

**AMERICAN
POLOCROSSE
ASSOCIATION**



**POLOCROSSE
RULES
AND
REGULATIONS**

and

**INFORMATION ON
THE GAME**

Revised 2008

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To Umpires and Contributors
--- past and present ---
who have helped make these rules
possible and this game great.

--Thank you--

Adam Redman, Chief Umpire 2001
Britt Lovelace, Chief Umpire 2007
Amy Keith, Chief Umpire 2008

TABLE OF CONTENTS

ORIGIN AND HISTORY	1
THE GAME	5
NOTES FOR UMPIRES	8
RULES OF THE ASSOCIATION	11
Association Membership	11
Clubs	13
Player Registration.....	14
Failure To Comply With The Rules.....	16
Tournament Officiating.....	17
Horses.....	21
Playing Field.....	23
Players.....	25
Teams.....	29
Chukkas.....	32
Rules Of Play.....	34
Penalties.....	55
UMPIRE'S SIGNALS.....	63
INDEX.....	66

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POLOCROSSE **“KING OF THE ONE HORSE SPORTS”**

ORIGIN AND HISTORY

The purely Australian horse sport of polocrosse was derived from an equestrian exercise in England.

During a visit to England in 1938, Mr. and Mrs. Edward Hirst of Sydney, who were both keen on horse breeding and horse sports read an article on 'Polo La Crosse' in a riding magazine. Wanting to find out more about the exercise they visited the National School of Equitation at Kingston Vale, near London, where it had been developed to supplement the work at the riding school and to teach riders to take better control of their horses. It was played two to a side, indoors, with markers on the end walls from which the ball bounced back into play. The goals were elongated basketball nets on the end walls.

Realizing the possibilities of it as an outdoor horse sport, Mr. and Mrs. Hirst returned to Australia with sticks, balls, and rule books, where they sought the assistance of a Mr. A. Pitty, a well known and experienced horseman and polo player.

After many hours of discussion, practice, and trial and error, and many revisions of the rule book, the three of them came up with a new and exciting game which they thought would be ideal for Australian conditions. They called the new game 'polocrosse'.

Mr. Pitty then helped them to give what would appear to be the first polocrosse demonstration at the Ingleburn Horse and Pony Club Grounds near Sydney, New South Wales in 1939. He showed those present how to pick up the ball and the basic principles of the game. Such was the immediate interest and enthusiasm that it was not long before all the club members were practicing the game. A short time later, a meeting was called to form the first polocrosse club at Ingleburn, near Sydney, in 1939. At this meeting the first Book of Rules of the Game was established.

During World War II, the game suffered a set-back, but a few keen enthusiasts of the Ingleburn Club kept it alive. In 1945, the second club in Australia was formed at Buradoo near Bowral and in 1946, the first inter-club game was held between Buradoo and Ingleburn.

The game spread like wildfire and with such success and enthusiasm that Mrs. Hirst, then the President of the Ingleburn Club, felt that there should be a controlling body made up of representatives of all the existing clubs. These were Ingleburn, Buradoo, Nowral, Parakeets, and Woolongong. Accordingly, on November 14, 1946, Mrs. Hirst convened a meeting at which all these clubs were represented, and the result of the meeting was the formation of the Polocrosse Association of Australia.

From 1946 on, polocrosse spread to the country districts of New South Wales; some of the first country clubs formed in the west of the State at Mudgee and Wellington, and then it spread inter-state to Queensland with Toowoomba and Bundaberg being among the first clubs formed and then into other states. At present,

polocrosse is played in every state in Australia. The combined total of clubs is rapidly approaching the 400 mark with new ones being formed each year.

Each polocrosse season, the clubs conduct their local tournaments, which provide great sporting and social entertainment. Zone and State Championships, at which all areas are represented, are held regularly each year; culminating every second year since 1968 with the Australian National Polocrosse Championships at which all States are represented. The National Junior Championships have been held since 1975.

Polocrosse is played in New Zealand, Papua New Guinea, South Africa, Canada, Ireland, England, the United States and Zimbabwe, and has been for several years. Several other overseas countries have also shown an interest in playing polocrosse; these include France, Germany, Holland, Norway, Israel, Philippines, The Cayman Islands and Switzerland .

International Matches have been played regularly between South Africa and Zimbabwe for several years. In 1976 representative teams from New Zealand and Papua New Guinea played at the Australian National Championships in Queensland. Australian teams visited Papua New Guinea in 1976 and New Zealand in 1977.

Due to the interest and growth of polocrosse in several countries, the International Polocrosse Association was formed on June 19, 1976, with Mr. Max Walters, MBE, of Australia as its President. Its aim is to promote International Competition, to draw up a common international set of rules of the game, and to promote the sport throughout the world.

Polocrosse was first introduced in the United States by students at Lake Erie College in Painesville, Ohio; who had been to Australia on Academic Terms Abroad to play and study polocrosse. Of the first group of women to travel 'down under,' Kathy Nelson is recognized for returning to the States with racquets and balls in tow ready to teach others. Upon her return she organized evening practices at the college for all interested. One student who participated in these practices was Darcy Deming, who went to Australia for her Academic Term Abroad, then returned for an additional 9 months after graduation, returning to the U.S. to form what is now the American Polocrosse Association.

--From the Polocrosse Association of Australia and the American Polocrosse Association

THE GAME

As the name itself implies, polocrosse is a combination of polo and lacrosse. It is played on horseback, each rider being equipped with a cane racquet, made up of a polo mallet shaft to which is attached a squash racquet head with a loose twisted thread net in which the ball is carried. The racquet may be of any length usually from three to four feet overall. The ball is made of a thick skinned sponge rubber 4 inches in diameter, and weighs approximately 6 ounces.

Each player is permitted only one horse in a match or tournament, except in the case of injury when a substitute may be played. Although there is no restriction to the height of horses, it generally accepted that the ideal height is between 14 and 16 hands.

A team consists of six players, divided into two sections of three each that play alternating time periods or chukkas of eight minutes each; eight chukkas usually comprises a full match. The three players in a section consist of a No. 1 or "Attack," a No. 2 or "Center," and a No. 3 or "Defense." The total number of goals scored by the two sections determines the winning score.

The field is 160 yards long by 60 yards wide, with goal posts 8 feet apart at each end. Infield, there is a line that extends the width of the field, 30 yards in from each goal that is called the "penalty line." This line encloses what is termed the "goal scoring area," into which only the No. 1 of the attacking team and the No. 3 of the defending team are allowed to enter. Directly in front of the goal there is a semi-circle with a radius of 11 yards. The ball must be thrown at the goal from behind this line and

from within the "goal scoring area." The No. 1 is the only player who can score a goal for the team and he can only do so while in the "goal scoring area." The No. 2, usually the pivot player of the team, can only play in the center of the field, and the No. 3 is the only player who can defend the goal for his team.

