



AUSTRALIAN RULES OF POLO 2016



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The Ethics And Etiquette Of Polo

Aim - *To ensure that all participants of polo have maximum enjoyment and an opportunity to play in a well umpired, fair and true match.*

Responsibility of Players:

1. Adhere to the rules set out in the APF Rule Book.
2. Be dressed suitably for playing, umpiring and prize giving Whites, Boots and Helmets (where applicable).
3. Behave in a manner that is sportsmanlike (both amateur and professional).
4. **Zero tolerance** will be strictly enforced with the onus on the captains to control their team or risk being called in front of the disciplinary committee for misconduct.
5. **Cheating** in polo is unacceptable. Also, any inference of teams “lying down”, fixed matches, or conduct unbecoming in any form will be dealt with in a manner whereby all offenders involved shall be harshly disciplined (severe fines and lengthy suspensions).
6. Respect players, officials, grooms and spectators with language and actions that are deemed acceptable.
7. Ensure that horses are treated and turned out properly. The ever increasing risk of bans placed on horse sports is imminent and we need to be vigilant.
8. Fulfill duties allocated to you by tournament committees, or find an acceptable and appropriate replacement.
9. Be aware that misrepresentation of any goods at the point of sale is illegal (e.g. Incorrect information pertaining to horse sales).

Responsibility of Umpires:

1. Be punctual, decisive, pro-active, unbiased, non-confrontational, conversant with the APF rules, conscientious and communicate well.
2. Enforce zero tolerance.
3. Remember that you are responsible for your actions as an umpire. If an incident occurs and you haven't acted correctly, you will be disciplined accordingly (fines and suspension).
4. The way you umpire will reflect the way you are umpired. If you feel you have been badly umpired and you are to then umpire, be professional and do the best you can. Don't forget, two wrongs don't make a right.

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APF RULES & REGULATIONS FOR POLO 2016

Polo is a game that owes much of its unique appeal to the fact that it should be played not only within its Rules but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the players. All matches, games and chukkas within the jurisdiction of the APF are to be played under the APF's Rules of Polo and the Annexes thereto which are set out below. For reasons of simplicity the masculine gender is used to denote both masculine and feminine throughout the Rules.

Part 1. Part 1 covers the Game and Field Rules, the essentials for how the game of polo should be officiated and played and aligns with the rules of England, Argentina and the USA. These rules are based on the HPA (England) rules, in the USA & Argentina the rules language and order are slightly different in places but the meaning is intended to be the same.

Part 2. Part 2 covers the rules that vary for each country and include rules on membership, players and their equipment, substitution, ponies, tack, shoeing and pony welfare and also covers the conditions for tournaments, including the responsibilities of the players and clubs in respect of membership, team entries and running of tournaments.

The shading indicates that the rule is either a change to the 2015 APF rules or is different to that of the USPA or AAP.

Part 1: Game And Field Rules

Facilities and Access During Play

1.1 Facilities. See **Annex A**.

- a. Field of Play.** The Field of Play is the prepared area bounded by the side line or boards and the back line.
 - i)** Full Size. The measurements of a full size field of play shall be:
Length: 300 yards (275 meters)
Width 200 yards (180 meters) if unboarded and 160 yards (146 meters) if boarded.
 - ii)** Minimum Size. The minimum measurements for a field of play shall be:
Length 250 yards (230 meters)
Width 175 yards (160 meters) if unboarded and 145 yards (130 meters) if boarded.
- b. Safety Zone.** The Safety Zone is the prepared area that extends beyond each end and along each side of the field of play. The Safety Zone is recommended to extend 10 yards beyond the side lines/boards and at least 30 yards beyond the back line and should be prepared to the same standard as the field of play. Any incident which occurs in the safety zone shall be treated as though it occurred on the field of play itself
- c. Goals and Goal Line.** The goal posts shall be 8 yards (7.3 metres) apart (inside measurement) and centred at each end of the polo ground. The goal line is that part of the back line between the two goal posts at either end of the field of play. The goal posts shall be at least 10 feet (3 metres) high, and light enough to give way if collided with.
- d. Boards.** Boards, if used, shall not exceed 11 inches in height and shall be at least one inch thick. They may be curved at the ends of the field of play.
- e. Ball.** The ball shall be 3 to 3.5 inches (76 to 89 millimetres) in diameter and within the limits of 4.25 to 4.75 ounces (120 to 135 grams).

1.2 Access during Play. During play, the field of play and safety zone is restricted to the players, umpires and goal judges except that:

- a.** A stick holder may enter the safety zone but not the field of play to hand over a stick to a player.
- b.** Players may change in allocated box areas (marked out or imaginary) at any of the four corners of the field of play. They may not change in the safety zones between the two 30 yard lines.
- c.** Ponies may be ridden between the pony lines and the changing boxes within the safety zone during play providing that they are ridden in a sensible manner and at a safe speed.

Officials

- 1.3 Authority.** The rules shall normally be administered by two umpires and a referee whose authority will be absolute during and immediately before and after the game on matters regarding the conduct of play. Should any incident occur which is not provided for in the rules such incident or question shall be decided by the umpires unless they disagree in which case they should consult the referee. They will be assisted by Goal Judges and a Timekeeper who may in turn be assisted by a Scorer and Assistant Scorer.
- 1.4 Referee.** The referee (or third man) should be in an elevated and isolated position at the centre of the ground so that he has a good view and can concentrate on the play. He should not be drawn into conversation or use a mobile phone and must make his position known to the umpires before the game. He will adjudicate, when asked, if the umpires disagree in which event his decision will be final. If the referee is unable to make an informed judgement on the play, then he should rule 'No Foul'.
- 1.5 Umpires.** There will normally be two mounted umpires who have the duty to control the game according to the rules. If the referee rules 'No Foul' or the umpires themselves agree after consultation that there was no foul, a throw-in towards the nearest boards or side line shall be taken from the spot where the ball was when the alleged foul took place.
- 1.6 Goal Judges.** A goal judge shall be appointed for each goal. On occasion, two may be used at each goal. Each shall give testimony to the umpire at the latter's request as to the goals scored or other points of the game near the goal, but the umpire shall make the final decision.
- 1.7 Timekeeper.** A Timekeeper shall be appointed in all games and is responsible for keeping the time for the intervals and the time played in each chukka. The Timekeeper may also act as the Scorer and Assistant Scorer.
- 1.8 Scorer.** The Scorer will record the goals scored, noting if possible the name of the player scoring the goal, the time at which the goal was scored and the direction of play. He will instruct the Assistant Scorer to put up the score on the board being particularly careful to check that the correct team has been credited. At all times it is the Scorer's figures that count.
- 1.9 Assistant Scorer.** The Assistant Scorer is responsible for preparing the scoreboard before the match, and updating goals scored and chukka numbers during the match. He should have communication with the Scorer if they are not sitting together.
- 1.10 Guidelines for Game Officials.** See **Annex B** for the rules and guidelines for officials, the referee, umpires, goals judges, timekeeper, scorer and assistant scorer.

Field Rules Terms Used

1.11 Terms Used. Below is a list of the terms commonly used with their meaning:

- a. Foul.** A foul is defined as any infringement of the Rules.
- b. Ball in Play.** If thrown in, the ball shall be considered in play the moment it has left the umpires hand, and for a free hit the moment the team taking a free hit has either hit or hit at the ball if missed.
- c. Dead Ball/Break in Play.** The ball is dead and there is a break in play when the umpire blows his whistle, or on the sound of the bell to end the last chukka. The clock is stopped.
- d. Ball Out of Play.** The ball is out of play if it has gone over and is clear of the side lines or boards, or has crossed the back line unless the umpires blow the whistle, or a goal has been scored. A ball on the line is still in play. The clock is not stopped.
- e. Neutral.** Play is considered to be neutral when neither side has an advantage or is favoured.
- f. Throw-In.** The umpire shall stand at the spot on the field of play as set out in the Rules. Each team shall take up its position opposite the umpire on its own side of an imaginary line. No player shall be within 5 yards of the umpire who shall bowl the ball in underhand and hard, between the opposing ranks of players. The players must remain stationary and have no contact until the ball has left the umpire's hand.
- g. Free Hit.** A free hit is awarded as a result of a foul or because the ball has been hit over the back line. The free hit shall be taken when the umpire calls Play and the player shall hit the ball, or hit at it, on the first approach. He may not go over the ball or circle during the run up.
- h. One Free Hit.** One free hit means that the free hit shall be taken in one stroke with the intent to score. Consequently a player may not make a preparatory dribble for themselves or a team member.
- i. Riding Off.** A player may ride off an opponent provided that the ponies are travelling at the same speed, are shoulder to shoulder and at a safe angle. **Riding off is not permitted when the ball is out of play or dead.**
- j. Behind the Ball.** Behind the ball is taken as that part of the field of play which is on the side of the team taking the hit from a line through where the ball has been placed parallel to the back line.
- k. Offside.** A player is offside if he enters the field of play from the side of the opposing team for a throw in or free hit. If offside, he may not make a play until he is behind a player of his own team.
- l. Marked.** A player is considered to be marked by an opposing player when that player is within two horses lengths of the player who is in possession of the ball provided that the player marking is not blocking the forward progress of the player with the ball.

Duration

- 1.12 Number of Chukkas.** The standard duration of a game shall be 6 chukkas, excluding extra time, but this will be varied by the Tournament Committee according to the level of the polo.
- 1.13 Unfinished Game.** Once the game has started it shall be played to a finish unless stopped by the umpire or the Host Tournament Committee for some unavoidable cause which prevents a finish the same day, such as darkness or weather. It shall be resumed at the point at which it has stopped, as to score, period and position of the ball, at the earliest convenient time, to be decided upon by the host Tournament Committee.
- 1.14 Bell and Intervals.**
- a. The timekeeper will sound the bell (or horn) five minutes before the advertised time for the start of the match to alert the teams and officials.
 - b. In all games there shall be a half time interval of 5 minutes; all other intervals between chukkas will be 3 minutes except 5 minutes shall be allowed before the first chukka of extra time if it is to be played. In games of 5 chukkas, the half time interval shall be after the third chukka.
 - c. A bell shall be rung at the end of these intervals as a signal to the teams that the umpires are about to restart play.
- 1.15 Stopping of the Clock.** Play shall be continuous and the clock shall not be stopped when a goal is scored or the ball goes out of play. The clock shall be stopped if the Umpire blows the whistle. If stopped, the clock shall be restarted when the ball is put back into play.
- 1.16 Length of Chukkas.**
- a. **Normal Chukka.** In all chukkas except the last or extra time, a first bell will be sounded after 7 minutes of play to indicate that up to 30 seconds remain. If the ball is out of play or dead when the bell is sounded then the umpire will blow his whistle to end the chukka. Otherwise, after the first bell is sounded, the umpire will blow his whistle to end the chukka if:
 - i) The ball goes out of play or hits the boards or a goal is scored,
 - ii) There is a foul. If a foul is awarded, the penalty shall be taken at the beginning of the next chukka.
 - iii) The bell is sounded to signify that the 30 seconds have elapsed.
 - b. **Last Chukka.**
 - i) In the last chukka, the game will end on the sound of the 7 minute bell unless the teams are tied. If tied, play will continue until either a goal is scored or awarded or until the first sound of the second bell.
 - ii) If a whistle is blown for a penalty during the last 5 seconds of the last chukka, 5 seconds shall be allowed for execution of any penalty. If 'no foul' is ruled then play shall continue only for the time remaining before the whistle was blown.

c. Extra Time. If a result is required and the score is still tied, the game will continue with an extra chukka. It will start where the previous chukka ended and shall be played until a goal is scored to determine the game (sudden death or golden goal). If no goal is scored, teams change ends for any subsequent chukka of extra time.

1.17 Foul on the Bell. If the bell rings for the end of the chukka or match just after a foul has been committed but before the umpire has had time to blow his whistle and the foul is confirmed, the penalty will be taken according to the Rule 1.16a(ii) or 1.16b(ii).

Start of Play and Goals on Handicap

1.18 Start of Play.

a. A captain shall be appointed for each team. The umpires should identify the captain before the start of the game.

b. The two teams shall line up for a throw in, in the middle of the field of play, each team being on its own side of the centre line.

Note: To preserve the good condition of the field, the Umpire may throw the ball in at any place on the centre line, but always more than 20 yards from the boards or side lines.

1.19 Goals on Handicap. In all matches played under handicap conditions the difference between the totals of the two team handicaps shall be multiplied by the number of chukkas to be played in the game and then divided by 6 (the number of chukkas upon which handicaps are based). This will give the number of goals to be given to the team with the lower handicap. Any fraction of a goal shall be counted as 'half a goal'.

Winning and Scoring Goals

1.20 Winning. The team with the most goals, including those awarded on handicap and from penalties wins the game. Any redress as to goals awarded on handicap must be made by the beginning of the second chukka and no objection may be made as to the score after the match is over.

1.21 Scoring Goals.

a. To Score. 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. A ball hit through or directly over either goal post shall not count because it has not passed between the inner vertical lines of the goal posts. If the ball lodges in a goal post, the umpire will blow the whistle and the games shall continue as if the ball had been hit over the back line.

- b. Undecided Goal.** If the two umpires are unable to decide as to whether a goal was scored or not, having consulted the goal judge, and if still in doubt the referee, they must give the benefit of the doubt to the defending team. The game shall be restarted with a hit in as in Rule 25 (Attacker Hits Behind).
- c. Whistle Blown as Goal Scored.** When the whistle is blown for a foul at the same time that a goal is scored:
 - i) No Foul.** If it is confirmed that there is 'No Foul' then the umpires will instruct the goal judge to wave his flag to signify a goal and the clock will be restarted at this point.
 - ii) Foul by Defending Team.** If it is decided that the defending team have fouled, the goal will stand and the Umpires shall instruct the goal judge to wave his flag. The umpires then have the option of proceeding as normal or blowing the whistle and restarting the game with an appropriate penalty.
 - iii) Foul by Attacking Team.** If it is decided that the attacking team have fouled, the goal will not be awarded and the umpires shall restart the game with an appropriate penalty.

Change of Ends and Restart of Play

- 1.22 Change of Ends.** Ends shall be changed as follows:
 - a. Goal Scored.** After a goal except if awarded under Penalty 1. The game shall be restarted as for the Start of Play. The players shall be allowed a reasonable time to take up their positions at the speed of a slow canter.
 - b. Wrong Line Up.** If the umpires have inadvertently permitted the teams to line up the wrong way play will continue but if no goal has been scored by the end of the chukka ends shall be changed and the game restarted in the corresponding position on the ground.
 - c. No Goal Scored at Half Time.** If no goal has been scored by half time play shall be re-started at a position corresponding to where the previous chukka ended.
- 1.23 Restart of Play.**
 - a. After an Interval.** On play being resumed after an interval, the ball shall be put into play in the same manner and position (unless ends have been changed) in which it would have been had there been no interval. If the ball hit the boards without going out of play at the end of the previous chukka, it shall be thrown in as if it had done.
 - b. When the Ball has not left the Field.** If for any reason other than for a foul the game has to be stopped without the ball going out of play, it shall be re-started with a throw in by the umpire from the spot where the ball was when the whistle was blown, facing the nearer side line, but at least 20 yards from the boards or side lines and 10 yards from the back line.

Interruptions - Clock Not Stopped

- 1.24 Ball Hit Out of Play.** When the ball is hit out of play over the boards or side lines, it shall be thrown in from a point just inside the boards or side lines where it went out, on an imaginary line parallel to the back line.
- 1.25 Attacker Hits Behind (Hit In).** When the ball is hit over the back line by the attacking team it shall be a free hit (hit in) by the defending team from the spot where it crossed the back line, but at least 4 yards from the goal posts or boards.
- a.** None of the team facing the free hit shall be behind the striker or in front of the 30 yard line until the ball is hit or hit at. In the case of any infringement or delay by the team facing the hit, a Penalty 7c (the free hit is moved up to the 30 yard line) shall be awarded.
 - b.** The team taking the free hit may place themselves where they choose. In case of delay when taking the free hit, the umpire shall award a Penalty 8b.

Interruptions - Clock Stopped

- 1.26 Defender Hits Behind.**
- a.** If the ball is hit over the back line by a defender directly or, having been hit by a defender, has then deflected off his own pony, another defenders stick, a goal post or the boards, a Penalty 6 (Safety 60) shall be awarded. However, if the ball deflects off any other player or pony or the umpire before going behind it shall be a hit in.
 - b.** If the whistle is blown for a foul at the same time that the ball is hit over the back line by a defender and it is confirmed that there is "No Foul" then a Penalty 6 (Safety 60) will be awarded.
- 1.27 Clock Stopped for Players.** A dismounted player may not hit the ball or interfere in the game and a player may not dismount without good reason.
- a.** If a player falls off, the Umpire shall stop the game immediately if the player or pony is in danger or if not when the play is neutral. A player must make every effort to retain hold of his pony.
 - b.** If a player is injured, the umpire shall stop the game immediately and the team shall be granted a period not exceeding 15 minutes for the player to receive any medical assistance and, if unfit to continue, to produce a substitute. The umpire shall not wait for any other player who may not be present. If subsequently able to resume playing, the injured player may replace his substitute at the start of any chukka. If an umpire stops play on the request of a player claiming injury or sickness then the same conditions will apply as for ponies in Rule 1.28a.
 - c.** If a player loses his helmet, the umpire shall stop play when neutral to enable him to recover it.

