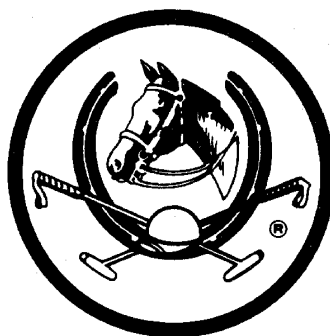


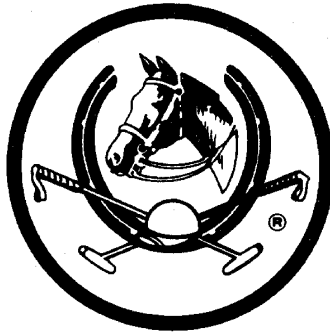
**UNITED STATES
POLO ASSOCIATION®
2014**



**By-Laws
Constitution
Equine Drugs & Medications
Rules of Outdoor and Arena Polo
Rules Interpretations
Tournament Conditions
Umpire Guide**

PLAYER AND UMPIRE
TRAINING GUIDE
of the
UNITED STATES
POLO ASSOCIATION

2014



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FOREWORD FROM USPA CHAIRMAN

On behalf of the USPA Board of Governors, thank you for being a member of the United States Polo Association, the national governing body for the sport of polo. Since 1890, the United States Polo Association has been committed to promoting the sport and providing membership services to polo players and polo clubs across the country.

It is with great pride that we bring you the resource our members turn to most, the official USPA White Book. Thank you to all those committees who worked together to help define and implement the changes and additions to the 2014 edition.

We are committed to expanding the USPA Umpires, LLC services to all goal levels to ensure safety and fairness on the field, improving your polo experience and the overall quality of the sport. This is the second year of the USPA Umpires, LLC who are responsible for all aspects of the USPA umpire program. Led by Central Circuit Governor Britt Baker and his LLC Board of Thomas Biddle, Sr., Robert Daniels, Thomas Gose, James McGowan, Peter Rizzo and its executive director Charles Muldoon, this group continues to monitor the progress of a number of umpire expense reimbursement programs that have a direct impact on improving the quality of umpiring at the grass roots club and circuit levels. USPA Head Umpire Instructor Steve Lane is traveling the country training and certifying umpires at all umpire ratings helping every umpire achieve his or her goals toward becoming a better umpire.

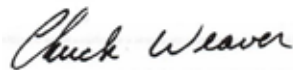
Our USPA Marketing, LLC will be focused on driving people to take advantage of becoming more informed and better educated polo players by learning from USPA certified polo development instructors and polo club managers. In addition, our newly established USPA Polo Development, LLC will be focused on training qualified individuals and polo clubs managers to be on the front lines in educating all of our members as to improving both player skills and overall polo knowledge.

The United States Polo Association has a wide variety of resources to make your polo experience enjoyable and we hope you take advantage of the many benefits that come with your USPA membership. Please bookmark our website, www.uspolo.org, where you will find complete information on our many polo development programs and association services; and when possible, please bring a friend to polo and get him or her started on becoming a polo player!

I want to commend all of our USPA staff, volunteer committee members and respected committee chairs for their remarkable efforts and continued commitment. If you ever need assistance or are interested in volunteering, their contact information is listed on the following pages.

As the National Governing Body for the sport of polo, we look forward to serving you in 2014.

Sincerely,



Chuck Weaver

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Anita Brown, CPA, *Chief Financial Officer*
Deanna Sullivan, *Accounting*
Tammy Salinas, *Executive Assistant to the CEO*
Amy Wisehart, *Intercollegiate/Interscholastic Program Director*
Kim Syme, *Intercollegiate/Interscholastic Tournament Coordinator*
Lindsay Dolan, *Membership & Handicap Services Director*
Lindsay Ebersbach, *Tournament Manager*

USPA Marketing, LLC

James Rossi, *Chief Marketing Officer*
Amber Owen
Marketing & Communications Director

USPA Umpires, LLC

Charles Muldoon, *Executive Director*
Steve Lane, *Head Umpire Instructor*
Maggie Mitchell, *Program Manager*

USPA Polo Development, LLC

Kris Bowman, *Executive Director*
Amanda Snow
Junior Polo Program Director
Elizabeth Holson
Junior Polo Instructor
Elizabeth Hedley
National Club Development Coordinator
Justin Powers
National Club Development Coordinator

USPA COMMITTEE/LLC CHAIRS AND COMMITTEE STAFF

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Umpires, LLC	Britt Baker (bbaker@bakerelectric.com)	Maggie Mitchell
Women's Tournament	Sunset Hale (shpolo21@aol.com)	Lindsay Dolan

CONSTITUTION of the UNITED STATES POLO ASSOCIATION

*As unanimously adopted at a Special Meeting, December 28, 1954,
and subsequently amended.*

ARTICLE I *Name and Mission*

The name of this organization will be the UNITED STATES POLO ASSOCIATION. It has been organized and exists for the purposes of promoting the game of polo, coordinating the activities of its Member Clubs (Clubs) and Registered Players, arranging and supervising polo tournaments, competitions, and games and providing rules, handicaps, and conditions for those tournaments, competitions, and games including the safety and welfare of participants and mounts.