The game commences in center field, the players side by side, one behind the other, with No. 1's in the front, No. 2's behind them, and the No. 3's in the back. The ball is thrown in by the mounted umpire, high and above the players' heads. The game recommences in the same fashion after each goal is scored. Whenever an attempt at goal fails, the No. 3, or defense player throws the ball back into play from just behind the penalty line, at a point directly in front of where the ball crossed the back line. The throw must cover ten yards in any direction, and all other players must keep the line free.

Players pick the ball up from the ground, or catch it in their nets, and gallop with it or throw it from player to player until the No. 1 has possession of it in the "goal scoring area," enabling the player to attempt a goal. A player cannot carry the ball over the penalty. The ball must be passed over the line by a No. 2 player or No. 3 player to the No. 1 player; or the No. 1 player must bounce it over the line. A penalty is called if a player does carry the ball over the line in his or her net.

A player carrying the ball in his net must carry it on the racquet side, i.e. a right handed player carries it on the off side of his horse, but he can pick it up or catch it on the left side of his horse provided that he bring it back to his right side immediately. Left handed players are

permitted to play.

Hitting at an opponents racquet is permitted, either to dislodge the ball or prevent him from gaining possession of it, as long as it is done in an upward motion. Hitting down constitutes a foul.

Riding-off is allowed, but crossing, stopping over the ball or elbowing constitutes a foul. The wedging of one player between two opponents also constitutes a foul. The penalty for such fouls is a free throw to the offended side.

The "Information on the Game" section was printed with permission of Mr. Max Walters, Past President, International Polocrosse Council.

NOTES FOR UMPIRES

While it is not the intention to go fully into the methods and standards of umpires and umpiring, it is felt that some general comments should be included in this rulebook on umpires and umpiring in general, especially for prospective and inexperienced umpires.

First, it cannot be emphasized too strongly that all umpires in any game of polocrosse must be suitably mounted. It is the responsibility of the club or committee conducting the tournament to ensure that umpires have suitable horses, to enable them to keep up to the game without having to worry unnecessarily about riding the horse as well. Too often umpires are seen trailing the field or hampering play due to the inefficiency of their horses. Umpires should realize that they have the right and the duty to refuse to use horses that, in their opinion, are considered unsuitable for the umpire to be able to do the job properly.

Umpires should at all times be properly dressed, so as to keep in harmony with the appearance and dress of the players. The wearing of overalls and the wearing of shirts of a similar color to the players they are umpiring shall not be permitted. They should always carry a polocrosse racquet to save time in picking up the ball on the field.

Needless to say, the first prerequisite of umpires is to know the rules of the game. This does not mean just reading the rule book. They should know how to apply what is in the rules on the field. A lot of experience can be attained from discussion with senior umpires.

Umpires should concentrate on the game every moment so that they are certain of the line of the ball at any time, should an incident arise. A common and natural error among inexperienced umpires is the lack of concentration due to watching some brilliant player, horse or combined play.

With regard to the use of the whistle, it is good practice to use one strong blast to stop play and two short consecutive blasts to call for time-off. An umpire should be careful in the use of a whistle but should never hesitate to blow it when the necessity arises. However, nothing is more aggravating to players and spectators than a "whistle-happy" umpire. On the other hand, if a foul is observed the whistle should be blown immediately, as all players respect a strict umpire who makes a definite decision and does not allow players to get away with fouls.

Half-hearted and/or late decisions are indicative of either inexperienced or inefficient umpiring. The advantage rule should be remembered at all times, as in many instances the infliction of a penalty is an advantage to the side which committed the foul. After blowing the whistle for a foul and stopping the game, the umpire should immediately inform the players why the game was stopped, who committed the foul, and what the penalty is to be. The umpire should indicate to players the spot from which the penalty is to be taken and recommence the game when all the players are ready by calling out "Play" to the player taking the penalty, in a voice loud enough for all the players to hear. No penalty can be executed until directed to do so by the umpire. Similarly, an umpire stopping play and calling for "Time-off" should ensure that the time-keeper understands that

“time-off” has been called for and the reason for it. It is also indicative of a good umpire if, when stopping play for any reason, his decision can be conveyed to the field officials and the public as well as the players.

Umpires should realize that they have full control of not only the players and the game, but also all their particular field officials, the field and its surrounding areas. They should stop play if any of these do not conform to the rules as laid down.

Finally, never enter into an argument with the players or with the spectators. The captain of a team is the only player who may lodge a protest with the umpire but even he must in no way enter into an argument with the umpire on the field.

When two umpires control a game, it is suggested that one shall take one side and one end of the field, the other shall take the opposite side and end. By this method, the players shall be between umpires.

The term "The Association," when used herein refers to and denotes only the American Polocrosse Association.

The rules of the Association shall take precedence over the rules in any other association, except in such cases as matches played in other countries where the rules of that country and the rules of the International Polocrosse Council will be adhered to.

1 Association Membership

1.1 Membership In The Association Provides:

1.1.1 Eligibility to participate as a player in tournaments and competitions recognized by the Association;

1.1.1.1 All players taking part in Association recognized events must be members of the Association;

1.1.2 Eligibility to become a recognized Association umpire;

1.1.3 Eligibility to compete in international competitions.

1.2 Types of Memberships

1.2.1 Senior Members

1.2.1.1 Senior members are those individual members who are 18 years of age or older.

1.2.2 Junior Members

1.2.2.1 Junior members are those individual members who have not reached their 18th birthday at the time they became members of the Association.

1.2.2.2 Junior members automatically become Senior members on their 18th birthday.

2 Clubs

2.1 Members who wish to band together to promote polocrosse may be called a club.

2.1.1 Clubs will provide the secretary of the State Association and/or Administrative Secretary of the Association with a membership roster, office holders, and team colors.

2.1.2 Clubs are eligible to conduct recognized Association tournaments, matches and clinics.

3 Player Registration

3.1 A player shall be registered with no more than one club.

3.2 Transfer Of A Player To Another Club

3.2.1 A polocrosse player playing for one club and wishing to transfer to another club must notify their current club and the Association thirty days prior to the transfer becoming effective.

3.2.2 The thirty days begin on the date on which the letter of transfer is received by the Administrative Secretary of the Association directly.

3.3 Participation In An Association Recognized Event With Another Club

3.3.1 A player is permitted to play in a match or tournament with another club provided that:

3.3.1.1 By playing, they enable a team to participate in a match or tournament in which the team could not have participated otherwise;

3.3.1.2 The club to which they are registered approves;

3.3.1.3 No team playing objects to them playing;

3.3.1.4 The committee controlling the match or tournament considers it in the best interest of polocrosse and not for the sole purpose of winning the match or tournament.

