules: 24(h), 25(d) and 25(f)

Red #2 hits the ball to X and follows its line to take again on the offside. Red #2 is therefore entitled to the Right of Way, as shown. Blue #4 ride for the ball. Red #1 goes with the Blue #4 riding Blue #4 off all the way. A collision appears probable at X. Red #1 will commit a dangerous foul if Red #1 fails to give way and consequently:

- (a) forces the Blue #4 across the Right of Way, thereby causing Red #2 to check to avoid collision, or
- (b) causes the Blue #4 to check in order to avoid being sandwiched between the two players.
- (c) The Umpire must observe closely whether the Blue #4 fouls by riding across the Right of Way of Blue's own free will or whether the Red #1 fouls by forcing Blue #4 across it.

INSERT DIAGRAM