1.28 Clock Stopped for Ponies. The umpires have a responsibility during play for the welfare of the ponies but the primary responsibility for the welfare of a pony lies with the player.

- a.** During a break in play, or exceptionally during play, a player may inform the umpires that his pony is injured or distressed or the umpires may make their own assessment to this effect in which case they should stop play immediately. In any event the umpires should examine the pony and if in their opinion:
 - i)** The pony is visibly injured or distressed they should call “all may change”. The pony in question must be lead off the field or taken off by horse ambulance. Play will be restarted with a throw in when the player with the injured horse has returned on another pony.
 - ii)** The pony is not visibly injured or distressed then they should instruct the player to change by leading the pony off the field by the shortest route and then to a changing box. No other player on his team may change. Play should be restarted as soon as he has left the field of play. The pony may be tagged or marked under supervision of the Umpires so that it may not play again in the match. For abuse of this rule a penalty may be awarded.
- b.** If a horse falls, (i.e. its shoulder touches the ground) the umpires should stop play immediately and, if the player wishes to remount, ensure that it is trotted up and examined for soundness. If sound or no evidence of injury, the player may remount but otherwise he must change horses in accordance with Rule 1.28a(ii).
- c.** If a pony throws or skews a shoe the player may be allowed to change at the next break in play. Play will be restarted when the player returns.

1.29 Clock Stopped for Tack. If an umpire considers that damaged or broken tack might pose a risk to any player or pony, he shall wait to stop the game when the play is neutral. However, the game shall be stopped immediately in the interest of safety for tack which presents a danger to any player or horse such as:

- a.** Broken bit.
- b.** A broken rein if single or if both reins are broken.
- c.** Broken girth.
- d.** Trailing bandages.

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.

1.30 Carrying the Ball. A player may not catch, kick, direct or hit the ball with anything but his stick. He may block with any part of his body but not with an open hand. He may not carry the ball intentionally. If the ball becomes lodged against a player, his pony or its equipment, in such a way that it cannot be dropped immediately, the umpire shall blow his whistle and restart the game with a throw in at the point where it was first carried.

- 1.31 Damaged or Trodden in Ball.** If the ball is damaged, the umpire shall stop the game when the play is neutral and replace the ball. A goal will be awarded if a player has managed to hit the larger part of the ball through the goal before the whistle was blown. If the ball is buried, the umpire shall blow the whistle immediately, unless a player has moved the ball before he has been able to do so, and restart the game with a throw in.

Line of the Ball and Precedence

- 1.32 Line of the Ball.** The line of the ball (LOB) is the reference for deciding precedence as between players and is taken as the extended path along which the ball has travelled or is travelling. This includes when it has been kicked by a pony or has hit a players or umpires pony or any other impediment on the field of play. If a player has a free hit but misses the ball, the LOB is taken as that direction in which the player was riding.
- 1.33 Precedence as Between Players.** See **Annex C.**
- a.** Two players riding on the exact LOB and simultaneously making a play on each other, whether following or meeting, have precedence over all other players.
 - b.** A player on the exact LOB with the ball on his off side, whether following or meeting, has precedence over any other players, except when meeting two players as above.
 - c.** Any player riding in the same direction as the ball is travelling or has travelled has precedence over any player or players riding from the opposite direction unless they are in accordance with 1.33a or b above.
 - d.** When no player is on the exact LOB and two or more players ride in the same general direction, whether following or meeting, the player riding at the lesser angle to the LOB has precedence. If the players are at equal angles, the player that has the LOB on his off side has precedence.
 - e.** No player will be considered to have precedence because he was the last to hit it.
- 1.34 Crossing.** No player shall cross another player who has precedence except at such a distance that not the slightest risk of collision or danger to any player is involved.
- 1.35 Nearside Play.** A player shall not be entitled to play the ball on his nearside if he endangers another player who would otherwise have been able to make or attempt to make a legitimate play.
- 1.36 Possession of the Ball.** A player with possession is entitled to continue down the LOB to hit the ball on his offside unless he is subjected to a legitimate play.
- a. Entering.** No player shall enter in front of the player in possession except at such a speed and distance that not the slightest risk of collision or danger to any player is involved. If a player enters safely and gains control of the ball, an opponent must not ride into him from behind.
 - b. Hitting Past a Player.** If a player in possession hits the ball past an opposing player riding on the same line and at the same speed, that opposing player has the right to play the ball on his off side provided that he does not cross the player following. The player following must not ride into him from behind.

c. Ball Deflected. If one or more players are riding on the LOB with possession and for any reason the ball is unexpectedly deflected for a short distance, those players retain the right to play the ball if they are still able to do so without changing direction, and if not, then to continue on the original LOB for a short distance. They may not make a play on the ball if another player is established on the new LOB.

d. Changing the LOB. If a player in possession of the ball suddenly changes the LOB towards, into or under an opposing player, that player must clear the new LOB and may not make a play; but the player in possession must allow the opposing player to do so. The player in possession will foul if he rides into him in order to claim a foul for himself.

e. Delay of Game. A player in possession of the ball marked by an opposing player must keep moving. Should the player in possession of the ball either stop or reduce their speed to a walk or walking speed that player may tap the ball only once and he or any member of the player's team must within 5 seconds either hit the ball away or run with the ball.

1.37 Turning and Play on the Boards. The first player to the ball may not turn in front of a player on the LOB but if the player following checks or reduces speed the first player may then turn the ball in either direction providing that he maintains speed and continues the play. If the play is on the boards, the player, once he has turned must keep going in his chosen direction.

Dangerous Riding

1.38 Dangerous Riding. No player may ride in a manner which creates danger to another pony, player, official or any other person or which places the welfare of his own pony at undue risk. For example, dangerous riding is:

- a.** Riding off at such an angle as to endanger a player or a pony or unbalance the pony, or in front of or behind the saddle, or when the speed difference between both players could cause danger.
- b.** Continuing to ride off another player over the goal line thereby endangering a goal judge.
- c.** Riding his pony from behind into the forehand or backhand stroke of an opponent.
- d.** Zigzagging in front of another player in such a way as to cause the latter either to have to check his pace or risk a fall.
- e.** Pulling across another player, in front or behind, in such a manner as to risk danger to either pony.
- f.** Riding an opponent across another player on the line of the ball or in such a way as to endanger any umpire or goal judge.
- g.** Riding off an opposing player at the same time as another member of the same team (sandwiching).
- h.** Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no foul or cross actually occurs.

Rough Play and Misuse of Stick

- 1.39 Rough or Abusive Play.** No player may at any time:
- a.** Seize with the hand or push with the head, hand, arm, or elbow another player. When riding off, the elbow must be kept close to the side.
 - b.** Strike another player, his own pony or another player's pony with his stick, whip, hand or fist.
 - c.** Use his whip or spurs unnecessarily or in excess at any time and not at all other than in exceptional circumstances when the ball is out of play or dead.
 - d.** Abuse his pony by hauling or jabbing it unnecessarily in the mouth.
- 1.40 Hooking and Misuse of Stick.** No player may:
- a.** Hook an opponent's stick unless on the same side of the opponent's pony as the ball, or in a direct line behind, and the stick is neither over, nor under, nor across any part of the opponent's pony, nor between a pony's legs. All of the stick of the player being hooked must be below his shoulder and he must be in the act of hitting the ball and his stick must be hooked and not struck. An offside backhand stroke can be hooked during the wind up of the swing when the stick is behind the player but only on that part of the stick which is below the shoulder. The nearside backhand may not be hooked behind the player.
 - b.** Use his stick dangerously, such as playing a full shot in a melee or ride off, especially under a pony's neck when being ridden off or swinging the stick in a windmill or helicopter fashion or holding it in such a way as to interfere with another player or his pony.
 - c.** Strike a ball during play in such a way that it may cause injury to a spectator or official, or damage to property.

Unsportsmanlike Behaviour

- 1.41 Unsportsmanlike Behaviour.** No player, team or member of a team's organization may behave in a way which is inappropriate or risks bringing the game into disrepute. The following are examples of what may be considered to be unsportsmanlike behaviour:
- a.** Continuing to appeal or argue with the umpires or officials, verbally, by gesture or with a stick.
 - b.** Using vulgar or abusive language.
 - c.** Showing disrespect to the umpires or any other official, player, coach, or spectator.
 - d.** Causing unnecessary delay before or during a game whether or not the ball is out of play or dead.
 - e.** Improper use of the stick, including helicoptering.
 - f.** Dangerous riding.
 - g.** Rough play and abusing a pony.
 - h.** Excessive use of the whip.

- i. Hitting the ball intentionally when it is out of play or dead.
- j. Refusing to continue to play.

Penalties

- 1.42 Advantage Rule.** Any infringement of the rules constitutes a foul and the umpires should stop the game unless interrupting the game and awarding a penalty results in a disadvantage to the team fouled.
- 1.43 Positioning the Ball.** For a free hit, making a tee is not allowed. One player only may position the ball, and must take no longer than fifteen seconds after which time the umpire shall call 'Play'. The striker or any member of his team may not reposition the ball after 'Play' has been called. Once the umpire has called 'Play', the striker must immediately start to take the hit.
- 1.44 Incorrect Procedure.** A more severe penalty may be awarded if deemed appropriate but the following penalties should be awarded in the first instance if a team fails to carry out the correct procedure.
- a. **Penalty 7a** (penalty retaken) if the team facing the free hit fails to carry out the correct procedure for a Penalty 2, 3, 4, or 6 and no goal has been scored or awarded.
 - b. **Penalty 7b** (free hit from centre of goal) if the team taking the free hit fails to carry out the correct procedure for a Penalty 2 or 3.
 - c. **Penalty 7c** (penalty moved up by 30 yards) if the team facing the hit fails to carry out the correct procedure for a Penalty 5 or a hit in (Rule 30)
 - d. **Penalty 8a** (throw in) if either the team taking the free hit or both teams fail to carry out the correct procedure for a Penalty 4, 5 or 6.
- 1.45 Penalty 1.** If, in the opinion of the umpires, a player commits a dangerous or deliberate foul in the vicinity of goal in order to save a goal, the team fouled shall be awarded one goal. The game shall be resumed by a throw in towards the boards from a spot ten yards out from the centre of the goal being defended by the team that has fouled with the right arm of the umpire nearest the back line. Ends are not changed.
- 1.46 Penalty 2 - Hit from the Spot or 30 Yard Hit.** One free hit 30 yards from the goal line of the team that has fouled opposite the middle of the goal or, if preferred, a free hit from the spot (spot hit) where the foul occurred, the choice to rest with the Captain of the team fouled. A spot hit is not offered if the foul occurred outside the 30 yard line.
- a. **Spot Hit.** If the team fouled chooses to take the penalty from the spot where the foul occurred, the team facing the hit may defend the hit but may not be within 30 yards of the ball or in front of their back line, nor enter the field of play through the goal posts during this phase of play; players from the team taking the hit shall be positioned behind the ball. Once the player taking the hit has hit or hit at the ball, the ball is in play.

b. 30 Yard Hit Undefended. If the team fouled chooses to take the penalty from the 30 yard line opposite the middle of the goal:

- i) The team that has fouled has no play. They shall be positioned behind their back line and may not stand between the goal posts or behind the goal. They may not distract the player taking the penalty, including unintentionally, and must allow the ball to come to a rest. Should the ball fail to cross the goal or back line or rebound into play off a goal post the team facing the hit will be awarded a free hit from where the ball came to rest, as for a Penalty 5a. The ball may be moved outwards towards the boards or side line should a goal post interfere with the player taking the hit.
- ii) All players of the team taking the hit to be behind the 30 yard line. The player taking the hit may hit or hit at the ball only once and may not make another play

1.47 Penalty 3 - 40 Yard Hit Defended. One free hit 40 yards from the goal line of the team that has fouled opposite the middle of the goal.

- a. All of the team facing the hit shall be positioned behind their back line, but outside of the goal, until the ball is hit, or hit at. Once the ball is put into play, no player of the team facing the hit may enter the field through the goal posts.
- b. All players of the team taking the hit to be behind the 40 yard line. If the player taking the hit mishits, misdirects or misses the ball, he or any member of his team may only hit or hit at the ball with a half shot, that is with the head of the stick starting the downward swing below the shoulder of the hitter, until the ball has been hit or hit at by a player of the team facing the hit. However, the stick may be raised above the shoulder of any player to stop or direct the ball providing that the head of the stick does not move a significant distance as contact is made with the ball.
- c. If the Penalty hit would have resulted in a goal, but is stopped by a player of the team facing the hit who has come out between the goal posts or crossed the back line before the ball was hit, a goal shall be awarded.
- d. If the Penalty hit would have missed the goal but a player of the team facing the hit has come out between the goal posts or crossed the back line before the ball was hit, a Penalty 7a (Penalty Retaken) shall be awarded.

1.48 Penalty 4 – 60 Yard Hit. One free hit by the team fouled from the centre of the 60 yard line nearest the goal of the team that has fouled.

- a. The team facing the hit to be behind the 30 yard line until the ball is hit or hit at.
- b. The team taking the hit to be free to place themselves where they choose.
- c. If the player taking the hit mishits, misdirects or misses the ball, he or any member of his team may only hit or hit at the ball with a half shot, that is with the head of the stick starting the downward swing below the shoulder of the hitter, until the ball has been hit or hit at by a player of the team facing the hit. However, the stick may be raised above the shoulder of any player to stop or direct the ball providing that the head of the stick does not move a significant distance as contact is made with the ball.

1.49 Penalty 5 – Spot or Centre.

a. Penalty 5a: Hit from the Spot. A free hit from the spot where the ball was when the foul occurred, but at least 4 yards from the boards or side lines.

- i)** The team taking the hit to be free to position themselves where they choose.
- ii)** The team facing the hit not to be within 30 yards of the ball, and not behind the ball.

b. Penalty 5b: Hit from the Centre. A free hit from the centre of the playing field

- i)** The team taking the hit to be free to position themselves where they choose.
- ii)** The team facing the hit not to be within 30 yards of the ball, and not behind the ball.

1.50 Penalty 6 – Safety 60. One free hit from a spot on the 60 yard line opposite where the ball crossed the back line, but no more than 40 yards outwards from the centre of the goal.

a. The team taking the hit to be free to position themselves where they choose.

b. The team facing the hit to be behind the 30 yard line until the ball is hit or hit at.

c. If the hitter mishits, misdirects or misses the ball, he or any member of his team may only hit or hit at the ball with a half shot, that is with the head of the stick starting the downward swing below the shoulder of the hitter, until the ball has been hit or hit at by an opponent. However, the stick may be raised above the shoulder of any player to stop or direct the ball providing that the head of the stick does not move a significant distance as contact is made with the ball.

1.51 Penalty 7 – For Incorrect Procedure.

a. Penalty 7a: Penalty Retaken. The penalty shall be re-taken at the same point under the same conditions.

b. Penalty 7b: Hit In from Middle of the Goal.

- i)** A free hit from the middle of the goal.
- ii)** The team taking the hit to be free to place themselves where they choose.
- iii)** None of the team facing the hit shall be behind the striker or in front of the 30 yard line until the ball is hit or hit at. Otherwise, a Penalty 7c shall be awarded.

c. Penalty 7c: Hit in or Free Hit moved up 30 Yards.

- i)** A free hit moved up by 30 yards from the spot opposite where the hit in was made or would have been made.
- ii)** The team taking the hit to be free to place themselves where they choose.
- iii)** None of the team facing the hit to be within 30 yards of the ball until it is hit or hit at.

1.52 Penalty 8 – Throw In.

a. Penalty 8a. A throw in from the spot where the penalty was taken or due to be taken, towards the nearest boards, but if in the middle of the field of play with the right arm of the umpire nearest the back line.

b. Penalty 8b. In case of delay by the team taking a free hit in from the back line, the umpire shall throw in perpendicular to the back line from the spot where the hit in should have been taken, with the team that has fouled nearest to the goal.

1.53 Penalty 9 – Sent off for Equipment.

a. Penalty 9a: Pony Sent Off or Disqualified. The pony shall be sent off the field of play and shall not be allowed to play again until the cause of the violation has been rectified.

b. Penalty 9b: Player Sent Off. The player shall be sent off the field of play and shall not be allowed to play again until the cause of the violation has been rectified.