4 Penalties For Failure To Comply With The Rules

4.1 The failure of any player and/or club to comply with the rules of the APA and its Code of Conduct shall render either or both liable to be penalized by either the APA or the State Association. The penalties are:

4.1.1 Disqualification of any player and/or club from participating in any polocrosse tournament or match conducted by any affiliated club or association for a period; determined by the Umpire Panel;

4.1.2 A written warning and/or a fine on any player and/or club of not more than \$200.

4.1.3 Any player assessed with a penalty under section 4.1 may appeal the penalty in writing to the Grievance Panel. The Grievance Panel will make a determination in writing within 30 days of receipt of the written appeal.

5 Tournament

Officiating

The term tournament, when used herein, includes all tournaments and competitions sanctioned by the Association.

*From the By-Laws, Article IV, Number 4.10:
The Chief Umpire shall be selected by a majority of the Board of Directors. The Chief Umpire shall have the sole authority and responsibility over the interpretation and revision of the official rules governing match play and over the selection, development and retention of certified umpires.*

5.1 Umpires

5.1.1 An umpire shall be appointed to each match of every tournament recognized by the Association and shall be responsible for running each match in accordance with the rules of the game as set forth in this rule book.

5.1.2 Umpires will be dressed in a professional manner, including striped or checkered shirt, white pants and riding boots and helmet.

5.1.3 Right To Complain Regarding An Umpire

5.1.3.1 Any affiliated club has the right to lodge a complaint, which must be in writing, about any umpire on the grounds of unfairness or incompetence.

5.1.3.2 The Umpire Panel shall hear the complaint. Such Umpire Panel decisions shall be confirmed by the Association.

5.1.4 Protest During A Match

5.1.4.1 The captain of a team is the only person who may register a protest to the umpire during play, but shall not enter into any discussion or argument whatsoever.

5.1.4.2 The umpire's decision is final.

5.2 Matches With Two Umpires

5.2.1 In matches where two umpires are used, a Senior Umpire will be selected by the Tournament Umpire.

5.2.2 In the event of a disagreement between umpires, the decision of the Senior Umpire shall be final.

5.2.3 A designated Senior Umpire must be a Senior member of the Association.

5.3 Goal Judges

5.3.1 Goal judges shall be appointed to give testimony to the umpire, at their request, as to goals scored or the crossing of the 11 yard line.

5.3.2 In all cases the umpire shall make the final decision.

5.3.3 The goal judges shall, at all times, position themselves so that they have a clear view of both goal posts and the goal scoring circle.

5.3.4 The goal judge shall wave a flag or racquet above their head to indicate a goal has been scored and shall wave it below the knee to indicate a miss.

5.4 Timekeepers and Scorekeepers

5.4.1 An official timekeeper and official scorekeeper will be appointed in all games and matches.

5.4.2 The timekeeper and scorekeeper shall report the state of the game as regards numbers of goals scored and the amount of time left to play as requested by the umpire.

5.5 Rights of Umpires

5.5.1 The umpire can declare time off for any reason that they consider necessary.

5.5.2 It is within the discretion of the umpire not to stop the game for purpose of inflicting a penalty, if stopping the game would be disadvantageous to the fouled team.
(see *Guideline, next page*)

Guideline: If a foul has occurred, and it is NOT DANGEROUS, the umpire may elect to let play continue as to not take the advantage away from the fouled player. This constitutes playing an advantage. The fouling player should be cautioned so that they are aware that the foul was observed.

- 5.5.3 The umpire has the right to suspend play until they feel that the field, horses, players, and officials conform to the rules.
- 5.5.4 The umpire has the right to determine the safety of all equipment and can disallow the use of anything they deem to be a hazard to other horses or players.
- 5.5.5 Any infringement of the rules constitutes a foul and the umpire may stop the game by use of a whistle. If the umpire blows the whistle, the ball becomes dead and cannot be advanced.
- 5.5.6 The umpire will restart the game by throwing the ball in or awarding a free throw.

6 Horses

6.1 The height of horses shall not be restricted.

6.2 Any horse may be played provided that:

6.2.1 The horse is not a stallion;

6.2.2 The horse has sight in both eyes;

6.2.3 The horse does not exhibit any dangerous behavior or disease, and is sound;

6.2.4 The horse is under proper control;

6.2.5 The horse is not, in the umpire's and/or the tournament committee's opinion, unsafe to players or other horses;

6.2.6 The horse has not been administered any drug making the horse unsafe.

6.3 One Horse Per Player

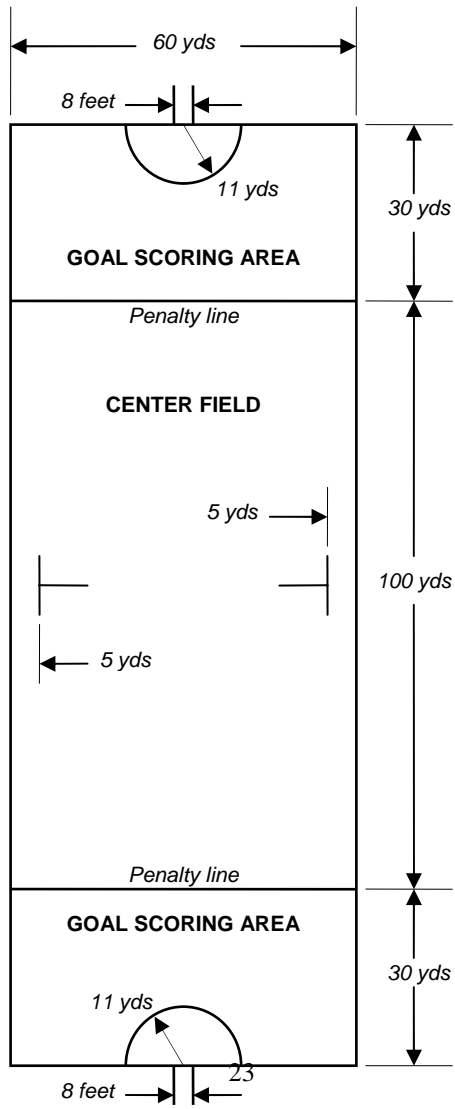
6.3.1 Each player is allowed only one horse in a tournament.

6.3.2 In the case of sickness, accident or injury to the horse or if the umpire deems the horse unsafe, a substitute horse is permitted.

6.4 Substitute Horse

- 6.4.1 The captain of the affected team may re-organize the section to the team's advantage.
 - 6.4.2 The affected horse must be physically unable to continue as determined by the umpire or the tournament committee.
 - 6.4.3 The captain of the opposing team and the umpire must be notified prior to the start of a match that a substitute horse is to be played.
 - 6.4.4 Both the opposing captain and the umpire must be satisfied that the substitution is in keeping with the intent of these rules and not simply to play a fresh horse.
 - 6.4.5 In the event that the injured horse recovers and is to be re-entered into the game or match, the umpire and the tournament committee must agree to allow the horse to play.
 - 6.4.6 When a substitute horse is played, such horse must not be of a higher standard than the horse being replaced.
- 6.5 No horse can be required to play more than a total of 54 minutes in one day.