ARTICLE II *Board of Governors*

SECTION 1. Board of Governors. There will be a Board of Governors of the Association consisting of the Circuit Governors, Governors-at-Large and Officers each of whom shall be Registered Player Members of the Association. Each member of the Board of Governors will hold office until his successor is elected and qualified. In the event that a member of the Board of Governors is absent from three consecutive regularly scheduled meetings of the Board, that individual will be removed as a member of the Board of Governors unless reinstated by a two-thirds vote of the members of the Board of Governors present at a meeting.

SECTION 2. Vacancies. A vacancy existing among the Governors-at-Large or Officers by reason of death, resignation or any other cause, may be filled, to complete the unexpired term, by the affirmative vote of the majority of the Board of Governors present at a meeting. In the event of a vacancy by reason of death, resignation or any other cause of a Circuit Governor, the Chairman of the Association shall appoint an Interim Governor to serve until such time as the Clubs of the Circuit conduct an election to fill the vacancy.

SECTION 3. Powers and Duties. Subject to the provision of this Constitution, the Board of Governors will have the control and management of the affairs, property and policy of the Association, including the fixing of compensation of all Officers and employees. The Board of Governors may, by a majority vote, make and alter By-Laws or other rules not inconsistent with this Constitution.

SECTION 4. Executive Committee. The Board of Governors may delegate specific powers and duties, by Resolution, to an Executive Committee except the authority to make or alter By-Laws or rules. All actions of the Executive Committee will be reported and approved at the next meeting of the Board of Governors. The Executive Committee, appointed by the Chairman and approved by the Board of Governors, will be composed of eight members, consisting of the Chairman, three Officers, other than the Chairman, two Governors-at-Large, and two Circuit Governors. In the event of a tie vote of the Executive Committee, the Chairman shall have an additional vote.

SECTION 5. Nominating Committee. Within thirty (30) days after the Annual Meeting, the Chairman, with the consent of the Board of Governors, shall appoint a Nominating Committee consisting of seven Registered Players, five of whom shall be members of the Board of Governors and four of whom shall be Circuit Governors.

SECTION 6. Other Committees. The Chairman, with the consent of the Board of Governors, may appoint such other committees as are deemed desirable and with such duties as may be prescribed. Each committee chair shall be an Individual Member of the Association as defined in the By-laws.

SECTION 7. Meetings. The Board of Governors will meet at the call of the Chairman or President at least twice a year.

SECTION 8. Notices. Notices of meetings of the Board of Governors will be written, conveyed by the Secretary to each Governor twenty-one (21) or more days before such meetings and shall state the time and place thereof. Special Meetings of the Board of Governors may be called by the Chairman on seven days notice. The notice of a Special Meeting will state the objectives thereof and no other business may be transacted thereat.

SECTION 9. Quorum. A Majority, represented in person, will constitute a quorum of the Board of Governors or the Executive Committee at any meeting; less than a quorum will have power to adjourn any meeting until a quorum be present; when a quorum is present at any meeting the act of the majority thereof will be the act of the Board unless a different vote is required by law or by the Constitution or By-Laws. For all purposes, members of the Board of Governors will be represented in person and not by proxy.

SECTION 10. Elections. Elections for Officers, Circuit Governors and Governors-at-Large shall be conducted according to the procedures set down in these Sections. All contested elections shall be by confidential, written ballot.

SECTION 11. Removal. The Board of Governors may remove any member of the Board by an affirmative vote of three-quarters of the entire Board at a regular meeting or a special meeting called for this purpose. Any vacancy by removal shall be filled as provided in this Constitution.

ARTICLE III

Membership and Delegates

SECTION 1. Delegates. The United States Polo Association (Association) will be an Association of regularly organized polo clubs and associations or other entities (Clubs) and of the Registered Players (Players) of such Clubs. Each Club will select a Delegate to represent it, who will be a current Registered Player of the Association. No individual may serve as Delegate for more than one Club.