As soon as the pony or player has left the field the game shall resume immediately.

1.54 Penalty 10.

a. Flags. A player should be awarded a flag for unsportsmanlike conduct or persistent breach of the rules. A flag will be in addition to any other penalty and may increase or decrease the severity of any penalty awarded, except that a Penalty 1 shall not be awarded as a result of a yellow flag. A player shall normally be awarded a yellow flag for the first offence but may be awarded a Penalty 10a or 10b for a first or second offence. A Penalty 10a shall be automatic if it is the second yellow flag and a Penalty 10b automatic if a Penalty 10a has already been awarded. The player shall be sent to the pony lines where he will remain for the duration of his penalty. The umpires must:

i) Agree that a player should be awarded a flag and if not in agreement, the referee must be asked to decide.

ii) Obtain the acknowledgement of the player(s) awarded the flag and their team captain(s).

b. Penalty 10a: Sent off for 2 Minutes of Playing Time (Yellow Flag). This may run across two chukkas. The referee will fly a yellow flag at the start of any 2 minute suspension which he will lower when the two minutes of play has been completed. When his time is up, the sent off player may re-join the game.

c. Penalty 10b: Sent off for the Rest of the Match (Red Flag). The sent off player may be substituted but only by a qualified player of the same handicap or less after 2 minutes of playing time as above. A player awarded a Penalty 10b will be suspended for the next match of the tournament. This may be increased by a disciplinary hearing.

Part 2: APF Supplementary Rules for Polo

Players, Substitution and Players' Equipment

2.1 Players.

a. Membership. No person may play in matches, practice games or chukkas at or conducted by a club affiliated to the APF unless they are a registered member of the APF and have a current APF handicap.

b. Handicaps.

Every affiliated playing member of the APF shall have a handicap ranging from S to 10. S graded players may only play matches at clubs of which they are a member; they may not play in tournaments. To be upgraded to a - 2 handicap a player must take and pass the Rules Test, the club assigns a fair and accurate T handicap when they consider that he is sufficiently experienced as a player, and meets the handicap evaluation guidelines as shown in the Handicap Policy Annex A. Clubs must inform the State Handicap Committee of any T handicaps assigned.

See the APF Handicap Policy for Handicapping Rules and Regulations at:

<http://www.australianpolo.com.au/Rules-and-Policies/APF-Policies>

c. Team. A team shall consist of 4 players.

d. Left Handed Players. No player shall play with his left hand.

e. Alcohol and Drugs. No player may play in any match, practice game or chukka under the influence of alcohol or any illegal stimulant or drug including any substance referred to in the World Anti-Doping Code Prohibited List. In August 2016, the WADA Prohibited List was accessible on the internet through the website of the World Anti-Doping Agency (www.wada-ama.org).

See APF Anti-Doping Policy and APF Safety Testing Policy at

<http://www.australianpolo.com.au/Rules-and-Policies/APF-Policies>.

A player may not refuse to take a first or second drug or alcohol test if required to do so by any person duly authorised by the APF, State Association or the Tournament Committee.

f. Leaving the Field. A player may not leave the field of play during the course of a chukka without the permission of the umpires except to change a pony or a stick or for a legitimate run off.

g. Appealing. A player may not appeal in any manner for a foul.

h. Dispute and Abuse. A player may not question, ask for clarification or dispute a decision by the umpires or referee at any time by word, action or gesture nor may he abuse them except that the Captain may speak with the umpire.

i. Players' Contracts. The APF consider financial arrangements between players and patrons to be a civil contract and would not expect to get involved unless they were concerned that the dealings of either party were either prejudicial to the good order

of the APF or the game of polo, or all parties concerned, including the APF, were in agreement that they should do so.

- j. **Betting.** There is no organised betting allowed in polo and a member may not knowingly permit any member of his family, or anyone directly connected in any way to his polo to become involved in such betting.

2.2

Substitution. If a match is about to start or has started and a player is late or unable to play through accident, sickness or duty, he may be replaced by a substitute. The substitute must be qualified to play in the tournament and the team must remain qualified after the substitution has been made. If the game is on handicap and a higher handicap player is qualified to play the goals awarded on handicap will be recalculated as if he had started the game. It is the responsibility of the team to mount the substitute.

- a. **Captain's Choice.** The Tournament Committee, having been satisfied that there is a genuine need for a substitute, will ask the captain of the team requiring the substitute for his choice.

b. Qualification.

- i) **Chosen Substitute Not Qualified.** Should the chosen substitute not be qualified, the Tournament Committee must establish if there is another qualified substitute readily available. This is to include a player of the same handicap or one goal less than the player he will replace.
- ii) **No Qualified Player Available.** If no qualified player is readily available, the Tournament Committee may agree to a player being used who has played or be due to play in another team. A player who is no longer in the tournament should play in preference to one who is still in it.

c. Handicaps.

- i) **Same Handicap or Lower.** If the substitute is of the same handicap as the player he has replaced or lower, then the score will not be altered. A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap. However, if they choose to do so, up to the tournament limit, then the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the substitution occurs.
- ii) **Player Raised in Handicap.** A player whose handicap has been raised mid-season may not play as a substitute if the team's total handicap thereby exceeds the tournaments limits, or to that to which it was raised by a second member of the team whose handicap was also raised mid-season.
- iii) **Team Raised in Handicap.** If a team is playing above the handicap limit of a tournament by virtue of including a player or players raised in handicap during the season, and one or both of those players has to be substituted during a match, any substitution must be on the basis of the original handicap of those players before they were raised. However, if another player in that team is substituted, the original total handicap of the team may stand.

- d. Double Substitution.** If a player is injured so that he cannot continue to play and, even though a qualified substitute may be available, a team may choose to make a double substitution. The injured player may be replaced by a player of a lesser handicap and another player on the team may be replaced to bring the team back to its original level (but see Rule 2.2c(ii)). Both substitutes must be qualified and therefore must not have played or be due to play in the tournament.
- e. Substituted Player May Replace Substitute.** A substituted player may replace his substitute at the start of but not during any chukka. Should the substitute have been of a higher handicap so that the score was altered it shall not be changed again. If the substitute was of lower handicap and had started the match so that his handicap was shown within the team total then the score will be altered if the substituted player joins the team.
- f. Three Man Teams.**
- i) Late Player.** If a player is late or unable to play as a match is about to start, then a team may play with three players but the team aggregate handicap must remain within the tournament limits. The team will start with the aggregate handicap of the three players. If the fourth player or his substitute subsequently joins in, which he may do only at the start of but not during a chukka in the match, the handicap of the team will be recalculated to include the handicap of the joining player if one goal or above and the score board altered accordingly in favour of the opposing team. If the joining player's handicap is 0 goal or below then no alteration will be made to the score.
- ii) Sent Off or Injured.** A team may be reduced to three men (no qualified substitute or player sent off) in which case it may play with an aggregate handicap below or above the limits of the tournament. But, in the event of a subsequent substitution, the handicap of the injured or sent off player must continue to be included in the calculation when judging the eligibility of the substitute.
- g. Effect on Substitute.** A player who has substituted for another under Rule 2.2b(ii) should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.

2.3 Equipment for Player.

- a. Turn Out.** For matches, white breeches or jeans and brown boots with knee pads are to be worn. Any equipment that has sharp projections which might cause injury to another player or pony is forbidden. Players are expected to be well turned out so that the reputation of the sport is enhanced. This includes presentations and prize giving.

- b. Protective Equipment.** Everyone, including grooms and stick holders, must wear protective headgear with the chinstrap or harness correctly fastened when riding at a polo ground. It is the responsibility of any employer to ensure that an employee whether full or part time does so. It is recommended that players take note that the Australian Horse Industry Council Horsesafe code of practice states *“Helmets that comply with AS/NZS3838 or ASTM F1163 and are less than five years old from the date of manufacture are deemed to provide an adequate level of protection to the wearer in all circumstances. Helmets that have had significant impacts (i.e. where the strength and integrity of the shell is likely to have been compromised) or have been otherwise structurally damaged must not be used.”* And that the British Horse Society recommends “that hats which comply with PAS 015 (providing it has a CE mark), ASTM F1163 or Snell E2001, with either the Kitemark or SEI offer the best protection. EN 1384 is no longer an approved standard. Goggles and gum shields are recommended.
- c. Team Shirts.** Team shirts must not be of black and white vertical stripes and must be numbered 1, 2, 3 and 4. The numbers should be no less than 9 inches high in contrasting colour on the back. If, in the opinion of the umpires or Tournament Committee, the colours of two competing teams are so alike as to lead to confusion, by mutual consent one team to change or by toss of coin to decide. The numbers on the team shirts must be 1 to 4 and not be duplicated.
- d. Spurs.** Any spur likely to wound a horse is not allowed. Spurs, including any rowel, must be blunt with the shank of no more than 1.25 inches (3 cm) pointing downwards and to the rear.
- e. Whips.** Whips must not be more than 48 inches long including any tag. Broken whips are not allowed.

Ponies, Tack and Shoes

2.4 Pony Welfare and Ownership. The ultimate responsibility for care and welfare of a pony rests at all times with the owner who must take all responsible steps to ensure the welfare of their ponies. 'Owner' shall mean the individual or individuals whom the Disciplinary Committee is satisfied in fact enjoy the rights, privileges and powers incidental to ownership. This includes, without limitation, the power to make decisions concerning the care and welfare of the animal, whether such individual(s) had any legal status as owner or not. In the case of hirelings, a member of the APF involved in the hiring of ponies has the responsibility of 'owner' until the pony or ponies concerned have been handed over officially to another member of the APF or his agent.

2.5 Ponies. See Penalty 9a.

- a.** Ponies of any height may be played.
- b.** A pony may not play if:
 - It has a contagious or infectious disease.
 - It is blind in an eye.
 - It is lame.
 - It is not under proper control or showing a vice so that is a danger to other ponies or players.
 - It is showing blood from any part unless it is superficial so that any bleeding can be stopped and a club official or the umpires are content.
 - It is showing any signs of distress.
 - It has any form of open tracheotomy (tubing).
 - It has been de-nerved (chemically or surgically desensitized). If desensitized temporarily then it must not be played until full sensation has returned.
- c.** Ponies must be protected by bandages or boots on all four legs and must have their tails put up. Ponies are expected to be well turned out and the following is not allowed:
 - i)** Poor or badly fitted tack.
 - ii)** Blinkers or any form of noseband or other equipment which obstructs the vision of the pony.
 - iii)** A noseband, headpiece or headcollar which incorporates wire or any sharp material.
 - iv)** Any equipment that has sharp projections which might cause injury to the pony or any other pony or player.
 - v)** A hackamore or bitless bridle (may be used in practice chukkas at the discretion of the club).
 - vi)** Any bit, whether single or double, with the mouthpiece of less than 0.25 inch (6.50 mm) in diameter at its narrowest point.
 - vii)** A curb bit with a cheek length of more than 6 inches (15.2cms).
 - viii)** A tongue tie unless used under veterinary advice, Club Horse Welfare Officer to be notified of its use. Tongue ties are to be applied immediately before a game and removed immediately after a game, maximum time a tongue tie is to be on

the horse is 10 minutes. Specifications: Tongue Ties must be a nylon stocking, leather strap or rubber band and be at least 25mm in width. Proper application: All tongue ties are to be looped around the tongue and either attached to the bit or secured around the jaw. Tongue ties must be clearly visible at all times.

- 2.6 Inspection of Ponies.** The Chief Horse Welfare Officer may ask a veterinary surgeon, a member of the horse welfare committee or any other suitable person to inspect ponies belonging to a member or affiliated club, whether on a polo ground, in a yard or turned out. If the member or club refuses permission for the inspection, which may be carried out at short notice, they will be reported to the State Disciplinary Committee.
- 2.7 Complaints.** If a complaint is received, whether from the general public, a veterinary surgeon, a club official, an officer of any other horse welfare body or from a Horse Welfare Officer a report form should be completed and sent to the APF Horse Welfare Committee, State Association and the club concerned. The Chairman will liaise with the club concerned as to the action to be taken; if it is necessary for an inspection to be made with a veterinary surgeon his cost will be borne by the club concerned. A Club Disciplinary Committee is obliged to hold a hearing, if they receive a report from a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board concerning abuse or cruelty to any pony. A report of that hearing must be sent to the APF Horse Welfare Committee.
- 2.8 Old Ponies.** Owners of old ponies aged 16 or over are advised to have a heart and eye test done by a *current registered member of an Australian State Veterinary Surgeons Board* at the start of each season.
- 2.9 Medication.**
- a. Permitted Medication.** The administration to a pony of any drug or substance that is not a normal constituent of horse feed is prohibited with the exception of those listed below as permitted medication subject to their always being prescribed and administered within the manufacturers' recommendations and therapeutic guidelines and within APF rules.:
- Licenced Non-Steroidal Anti-inflammatory Drugs (NSAIDs)
 - Corticosteroids
 - Dembrexine
 - Clenbuterol (e.g. Ventipulmin®)
 - Dembrexine
 - Isoxsuprine
 - Altrenogest
 - Cimetidine
 - Ranitidine
 - Omeprazole (e.g. Gastrogard®)
 - Antibiotics

- b. Medication at Polo.** A pony which has been medicated by any route (by injection or ingestion) at polo may not play thereafter that same day. The only exception is if a minor and unobtrusive injury or wound is treated or repaired including using a local anaesthetic to a part of a pony that will not affect its performance and the pony is then passed fit to play by a current registered member of an Australian State Veterinary Surgeons Board.
- c. Testing.** Both random and specific tests will be arranged by the APF in conjunction with the relevant State Association on the instructions of the chief horse welfare officer as considered necessary. The services of the following Forensic Laboratories may be used: NSW – Australian Racing Forensic Laboratory, QLD- Queensland Racing Science Centre, VIC- Racing Analytical Services Limited, SA- Racing Analytical Services Limited, WA- Racing Laboratory Chemistry Centre. If the result of a test on a sample of a pony's blood shows the presence of a substance above the permitted level, a report form must be completed and copies sent to the player, the owner of the pony, their club and to the Chairman of the Welfare Committee. The club may be directed by the APF to hold a disciplinary hearing. In any case, members are required to cooperate with the APF in producing any evidence relevant to any such enquiry by the club or the APF when requested to do so.
- d. Therapeutic Use.** Horses with a documented medical condition requiring the use of an S4 prescription medication not listed on the above exceptions (Article 2.8.1 a-) must obtain permission for ongoing participation through an Equine Therapeutic Use Exemption (ETUE) which must be submitted to the APF Horse Welfare Committee through the Club Horse Welfare Officer. ETUE forms are available from the APF see website www.australianpolo.com.au

2.10 Documentation. All clubs, tournament committees, players and other participants must conform with their relevant State Department of Primary Industry (DPI) documentation and biosecurity requirements.

2.11 Contagious or Infectious Diseases. Any pony owner, stable manager or polo club which has a suspected case of a contagious disease such as ringworm or an infectious disease such as strangles or equine herpes must inform the State Association and/or APF immediately with details of the action being taken. No infected pony or others in contact will be brought to a polo ground until clearance is given by a veterinary surgeon who is a current registered member of an Australian State Veterinary Surgeons Board.

2.12 Shoes and Shoeing.

- a.** Rimmed shoes may be worn but the rim must be on the inside of the shoe only.
- b.** A calkin or stud must be of less than 0.5" (13 mm) cubed or hexagonal, and must be fitted on the last inch (25mm) of the outside heel of the hind shoe. If a shoe has a calkin or fixed stud it must be balanced by a raised and feathered inside heel tapered for a minimum of 1.5 " (40 mm). A non-slip plug or road plug may be fitted. A plug is sunken into the shoe by a farrier and is not to be confused with any form of stud. A removable stud, which is the type strongly recommended, should be removed before the pony leaves the grounds.

- c. Frost nails, road studs, screws and fancy spikes or any protruding nails or sharp edges on a shoe are not allowed. A pony may be shod with a maximum of two road nails or non-slip nails per shoe in order that it may be exercised safely on the roads. Such nails must not be on the widest part of the shoe.
- d. A pony may be played without all four shoes or without hind shoes. Should this lead to the pony not being under proper control so as to be a danger to itself or others then it should be ordered off by the umpires.

2.13 Water at Polo. Water should not be withheld for an extended period and should be offered to ponies after they have played.

2.14 Muzzles. Muzzles should only be used for short periods to prevent a pony from feeding. They must not be adapted in any way to reduce the ability to breathe or drink.

2.15 Limit of Chukkas. In the normal duration of a match, a pony must not be played for more than two full non- consecutive chukkas, or the equivalent time; a pony which has played in more than half a chukka may not be played again for at least ten minutes. Should a match go to extra time then a pony that has played two chukkas may be played for as much time as the extra chukka lasts providing it has had a break of at least ten minutes. A pony must not be played in more than three full chukkas or the equivalent time in any one day or at more than two locations.