7 Playing Field



7.1 Length: 160 yards.

7.2 Width: 60 yards.

7.3 Goal Scoring Area: 30 yards.

7.4 Goal Semi-Circle: 11 yard radius.

7.5 Goal Posts

7.5.1 The goal posts are to be 10 feet high and 8 feet apart.

7.5.2 They will be light enough to break or be pushed over if overrun.

7.6 All lines will be clearly marked and defined so as to be easily seen by players, umpires, and spectators.

8 Players

8.1 Left-handed players are permitted.

8.1.1 The umpire and opposing team captain must be notified prior to start of play.

8.2 Dress and Equipment

8.2.1 Players must be dressed in registered club colors, riding boots and white pants.

8.2.2 Spurs with sharp rowels are not allowed.

8.2.3 Bits with shanks or protruding side bars are not permitted.

8.2.4 All equipment must be sound and in good order.

8.2.4.1 All whips must have a leather flap on the end.

8.2.5 Breast collars, bell boots, and leg wraps must be worn by all horses.

8.2.6 Saddles with horns are prohibited.

8.2.7 Polocrosse Racquets

8.2.7.1 Racquets may be of any length.

8.2.7.2 Racquets may not have any protrusions or any modifications deemed unsafe by the umpire.

8.2.8 Polocrosse Balls

8.2.8.1 Polocrosse balls shall be a thick skinned sponge rubber ball.

8.2.8.2 Diameter: 4 inches

8.2.8.3 Weight: 6.5 ounces

8.2.8.4 Color: White or an easily visible color

8.2.9 Helmets

8.2.9.1 No player shall be allowed to play polocrosse unless equipped with a protective helmet.

8.2.9.2 The helmet must have a chin strap.

8.2.9.3 The chin strap must be worn under the chin during play.

8.2.9.4 The APA requires that all players wear a helmet that is designed for equestrian use. Players must wear a helmet that is certified as complying with the European (EN), British (PAS), North American (ASTM), Australian/New Zealand (AS/NZ), or International Organization for Standardization (ISO) testing standards for helmets used for equestrian activities. An umpire may declare a helmet unsafe at any time and allow up to 10 minutes for a player to find a replacement helmet.

8.2.10 Numbers

8.2.10.1 Players must be numbered correctly.

8.2.10.1.1 "Attack" players are numbered 1.

8.2.10.1.2 "Center" players are numbered 2.

8.2.10.1.3 "Defense" players are numbered 3.

8.2.10.2 Numbers must be clearly visible.

8.2.10.3 A player's number must be worn on the back of his shirt.

8.2.10.4 Numbers must be Arabic numerals.

8.3 Breakage Of Equipment

8.3.1 The umpire has the discretion to stop the game in case of broken equipment.

8.3.2 When a game is stopped on account of injury to player or broken equipment, the umpire shall restart the game when they determine the situation has been corrected.

8.3.2.1 The umpire shall restart the game by awarding a free throw to the side without the broken equipment.

8.3.2.2 The umpire does not need to wait for any player who may not be present to restart the game.

8.3.3 The umpire shall not stop the game for a broken or dropped racquet.

9 Teams

- 9.1 A team shall be limited to six on a side, consisting of two sections of three players in all matches.
- 9.2 The sections will play alternate chukkas or time periods, and the total score of the two sections make up the final score.
- 9.3 A team may consist of any combination of men and women. The following combinations are recognized as standard:
 - 9.3.1 Men's Team: 6 men;
 - 9.3.2 Women's Team: 6 women;
 - 9.3.3 Mixed Team: 3 men & 3 women;
 - 9.3.3.1 In Mixed Team competition, the Men's section will play the Men's section and the Women's section will play the Women's section throughout the entire tournament;
 - 9.3.4 Open Team: Any combination of men and women.
- 9.4 Nomination of Teams
 - 9.4.1 Clubs fielding more than one team at a tournament, where a vacancy exists in their teams, must fill the strongest graded team first with their own club members of suitable ability.

9.4.2 Once nominated for their first match, the players in a team shall play within that section throughout the remainder of the tournament.

9.5 Nomination of Sections

9.5.1 The team captain will nominate the team and the position of play to the score keeper immediately before the match.

9.5.2 The players will ride out onto the field in that order.

9.6 Change in Player's Positions

9.6.1 Players within one section of a team may change positions during the game, provided:

9.6.1.1 The change takes place between chukkas;

9.6.1.2 The umpire is informed;

9.6.1.3 The opposing captain is informed;

9.6.1.4 The relevant numbers on players' backs are changed.

9.7 Substitute Player

- 9.7.1 If a player is injured, a period of 10 minutes will be allowed for their recovery; otherwise a substitute player will take their place.
- 9.7.2 At the umpire's discretion, the substitute player may use a substitute horse if the injured player does not give permission for their horse to be used.
- 9.7.3 When a substitute player is played, the captain of the team may use the player at any position in that section.
- 9.7.4 When a substitute player is played, such player must not be of a higher standard than the player being replaced.
- 9.7.5 The injured player may take part again in the match or tournament when considered fit by the umpire and host committee.

9.8 Substitution Of Players

- 9.8.1 If a player, for any reason, is unable to play or if a bona-fide member of a team is unable to take part in the earlier parts of a tournament, they may be replaced by another player who is qualified.

10 Chukkas

10.1 Duration Of Play

- 10.1.1 The maximum duration of play per game shall be 8 chukkas of 8 minutes each (4 chukkas/section), with intervals of 2 minutes after each chukka.
- 10.1.2 Each section of a team will play in the opposite direction in successive chukkas.
- 10.1.3 The numbers of chukkas played is determined by the tournament committee.

10.2 Termination Of A Chukka

- 10.2.1 Each chukka will end at the expiration of the prescribed time.
- 10.2.2 The ball is dead on the first sound of the bell or horn.
- 10.2.3 Foul On Termination Of Chukka
 - 10.2.3.1 In the event that a foul is committed before the expiration of time and insufficient time is available to execute the penalty, the penalty will be awarded at the start of the next chukka.

Guideline: Penalties that do not carry over to the next chukka: Ball Out of Bounds, Carry Over the Line, Center Line, Missed Goal.

10.3 Draw

- 10.3.1 In the case of a draw, the section off the field will continue the game until a goal is scored.

10.4 Unfinished Games

- 10.4.1 In the event of a game being stopped by the umpire, for darkness, weather or any other reason, it shall be resumed at the same point as regards to the score, time, chukka, and position where the ball was stopped.