SECTION 2. Applicability of By-Laws. Any reference to or use of the terms “Active Member Club(s),” “Registered Players(s),” “Individual Members” or “Delegate(s)” in this Constitution shall refer to and incorporate the meaning ascribed to those terms in the By-Laws of the Association.

SECTION 3. Club Membership. Application for membership by a Club will be made in writing to the Secretary of the Association, accompanied by such information as the Board of Governors of the Association may prescribe. Such application will be presented for action at the next meeting of the Board of Governors. No Club will be admitted to membership which does not have at least three Individual Members registered with the Association, the written recommendation of the appropriate Circuit Governor, and control of or access to a suitable field or arena. The Board of Governors may, by a majority vote of those present at a meeting, reject the application, elect the applicant a provisional Member Club pending the receipt of additional information, or elect the applicant to full Club membership. The name of a provisional Member Club may be put forward at any subsequent meeting of the Board of Governors for election to full Club membership. Club membership shall have a term of one year, renewable annually at the option of the Board of Governors. Member Clubs will be designated to one of several categories of membership as defined in the By-Laws of the Association.

SECTION 3. Membership Obligations. Acceptance of Club membership in the

Association will bind each member Club to uphold the provisions of the Constitution, By-Laws and Rules of the Association and to honor all Association decisions based upon those provisions.

SECTION 4. Change of Classification. By a majority vote of the Governors present at a meeting of the Board of Governors, the classification of a member Club may be changed whenever the Club ceases to meet the membership requirements of its classification.

SECTION 5. Individual Membership. Upon payment of the annual registration fee to the Association and agreeing to be bound to uphold the provisions of the Constitution, By-Laws and Rules of the Association, each Individual Member will be considered eligible to participate in the activities of the Association to the extent defined in the By-Laws of the Association.

ARTICLE IV

Circuits and Circuit Governors

SECTION 1. Circuits. The Clubs in the Association will be allocated, in a manner designated by the Board of Governors of the Association, among several Circuits set by the Board of Governors of the Association. The Board of Governors may reassign Clubs to different Circuits.

SECTION 2. Circuit Governors. The Active Member Clubs in each Circuit, by vote of their Delegates, will elect a Circuit Governor to a term of two years who will represent the Circuit in its relations with the Association. The Circuit Governor election will occur in even-numbered calendar years. Circuit Governors will be elected according to the procedure outlined in ARTICLE IV, Section 3 of this Constitution. Their terms will begin at the next Annual Meeting and will expire at the second Annual Meeting following the beginning of their terms. A Circuit Governor completing the unexpired term of another will assume office immediately upon such appointment. After the Annual Meeting in 2006, no individual shall serve more than four consecutive two-year terms as a Circuit Governor. A Circuit Governor completing the unexpired term of another may do so and still be eligible for four consecutive two-year terms.

SECTION 3. Nomination and Election. Not later than the second Tuesday of June in the election year, the Association will convey to the Delegates of each Active Member Club in good standing as of June 1st, with a copy to the incumbent Circuit Governor: (a) a list of that club's Registered Players of record as of June 1st; (b) a nominating form for the nomination of a candidate for Circuit Governor; and (c) a list of all Active Member Clubs in the Circuit as of June 1, including the name and address of each Delegate. The Association shall communicate to each Delegate the following procedure:

A. Nominations must be in writing, on the form provided, and received by U.S. mail at the Association office no later than 5:00 p.m. EDT on the second Tuesday of July of each election year. No Delegate may nominate more than one individual. Any individual receiving two or more nominations will be considered a candidate for the office of Circuit Governor. All candidates must be Registered Players registered with an Active Member Club in the Circuit as of June 1 of the election year.

B. Not later than the third Tuesday of July of the election year the Association will convey to the Delegate of each Active Member Club in the Circuit, with a copy to the incumbent Circuit Governor and each candidate for Circuit Governor, ballots listing the names of that Circuit's candidates for Circuit Governor.

C. Delegates of Clubs with less than fifteen Registered Players as of June 1 will receive one ballot. Delegates of Clubs with fifteen to twenty-nine Registered Players as of June 1st will receive two ballots. Delegates of Clubs with thirty or more Registered Players as of June 1 will receive three ballots.

D. Completed ballots must be received at the Association office not later than 5:00

p.m. EDT on the second Tuesday of August of each election year. The risk of late or non-delivered ballots by the deadline is on the Delegate. All Delegates and candidates will be notified of the results of the election not later than August 30th of that year.