2.16 Umpire Ponies. A pony that has played in a match at 8 goal level or below may be used as an umpire pony if it has had a break of at least one chukka or vice versa. Above 8 goal, any pony that has played in a match should not subsequently be used as an umpire pony or vice versa.

2.17 HEAT POLICY

a. De-hydration control/heat The body's natural cooling system does not cope with heat and heat illness can occur if:

- the circulation is overloaded by too much heat and physical activity,
- too little sweat is produced e.g. if the person is dehydrated,
- sweat cannot evaporate freely from the skin (e.g. high humidity, excessive clothing or low air movement).

b. To protect members and others, when temperatures are extreme it is recommended the tournament management committee do everything practicable to avoid playing in the extreme heat. This can include postponing or canceling the tournament, in the same way as in the event of wet weather. They may also shorten the chukkas, or play fewer chukkas if they see the need. The welfare of players and horses is to have priority over commercial considerations

c. In order to ascertain; whether the conditions are extreme, the risk of thermal injury and the appropriate course of action to take. The following Wet Bulb Globe Temperature (WBGT) tables should be used (see article 2.2.1.5 for calculation table):-

WBGT	Risk of Thermal Injury
Under<22	Minimal
Over>22 but under<28	Moderate
Over>28 but under<32	High
Over>32	Extreme

d. Appropriate Course of Action:

i) Over>28 - Under<32 on WBGT = refer to Club Horse Welfare Officer for approval to play- considerations in deciding whether play should go ahead include:-

- Intensity of play for horses (low goal/high goal)
- Acclimatization to heat for horses (used to conditions or not)
- Fitness of horses
- Age of horses – older horses do not deal as well with heat
- Available shade

If play does go ahead the following modifications should be considered:-

- shorten chukkas/number of chukkas
- Re-schedule to cooler time of the day
- Include free horse change 4 to 5 minutes into each chukka; a free change will be called during a neutral play at the umpires' discretion.
- Max 1 chukka per horse, Or Lengthen min. time between chukkas for horses (20-30 mins.)
- Increase length of break of play between chukkas i.e. 5-10 mins
- A Vet must be in attendance
- Temperate water available for horses to drink
- Sponge horses between chukkas
- Horses to be cooled using repeated wash/scrape method.

ii) 32.0 And Over on WBGT = No Play - polo must not be played

e. WBGT Calculation Table

Wet Bulb Globe Temperature (WBGT) from Temperature and Relative Humidity

		Temperature (°C)																														
		20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Relative Humidity (%)	0	15	16	16	17	18	18	19	19	20	20	21	22	22	23	23	24	24	25	25	26	27	27	28	28	29	29	30	31	31	32	32
	5	16	16	17	18	18	19	19	20	21	21	22	22	23	24	24	25	25	26	27	27	28	29	29	30	31	31	32	33	33	34	35
	10	16	17	17	18	19	19	20	21	21	22	23	23	24	25	25	26	27	27	28	29	30	30	31	32	32	33	34	35	36	36	37
	15	17	17	18	19	19	20	21	21	22	23	23	24	25	26	26	27	28	29	29	30	31	32	33	33	34	35	36	37	38	39	
	20	17	18	18	19	20	21	21	22	23	24	24	25	26	27	27	28	29	30	31	32	32	33	34	35	36	37	38	39			
	25	18	18	19	20	20	21	22	23	24	24	25	26	27	28	28	29	30	31	32	33	34	35	36	37	38	39					
	30	18	19	20	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	39									
	35	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	39										
	40	19	20	21	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39									
	45	19	20	21	22	23	24	25	26	27	28	29	30	32	33	34	35	36	37	38												
	50	20	21	22	23	23	24	25	26	27	28	29	30	31	33	34	35	36	37	39												
	55	20	21	22	23	24	25	26	27	28	29	30	31	32	34	35	36	37	38													
	60	21	22	23	24	25	26	27	28	29	30	31	32	33	35	36	37	38														
	65	21	22	23	24	25	26	27	28	29	31	32	33	34	36	37	38															
	70	22	23	24	25	26	27	28	29	30	31	33	34	35	36	38	39															
	75	22	23	24	25	26	27	29	30	31	32	33	35	36	37	39																
80	23	24	25	26	27	28	29	30	32	33	34	36	37	38																		
85	23	24	25	26	28	29	30	31	32	34	35	37	38	39																		
90	24	25	26	27	28	29	31	32	33	35	36	37	39																			
95	24	25	26	27	29	30	31	33	34	35	37	38																				
100	24	26	27	28	29	31	32	33	35	36	38	39																				

Note: This table is compiled from an approximate formula which only depends on temperature and humidity. The formula is valid for full sunshine and a light winds

f. The Australian Bureau of Meteorology (BOM) is able to provide information on thermal comfort and heat stress indicators on a regional basis through its website, in the form of web bulb global temperature or WBGT. True WBGT takes into account temperature, humidity, wind speed and solar radiation. However, the Bureau can only provide a calculated **WBGT** measurement which does not take into account wind speed and solar radiation. Nevertheless, the Tournament Committee is able to access this information from the BOM website as it is updated during the day, and therefore able to monitor for the possibility of adverse conditions for playing polo in hot weather.

Heat stress is most likely to occur on days when the ambient temperature is 35°C or above, or when the “WBGT shade” is 26 or above.

g. It is the responsibility of the Tournament Committee acting at any polo event to obtain the forecast conditions and monitor the Thermal Comfort Observations as provided on the Bureau of Meteorology website:

- NSW <http://www.bom.gov.au/products/IDN65179.shtml>
- VIC www.bom.gov.au/products/IDV65079.shtml
- QLD www.bom.gov.au/products/IDQ65214.shtml
- SA www.bom.gov.au/products/IDS65004.shtml
- WA www.bom.gov.au/products/IDW65100.shtml
- TAS www.bom.gov.au/products/IDT65050.shtml

Tournaments and Tournament Committee

2.18 Club Tournaments The conditions for tournaments are set by the host club but clubs are encouraged to follow the guidelines as set out below:

Goal Level	Min H'cap	Max H'cap	H'cap limit of two Best Players
0	-2	3	3
2	-2	3	4
4	-2	4	6
6	-2	5	8
8	-1		
12	-1		
Over 12g	0		

2.19 Tournament Committee.

a. Requirement. For any tournament the host club will appoint a Tournament Committee of three or more individuals, who preferably should have no vested interest in the outcome of the event. In the absence of a Tournament Committee, the Polo Manager of the Club or his representative with the umpires and referee shall act as the Tournament Committee.

b. Authority and Duties. The Tournament Committee has authority over all matters pertaining to the Tournament. This will include jurisdiction over any offence committed within the Polo Grounds except that the authority of the referee and the umpires will be absolute immediately before, during and immediately after the game on matters regarding the conduct of play. The Tournament Committee will be charged with the overall responsibility for the running of the tournament which shall include:

- Checking the eligibility of each entry and any subsequent substitution.
- Informing a team of a change in the entry of an opposing team.
- Structure of the tournament and the draw. This should include how extra time will be played (see Rule 2.27 Widened Goals).
- Scheduling of matches.
- Appointment of officials. The team captain or the team manager may not appeal against the appointment of any particular umpire, referee or other official nor against the time or venue of a game
- Provision of the grounds and the necessary equipment.
- Overseeing, through the Club Welfare Officer, the welfare of ponies in particular their condition, shoeing and watering.
- Determining an order of merit. This should include whether a Penalty Shoot Out will be used to determine the order of merit (See **Annex D** Para 10).

- Guidelines for the format of tournaments and the rules for calculating the order of merit within and across leagues and/or groups are at **Annex D**.
- c. Entry Forms.** A Club wishing to run a tournament must prepare an entry form which should include the following:
- Name of tournament.
 - Handicap level.
 - Inclusive dates.
 - No Play Dates.
 - Status (eg, official or if not, any special conditions that apply).
 - Entry fee and note of any additional cost of officials, medical cover etc.
 - Closing date of entry.
 - Blank line so teams can enter dates on which they would prefer not to play.
 - For leagues or groups whether matches are to be played to a result or may finish in a draw.
 - Any disclaimer and additional information.
 - Declaration as to eligibility of those entered.
 - Signature Block.

Team Entries

2.20 Team Entries.

- a. Entry Form.** To enter, the team captain/manager must submit a completed entry form and send it to the Tournament Committee with the entry fee before the closing date. The team must be qualified to play in the tournament and the entry form must contain the names of at least three players whose total handicap adds up at least to the minimum handicap of the tournament and nominate the team captain. The entry form will contain a declaration which the team captain or manager must sign to the effect that the players nominated on the form or subsequently to be added or changed are qualified to play in the tournament or match and that the handicap and status of the players are correctly recorded.
- b. No Play Dates.** No Play Dates shall be at the discretion of the Tournament Committee and cannot be guaranteed.
- c. Pairing of Players.** A team may have no more than 4 players but two players may be paired so that each plays a designated number of chukkas within one team.
- d. One Team.** No player may play for more than one team in the tournament except if authorised as a substitute.
- e. Restrictions on Ponies.** In high and medium goal tournaments, a pony played by one team cannot be played by any other team in the same tournament. This rule also applies to intermediate tournaments except that dispensation may be granted by the Tournament Committee.

- f. Coaching.** Coaching during play is forbidden from anywhere and by any form of communication.
- g. Umpire Ponies.** Ponies must be suitable to umpire the level being played. A pony to be ridden by an umpire must be equipped as for playing except that the tail need not be put up. See also Rule 2.17.
- h. Players Raised in Handicap during the Season.** If the handicap of a player or players in a team has been raised during the season then:
 - i)** A team will not be allowed to play over the handicap limit with a player raised mid-season unless that player has either already played with that team or been listed as a member of a team on the entry form for a tournament within seven days of the date when his new handicap became effective.
 - ii)** The same rules as the above shall apply as to the handicap limits for individual players.
 - iii)** Any substitution of the player, or players raised must bring the team handicap back to within the limits of the tournament.

Team Changes

2.21 Team Change.

- a.** Should a team captain or manager wish to change or add a player at any time before a match is about to start, he must submit an application to the Tournament Committee. Should the club official responsible be unable to check the eligibility of that player for whatever reason, then that player shall not play. The club official should inform the opposing team of any changes or addition as soon as possible. If the match is about to start or has started, then that player is a substitute.
- b.** Team Change in Higher Goal Matches (12g+). It is recognised that in high goal the replacement of a high goal player within the rules may be more difficult.
 - i)** League Phase. If a player is unable to play in the next match of the league phase, then his replacement in the team must be qualified. If no qualified player of the same handicap is available then a double substitution may be made.
 - ii)** Main Knockout Phase. If a player of 2 goals and above cannot play due to an injury certified by a doctor, that player may be replaced by a player who is no longer part of the main tournament but is qualified in all other respects. Special rules, which should be detailed in the tournament conditions, may apply to any subsidiary knockout phase.

Withdrawal and Disqualification

2.22 Withdrawal and Disqualification.

- a. A team that has entered a tournament may not withdraw once the schedule has been published without the permission of the Tournament Committee which should only be given in exceptional circumstances. A team that pulls out immediately before or during a match without such consent will invoke a charge of misconduct. A Tournament Committee has the right to disqualify a team at any time.
- b. If in the opinion of the umpires or the referee or the Tournament Committee, a team is believed to be not trying, the team should be warned by the umpires. If the team fails to comply with this instruction, the umpires shall submit a report form. The team or individual players may be subject to a Disciplinary Enquiry by the Tournament Committee who may take any action considered appropriate, including the suspension of the team and its members from playing in the rest of the tournament. If it is considered appropriate by the Tournament Committee to refer the matter to the State Association or APF, the team will be suspended pending adjudication by the State Association or APF.
- c. If a team is disqualified or its withdrawal is accepted by the Tournament Committee and the team has already played in the tournament then, in a knockout, the team which they have played and beaten in the previous round may go through to the next round. In a league or group all the matches which the team has played will be declared null and void with points and goals gained by their opponents subtracted from their total.

Match Not Completed

2.23 Match Not Completed.

On occasion, normally as a result of inclement weather, a match may have to be cancelled or postponed.

- a. If possible, the decision should be made by the Tournament Committee in time so that teams do not travel but if they have arrived at the ground then the Tournament Committee, having consulted the team captains, shall make the decision as to whether to start the match or postpone to a later time or date. In the latter case a decision should be made at the time as to when and where the match may be played.
- b. If started, the responsibility rests with the umpires as to whether to stop the match or not, having consulted the team captains. If possible a decision should be made to restart the match as soon as conditions improve at the point at which it had stopped. If this is not possible then the Tournament Committee should postpone completion to a later time or date. If started, consideration may also be given to a recalculation of the score as if the match had been played to a finish (see **Annex D** para 15).

- c.** Whether or not the game has started, a penalty shoot-out is also an option. This will produce a result and give some enjoyment to players and spectators particularly if teams have arrived to play when the field is considered unsafe. The shoot-out will be conducted as follows:
 - i)** The team handicaps will be calculated and posted as normal with the score at the point of abandonment if the match has started. A coin will be tossed.
 - ii)** Goals will be undefended. One strike only per shot at goal.
 - iii)** Player A from Team A will take two shots from the 30 yard spot followed by Player A from Team B and so on until all the players from each team have had two shots.
 - iv)** Player A will have two shots from the 40 yard spot and so on as for the 30 yard.
 - v)** Player A will have two shots from the 60 yard spot and so on as for the 30 yard.
 - vi)** The score will be calculated on the number of goals scored divided by two.
 - vii)** If this results in a tie and a result is required the process will be restarted until a winner can be declared by sudden death.

Report Forms

- 2.24 Report Forms.** Report forms will be made available by the APF to every club and should be held by the Polo Managers at the ground where the polo is being played.
- a.** A Report Form shall be completed and signed by the umpires and referee for the following:
 - i)** If a team is judged not to be trying.
 - ii)** If a player is sent off for the rest of a game.
 - iii)** If a player's spurs or whip are not in accordance with the rules.
 - iv)** For excessive misuse of the whip or stick or dangerous riding.
 - v)** If a pony is seen to be either showing vice or not under proper control
 - vi)** If a pony is seen to be blind in one eye or to have had any form of tracheotomy or to have been de-nerved.
 - vii)** Any action which is considered to have brought the game into disrepute.

A report form may be completed by an APF, State Association or Club Official for any of the above
 - b.** A report form may be completed by the team captain if he considers that the Tournament Committee have acted improperly or that the umpires have failed in their duties. In the latter case the form must be signed by a second member of his team and be accompanied by substantial evidence such as a DVD or signed statements. The report must be submitted to the Tournament Committee or State Association within 24 hours from the end of the match.

- c. Completed report forms must be sent to the APF and the relevant State Association and a copy retained by the Club. An official of the State Association or APF may instruct a Club to hold an enquiry or a Club may act on its own initiative. It is of paramount importance that, if possible, any incident leading to a report is dealt with immediately.

Club Responsibilities

- 2.25 General.** However affiliated clubs and associations constitute themselves, they are obliged to:
- a. Abide by the Rules, Regulations and Directives of the APF and the relevant State Association.
 - b. Subscribe to the objects of the APF and the relevant State Association as set out in their Constitutions
 - c. Acknowledge and take account of the interests of other affiliated clubs and associations.
- 2.26 Returns.** Clubs must submit returns to the State Associations and or APF as follows:
- Affiliation fees
- a. List of club office bearers, club captain, chief umpire and horse welfare officer
 - b. Polo Ground/Field Locations. *Note: The polo ground is taken to be the enclosed area which includes the field(s) of play, the clubhouse or similar facility, the pony lines, horsebox park and any practice areas of an affiliated or provisionally affiliated club or the private grounds being used by such clubs for any chukkas or games played under APF rules by APF members.*
 - c. Fixture List for the next season
 - d. Handicap recommendations. Mid-season and end of season handicap recommendations as required under the APF Handicap Policy.
 - e. Event Checklist. An event checklist must be completed for all APF endorsed events.
 - f. Incident Reports. To be completed and submitted as soon as possible after an incident. See the Incident Report Form Guide for the mandatory reporting requirements at: <http://www.australianpolo.com.au/Rules-and-Policies/APF-Policies>

Membership Responsibilities

- 2.27 Membership.** Clubs are responsible for ensuring that membership formalities are completed correctly before any player takes part in a match, game or chukka

Handicapping Responsibilities

- 2.28 Club Handicap Committees.** Each affiliated club must have a Handicap Committee
- 2.29 Recommendations.** It shall forward its recommendations for the alteration of handicaps and the allotment of new handicaps to the State Association Handicap Committee for approval at such times as it thinks fit or is required to do so by the APF Handicap Policy. The Handicap Policy is at:
<http://www.australianpolo.com.au/Rules-and-Policies/APF-Policies>.