- 10.4.2 If the conditions provide no further play on the prescribed days of the tournament, the game shall be deemed abandoned and reorganization left to the tournament committee.

10.5 Restart

- 10.5.1 If, for any reason other than a foul, the game is stopped, it will be restarted by the umpire throwing the ball in from the nearest sideline.

11 Rules Of Play

11.1 The team that scores the most goals wins the game.

11.2 Line Up

Guideline: As players come in, the umpire should throw the ball before they cross the front of the 'T', so long as the players are equally advantaged. Any player who consistently infringes or who gains an unfair advantage should be penalized. Umpires should throw the ball in as quickly as possible and penalize any illegal player who gets an advantage. A reasonable amount of time must be allowed for the teams to line up, but players should at least return at a trot.

11.2.1 Every game starts with a six person line up in mid field.

11.2.2 There is a six person line up in mid field after each goal is scored.

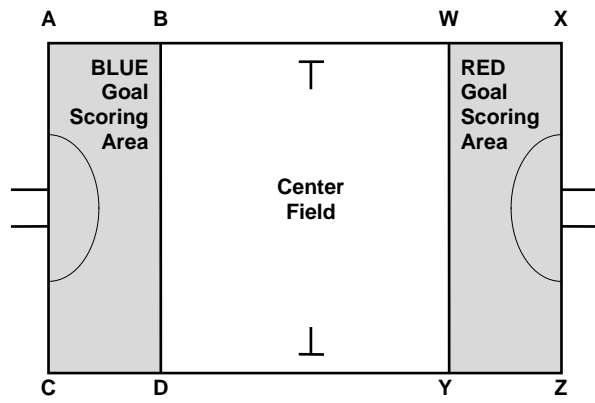
11.2.3 Both teams line up side by side on the side farthest from their objective goal. They will line up in order; Attack first, Center second, Defense third, all facing the umpire.

11.3 Throw In

- 11.3.1 The umpire will throw the ball in by hand with an overhand throw reasonably high above the player's shoulders, between the opposing ranks of players, and within reach of the player's racquets.
- 11.3.2 In the event of a ball not being thrown in correctly, the umpire is to blow the whistle and repeat the throw.
- 11.3.3 No player may make any move for advantage until the ball has left the umpire's hand.

11.4 Goal Scoring Area

- 11.4.1 Players allowed in the goal scoring area:
 - 11.4.1.1 Only the attack number 1 and the opposing number 3 players may play in a goal scoring area;
 - 11.4.1.2 All other players must play in center field.



Only the BLUE number 1 and the RED number 3 may play in the BLUE goal scoring area ABCD and only the RED number 1 and the BLUE number 3 may play in the RED goal scoring area WXYZ. All players may play in the CENTER FIELD area BWDY. This is the only area where both the BLUE and RED number 2's may play.

11.4.2 Player Overriding The Penalty Line

11.4.2.1 A player who is not allowed in the scoring area may override the penalty line provided that:

11.4.2.2 The player pulls out of the way immediately, so as not to affect in any way the play in the area;

11.4.2.3 The player leaves the area immediately.

Guideline: If a player is pushed in to the goal scoring area, that player that is pushing them must allow that player back into the mid-field area immediately. Any player who should not be in the goal scoring area and gains an advantage because of that, may be penalized.

11.5 Scoring Goals

11.5.1 Goals can be scored only by the number 1.

11.5.2 The ball must be thrown and pass between the goal posts at any height.

11.5.3 The number 1 must be in their goal scoring area between the 30 yard penalty line and the end line except as provided in 11.5.3.1 below.

- 11.5.3.1 In the event a penalty is awarded to the # 1 on the penalty line and the umpire declares the spot to be "in the area", the # 1 may execute a 10 yard throw or shoot at goal.
- 11.5.4 The number 1 may not score a goal while inside of the 11 yard semi-circle directly in front of the goal. A player will be deemed to be inside of the 11 yard semi-circle if one or more of their horse's hooves are on the ground on or over the 11 yard semi-circle.
- 11.5.5 A goal is considered good if the ball is thrown by the number 1 and hits, in passing, the opposing number 3 or their horse, and passes through the goal posts even if the opposing number 3 is within the 11 yard semi-circle.
- 11.5.6 A goal is considered good if the number 3 catches, deflects or causes by deflection off their horse, the ball to miss the goal while their horses hoof/hooves are on or outside the back line.
- 11.5.7 The number 1 may not throw racquet and ball through the goal posts.

11.6 Missed Goal

11.6.1 Any of the following shall be deemed a missed goal:

11.6.1.1 A legitimate throw at the goal results in the ball going out of bounds without passing between the goal posts;

11.6.1.2 A goal thrown while inside of the 11 yard semi-circle;

11.6.1.3 While attempting a shot at goal, the number 1 crosses the center line of their horse while the ball is in the net of their racquet;

Guideline: Trajectory of the throw may aid umpires in assessing a centerline infraction.

i.e. under horse's neck:

--if the ball angles up, it is likely to be a centerline

--if the ball angles down, it is likely to be legal.

11.6.1.4 The number 1 throws both racquet and the ball between the goal posts;

11.6.1.5 While attempting a shot at goal, the ball is thrown by the number 1 and is deflected by the number 3 or their horse and goes out of bounds without passing through the goal posts.

11.6.2 Should an attempt at goal fail, the defending number 3 will be awarded a 10 yard free throw from the penalty line at a position in a direct line from where the ball crossed the back line.

11.7 Crossing The 30 Yard Penalty Line

11.7.1 The ball may not be carried over the penalty line.

11.7.1.1 A player carrying the ball up to the penalty line may bounce the ball such that it hits the ground and the player does not have possession while their horse is crossing the line.

11.7.1.2 The ball may be thrown by one player on one side of the penalty line to a player on the opposite side of the line.

11.7.2 The ball will be deemed to have been carried over the penalty line when one or more of a player's horse's hooves are on the ground on or over the penalty line while they are in possession of the ball.

11.7.3 A ball resting on the penalty line is deemed to be in center field and may be picked up by players in center field only.

11.7.4 If a foul is committed by a player carrying the ball over the penalty line, the spot from which the penalty is to be taken shall be in the area into which the player was proceeding.

11.8 Player Overriding The Penalty Line

11.8.1 A player who is not allowed in the scoring area may override the penalty line, provided that:

11.8.1.1 The player pulls out of the way immediately so as not to hinder or intimidate in any way the players permitted in the area;

11.8.1.2 The player leaves the area immediately.

11.9 Ball Out Of Play

11.9.1 If the ball or hoof of the horse of the ball carrier is on the side or end lines, the ball is deemed to be out of play.

11.9.1.1 The player will be judged in or out of play by the position of their horse's hoof or hooves, NOT the position of the ball relative to the boundary line.