E. Only Delegates representing Active Member Clubs in good standing which are in the Circuit and are of record on June 1st of each election year are entitled to nominate or vote for a candidate. Each such Delegate shall be entitled to cast no less than one ballot but no more than three ballots for Circuit Governor based on the number of ballots received pursuant to Section 3, C. above. No Delegate may assign or transfer the Club's vote(s) or the right to vote by proxy or otherwise.

F. In the event only one candidate is nominated for Circuit Governor, that candidate shall be considered elected and all Delegates will be so notified within ten days of the close of nominations. In the event of a tie between two or more candidates the Chairman of the Association will cast the tie-breaking vote even though the Chairman may have previously voted as a Delegate.

G. Any variation from the foregoing election procedure must be reported in writing to the Board of Governors prior to the Annual Meeting of the Association by letter to the Chairman. If the Board finds that the variation substantially affected the fairness or the outcome of an election the Board will declare said election void and hold a new election complying as closely as possible with the foregoing procedure; otherwise the said election will be deemed valid.

ARTICLE V

Governors-at-Large

SECTION 1. Governors-at-Large. There shall be not less than eight nor more than twelve Governors-at-Large as directed by the Chairman, on or before the last Tuesday of April, or else the number shall remain the same as the prior year. Governors-at-Large shall be elected by the vote of Registered Players for a two year term. Governor-at-Large elections shall be held in odd-numbered years. A Governor-at-Large may not serve more than four consecutive two-year terms except a Governor-at-Large elected to complete the unexpired term of another, may still serve a maximum of four two-year terms.

SECTION 2. Nomination and Elections. The candidates for Governor-at-Large will be presented for election by the Nominating Committee according to the following procedure:

A. On or before the last Tuesday of May, the Nominating Committee will nominate not less than one candidate for each available Governor-at-Large position to be filled. The Nominating Committee's list of candidates will be immediately forwarded to the Secretary of the Association.

B. No later than the second Tuesday of June, the Secretary will distribute to the Delegates of Active Member Clubs in good standing as of June 1 of the election year the following:

- i. The list of candidates prepared by the Nominating Committee;
- ii. Nominating forms for candidates for Governor-at-Large;
- iii. The procedure by which Delegates may nominate candidates for

Governor-at-Large.

C. A Delegate may nominate any Registered Player who is duly registered with the Association as of June 1st as a candidate for Governor-at-Large by returning the completed nomination form to the office of the Association not later than 5:00 p.m. EDT on the first Tuesday of July. Any Registered Player timely receiving five or more Delegate nominations will be considered a nominee and a potential candidate. No Delegate may make more than one nomination in any given election.

D. At the close of the Governor-at-Large nominating period, the Secretary will prepare a list for the Nominating Committee consisting of: (i) the initial recommendations of the Nominating Committee and (ii) the names of the potential candidates receiving five or more

Delegate nominations. The Nominating Committee will then prepare a provisional ballot containing not less than one candidate for each of the minimum number of Governor-at-Large positions as mandated by the Chairman.

E. The Nominating Committee, having prepared a list of potential candidates for Governor-at-Large, will ascertain which are willing to be candidates and willing to serve if elected and submit the final ballot list to the Secretary of the Association. The five or more Delegates who nominated a candidate who chooses not to run or serve will be so advised immediately by the Secretary. The final list of candidates for balloting purposes will list the candidates alphabetically with an asterisk or similar designation next to the names identifying those candidates nominated by the Nominating Committee. On or before the third Tuesday of July, the Secretary will convey a ballot to every Registered Player with each Registered Player's Association number printed thereon and directing the number of Governors-at-Large to be elected as mandated by the Chairman.

F. Each election year each qualified Registered Player may vote for one candidate for each Governor-at-Large position up to the number to be elected as mandated by the Chairman.

G. Registered Players must sign their ballots prior to delivery, as directed on the ballot, to the office of the Association on or before 5:00 p.m. EDT on the third Tuesday of August of each election year. Risk of a late or non-delivered ballot by the deadline is on the Registered Player. The results of the election will be announced not later than August 30th of that year.

H. Elected Governors-at-Large will take office **at** the next Annual meeting and **will expire at** second Annual meeting following the beginning of their terms.

I. In the event of a tie between two or more candidates the Chairman will cast the tie-breaking vote in each instance.

J. Any variation from the foregoing election procedure must be reported in writing to the Board of Governors prior to the Annual meeting. If the Board finds that the variation substantially affected the fairness or the outcome of an election the Board will declare said election void and hold a new election complying as closely as possible with the foregoing procedure; otherwise the election will be deemed valid.