Umpiring Responsibilities

- 2.30** Each club shall appoint a **Club Chief Umpire** who should:
- a.** Have a thorough knowledge of the Rules of Polo.
 - b.** Attend Umpire Meetings and pass on the conclusions to their Club members.
 - c.** Ensure that any directives are passed on to all playing members.
 - d.** Assist the Polo Manager in the appointment of umpires.
 - e.** Arrange Rules and Umpires Tests for club members. The Tests are set by the APF and should be invigilated by accredited umpire trainers with the completed marked papers being sent to the APF. Only those of -1 and above should normally take the Umpire test.
 - f.** Be part of the Club Disciplinary Committee.
 - g.** Assist the Polo Manager in acting on complaints received in relation to umpiring.
 - h.** Liaise with the Regional Chief Umpire to conduct umpiring seminars with a view to improving the standard of umpiring throughout the Club.

Pony Welfare and Veterinary Responsibilities

- 2.31 Club Welfare Officer.** Each club shall appoint a Welfare Officer who has a responsibility for pony welfare. The Welfare Officer or his representative should be conversant with the Rules of Polo in particular those concerning player's equipment, ponies and tack and when play is stopped for injury to a pony or tack. He should also:
- a.** Ensure that his club members understand that they are responsible for the welfare of their ponies throughout the year.
 - b.** Attend APF or State Association Horse Welfare meetings as required and pass on the information to his club members.
 - c.** Complete returns as required by the APF on injuries or fatalities that may occur.
 - d.** Maintain close contact with the local Veterinary Practice to ensure that the Club's responsibilities are met.
 - e.** Check that relevant State Department of Primary Industries biosecurity and reporting requirements are met.

- f.** Check that for the players' safety ponies aged 16 or over have had a heart and eye test done by an a current registered member of Australian State Veterinary Surgeons Board at the start of each season.
- g.** Oversee the maintenance and equipment of the horse ambulance and periodic practices of the procedure for taking an injured horse from the field of play.
- h.** Monitor the use of muzzles in the stables, especially those on site and the turning out of ponies within the area of responsibility of the club.
- i.** Be present at all matches so that he can:
 - i)** Monitor the pony lines throughout the season, but particularly at the beginning of the season, to check for skin disease, malnutrition, abuse and incorrectly fitted or illegal equipment. Any ponies in a poor condition should be referred to a current registered member of Australian State Veterinary Surgeons Board and if a pony has to be stopped from playing because of its poor condition, a report form must be sent to the Chairman of the Welfare Committee, the State Association and the APF.
 - ii)** Check on horse transport in particular adequate ventilation and safe flooring, partitions and ramps.
 - iii)** Ensure that clean fresh water is available in the pony lines and that ponies are not watered direct from a trough but that a clean bucket is used to fill others
 - iv)** Check that there is no abuse of ponies by players within the grounds of the club or on the field of play and, if appropriate, submit a Report Form to the Tournament Committee. Report forms may be submitted for any welfare incident but should be for:
 - a.** Excessive use of the whip or spurs.
 - b.** Dangerous riding.
 - c.** Any abuse of ponies on or off the ground.
 - d.** Any use of non-registered vets
 - v)** Check that:
 - Ponies are tied up sensibly and head collars are not left hanging.
 - Umpire ponies are well turned out and healthy.
 - Ponies are not allowed to continue to play if lame or showing blood (see Rule 2.5b).
 - Ponies do not travel in studs.
 - Tongue ties if used are only fitted in accordance with rule 2.5 c viii and are removed as soon as possible.
 - Bandages are put on last and not left on after the game.

- 2.32 Veterinary Cover.** A veterinary surgeon who is a current registered member of Australian State Veterinary Surgeons Board must either be present or on immediate call at all matches. In addition a nominated club official should be in attendance at all matches and practice chukkas arranged by the club to deal with welfare issues. In the absence of a current registered member of Australian State Veterinary Surgeons Board (Vet), the Host Club Tournament Committee has the authority to stop the pony from playing.
- 2.33 Best Playing or Turned Out Pony.** Clubs are encouraged to award a prize for the best playing or best turned out pony. They must however ensure that the pony is in a fit state to collect its prize - i.e. that it is not distressed, looks well and does not have spur or whip marks, a cut mouth, sore back or any other signs of injury. If a pony has received an accidental injury, such as a tread, then it should not be excluded from collecting its prize, provided that the injury has been properly treated. If a veterinary surgeon is present he should be asked to inspect the pony prior to the presentation.
- 2.34 Horse Ambulance Cover.** Either a trailer with motor vehicle attached or a low loading lorry each with ramp equipped with a winch and screens must be available near to the ground at all times during play. Clubs should practise the procedure from time to time. As well as a winch and screens the horse ambulance should carry ropes, a drag mat, a spare head-collar, a tarpaulin, a bucket of sand, a knife for slitting saddlery and two lead ropes to cross tie a horse if necessary. If a trailer, the horse ambulance should and be hooked up prior to the start of a match with an earmarked readily available driver. There should also be earmarked a team of knowledgeable helpers on hand to help with an injured horse.
- 2.35 Pony Euthanasia.** In the event that it is considered essential on humane grounds to put a pony down every reasonable effort should be made to contact the owner or his representative to obtain consent. In the absence of a legitimate representative refer to "owner" as defined in Rule 2.4. Immediate euthanasia should be reserved for a pony that is 'in extremis' ie there is confidence that movement is inhumane and there is no foreseeable prospect of the pony recovering from its injuries. Chemical euthanasia is the method of choice in areas of public view. This will require carcass removal and incineration.

Medical Responsibilities

- 2.36 Medical Cover.** Clubs must ensure that there will be present for matches at a minimum 2 persons with First Aid qualifications and for all other polo at least one such person. The presence of a paramedic is recommended and clubs should inform their local ambulance service in advance that the match is taking place and ensure that the correct telephone number is readily available. A First Aid qualification means having attended and completed a (Workplace Level 2) Senior First Aid Course covering CPR from a Nationally Registered Training Organisation (RTO), or an equivalent qualification, and

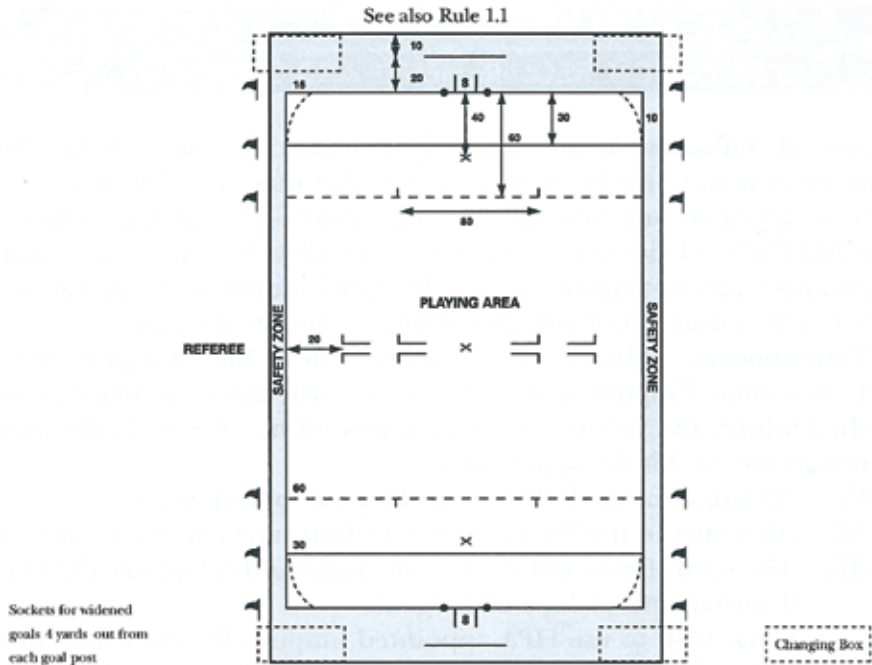
completed such post-training refresher courses as are required to maintain a current attendance certificate. Should the umpire require medical assistance for an injured player, he should signal by waving his stick above his head.

- 2.37 Concussion.** In the event of a player being or seeming to be concussed the umpires, or if no umpires are present the senior player on the ground, will stop the game and arrange for the player to be medically assessed by a qualified medical professional, as soon as possible after the injury. If in doubt as to whether a concussion may have occurred – sit the player out. The player may not return to play that day and can only return to practice games or matches with a formal medical clearance for participating in contact sport. **It is critical that all individuals dealing with potentially concussed players understand that concussion is an evolving phenomenon and subtle symptoms and signs often become far more significant in the hours and days following injury.**
- 2.38 Concussion management resources:**
- a. The pocket concussion recognition tool** must be available during events to all umpires, clubs, tournament committees at events - see: <http://bjism.bmj.com/content/47/5/267.full.pdf>
 - b. For detailed up to date information on recognising & managing concussion, and a return to play, see the Australian Institute of Sport/Australian Medical Association concussion dedicated website**
<https://concussioninsport.gov.au/>
- 2.39 Doctor's Certificate.** A club may require, for whatever reason, a player to produce a signed doctor's certificate proving his fitness to play prior to him taking part in any match or chukka.

Disciplinary Responsibilities

- 2.40** Each Club shall appoint a **Club Disciplinary Officer** who should, in conjunction with the Polo Manager:
- a.** Maintain good discipline amongst the players and members of the Club.
 - b.** Keep a record of all report forms issued by the Club including those issued by other clubs to the members.
 - c.** Advise the Club Committee in good time of any incident which may need further investigation or lead to the need for a Club Disciplinary Board.
 - d.** Be fully conversant with the Procedure for setting up a Club Disciplinary Board as laid down in the APF Discipline Policy.
 - e.** Inform the State Association and APF of the proceedings and on their advice hold a Club Disciplinary Board or refer the case to the State Association for a State Disciplinary hearing.
 - f.** Take follow up action as laid down.
In smaller clubs this duty may be carried out by the Polo Manager.

Annex A - Suggested Layout of the Field of Play



Length: 300 yards (275 metres) maximum, 250 yards (230 metres) minimum.

Width: 200 yards (183 metres) maximum if unboarded, 160 yards (145 metres) maximum if boarded.

Safety Zone: At sides about 10 yards, at ends about 30 yards.

Markings:

- Broken lines or full marking for the 30 and 60 yard line may be used across the grounds.
- Marks on the boards or flags which must be clear of the safety zone are useful as a guide to the umpires.
- Two short lines at right angles on the 60 yard line should be drawn 40 yards out from the centre of the goal.
- A series of double tees with lines approximately two feet apart clear of the middle should be marked across the centre line of the playing area.
- A line of about 50 yards in length should be drawn at both ends about 20 yards from the back line behind which the goal judges should stand.

Boards:

- Boards may be curved from the 30 yard line to 15 yards into the back line.
- They should be easily replaceable during a match if damaged.
- A triangular arris rail (4x2in) may be fitted at the base of the board to deflect the ball back into play.
- Boards should be inspected regularly to ensure that there are no protrusions or splinters that might injure ponies.

Note: Widened Goals are used by HPA for Polo in UK and Ireland for extra chukkas in drawn matches.

Annex B – Rules And Guidelines For Game Officials

Rules

Selection, Requirements and Conduct

- 1. Selection of Officials.** When selecting the officials, they should have polo experience at least to the level of the match that they are officiating and account should be taken of any interest that they might have in the outcome of the match and their relationships with any of the players. The team captain or the team manager may not appeal against the appointment of any particular umpire, referee or other official nor against the time or venue of a game.
 - a. International Games.** International games will be played under these rules unless any changes have been mutually agreed by the team managers/captains and recorded in writing before the match. The International Committee have the responsibility to nominate the match officials in consultation with the Chief Umpire. A list of officials should be given to each team manager/captain who will make a selection in order of preference from the list. The Chief Umpire, in consultation with the Chairman of the International Committee will then make the final selection. Any umpire selected should be practised and fully conversant with the current APF rules.
- 2. Requirements and Conduct.**
 - a. Membership of the APF.** No person may Umpire or Referee any match at or conducted by an affiliated club unless they are an affiliated member of the APF.
 - b. Visiting Clubs.** Any referee or umpire or any other official visiting a club of which they are not a member will be subject to the same rules of discipline and behaviour that govern the membership of that club.

c. Alcohol and Drugs. An official may not smoke or use a mobile phone during the course of a game and may only drink (non-alcoholic) between chukkas nor may any official be under the influence of any illegal stimulant or drug, including any substance referred to in the World Anti-Doping Code Prohibited List. In May 2014, the WADA Prohibited List was accessible on the internet through the website of the World Anti-Doping Agency (www.wada-ama.org). See APF Anti-Doping Policy and APF Safety Testing Policy at <http://www.australianpolo.com.au/Rules-and-Policies/APF-Policies>

Guidelines The Referee

3. The Referee. See Rules 1.3 and 1.4

a. Radios. Ideally, the referee should be in contact with the umpires by radio but the referee and umpires should always be equipped with radios for matches umpired by members of the Professional Umpire Group. If in contact with the umpires by radio the Referee may instruct the umpires to blow the whistle and award a penalty, particularly if he considers that there is a dangerous play or a foul off the play which the umpires have not seen, or if he considers that the umpires are not being shown due respect. Radios also enable the referee to brief the commentator. In any event, the referee should be able to contact the umpires at the end of each chukka and they should report to him at half time so that he can discuss with them the conduct of the game.

b. No Radios.

- If the referee is satisfied that a foul occurred he should stand and raise one hand above his head and point with the other in the direction in which the hit is to be taken.
- If he is not satisfied that a foul occurred he should stand and move his hands horizontally across his body.
- If the referee is in any doubt, he should call the umpires to the side of the ground so that he can consult with them quickly out of earshot of the players and spectators. The umpires may consult in this way with the referee in their own right.
- If the umpires disagree as to the penalty to be awarded, they will point to the two alternative spots (e.g. centre or 60) and the referee will point to the spot from which he considers the penalty should be taken.

The Umpires

4. **The Umpires.** See Rule 1.3 and 1.5
 - a. **One Umpire.** The Tournament Committee may stipulate in the tournament conditions that there will only be one Umpire or, if this has not been done and in order to get a match started, invite the two Captains to agree to only one. When there is only one umpire, there will normally be a referee but he too on occasion may be dispensed with. If there is only one umpire the mounted umpire can ask for the view of the referee if there is one but the umpire has to make the decision
 - b. **Game Stopped or Abandoned.** Should the umpires decide that a match should be stopped, normally due to inclement weather making playing conditions unsafe, they and the referee should consult with the two team captains. If the game is to be stopped then the responsibility for restarting, rescheduling or scoring the match as if completed rests with the Tournament Committee.
 - c. **Dress.** Umpires must wear a shirt or jacket with distinctive black and white vertical lines with clean white breeches or jeans and polished brown boots. They must wear a hard hat with a chin strap properly fastened and correctly positioned when mounted.
5. **Personal Preparation and Conduct.** Polo is one of the hardest games to umpire and the umpire must:
 - a. Know the rules. This should include the names of all the Penalties
 - b. Concentrate on the play throughout.
 - c. Be respectful, consistent, fair, clear, firm and decisive.
6. **Prior to the Game.**
 - a. An umpire should be issued by the host club with an umpire shirt, whistle (check that it works) and pick up stick.
 - b. Check that the pony looks up to the job and is tacked for polo with ball bags.
 - c. Check on the teams' colours to ensure that there is sufficient contrast. The Umpires have the ultimate say.
 - d. Check on the other officials, the location of the referee, that the radios are working if being used, that the time keeper is alert
 - e. Check on the location of the medical support.
 - f. Check the scoreboard to ensure any handicap difference has been correctly credited.
 - g. The umpires with the help of the referee if he is on the radio must police changing of ponies, ensuring that it is fair to both sides, so the changing boxes (if used) must be clarified with the host club.
 - h. Decide on which side and back line each is to take.
7. **Start of the Game.**
 - a. If no parade, ride onto the ground together at least two minutes before the scheduled start time of the match. The umpires should be informed if there is going to be a parade before the match. If so, it is advisable for the umpires to have decided ends before going onto the ground.
 - b. Identify the two team captains and toss for ends. The captain of the visiting team is normally asked to make the call.