Guideline: Players from one area of the field (e.g. centerfield) may not swing at the racquet of players

in another area (e.g. goal scoring area)

11.9.2 If the ball is out of play the umpire shall throw it in from the exact spot where the ball went out.

11.9.2.1 Both teams will be given a reasonable amount of time to line up correctly.

11.9.3 If the ball is in a player's possession and is carried over the line, a free throw is awarded to the other team.

11.9.4 Ball Out Of Bounds

11.9.4.1 The last person to touch the ball before it goes out of bounds loses possession of the ball and the opposing team is awarded a 10 yard free throw.

11.9.4.2 A ball that comes off a horse and is deflected out of bounds shall be thrown in.

11.9.4.3 When a ball is deflected out of bounds during a shot on goal, it is treated as a missed goal.

11.9.4.4 If a player runs their horse over the ball to intentionally cause it to go out of bounds, a 10 yard free throw is awarded to the other team.

11.10 Re-Entry Of A Player

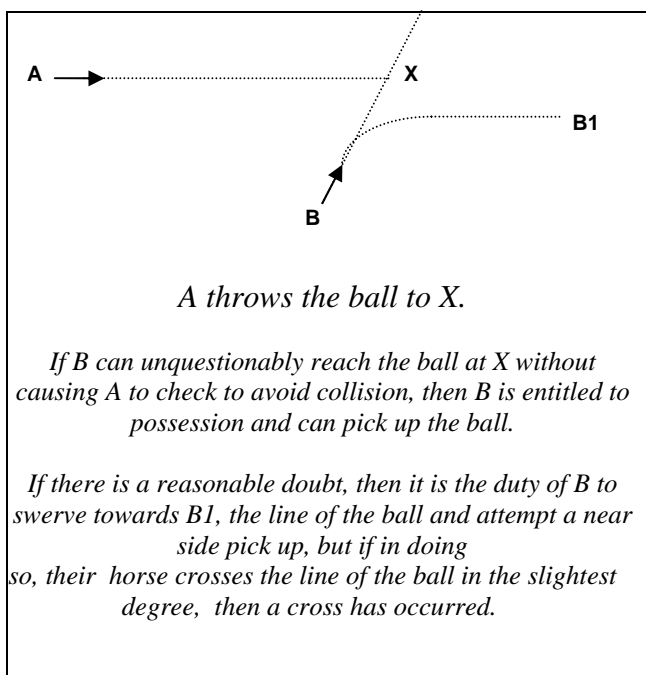
11.10.1 Any player deliberately riding outside the boundary of the field, or any player being ridden off and forced outside of the boundary of the field, must be allowed by their opponents to re-enter the field within 10 yards of the point they went out. The player must re-enter the field in the area from which they went out.

Guideline: Make sure that there is ample room for the player ridden out to return to the playing field.

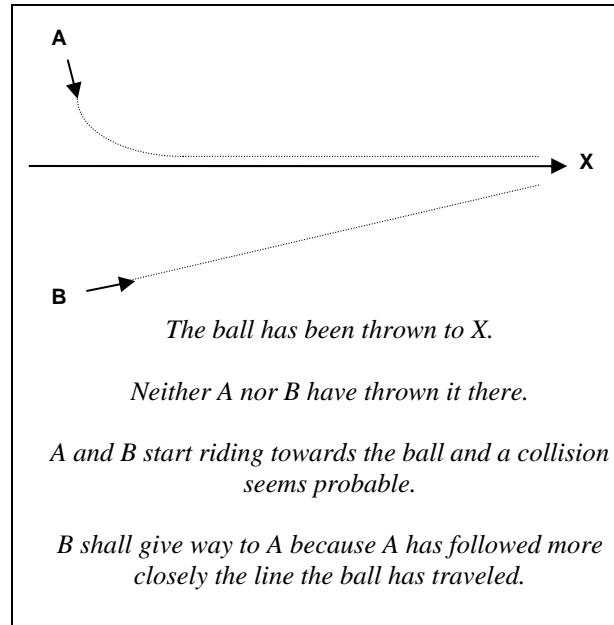
11.11 Crossing

- 11.11.1 No player may cross another player except at such a distance as does not involve the possibility of collision or danger to either player.

Guideline: Safe distance being at least one yard between the horse's nose and horse's tail at moderate speed. This distance will decrease when maneuvering at low speed.

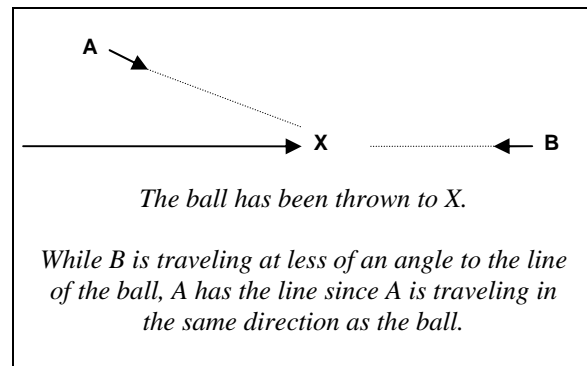


11.11.2 That player who is riding in the direction in which the ball was traveling, or at the least angle to it, is in possession of the line of the ball.



11.11.3 A player riding in the direction in which the ball is traveling at an angle to its line has possession (of the line) rather than a player riding to meet the ball on or at an angle to its line.

11.11.4 Two players following close to the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction other than the absolute line of the ball.

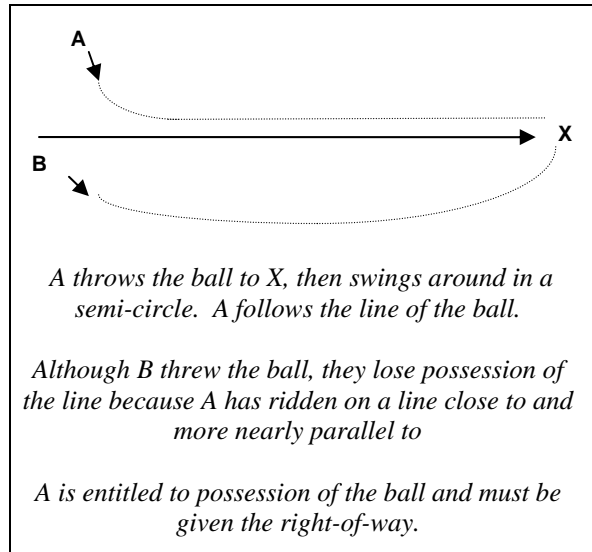


11.11.5 As between players both riding to meet the line of the ball, that player is in possession of the line whose course is at the least angle to the line of the ball.

11.11.6 No player shall enter the line of the ball in front of a player in possession of the line, except at such distance as does not involve the possibility of collision or danger to either player.

11.11.6.1 If a player enters safely on the line of the ball, another player may not ride into them from behind.

11.11.7 No player shall be deemed in possession of the line of the ball by reason of his being the last thrower if they deviate from pursuing the exact course of the ball.