ARTICLE VI *Association Meeting*

SECTION 1. Annual Meetings. The Annual Meeting of the Association (Annual Meeting) will be held between the 1st day of August and the 31st day of October in each year at such place and hour as the Chairman designates.

SECTION 2. Special Meetings. Special Meetings of the Association may be called by the Chairman or by the Board of Governors.

SECTION 3. Notice of Meetings. Unless waived by two-thirds of the Delegates present, thirty days notice of the time and place of the Annual Meeting and two weeks notice of the time and place of any Special Meeting will be conveyed by the Secretary to all member Clubs. A notice of the Special Meeting will state the objectives thereof and no other business will be transacted thereat.

SECTION 4. Voting Privileges. At all meetings of the Association, each Active Member Club (Club) is entitled to be represented by one Delegate and has one vote. Voting may be in person or by proxy, duly certified by an Officer of the active Club. In the absence or disability of a Delegate, the Club may appoint a substitute.

SECTION 5. Quorum. A majority of the active Clubs represented in person, by Delegates or by their substitutes, or represented by proxy, constitutes a quorum at any meeting of members.

ARTICLE VII

*Officers*C
O
N
S
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SECTION 1. Elections. The Officers of the Association shall be the Chairman, President, Secretary and Treasurer. Officers shall be Registered Players of the Association. Officers will be elected for a term of one year by the Board of Governors at their meeting concurrent with, or immediately prior to, the Annual Meeting of the Association. In the event of a vacancy in any Office, the Board of Governors shall, at a regular or special meeting, nominate and elect a replacement to serve until the next regular election. Officers will assume their offices following their election. No Officer may hold the same office for more than four successive terms except that an Officer elected to complete the unexpired term of another may do so and still be eligible for an additional four successive one-year terms.

SECTION 2. Nominations and Elections. The Secretary of the Association will convey a notice of Officer nominations made by the Nominating Committee to the Board of Governors at least eight weeks in advance of the Board of Governors meeting immediately prior to, or concurrent with, the Annual Meeting. Independent nominations for Officers may be made in writing, signed by seven members of the Board of Governors, and delivered to the Secretary at least four weeks in advance of this Meeting. No member of the Board of Governors shall submit more than one independent nomination for each office. Not less than two weeks prior to the Meeting, the Secretary shall distribute to each member of the Board of Governors a ballot listing all properly nominated candidates for office. Completed ballots may be returned, as directed on the ballot or cast in person at the Meeting. In the event of a tie vote, the Chairman shall cast an additional, deciding, ballot.

SECTION 3. Powers and Duties. The Chairman will preside at all meetings of the Association and the Board of Governors and perform the usual duties of such office. During the absence or inability of the Chairman to act, the President will act in his place and stead. The Secretary and Treasurer will perform the usual duties incident to such offices.

ARTICLE VIII

Simultaneous Titles

No individual may simultaneously hold more than one title as an Officer, Governor-at-Large, or Circuit Governor. Any member of the Board of Governors elected or appointed to another position on the Board of Governors will immediately resign the prior position, upon acceptance of such appointment or election.

ARTICLE IX

USOC-Related Provisions

The following provisions are included for purposes of adopting and implementing provisions from the Ted Stevens Olympic and Amateur Sports Act (the "Sports Act") and the Bylaws of the United States Olympic Committee (the "USOC") as applicable to member organizations of the USOC, and will automatically take effect and become operative, without further action required by the Association, only if and when the Association becomes a member of the USOC:

SECTION 1. Definitions. For purposes of this Constitution:

A. "International Polo competition" means a polo competition between one or more teams officially designated by the Association as representing the United States and one or more teams representing a foreign country (including the Olympic Games, the Pan American Games and World Championship competition).

B. "Protected Competition" means an International Polo Competition, as well as any

domestic polo competition organized and conducted by the Association in its selection procedure and publicly announced in advance as a competition directly qualifying each successful team and/or players therein as representing the United States in an International Polo Competition.

C. “Qualified Registered Player” means a player who is actively engaged in polo competition or who has represented the United States in International Polo Competition within the preceding ten (10) years. “Actively engaged in polo competition” shall mean competing at a level of proficiency (i.e., with the requisite handicap as established from time-to-time by the Association) which entitles the player to apply for selection (or otherwise to be selected) to International Polo Competitions. If and to the extent further required for the Association’s membership in the USOC, the Association shall also incorporate into this definition the standards for athlete representatives as set forth in Section 17.7 of the USOC Bylaws, as amended from time-to-time (or provisions adopted in substitution therefore).