- c. Check the handicaps of the two teams and confirm that both team captains agree with the score as posted.
 - d. Check that the teams know where they can change ponies.
 - e. Check the length and serviceability of whips, length and sharpness of spurs.
8. **Splitting the Field of Play and Positioning.** It is important that the two umpires are clear as to their positioning during play and for all throw-ins and free hits. Umpires must keep up with the game. Players are more likely to accept the foul if the umpire is close to the play.
- a. **Splitting the Field.** Each umpire should have a back line and side line. An Umpire should normally go behind the striker for any free hit away from his back line and take the throw in if it is away from his side line with the other umpire. In both cases he then becomes the trailing umpire. The other umpire takes the position on the 30 yard line for a free hit and about 40 yards behind the players for a throw in. He is then in the parallel position and should move up the ground level with the play.
 - b. **Goal Scored.** When a goal is scored, one umpire should canter as if from the back line bringing the last player with him. When he reaches the centre the ball shall be thrown in to restart play. Should a team cause unnecessary delay, the whistle should be blown and a Penalty 5b awarded.
 - c. **Free Hits.** The umpire with the back line should be behind the ball so that he can see the exact line and get a clear view of an opposing player coming in for a meet. The other umpire should be watching the 30 yard line to check that the opposing side do not cross the line before the ball is hit or hit at.
 - d. **Throw Ins.** A game will normally have a lot of throw ins not least because the ball will be thrown in by the umpire in the following circumstances:
 - At the start of the match or on restarting after an interval if a penalty has not been awarded.
 - After a goal has been scored or Penalty 1 awarded.
 - If the ball has gone out of play over the side lines or boards.
 - After an accident or injury or any break in play.
 - If the umpires award Penalty 8.
 - If the whistle has been blown for a foul and the umpires or the referee rule 'No Foul'.
 - If the ball has been carried unintentionally, trodden in or split.
 For a throw in:
 - There should be a distinct gap separating the two teams which must remain stationary. Thus there should be no contact between players on opposing sides before the ball is thrown in although this is rarely achieved.
 - The ball should be thrown in towards the nearest side lines or boards in a consistent manner, hard, under hand and low to prevent players hitting wildly in the line-out.
 - All rough and dangerous play should be penalised instantly but umpires should not normally penalise players for crossing until the ball has left the lineout unless it is dangerous.

- 9. Advantage Rule.** Should a foul be committed and the foul is neither deliberate nor dangerous, the umpires may choose to allow play to continue if it would disadvantage the player fouled or his team were play stopped. However, if the player fouled is unable to maintain the advantage then play should be stopped and the penalty awarded. To signal that he has seen the foul but is playing the advantage, the umpire should say 'Play On' and raise his hand. The Advantage Rule should be used with discretion as the team fouled will usually prefer a penalty rather than to have play continue.
- 10. Blowing for a Foul.** Umpires must blow the whistle quickly, decisively and loudly with one long blast to stop the play. A strong whistle is a sign of confidence and the timekeeper must be able to hear the whistle as well in order to stop the clock
- a.** If either umpire sees a foul he should blow the whistle. If the umpire on the line blows for a crossing foul, the other umpire should usually defer to him unless he is very clear that the distance and speed were safe.
 - b.** Having blown his whistle an umpire should check quickly that the other umpire agrees with the foul and the proposed penalty. This should be done by pointing or another pre-arranged signal.
 - c.** The foul, the team that has fouled and the penalty awarded should then be announced and the umpire should quickly drop the ball so that the ball can be positioned by the team fouled. The ball should normally be dropped by the umpire due to go behind the striker.
 - d.** If the whistle has been blown for a foul against the defending team as a goal is scored then the goal will stand even if it is decided that there has been 'No foul' and the umpires shall instruct the goal judge to wave his flag. The clock will be restarted at this point. If it is agreed that the defending team have committed a foul, the umpires should take into account the severity of the foul as they have the option of a Penalty 1, a Penalty 5b or throw in as normal. If awarding a penalty then the whistle must be blown to signify that a penalty has been awarded and to stop the clock.
- 11. Appeals to the Referee.** Discussion between the umpires should be kept to a minimum and should only take place if there is disagreement. Too frequent reference to the referee will delay the game unnecessarily and undermine the authority of the umpires. The umpires after discussion are perfectly entitled to throw the ball in without reference to the referee. However, if they disagree as to the whether there has been a foul or as to what penalty to award, they shall appeal to the referee by raising an arm.
- 12. Appealing by Players**
- a.** Use discretion for appealing by players. If persistent, warn the players first. However, helicoptering or any appeal which is dangerous or abusive must be penalised without warning.
 - b.** Do not enter into discussion with the captains or any other player as to their conduct during the game. In avoiding discussion, be polite, do not be aggressive. However, this does not mean that you cannot speak to players who genuinely wish to know why they have fouled, especially at the lower levels, and this can be done between chukkas or at the end of the game.

13. Selection of Penalty

- a. Umpires should know both the number and name of the penalties, and what penalty to award if either team do not follow the correct procedures.
- b. They should take into account the degree of danger, where the foul took place, the direction of play, the position of the players and the frequency of similar fouls. A defending team that has fouled has the opportunity to regroup and get into the best position for defence, thus the penalty should be made to count and moved up the ground. The penalty should be increased for any persistent breach of a rule. If the umpires cannot agree they should consult the referee.
- c. The umpires may move a penalty back from where a foul occurred, for example if a defender fouled within his own 30 yard line near the boards and the goal is not directly threatened the umpires may award a Penalty 3 or 4 as appropriate.
- d. A Penalty 5a shall not awarded for a foul by a defending player within his own 60 but rather a Penalty 2, 3 or 4. A penalty 5a would allow the team fouled to dribble the ball, which they would prefer, so it is important that the team that has fouled is suitably penalised.

14. Calling Play and Delay. The umpire behind the striker is responsible for calling 'Play' and should do so when he is satisfied that both sides are in position, and no unnecessary delay has occurred.

- a. **Hitting Before 'Play' is Called.** If the striker hits or hits at the ball before "Play" is called the umpire shall blow his whistle and award a Penalty 7a. If the offence is repeated, then the team should be penalised with a Penalty 8a.
- b. **Delay by Side Hitting In.** In the event of unnecessary delay by the side hitting in, the umpire shall call for the ball to be hit in at once. If the umpire's request is not complied with, he shall award a Penalty 8b.
- c. **Delay by Side Facing Hit In.** In the event of unnecessary delay by the side facing the hit in, a Penalty 7c shall be awarded.
- d. **Delay.** Delay is a personal foul and is often used to enable another member of the team to change ponies. A player may be warned but only once. He should then be penalised. The reasonableness of the delay is at the umpires' discretion, depending on the circumstances of the situation

15. Blowing to Stop the Clock.

- a. It is not in the gift of the team captains to agree time out except if agreed for friendly matches or for a team is on borrowed ponies.
- b. An umpire, particularly if he is alone, may blow the whistle to stop the clock for a good reason, such as to get into position or to pick up a ball.
- c. **For Players or Ponies.** The umpires have a responsibility to do all that they can to prevent accident or injury to players or ponies and to protect the image of the sport.
 - i) The clock must be stopped if a pony is showing any signs of distress or blood in its mouth or on its flanks and the pony must be sent off.
 - ii) If a pony is out of control it must be sent off to prevent injury to others.
 - iii) If a pony falls or appears to be lame, the umpires must stop the game and see that

the pony is trotted up. If not sound it should be taken off the ground in the most humane way possible.

iv) The game will be stopped immediately in the interest of safety for tack which presents a danger to any player or pony 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 umpire 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 pony in which case the start of play will be delayed until his return. Time out should not be given for lost or broken tack such as a martingale, stirrup leather or iron, lost bandages or boots if, in the umpires opinion, there is no danger to the players or ponies.

v) Player Dismounted. If a player is unseated from his pony, the umpires shall not stop the game until play is neutral unless they are of the opinion that the player is injured or is liable to be injured, in which case they should stop play immediately. The umpire shall re-start the game with a throw in directly after the player concerned is ready to resume play and shall not wait for any other player. If a player dismounts without good reason a penalty should be awarded against his team. A dismounted player shall not hit the ball nor interfere with the play and should be penalised if he makes insufficient effort to retain hold of his pony.

d. Offside. If a player is off the field at the time of the free hit in, he must enter behind the 30 yard line. A Penalty 5a or an upgrade should be awarded against a player who is offside.

e. Umpires Discretion. Should a goal post be knocked down or similar incident not covered in the rules, then the umpires should allow play to continue until it is neutral. Should a goal post fall in such a way as to stop a goal which in the judgement of the umpires would have been scored then it should be awarded. A similar ruling will apply if the ball hits a flag at the top of a goalpost

16. Accident. If a serious accident to a player or pony occurs then the umpires must immediately take charge.

a. If a player is injured then the umpires should stop the game and summon medical assistance by waving the pick-up stick above the head. They should keep players and any others who come onto the ground away from the medical team except those who are actively helping. They should consult with the Team Captain of the injured player about possible substitutes and keep the commentator informed as to what is happening. Taking into account the paramount need to treat the injured player in the best conditions possible, the umpires should endeavour to restart the match as soon as possible. In the event of a player being or seeming to be concussed the umpires will stop the game and arrange for the player to be medically assessed by a qualified medical professional, as soon as possible after the injury. If in doubt as to whether a concussion may have occurred – sit the player out. The player may not return to play that day and can only return to practice games or matches with a formal medical clearance for participating in contact sport.

b. If a pony is injured or stays down the umpires should ask the players to form a circle to shield the pony from spectators. If a Veterinary Officer is present, then he will take charge. Otherwise the umpires should ensure that screens are erected, if necessary, and the pony is removed by trailer from the ground as humanely and speedily as possible. Try to keep the commentator informed to cover up as best he can.

17. Line of the Ball and Precedence. As a general principle, the player who creates the danger should be penalised. It is important to try to be consistent in what is blown and what is allowed.

a. Line of the Ball (LOB). The LOB is the key reference from which the umpire must make his judgement as to who has precedence and he must therefore watch the play very closely to pick up the LOB every time the ball is hit and then immediately identify if anyone is on the exact LOB travelling in either direction. If no player is on the LOB, he is then looking for a player travelling in the same direction as the ball and at the narrowest angle. If at the narrowest angle a player has the right to play the ball on his off side and, because he has that option can only play the ball on his nearside if he can do so without endangering a player who is in position or can get into position to make a legitimate play without crossing the player with precedence.

b. Crossing and Turning the Ball. Whether a player crosses another player in such a way as to foul is a judgement call by the umpires and will depend on their assessment of danger based on speed and distance. In open play the call is often easy enough but is more difficult when a player turns with the ball with an opponent following in close order behind. The player following has to commit to the play and cannot be judged to have committed if he checks or turns in anticipation of a backhand. The umpires must make a judgement on the level of commitment and be prepared to penalise the player turning before a collision occurs.

c. Blocking and Tapping. A player may not block the progress of an opponent in possession by positioning himself in such a way that his opponent cannot move forward. A player in possession should be allowed approximately 5 feet wide measured from the ball to the player's near side leg to continue down the LOB. Blocking (or shading) is done at all speeds and should be blown straight away and any penalty must be moved up the field. A Penalty 5a will normally be awarded for breach of this rule.

d. Delay of Game. A Penalty 5a will normally be awarded for breach of this rule.

e. Checking.

i) A player will often check to avoid a ride off, either because he knows he is beaten or to gain a foul on the basis that his opponent has not entered safely in front of him. It is a judgement as to whether the player checked and his opponent entered safely or he checked to avoid a nasty ride off. One of the players will always disagree so consistency is key.

ii) Should a player check so that an opponent can enter safely in front, the player cannot then accelerate into his opponent from behind.

f. Riding Off.

- i) The rules on riding off are clear. Shoulder to shoulder and same speed is key, and then a safe angle relative to the speed; as the speed increases so the angle needs to decrease. If a player rides in from behind, he must be penalised, whether or not his opponent is playing a forehand or backhand shot. A player may not put his pony at risk by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke. This does not prevent a player from riding off when an opponent is tapping the ball or has not started the downward swing of a full forehand or backhand stroke.
- ii) A player may hook legitimately the stick of an opponent at the same time as the opponent is being ridden off by a team mate.
- iii) **Riding Off when Ball is Dead or Out of Play.** If there is riding off between players before the ball is put into play from a free hit or throw in, the umpires should blow the whistle (to stop the clock if it is not already stopped) and warn the players or player concerned. Umpires should penalise a team if the infringement is repeated or considered to be intentional in order to stop the clock. It can be difficult to judge who has ridden off or been ridden off.

g. Unsportsmanlike Behaviour.

- i) Unless there are exceptional circumstances a player must be penalised if he whips his pony when the ball is dead or whips his pony hard, in particular with his hand off the reins, or with such force so that the crack can be heard around the ground, or is persistent in the use of the whip. For this offence the umpires should award as a minimum a Penalty 5b.
- ii) If a player is behaving dangerously so as to be a hazard to himself or other players he must be warned, penalised and if necessary sent off. Common faults are dangerous use of the stick particularly in a melee, zigzagging in front of another pony, slowing down on the ball and hitting the ball hard into a crowd of players.
- iii) A player who is holding the ball through dribbling should be penalised if he is judged to have created the danger by then playing a full shot.
- iv) If a hit is made after the whistle for a foul, the umpires should 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.

18. Supervision of Free Hits. For Penalty free hits, the umpires must watch the flight of the ball carefully as many disputes arise as to whether the ball went between the inside edge of the posts projected vertically upwards or not and across and clear of the goal line. In the event of dispute, their decision, not the goal judge's, is final but they should give the benefit of the doubt to the side defending.

a. Penalty 2 (30 Yard Hit). The team that has fouled has no play. Check that they are not between the goal posts and that they do not distract the striker. The back line umpire should be behind the right hand goal post looking onto the field of play with the goal judge behind the other.

- b. Penalty 2 (Spot Hit).** Check that no player is between the goal posts when the hit is taken or comes out between the goal posts and that defending players are 30 yards from the ball and behind the back line. If not. The umpire shall raise an arm and allow the penalty to be taken as normal; if successful, play will be started with a Penalty 5b, teams having changed ends; if unsuccessful then a Penalty 7a will be awarded.
 - c. Penalty 3 (Forty Yard Hit).** The back line umpire should be behind the right hand goal post looking onto the field of play with the goal judge behind the other. Check that no player is between the goal posts when the hit is taken or comes out between the goal posts and that defending players are behind the back line and do not cross the back line until the ball is in play. If not, the umpire shall raise an arm and allow the penalty to be taken as normal; if successful, play will be started with a Penalty 5b, teams having changed ends; if unsuccessful then a Penalty 7a will be awarded.
 - d. Penalties 3, 4 and 6.** The striker must have the intent to carry out Penalties 3, 4 and 6 in only one hit and may not make a preliminary hit for himself or a team mate. If he mishits, misdirects or misses the ball he or any member of his team may only hit or hit at the ball with half shot, that is with the head of the stick starting the downward swing below the shoulder of the striker, until the ball has been hit or hit at by an opponent. However, the stick may be raised above the shoulder of any player to stop or deflect the ball providing that the head of the stick does not move a significant distance as contact is made with the ball. Any action which the umpires consider dangerous should be penalised. A Penalty 8a will normally be awarded for any infringement by any member of the team taking the penalty but a Penalty 5a from where the penalty was taken or was due to be taken if the infringement was considered to be deliberate or is a repeat offence.
 - e. Penalty 4 (Sixty Yard Hit).** The backline umpire should be behind the right hand goal post as he looks out from the back line with the goal judge on the left post. Be on guard to penalise a full shot after the initial hit.
 - f. Penalty 5a (Hit from the Spot).** Penalty 5a should not be awarded against a defending team within their own 60 yard line. The umpires should award a Penalty 2, 3 or 4 as appropriate taking into account the point where the foul took place, the severity of the foul and the likelihood of a goal being scored if the attacker had not been fouled. There is no rule to say that the ball may not be taken back for a Penalty.
 - g. Penalty 6 (Ball hit behind by Defender).** The defending player will often argue that it was off another player and it is crucial that the rule is understood. If the view of the goal judge is consulted, ask for the facts, who hit the ball last and what it then deflected off, so that the rule can then be applied. The ball should be placed on the 60 yard line opposite where it went out of play over the back line but not more than 40 yards from the centre. The backline umpire will take the right hand goal post in line with the ball with the goal judge likewise on the left.
 - h. Sending Off.** The umpires have the option of sending a player off for 2 minutes or the rest of the game, in addition to any other penalty. A player will usually be sent off for a dangerous or deliberate foul or unsportsmanlike behaviour.
- 19. Report Forms.** The umpires are required to fill in a Report Form after the game for any irregularities or incidents of misconduct.

The Goal Judges

20. Goal Judges. A goal judge shall be appointed for each goal. On occasion, two may be used at each goal but no more than two at each goal. Each shall give testimony to the umpire at the latter's request as to the goals scored or other points of the game near the goal, but the umpire shall make the final decision. The goal judge should never get into discussion with a player as he is answerable only to the umpires who should protect him from pressure and abuse.

a. The Club has the responsibility to ensure that:

- Goal judges are fully trained, fit and active, and 16 years of age or over, with parental permission if required. It is recommended that Clubs draw up their own set of standing orders to be issued on signature to all goal judges.
- A line is drawn 20 yards away and parallel to the goal line.
- Goal Judges are not used when play is in progress simultaneously on two grounds with back-to-back goals.
- They have a bag or box of balls, a white flag and access to spare goal posts.
- They have the ability to change a goal post if it is broken and widen the goals if required.
- They are properly briefed as set out below.

b. The goal judges should be in position 10 minutes before the start of the game. They should: Wear distinctive clothing such as white coats and protective headgear (a riding or cricket helmet is recommended but not a cycle helmet) which should be issued to them. Wet weather clothing should also be available.