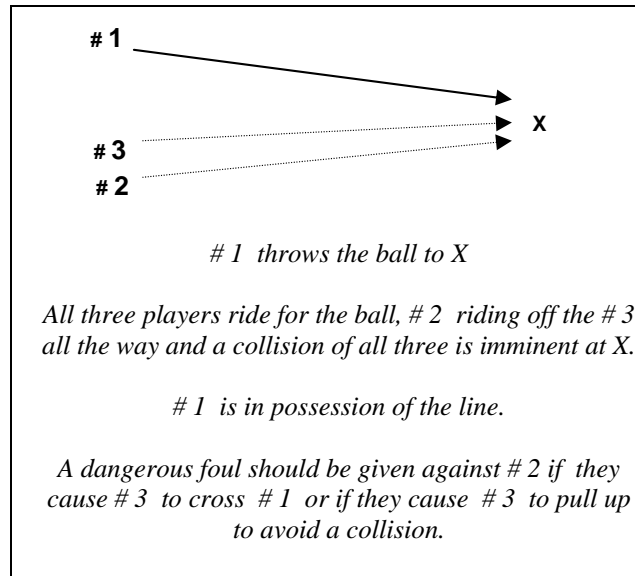


11.11.8 No player may cross the line of the ball if, by so doing, they endanger themselves or a player following the line of the ball.

11.11.9 If the ball has no line of travel, the player closest to the ball has possession of the line when a collision becomes possible.

11.11.9.1 No player may stop or stand stationary on the line of the ball.

11.11.10 If one member of a team has the line of the ball and another member of the same team forces a player of the opposing team to cross the line of the ball in a dangerous manner, the penalty will be assessed against the first team.



11.12 Dangerous Riding

11.12.1 No player shall ride dangerously.

11.12.1.1 No player shall bump in a manner dangerous to horse or player.

- 11.12.1.2 No player shall bump with sufficient force to dislodge a horse bodily from its line of travel.
- 11.12.1.3 No player shall intentionally lose contact with the reins during play.
- 11.12.1.4 No crossing over a horse's forelegs or hind legs in such a manner as to risk tripping either horse.
- 11.12.1.5 No crossing a horse's loins or neck.
- 11.12.1.6 Two players may not wedge a player between them so as to cause a dangerous situation.

11.13 Rough Play

- 11.13.1 No player may seize with the hand, or push with the head, arm, or elbow; but a player may push with their arm above the elbow, provided that the elbow is kept to their side.
- 11.13.2 No player shall allow their horse's head to contact another player if, in doing so, it is likely to cause injury or interference to another player.
- 11.13.3 Jostling or bumping during time off is not permitted.

11.14 Wrongful Use of Whips, Spurs, & Racquets

- 11.14.1 No player is allowed to hit a horse intentionally with their racquet.
- 11.14.2 No player may use whip, spurs, or racquet to intimidate or injure another horse or player.
- 11.14.3 The umpire may, after ordering a player to remove spurs or whip for injury to their horse, prevent them from using any spurs or whips for the remainder of the game.

11.15 Carrying The Ball

- 11.15.1 Any player carrying the ball must carry it on their racquet side and not cross the center line of their horse.
 - 11.15.1.1 It is permissible to pick up or catch the ball on either side, provided that the racquet and ball immediately are brought back to the carrying side.
- 11.15.2 A player may not switch carrying sides during the middle of the chukka.
- 11.15.3 Two-handed throws are not allowed.
- 11.15.4 A player in possession of the ball may not throw or pass their racquet with the ball in it to another player.

11.15.5 No player shall deliberately throw their racquet either at their opponent's racquet or at the ball.

11.15.6 A player may not catch or hit the ball with anything but their racquet.

11.15.6.1 The ball may be blocked with any part of the body.

11.15.7 A player shall not carry the ball other than in their racquet.

11.15.7.1 A player may not hold the ball in his racquet by use of their body, or that of their horse.

11.15.7.2 In the event that a ball lodges against a player, horse, or equipment; it must be dropped immediately.

11.16 Hitting An Opponent's Racquet

11.16.1 A player may hit their opponent's racquet, but only in an upward direction to dislodge the ball or to prevent the opponent from gaining possession of the ball.

11.16.2 The racquet may not be hit unless the opponent is in the act of gaining possession or has possession of the ball.

- 11.16.3 A player may not reach across or under an opponent's horse's neck or body in order to dislodge the ball from the opponent's racquet or prevent the opponent from gaining possession of the ball by hitting the opponent's racquet or person.
- 11.16.4 Once a player has gained possession of the ball, an opponent may not reach across the ball carrier's horse with their racquet or person.
- 11.16.5 No player may swing their racquet wildly so as to intimidate or injure horse or rider.
- 11.16.6 Any attempt to hit an opponent's racquet which, in the opinion of the umpire, constitutes a wild or vicious swing will be deemed a dangerous play.
- 11.16.7 The swinging of a racquet in more than one consecutive circle, while trying to dislodge the ball from an opponent, constitutes dangerous play.
- 11.16.8 No player shall be allowed to swing at an opponent's racquet, while coming from behind, until the player's body is even with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing.

Guideline: At all stages, players must be within reach of an opponent's racquet before attacking the racquet. For situations other than "coming from behind" (round the front/back), the defending players FULL body must be on the racquet side before swinging; umpire must use discretion to decide whether the swing is safe or not.

11.17 Assistance To Players

11.17.1 No dismounted player shall interfere with the ball or game in any way.

11.17.2 No player who is dismounted may be obstructed in any way.

11.17.3 No person is allowed on the field of play during the game for any reason whatsoever, except players and umpires.

11.17.3.1 A player requiring a racquet must ride to the ends or sides of the field to get assistance from an outside person.

11.17.3.2 A player requiring a racquet may get one from either of their teammates on the field at that time.

11.17 Accidents

11.18.1 If a horse falls or a player or horse is injured, the umpire shall stop the game immediately.

11.18.2 If a player becomes dismounted, the game is stopped only if a dangerous situation is created.

11.18.3 Should the game be stopped, penalties notwithstanding, due to injury to either horse or rider; a free throw will be given to the side in possession of the ball at the time play stopped.

11.19 Deadlock

11.19.1 In the event of a deadlock (two opposing players unable to make progress with the ball) lasting more than ten seconds, the umpire shall stop the game and throw the ball in from the nearest boundary line.

11.19.2 In the event that the attack player is alone in the goal scoring area with the ball, that player must attempt a shot on goal within 15 seconds, or lose possession of the ball.

11.19.3 In the event that the defense player is alone in the goal scoring area with the ball, that player must move the ball across the penalty line within 15 seconds or will lose possession of the ball.