D. “Designated Committees” means (i) nominating committees, (ii) budget committees, (iii) hearing committees empowered resolve grievance or disciplinary matters pertaining to the eligibility or opportunity of a registered player or team to participate in a Protected Competition, and (iv) committees which prepare, approve or implement programs with respect to (I) the expenditure of funds allocated to the Association by the USOC and (II) selection of teams and team members for International Polo Competitions (including coaches, administrators and support staff). If and to the extent further required for the Association’s membership in the USOC, the Association shall also incorporate into this definition any other applicable requirements of Section 17.7 of the USOC Bylaws, as amended from time-to-time (or provisions adopted in substitution therefore).

SECTION 2. Powers and Purposes. The Association shall be autonomous in the governance of the sport of polo in pursuit of the mission of the Association set forth in Article I of this Constitution. It shall independently exercise jurisdiction over all matters central to such governance. Subject to applicable requirements of the USOC and the Federacion Internacional De Polo (FIP), in which organizations the Association will serve as a member, such jurisdiction shall include, but not be limited to, the following with respect to the sport of polo:

A. To represent the United States in FIP.

B. To act as the coordinating body for all polo activity within the United States relating to Protected Competitions (as defined in this Article IX) promoted by or related to FIP or the USOC.

C. To decide all matters pertaining to national participation in Protected Competitions and to establish procedures for determining eligibility standards for such participation.

D. To promptly review every request submitted by a sports organization or person for a sanction (i) to hold an International Polo Competition held in the United States or (ii) to sponsor United States players to compete in International Polo Competition held outside the United States, and to determine whether to grant such sanction in accordance with applicable requirements.

E. To allow an eligible player to compete in any International Polo Competition conducted under the auspices of the Association or that of any other sports organization or person, unless the Association establishes that its denial was based on evidence that the organization or person conducting the competition did not meet the applicable requirements.

SECTION 3. Duties. In furtherance of the purposes and powers described above, the Association shall have the following duties with respect to the sport of polo:

A. To develop participation throughout the United States in polo activities.

B. To minimize, through coordination with other sports organizations, conflicts in the scheduling of practices and competitions.

C. To keep registered players informed of policy matters and reasonably reflect their views in policy decisions of the Association.

D. To provide an equal opportunity for registered players, coaches, trainers, managers, administrators and officials to participate in Protected Competitions, without discrimination on the basis of race, color, religion, age, gender or national origin, whether as an organization or individual, with fair notice and opportunity for a hearing before declaring any such individual ineligible to participate in Protected Competitions.

E. To provide for swift resolution of conflicts, disputes and grievances involving member clubs, registered players, coaches, trainers, managers, administrators and officials, regarding participation in Protected Competitions and governance over which the Association has jurisdiction.

F. To promote and coordinate technical information on training, equipment design (but not specifying or requiring any particular equipment), coaching and performance analysis to encourage and support research, development and dissemination of information in the areas of medicine and safety.

SECTION 4. Limitations. The Association shall comply with and enforce all applicable requirements, rules and regulations of the USOC and FIP in carrying out its mission, powers and purposes and duties. In doing so, the Association shall:

A. Not delegate its autonomous governance of the sport of Polo.

B. Not have eligibility criteria relating to eligible status for Protected Competitions that are more restrictive than those of FIP.

C. Not allow any of its officers to serve as an officer of any other sports organization that is recognized as a national governing body.

D. Not be a member of more than one international sports federation as required by the Sports Act. That federation is FIP, in which the Association is a member.

SECTION 5. Composition of the Board of Governors, the Executive Committee and Designated Committees.

A. Qualified Registered Players shall constitute at least twenty percent (20%) of the membership and voting power on (i) the Board of Governors, (ii) the Executive Committee and (iii) any Designated Committees of the Association. They shall be selected in accordance with the customary provisions of the Association for selection of members to such bodies, with the participation of the Players Advisory Committee as referred to in Section 6 of this Article IX.

B. Members of the Board of Governors shall be elected without regard to race, color, religion, national origin or sex.

C. The Association shall also provide for reasonable and direct representation on the Board of Governors for any amateur sports organization which conducts programs or competition in the sport of polo on a national basis and on a level of proficiency appropriate for the selection of players to represent the United States in the FIP Championships or other International Polo Competitions and, further provided, that such organization has greater than fifty (5) registered players, one-half (1/2) of which have a handicap of greater than three (3) goals. The representation of such national amateur sports organization on the Board of Governors shall reflect the nature, scope, quality and strength of the programs and competitions of such amateur sports organization in relation to all other such programs and competitions in the sport of polo in the United States.

SECTION 6. Players Advisory Committee. The Association will have a Players Advisory Committee, which will exist for the purpose stated below (and otherwise as established from time-to-time by the Board of Governors).