- Ensure that all impedimenta, e.g. chairs, ball boxes, spare goal posts, is at least 30 yards behind goal posts. Other items such as bicycles should be placed well away from the ground so that they are not a danger to players or loose horses.
- Check that the goals post are in the correct position and that they are vertical.
- Check that they can distinguish from the team colours which side is attacking and which defending.

c. Positioning during Play. Once the match is started, the goal judge must observe the play carefully at all times as the situation can change very quickly. At all times however, he must remain behind the 20 yard line until the ball is out of play and the ponies have slowed down. When play comes down the left hand side of the ground, the goal judge should begin to move to the right to keep the ball in his sight between the posts and if the play comes from the right, he should move to the left. Should there be two goal judges for each goal, they will work as a pair. They must be particularly alert to avoid being ridden down as the options for the players are reduced. The goal judge must also keep his eye on the ponies as they approach to see which way they are turning or swinging. Evasive action should be taken if essential but it is normally better to stand still as the player will turn away. It is an offence for two players to ride each other off over the goal line.

d. Between Chukkas. Between chukkas he must remain alert to players coming onto the ground to stick and ball and the umpires coming to replenish their ball bags but he

should tread-in in front of his own goal, especially at half time, and collect up any stray balls.

- e. Umpires Whistle.** The goal judge must also be on the alert for an umpire's whistle which will render the ball. If the ball subsequently goes through the goal or over the back line, no action should be taken by the goal judge.
- f. Goal Scored.**
- g. Certain Goal Scored.** If the goal judge is certain that a goal has been scored (i.e. the ball went over and clear of the goal line and inside the goal post projected vertically), even though play continues, he will wave his flag vigorously over his head. Judgement may be required if the ball hits a flag blowing in the wind, or if the ball swerves in the air or goes over the post.
- h. Uncertain if Goal Scored.** It is sometimes difficult for the goal judge to be certain that a goal was scored as his view may be obscured, he may be taking evasive action or be confused by the flight of the ball. In this event, he should make no signal. The umpires should ask for his view but the decision will be made by the umpires who will instruct him either to wave his flag to signify a goal or to place the ball for a hit in.
- i. Ball Hit over Back Line.**
 - **By Attacker.** If the ball is hit over the back line by an attacker, then the goal judge should signal by holding a ball above his head. When the ponies have slowed down he should run forward (the clock is not stopped) and place a ball just in front of the back line where it crossed but no nearer than 4 yards from a goal post or the boards. He should make a good lie for the ball otherwise time will be wasted as the striker tees it up. He should then pick up any loose balls and return swiftly behind the 20 yard line.
 - **By Defender.** If the ball is hit over the back line by a defender, then the umpires will blow the whistle and award Penalty 6 which is free hit on the 60 yard line opposite where the ball crossed the back line but no further than 40 yards out from the centre. The umpires might ask the goal judge who hit the ball over the back line or the last pony or stick off which the ball deflected.
- j. Penalty 1.** If the umpires award a Penalty 1 or a goal as a result of a foul by a defender, they will instruct the goal judge to wave his flag as if a goal had been scored.
- k. Positioning for Penalty Free Hits.** The umpires will normally raise a hand if they are satisfied that it was a goal but the Goal judge should be positioned as follows:
 - **Penalty 2 - Spot Hit.** The goal judge should be in line with the ball.
 - **Penalty 2 - 30 Yard Hit.** The goal judge should be on the left hand goal post looking onto the field.
 - **Penalty 3 - 40 Yard Hit.** The goal judge should be behind the left hand goal post looking onto the ground but well back as players will be coming across.
 - **Penalty 4 and 6 - 60 Yard Hits.** The goal judge should be behind the left hand post looking onto the ground; an umpire will take the right hand post. For Penalty 6 which is likely to be to one side, the goal judge and umpire should be on straight line drawn between the ball and their goal posts.

The Timekeeper

- 21. Timekeeper.** A Timekeeper shall be appointed in all games and is responsible for keeping the time for the intervals and the time played in each chukka. The Timekeeper should be conversant with the rules which govern his responsibilities. The Timekeeper may also act as the Scorer and Assistant Scorer.
- a.** The club has a responsibility to ensure that the timekeeper is provided with a bell or horn and a proper polo stop-clock, which can be stopped and started at will. This clock will govern the time; any clock on the scoreboard is for guidance only. He will also require an ordinary stopwatch as a back-up and to time the extra 5 seconds of play (see below) and when a player is sent off for 2 minutes of play.
 - b. First Chukka.** Five minutes before the advertised time for the start of the first chukka the timekeeper will ring the bell to alert the teams and officials. If the players are not responding he may be requested to ring the bell again to help get the match underway.
 - c. Intervals.** Between each chukka there is an interval of 3 minutes with a half-time interval of 5 minutes. In a 5 chukka match, the interval is taken after the 3rd chukka. Should play begin before the time for an interval is up, it is unnecessary to ring the bell but if not then the Timekeeper shall ring the bell to get the chukka started. In the event of a tie requiring that an extra chukka be played, the interval shall be 5 minutes. In this case it is the umpire's duty to see that the game is not started again until the 5 minutes interval has been taken.
 - d. Starting the Clock.** He should not start the clock until the ball is put into play. For a throw-in, it is when the ball leaves the umpire's hand and for a free hit it is when the player hits or hits at the ball.
 - e. Stopping the Clock.** During a chukka the clock is only stopped when the umpires blow the whistle. This will usually be for a foul but may be for another reason such as an injury or fall. Note that the clock is not stopped:
 - when the ball is hit out of play, over the side-lines or boards or backline, unless over his own backline by a defending player in which case the umpires will blow the whistle.
 - when a goal is scored unless the umpires blow for a foul as a goal is scored. If the umpires decide there was no foul and to award a goal they will instruct the goal judge to wave his flag and at this moment the clock should be restarted. However should the umpire blow his whistle for a second time this will indicate that a penalty has been awarded in which case the clock should not be restarted until the ball is put into play.
 - f. End of Normal Chukka.** It is the Timekeeper's duty to ring the bell when 7 minutes of playing time has elapsed, and again 30 seconds later if play has not already stopped. Great care must be taken that the first stroke of the bell coincides exactly with the termination of the 7 and 7½ minutes as the ball may go through the goal just before the first stroke of the bell in which case the goal should be allowed or just after in which case the goal should be disallowed. The Timekeeper's responsibility in this matter is therefore of great importance.

g. Last Chukka. The last chukka ends on the first bell unless teams are tied in which case the extra 30 seconds are played.

h. Additional 5 Seconds.

- If the whistle is blown within the last 5 seconds of the last chukka and no penalty is awarded, then play shall continue for the time remaining before the whistle was blown.
- If a penalty is awarded within the last 5 seconds of the last chukka, the Timekeeper must allow a further 5 seconds of play from the time the ball is put into play. Hence, if there were 3 seconds left, the time keeper must allow 5 seconds, so 2 seconds will have been added to the game. If the whistle is blown within those 5 seconds then the above will apply once again.
- It is very important that the Timekeeper understands his role as he is the only official who can carry out this rule. He must take account of whether the teams are tied at the time the ball is put into play or at the end of the 5 seconds and whether it is the first or second bell.
 - If it is the first bell and the teams are tied the chukka continues until a goal is scored or awarded or until the first sound of the second bell.
 - If it is the second bell, the chukka ends if a goal is scored or the 5 seconds have elapsed.

The Scorer

22. Scorer. The Scorer will record the goals scored, noting if possible the name of the player scoring the goal, the time at which the goal was scored and the direction of play. He will instruct the Assistant Scorer to put up the score on the board being particularly careful to check that the correct team has been credited. At all times it is the Scorer's figures that count.

a. The Polo Manager should provide a score sheet completed as far as possible. From this sheet the handicap received by a team will be put on the board by the Assistant Scorer. The Scorer will particularly note the colours in which the teams are playing and alter details on the score sheet if necessary.

Table of Goals Awarded on Handicap

Handicap Goal Difference	Six Chukkas	Five Chukkas	Four Chukkas
1	1	½	½
2	2	1 ½	1 ½
3	3	2 ½	2
4	4	3 ½	2 ½
5	5	4 ½	3 ½
6	6	5	4

- b.** At the end of the match, the Scorer will add up the goals received on handicap and scored, fill in such details as weather, the time the match was completed and any unusual occurrences, sign the form as correct and hand it in to the Polo Manager. This score sheet will then act as the official record of the match.
- c. Objections.** No objection may be lodged after the game to the Tournament Committee, umpires or the goal judges as to whether a goal was scored or not, or an error was made in recording the score or team handicap. Note, however, that it is the duty of the umpires to draw team captains' attention to the score as posted before a match (i.e. any goals received on handicap) and changes may be made as agreed. If the umpires fail to carry out this duty, or there is a mistake, there can be no objection from either team after the start of the second chukka.

The Assistant Scorer

- 23. Assistant Scorer.** The Assistant Scorer is responsible for preparing the scoreboard before the match, and updating goals scored and chukka numbers during the match. He should have communication with the Scorer if they are not sitting together.

ANNEX C DIAGRAMS

ANNEX C – DIAGRAMS

Rule 1.33a

Two players riding on the exact LOB and simultaneously making a play on each other, whether following or meeting, have precedence over all other players.



Fig i

Red 4 and Blue 1 are on the exact LOB and have precedence over all other players. Red 2 has no play.

Rule 1.33b

A player on the exact LOB with the ball on his off side, whether following or meeting, has precedence over any other players, except when meeting two players as above.

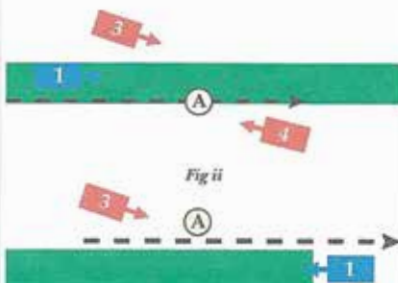


Fig ii

Fig iii

Blue 1 is on the exact LOB and has the precedence over all other players except when meeting two players on the exact LOB as in Fig i.

Rule 1.33c

Any player riding in the same direction as the ball is travelling or has travelled has precedence over any player or players riding from the opposite direction unless they are in accordance with 1.33a or b above, Fig i, ii and iii.



Fig iv

Blue 4 backs the ball to A, Blue 3 has precedence over Red 2 as he is travelling in the direction that the ball was hit.



Fig v

Blue 2 has precedence as he is travelling in the same direction as the ball. Red 3 may attempt to hook Blue 2's stick provided he does not cross or impede Blue 2 in any way. Red 3 would only have precedence if on the exact LOB.

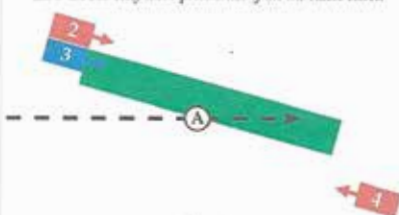


Fig vi

Blue 3 and Red 2 are travelling in the same direction and have precedence. If Red 4 was meeting on the exact LOB, Red 4 would have precedence.

Rule 1.33d

When no player is on the exact LOB and two or more players ride in the same general direction, whether following or meeting, the player riding at the lesser angle to the LOB has precedence. If the players are at equal angles, the player that has the LOB on his off side has precedence.

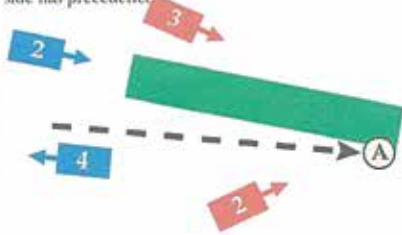


Fig vii

Blue 4 hits a backhand to A. Blue 2 has precedence over both Red players as he is at the narrowest angle.



Fig viii

Blue 2 is at the narrowest angle and therefore has precedence over Red 1.

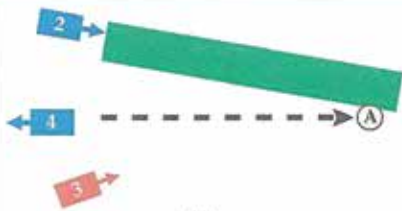


Fig ix

Blue 4 hits backhand to A. Blue 2 and Red 3 appear to be at equal angles. Blue 2 has the LOB on his offside and therefore has precedence over Red 3.

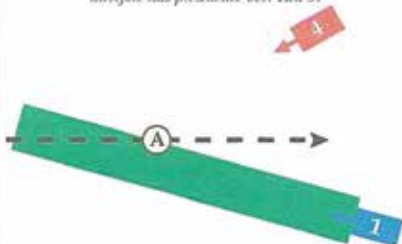


Fig x

Blue 1 is at the narrowest angle and has precedence. If Red 1 was considered to be approaching at an equal angle, Blue 1 would still have precedence because the LOB is on his offside.

Rule 1.33e

No player will be considered to have precedence because he was the last to hit it.

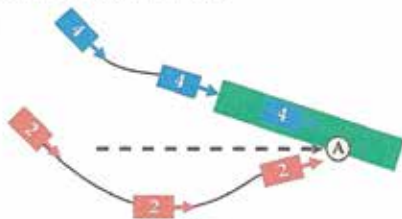


Fig xi

If Red 2 hits the ball under the neck to A but does not manage to stay on the exact LOB then Rule 1.33d applies and Blue 4 has precedence.

Annex D

SCHEDULING, FORMAT AND ORDER OF MERIT

1. **Closing Date and Acceptance.** As a general rule the Tournament Committee should accept all entries up to the closing date. They may try to achieve extra entries in order to give a better balance to the tournament (eg to achieve eight teams rather than seven) but the process should not be so drawn out that the issuing of the schedule is delayed. It is, however, at the discretion of the Tournament Committee to refuse an entry, to ballot out teams or to run a tournament on an invitation basis. Any refusal of entry will only be made in consideration of all APF Rules and Policies and in accordance with the APF and State Association Constitutions.
2. **Format and Schedule.** Once entries have been received and if it is not in the tournament conditions, the Polo Manager must decide whether the tournament should be run as a knockout, league, group or combination of both. It has become increasingly popular to start a tournament on a league or group basis, as this guarantees each team a number of matches, and then to move on to a knockout phase. The Tournament Committee should whenever possible arrange a balanced and achievable schedule for a tournament at their club which will need to take account of the number of entries, the playing days available and the other commitments of the teams and players. The schedule of the matches should include where appropriate nominated umpires and referees.
3. **Away Games.** The schedule may require teams to play qualifying matches at other clubs. This will be arranged by agreement between polo managers and clubs are expected to co-operate in accepting teams which may not be from their own club. Qualifying matches are taken as part of the tournament and the rules on substitution and use of ponies shall apply.
4. **Private Grounds.** All private grounds must have been inspected by an official of the APF and passed before they may be used for matches played in APF sanctioned tournaments. A Tournament Committee that, in agreement with the owner, schedules a match to be played on a private ground must contact the Polo Manager of the Club designated as the overseeing club for that ground. The Polo Manager should inform the Tournament Committee of the matches and teams that have been played at that ground in previous tournaments. If in agreement then the designated club must have at the ground an official who shall be responsible for all matters concerning the match.
5. **No Appeal.** The team captain or the team manager may not appeal against the time or venue of a game.
6. **Knock Out Tournament.** A knockout tournament is one in which teams are drawn to play one or more of preliminary rounds, quarter finals, semi-finals and finals. Unless there are eight or sixteen teams in the tournament there will be a requirement to have bye rounds. The method of placing these is shown in the table below. It is often popular to have a subsidiary to the main tournament to give the teams beaten in the first round a minimum of two matches. The subsidiary matches should be scheduled so that they fall as close as possible to the time and date of the equivalent matches arranged for the winning teams.

Method of Drawing Byes in Tournaments – All Byes are in the first round

No of Teams	Byes at Top	Byes at Bottom
5	1	2
6	1	1
7	0	1
8	0	0
9	3	4
10	3	3
11	2	3
12	2	2
13	1	2
14	1	1
15	0	1
16	0	0

7. Leagues and Group Tournaments.

a. League. A league tournament may consist of one or more leagues with each team in its league normally playing the others. In a league of four each team plays three matches. A league tournament may be used to produce a winner or to decide by an order of merit (Para 9) which team shall qualify for the knockout phase of the tournament.