12 Penalties

The umpire may award the following penalties for the various infractions of the game:

NOTE: Umpires need to be aware that a penalty, if awarded, IT MUST BE AN ADVANTAGE TO THE FOULED SIDE!

Guideline: A team may be penalized by:

- taking possession from them, or*
- advancing the opposition down the field, or*
- awarding a free goal, or*
- removing a player from the field, or*
- any combination of these*

A fouled team may be given the advantage by:

- awarding possession, or*
- if in possession, advancing them down the field, or*
- awarding a goal, or*
- a combination of these*

12.1 Free Throws

- 12.1.1 A free throw may be awarded by the umpire to the team who was fouled or who did not violate the rules of play or boundary from the spot at which the foul was committed or at an appropriate point determined by the umpire.

- 12.1.2 All free throws (penalty throws) must travel at least 10 yards in any direction.
- 12.1.3 Any player may take the throw except in the goal scoring area.
- 12.1.4 No player shall approach closer than 10 yards to the spot from where the throw is to be taken.
- 12.1.5 If not accepted as a pass, a free throw must hit the ground before the thrower may touch the ball.
- 12.1.6 No player shall attempt to touch the ball until the ball has traveled 10 yards.
- 12.1.7 The player having taken a free throw has first call on the ball at 10 yards and shall not be interfered with until they have had an opportunity to gain possession of the ball, or until the ball has traveled 15 yards.

Guideline: The player taking the penalty must be given first attempt at the ball, provided the player maintains the line of the ball. If the player rides past the ball, they have lost control. In the event of a long throw, 15 yards or more, any player may enter the line of the ball, provided this is done safely. If in doubt, rule in favor of the team taking the throw; the other team has just infringed.

- 12.1.8 If the throw does not travel 10 yards in any direction, the umpire shall throw the ball into play from the nearest boundary line.
- 12.1.9 The player may throw from a stationary position or moving provided that the throw is executed from the spot indicated by the umpire.
- 12.1.10 A free throw may not be executed by a player until directed to do so by the umpire.
 - 12.1.10.1 The throw shall be made within a reasonable time.
- 12.1.11 Free Throw After A Missed Goal
 - 12.1.11.1 The defending number 3 player will be awarded a free throw from behind the 30 yard line at a position in a direct line from where the ball crossed the back line.
 - 12.1.11.2 The ball must be thrown at least 10 yards.
 - 12.1.11.3 No player other than the opposing number 1 is to be within 10 yards of the spot from where the throw is to be taken.

12.1.11.4 The number 1 of the opposing team must follow the number 3 out of the goal scoring area with their horse's nose to the number 3's horse's hip on the on the number 3's racquet side at a distance so as not to obstruct the number 3's throw.

12.2 Free Goal

12.2.1 If, in the opinion of the umpire, a player commits a dangerous foul, the side fouled will be given one goal.

12.2.2 The game will recommence by the umpire throwing the ball into play in the center of the field.

12.3 Excluding Players

12.3.1 The umpire may exclude a player from the game for part or all of the match, in addition to any other penalty, in the case of a deliberately dangerous foul, persistent fouling, after being warned, or conduct prejudicial to the game.

12.3.1.1 A substitute player may not play.

12.3.1.2 The captain of the team has the right to re-organize the section affected to the best advantage of the team.

12.3.1.3 The sidelined player must come onto the field into the vacant position.

12.3.2 In all instances, the player sent off shall be the subject of a written report by the Tournament Umpire to the Chief Umpire of the Association and to the Secretary of the APA.

12.3.3 In the event of a penalty being awarded for dangerous play that results in injury to horse or rider, the player being penalized may be dismissed for the remainder of the game.

12.3.3.1 A substitute player may not play for a player that has been dismissed as a penalty.

12.3.3.2 The captain of the team has the right to re-organize the section affected to the best advantage of the team.

12.3.3.2.1 The Tournament Umpire of the game shall send a written report to the State and Chief Umpire and to the President of the APA when a player has been dismissed.

12.3.3.3 Any player being the subject of two written reports in a 12 month period must appear at a formal hearing before the Umpire Panel and may be subject to suspension as deemed appropriate by the Umpire Panel.

UMPIRE'S SIGNALS

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INDEX

A

Accidents	53
Advantage	20
Assistance to players	53

B

Ball.....	26
Blocking	51
Carrying	50
Catching.....	47
Out of bounds	42
Out of play	41
Ball out of play	38
Bell boots.....	25
Breast collars.....	25
Bumping	48, 49

C

Carrying the ball	50, 51
Center line	39, 50
Chukkas.....	32
Duration	32
Foul on termination	32
Termination	32
Clubs	13
Crossing	44
Crossing over a horse	49
Crossing the 30 yard penalty line	40

D

Dangerous riding	48
Deadlock.....	54

Draw	33
Dropped racquet.....	28, 53
E	
Equipment breakage	27
Excluding players	58
F	
Free goal	58
Free throw	20, 39, 56
Free throws.....	56
After missed goal	57
G	
Goal	
Scoring area.....	23, 24
Semi-circle	23, 24
Goal judges	18
Goal posts	23, 24
Goal scoring area	23, 35
H	
Helmets	17, 26
Hitting an opponent's racquet.....	51
Horses	21
Per player.....	21
Playing time	22
Substitute	22
L	
Leg wraps	25
Line up.....	34

M

Membership.....11
 Junior 12
Missed goal 38, 39, 42

N

Numbers27

O

Overriding the penalty line.....37

P

Penalties.....55
Penalty line37
 Crossing..... 40
 Overriding 37
Player registration.....14
Player transfer14
Players.....25
 Assistance..... 53
 Dress and equipment..... 25
 Excluding 58
 Injury 29
 Left -handed..... 25
 Re-entry 43
 Replacement..... 31
 Substitute 31, 58, 59
Playing field23
Positions
 Change 30
Protest 18

R

Racquets	25
Restart	20, 27, 33
Rough play	49
Rules of play	34

S

Saddles.....	25
Safety	
Equipment.....	25, 26
Score keepers	19
Scoring goals.....	37
Sections.....	29
Nomination.....	30
Senior membership	11
Spurs	25, 50
Suspend play.....	19, 20

T

Tack.....	25
Teams.....	29
Composition	29
Nomination.....	29
Reorganization.....	30, 59
Sections	29
Throw in.....	33, 35
Throwing a racquet.....	38, 51
Tie game.....	33
Time off.....	9, 19
Timekeepers.....	19
Transfer of a player	14
Two handed throws	50

U

Umpire	
Senior.....	18
Umpires	17
Appointment.....	17
Complaints	17
Dress.....	17
Protest.....	18
Rights.....	19
Unfinished games.....	33

W

Wedge	49
Whips.....	25, 50
Whistle.....	9, 20
Wild swing	52
Wraps	25
Wrongful use of whips, spurs, & racquets	50