A. The Players Advisory Committee shall consist of five (5) Registered Players who

will each (i) have a handicap as assigned in accordance with applicable provisions of the Association's By-laws, of one (1) goal or higher or (ii) have represented the United States in International Polo Competition.

B. The members of the Players Advisory Committee will initially be selected by the Board of Governors and, every three (3) years thereafter, as soon as reasonably possible after the FIP World Championships, by the Players Advisory Committee itself based on procedures to be adopted by the Committee.

C. If, after the normal election and appointment processes contemplated by this Constitution for the Board of Governors, the Executive Committee and such other Designated committees have been completed, the requisite twenty percent (20%) Qualified Registered Player representation has not been obtained, then the Players Advisory Committee shall have the right and obligation to promptly elect such number of additional members of the subject body as necessary to cause the voting power held by Qualified Registered Players on such body to be at least twenty percent (20%). In the case of the Board of Governors, the persons so elected will serve as additional Governors-at-Large, to have terms of service that will be established, to the extent reasonably determinable, consistent with the provisions and limitations of this ARTICLE IX.

SECTION 7. Membership. Membership in the Association shall be open to the following upon payment of annual dues as established by the Board of Governors and agreeing to be bound to uphold the provisions of the Constitution, By-laws and Rules.

A. Any individual who is an amateur athlete, coach, trainer, manger, administrator or official in the sport of polo.

B. Any amateur sports organization which conducts programs or competitions in the sport of polo on a national basis and a level of proficiency appropriate for the selection of players to represent the United States in the FIP Championships or other International Polo Competitions and, further provided, that such organization has greater than fifty (50) registered players, one-half (1/2) of which have a handicap of greater than three (3) goals.

ARTICLE X *Amendments*

This Constitution may be amended at a meeting of the Association by a two-thirds vote of the votes cast provided written notice of the proposed amendment is mailed to the Delegates of all Member Clubs at least thirty (30) days prior to the meeting.

BY-LAWS of the
UNITED STATES POLO ASSOCIATION

As unanimously adopted at a Special Meeting, December 28, 1954
and subsequently amended.

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1. *Colors.*
The United States Polo Association colors are white and dark blue.
2. *Circuits.*
Border, Central, Eastern, Florida, Great Plains, Hawaiian Islands, Mid-States, Northeastern, Pacific Coast, Pacific Northwest, Rocky Mountain, Southeastern, and Southwestern.
3. *Membership, Dues, Registration Fees and Fiscal Year.*
 - a. *Fiscal Year*
 - 1) The fiscal year of the Association shall be the calendar year.
 - 2) All Member Club Dues and Individual Member dues are payable by January 1 of each calendar year.
 - 3) Individual Members with registration fees unpaid or registered through a Member Club under suspension by the Association may not participate in any Association event, serve as Officers, Governors or Delegates of the Association, recommend handicaps, be entitled to a handicap, or otherwise participate in the affairs of the Association.
 - 4) Member Clubs with unpaid dues or under suspension by the Association may not participate in Association affairs including requesting and/or hosting Association events, registering players, recommending handicaps, voting in Association elections or attending Association meetings.
 - 5) Association invoices to Member Clubs or Individuals are payable upon receipt. Any Member Club or Individual with an obligation to the Association older than 90 days may be considered temporarily suspended until the obligation is fulfilled. A late charge, not to exceed 1-1/2% per month may be added to any obligation older than 30 days.
 - b. *Member Club Dues.*
 - 1) Active Member Club - Two Hundred Dollars (\$200.00) annual dues. An Active Member Club, shall be represented by a voting Delegate to the Association, shall be located within the United States and shall, upon election to annual membership in the Association, share all privileges and obligations of the Association. These privileges include voting, hosting Association events, recommending handicaps, and registering players. An Active Member Club shall, at all times, be obligated to apply and enforce the Constitution, By-Laws, Rules and directives of the Association. Failure of an Active Member Club to discharge its obligations may be grounds for suspension or termination of the privilege of Club membership, or other penalty, by the Board of Governors, or the Chairman of the Association. During the term of any suspension of its membership, a Club shall have the rights and obligations of an Inactive Member Club.
 - 2) Inactive Member Club - Fifty Dollars (\$50.00) annual dues. An Inactive Member Club is a previously Active or Affiliate Member Club which no longer meets the Constitutional requirements for Active or Affiliate Membership and which has been designated as inactive by the Board of Governors of the Association, Inactive Member Clubs shall be listed on the membership roster as

long as their dues obligations are paid. Inactive Member Clubs may designate a non-voting Representative, but may not recommend handicaps, register players, host Association events or enjoy privileges of the Association other than as herein specifically described.