- i)** There should always be the same or more places for teams in a knockout phase than the number of leagues or groups.
- ii)** Leagues of three teams are to be avoided if possible as they are more prone to match fixing than larger leagues. If used, the team that loses the first match in its league should ideally play the third team next so that the next league match will count towards the overall result
- iii)** For reasons of time or availability it may sometimes be necessary to schedule a tournament in which all the teams in a league do not play each other; for example, if there are five teams and only time for each team to play two matches. Scoring will be as laid down in Para 12.

b. Group. A group is divided into two subgroups of two or more teams. With a group of six teams in two subgroups of three teams, each team will play three games. Each subgroup should have the same number of teams and each team should play against each team in the other subgroup. The group system should be used sparingly as all the teams within a group have not played each other, and one sub group may be stronger than the other. Hence the group system can sometimes lead to maverick results which are only partially offset by seeding or by combining all the results within the group (Para 12).

c. Combined Leagues and Groups. Sometimes, in order to achieve a uniform number of matches played, the league and group system can be combined. For example, if there are fourteen teams in a tournament, the Committee can schedule two leagues of four teams and a group of six teams (two subgroups of three teams each) so that every team plays three matches in this phase.

d. One Day Round Robin. If three teams are to play on one day, then a Round Robin is a good answer. Normally each team plays two chukkas against the other. Two of the teams play consecutively e.g. the first four chukkas or the last four and the third team has a break in the middle. It is recommended that each match should end on the first bell whether the score is level or not and that two points are awarded for a win and one for a draw.

8. Progression and Placing of Teams for Knockout Phase. Once an order of merit has been established then a knockout phase may be held. If eight teams are to enter the knockout phase then quarter finals will be played but if only four then Semi-finals will be played. The order of merit as outlined in Paragraph 4 above will normally be used to place teams for the knockout phase of a tournament.

Quarter Finals:	1st v 8th	Semi Finals:	1st v 4th
	4th v 5th		2nd v 3rd
	3rd v 6th		
	2nd v 7th		

These placings may be altered for scheduling reasons or to avoid teams that have played each other in the league phase meeting in the early rounds of the knockout. A draw can also be made.

Order of Merit

9. Order of Merit. In order to establish an order of merit a points system for games will operate as follows:

Played for a Win: Win = 2 Lose = 0

Played for a Draw: Win = 2 Draw = 1 Lose = 0

In addition, a record of goal must be maintained as follows:

Goals For: the sum of the goals scored by and accredited to a team.

Goals Against: the sum of the goals scored against a team.

Goal Difference: the sum of the 'Goals For' versus 'Goals Against' which may result in a minus total.

10. Penalty Shoot Out. The Tournament Committee may specify in the Tournament Conditions that a Penalty Shootout will be held if necessary after the league or group phase in order to decide the order of merit between teams tied on points. The Tournament Committee is responsible for drawing up and promulgating the rules under which the Penalty Shootout will take place before the commencement of the Tournament. This should include the number of penalties to be taken and by whom. Players eligible to take part shall be restricted to:

- those who were listed on the team entry form for the tournament or
- those who played the whole of the last match or
- the substitute of a player who is injured in the last match but only if the injured player's inability to take part is supported by a Doctor's certificate.

11. League in which all the Teams have played each other. In a tournament that involves leagues in which all the teams within each league have played each other a record of the results should be drawn up as in the Examples. The order of merit is established initially by taking the number of points scored by each team in its league (Example A).

a. Two Teams Tied on Points.

- i) If two teams are tied on points, then the team that won the match between them goes above the other (Example B).
- ii) If the result of the match between the two tied teams was a draw, the first placed team will be that with the best 'goal difference' counting all the matches played by the two teams in their league.
- iii) If the teams are tied on 'goal difference', the first placed team will be the one with the most 'goals scored', again counting all the matches played by the two teams in their league.

b. Three Teams Tied on Points. If three teams are tied on points, recalculate the points scored counting only the matches played between the tied teams.

- i) If this results in two teams still being tied on points, the team that won the match between them goes above the other.
- ii) If three teams are still tied on points, again taking into account the scores within the tied teams, the order of merit is established from the 'goal difference' credited to each team. Thus the team with the best 'goal difference' goes first, the second best goes second and the third goes third. If this results in two of the teams still being tied on 'goal difference', the team that won the match between them goes above the other.

iii) If three teams are still tied then 'goals scored' shall determine the order of merit. If this results in two of the teams being tied on 'goals scored', the team that won the match between them goes above the other (Example E).

c. Four or More Teams Tied. In the event that four or more teams are tied on points, then proceed as for three teams tied (Para 11b).

12. Groups and Leagues in which all Teams have not played each other. In a tournament which involves groups or leagues in which all teams have not played each other, the result of all matches within the league and group will be taken. Thus for example with two subgroups, each of two teams playing across, the result of all four matches will be taken together (Examples C, D and F). The order of merit will be drawn up as in Para 11 but note if teams have played each other then the winner of that match will go above in a two way tie (Example D).

13. Across Leagues and Groups.

a. As a first step establish the order of merit within each league or group using the system laid down in Para 11 and 12 above. The first team in each league and group have an automatic place in the knockout phase.

b. If it is necessary to establish an order of merit between the first placed teams in each league and/or group to allocate the playoff places in the knock out phase (Para 8) take all the matches that the teams have played in their league or group to establish the order of merit between them again using the system in Paras 11 or 12.

c. If it is necessary to achieve an order of merit between the second or third and so on placed teams in each league and or/group proceed as for the first placed teams above. A Tournament Committee may however wish to include a special rule in the schedule if the tournament does include a group or groups as those teams in a group are at a disadvantage (there are always more teams than in a league) when an order of merit is drawn up using the system outlined above. (See Note 2 to Example J)

d. In the event that there are an unequal number of teams in each league then eliminate the bottom team and recalculate the scores. The original placings will stand ie, the team that came first in the league before equalisation will remain first but the points, goal difference and goals scored credited to it after equalisation will be used for comparison with the equivalent placed teams in the other leagues. Thus, if required, an overall order of merit, involving all the teams in a tournament can be drawn up. (See Examples H and J).

14. Teams still Tied. If teams remain tied having applied all the above methods to separate them, if a play off or penalty shoot- out has not been scheduled or there is not enough time, then the Tournament Committee shall determine the order of merit in the sequence below:

a. The best 'goal difference' achieved in any one game.

b. The best 'goals scored' achieved in any one game.

c. The toss of a coin.

- 15. Match not Played or Completed.** Every effort should be made to reschedule a game so that it can be played or completed or produce a result by penalty shootout as outlined in Rule 2.34 but as a last resort the result of a match can be calculated as follows:
- a. If not played:**
 - i)** Taking all the matches played in the league or group concerned; establish the 'goal difference' for each team. The score is then calculated by dividing the 'goal difference' of each team by the number of matches played by each team; all fractions to count as half.
 - ii)** If this produces a tie in a tournament in which matches are to be played for a win then a similar calculation will be made taking account of 'goals scored'.
 - iii)** If two teams remain tied then Para 14 will apply.
 - b. If started but not completed:**
 - i)** The score will be calculated by taking the score of each team at the time the match was abandoned. These scores are then each divided by the number of chukkas completed and multiplied by the total number of chukkas due to be played in the match to give the score; all fractions to count as half.
 - ii)** If the teams were equal when the match was abandoned, each team will be awarded half a point.
- 16. Tournament Played Open and Handicap.** If the tournament is played both open and on handicap:
- a. Scoreboard.** The scoreboard should show the 'Open' score with any goals awarded on handicap displayed separately below the appropriate team.
 - b. Last Chukka.** Matches must be played for a win in both the open and handicap sections. Although there may be a win in one section at the end of the last chukka, play may have to continue in order to get a win in the other section. When the result of one section has been established, then that result will not be altered by the subsequent play that may have been required to get a match result in the other section. It is important that umpires and time-keepers are briefed on this requirement.
 - c. Order of Merit.** A team that wins both the open and handicap section in a league must go for the open final. When the order of merit is being calculated, all matches are counted. If two or more teams are tied on points, only matches between the tied teams are counted as in Para 11a except that a team that has won the open section of the league shall not be considered as a tied team.
- 17. Cancellation.** If the result of a league is known before the last matches are played and the result cannot be influenced by those matches, they may be cancelled provided the Tournament Committee, the club where the matches were due to be played and both team captains all agree.

EXAMPLES TO ANNEX D

Example A - League with no teams tied on points

League 1	A team	B team	C team	No team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		7 - 8	12 - 7		LW	2	19	15	+4	2
B team	8 - 7		9 - 4		WW	4	17	11	+6	1
C team	7 - 12	4 - 9			LL	0	11	21	-10	3
No team										

Example B - League with two teams tied on points

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 7	7 - 9	6 - 7	WLL	2	23	23	0	4
B team	7 - 10		11 - 6	9 - 8	LWW	4	27	24	+3	1
C team	9 - 7	6 - 11		4 - 5	WLL	2	19	23	-4	3
D team	7 - 6	8 - 9	5 - 4		WLW	4	20	19	+1	2

B team and D team are tied on points. B team won the match between them so go first. Likewise C team beat A team so they go into third despite the fact that they have a worse goal difference.

Example C - 4 teams grouped in 2 sub groups.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			9 - 6	7 - 6	WW	4	16	12	+4	1
B team			6 - 5	7 - 4	WW	4	13	9	+4	2
Sub Group 2										
C team	6 - 9	5 - 6			LL	0	11	15	-4	3
D team	6 - 7	4 - 7			LL	0	10	14	-4	4

Teams play across. A team and B team each have four points so go straight to goal difference and the scores are still tied; go to goals scored and A team go first and B team second. Likewise C team go third and D team fourth.

Example D - 4 teams grouped in 2 sub groups.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			5 - 4	3 - 4	WL	2	8	8	0	2
B team			4 - 10	4 - 7	LL	0	8	17	-9	4
Sub Group 2										
C team	4 - 5	10 - 4			LW	2	14	19	+5	3
D team	4 - 3	7 - 4			WW	4	11	7	+4	1

Teams play across. D team goes first with 4 points. Team A and C are tied on points. As A team beat C team they go second with C team third.

Example E - 4 teams in a league with 3 teams tied on points.

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 5	6½ - 10	8 - 0	WLW	4	24½	15	+9½	1
B team	5 - 10		9 - 3	7 - 3	LWW	4	21	16	+5	2
C team	10 - 6½	3 - 9		3 - 1	WLW	4	16	16½	-½	3
D team	0 - 8	3 - 7	1 - 3		LLL	0	4	18	-14	4

Three teams tied on points so the 4th team (D team) is discounted and the scores are recalculated taking into account only the scores between the remaining three teams. See below.

Example E - 4 teams in a league with 3 teams tied. Bottom team discounted.

League 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		10 - 5	6 1/2 - 10		WL	2	16 1/2	15	+1 1/2	1
B team	5 - 10		9 - 3		LW	2	14	13	+1	2
C team	10 - 6 1/2	3 - 9			WL	2	13	15 1/2	-2 1/2	3
D team										

All three teams are still tied on points. The team with the best goal difference goes first, the second best second and so on; thus the Order of Merit is A, B then C.

Example F - 4 teams grouped in 2 sub groups tied on points.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team			8 - 6	5 - 8	WL	2	13	14	-1	3
B team			7 - 9	5 - 4	LW	2	12	13	-1	4
Sub Group 2										
C team	6 - 8	9 - 7			LW	2	15	15	0	2
D team	8 - 5	4 - 5			WL	2	12	10	+2	1

All four teams are tied on 2 points. Some but not all of the teams have played each other so which team won the match between them is discounted so go to goal difference (Paragraph 3). Thus the order of merit is 1st D team with plus 2, 2nd C team on 0 and as A and B teams are equal on minus one, go to goal scored and A team comes 3rd with 13 and B Team 4th with 12.

Example G - 5 teams in a league each playing only two matches.

League 1	A team	B team	C team	D team	E team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place
A team		9 - 4			5 - 8	WL	2	14	12	+2	3
B team	4 - 9			8 - 7		LW	2	12	16	-4	4
C team				5 - 9	3 - 7	LL	0	8	16	-8	5
D team		7 - 8	9 - 5			LW	2	16	13	+3	2
E team	8 - 5		7 - 3			WW	4	15	8	+7	1

E team goes first with 4 points, A, B and D teams are tied on 2 points each, so go straight to goal difference (Paragraph 3). Thus D comes 2nd, A 3rd, B 4th on goal difference and C 5th on 0 points.

Example H - 3 leagues of 3 and one of 4. There is to be a main and subsidiary semi final.

League 1	A team	B team	C team	No team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place in League	Overall Place
A team		7 - 6	7 - 5		WW	4	14	11	+3	1	2
B team	6 - 7		8 - 6		LW	2	14	13	+1	2	6
C team	5 - 7	6 - 8			LL	0	11	15	-4	3	11
No team											
League 2	D team	E team	F team	No team							
D team		7 - 5 1/2	7 - 4		WW	4	14	9 1/2	+4 1/2	1	1
E team	5 1/2 - 7		4 1/2 - 5		LL	0	10	12	-2	3	10
F team	4 - 7	5 - 4 1/2			LW	2	9	11 1/2	-2 1/2	2	8
No team											
League 3	G team	H team	J team	No team							
G team		4 - 2	2 - 3		WL	2	6	5	+1	1	4
H team	2 - 4		8 - 5		LW	2	10	9	+1	2	7
J team	3 - 2	5 - 8			WL	2	8	10	-2	3	9
No team											

AUSTRALIAN RULES OF POLO

League 4	K team	L team	M team	N team							
K team		3½ - 12	7½ - 7	3 - 3½	LWL	2	14	22½	-8½	3	-
L team	12 - 3½		6 - 4	5 - 6½	WWL	4	23	14	+9	2	-
M team	7 - 7½	4 - 6		6 - 6½	LLL	0	17	20	-3	4	-
N team	3½ - 3	6½ - 5	6 - 6½		WWW	6	16½	14	-2½	1	-

To establish the order within the league and which teams therefore qualify for the knock out phase, all matches are counted. The next step is to reduce League 4 to three teams by eliminating the bottom team and recalculating the score as shown following in order to produce an order of merit across the leagues.

League 4	K team	L team	M team	N team							
K team		3½ - 12		3 - 3½	LL	0	6½	15½	-9	3	12
L team	12 - 3½			5 - 6½	WL	2	17	14	+9	2	5
M team											
N team	3½ - 3	6½ - 5			WW	4	10	8	+2	1	3

The winners of each league go into the main semi final: D team go 1st, A team 2nd, N team 3rd and H team 4th. In the subsidiary semi final, L team go 5th, B team 6th having been equal on points and goal difference but scored more than G team who go 7th and F team go 8th. N team and L team will qualify in their original league placings even if their positions change following equalisation.

Example J - The tournament has a group of 4 and 3 leagues of 3. There is to be a main and subsidiary semi-final.

Sub Group 1	A team	B team	C team	D team	Win/Lose	Points	Goals Scored	Goals Against	Goal Difference	Place in League	Overall Place
A team			8½ - 6	7 - 6	WW	4	15½	12	+3½	2	5
B team			6 - 5	7 - 4	WW	4	13	9	+4	1	3
Sub Group 2											
C team	6 - 8½	5 - 6			LL	0	11	14½	-3½	3	10
D team	6 - 7	4 - 7			LL	0	10	14	-4	4	11
League 1	E team	F team	G team	No team							
E team		6 - 8	7 - 3		LW	2	13	11	+2	2	6
F team	8 - 6		8 - 4		WW	4	16	10	+6	1	1
G team	6 - 7	4 - 8			LL	0	7	15	-8	0	13
No team											
League 2	H team	J team	K team	No team							
H team		4 - 5	7 - 5		LW	2	11	10	+1	1	4
J team	5 - 4		4 - 6		WL	2	9	10	-1	3	9
K team	5 - 7	6 - 4			LW	2	11	11	0	2	8
No team											
League 3	L team	M team	N team	No team							
L team		4½ - 7	5½ - 8		LL	0	10	15	-5	3	12
M team	7 - 4½		3 - 5		WL	2	10	9½	+½	2	7
N team	8 - 5½	5 - 3			WW	4	13	8½	+4½	1	2
No team											

Note 1. The winners of each league/group go into the main semi finals. In this case there are 3 teams on 4 points so the order of merit for those 3 is decided on goal difference: 1st F team, 2nd N team, 3rd B team. H team is 4th as they won their league. Note that A team who won both their matches and has 4 points is not in the semi-finals. Then, taking the seconds in each league/group, A team is 5th with 4 points. There are then 3 teams placed 2nd with 2 points so the order of merit is again decided on goal difference: E team 6th, M team 7th and K team 8th. Also note two teams from the group and one from each league do not get another game.

Note 2. The Tournament Committee may include in the schedule a special ruling which in this case might read 'Should the worst 2nd best team in the leagues be below the third best team in the group in the order of merit then the team in the group will go forward to fill the eighth place.' In this example the order of merit stands as the third best team in the group (C) had 0 points whereas the worst second in the league (K) had 2 points.

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