3) Affiliate Member Club - Two Hundred Dollars (\$200.00) annual dues. An Affiliate Member Club shall be represented by a non-voting Delegate to the Association, shall be a foreign Club or Association which competes with Active Member Clubs and shall, upon election to annual membership in the Association share all privileges and obligations of the Association except those specifically prohibited. The privileges shared include hosting Association events, recommending handicaps, and registering players. An Affiliate Member Club shall, at all times, be obligated to apply and enforce the Constitution, By-Laws, Rules and directives of the Association. Failure of an Affiliate Member Club to discharge its obligations may be grounds for suspension or termination of the privilege of Club membership, or other penalty, by the Board of Governors, or the Chairman of the Association. During the term of any suspension of its membership, a Club shall have the rights and obligations of an Inactive Member Club.

4) Associate Member Club – One Hundred Fifty Dollars (\$150.00) annual dues. Associate Member Clubs are overseas clubs that wish to receive USPA communications and publications. Associate Member Clubs may select a non-voting Representative to the USPA but may not register players, recommend handicaps, host Association events or enjoy other privileges than those herein specifically granted.

5) College, University, Secondary School or Youth Program-One Hundred Dollars (\$100.00) annual dues. A College, University, Secondary School or Youth Program may select a non-voting Delegate who will receive all communications and publications of the Association. Colleges, Universities, Secondary Schools and Youth Programs may enter teams in Intercollegiate and Interscholastic competition but may not register players or recommend handicaps.

c. Individual Membership Dues.

1) Registered Player Member - One Hundred Fifty Dollars (\$150.00) annual fee. A Registered Player Member shall be a U.S. Citizen registered through an Active Member or Affiliate Member Club and shall enjoy all individual benefits and obligations of the Association.

2) Affiliate Player Member - One Hundred Fifty Dollars (\$150.00) annual fee. An Affiliate Player Member shall be an individual who is not a U.S. Citizen registered through an Active Member or Affiliate Member Club. An Affiliate Player Member shall enjoy all the individual benefits and obligations of the Association with the following exceptions: an Affiliate Player shall not be eligible to be selected as a Club Delegate for an Active Member Club; shall not serve on the Board of Governors of the Association and shall not be eligible to vote for any member of the Board of Governors of the Association.

3) Associate Member - One Hundred Dollars (\$100.00) annual fee. An Associate Member of the Association shall receive all member benefits provided to Registered Players of the Association except that Associate Members are not handicapped and are not eligible to participate in Association events. An Associate Member wishing to be handicapped and to participate in Association events may become a Registered Player or Affiliate Member, as appropriate, by paying the difference in annual fee and completing a handicap application.

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4) Junior Member - Fifty Dollars (\$50.00) annual fee. A Junior Member shall be less than 19 years of age on the date of application. Junior Members shall receive all member benefits provided to Registered Players except that Junior Members are not handicapped. A Junior Member may request a handicap, at no extra charge through an Active Member Club.

5) Collegiate Member – Fifty Dollars (\$50.00) annual fee. A Collegiate Member shall be registered through a member College or University Club and shall receive all member benefits provided to Registered Players except that Collegiate Players are not handicapped. A Collegiate Member may request a handicap, at no extra charge through an Active Member Club.

6) A new Associate, Junior, or Collegiate member shall have the fee waived for the current calendar year, if applying before June 30th, and for the remainder of the current and all of the next calendar year, if applying after June 30th. A new Member shall be anyone who has not previously been a USPA member, applying through a polo school on the approved form.

7) Publications - A portion of the annual fee paid by each individual member of the Association shall be allocated to the payment of a subscription to such publication(s) as may, from time to time, be designated by the Board of Governors of the Association.

4. *Membership Status.*

a. The Association is a voluntary, private sporting organization. Membership in the Association is at-will and subject to the discretion of the Association at all times. Subject to the provisions of By-law 15, a club or individual membership may be suspended, revoked or terminated at any time by the Association where a member acts in any manner that is deemed, in the sole discretion of the Association, to be inconsistent with, contrary to, or violate the Association's Rules, By-laws, or Terms and Conditions of the Membership Application.

b. The Association has established the following Code of Conduct for all Member Clubs and Individuals:

- 1) Always respect the game and all USPA rules and tournament conditions.
- 2) Always respect your teammates, opponents and officials.
- 3) Always demonstrate good sportsmanship.
- 4) Always consider the welfare of the horses.
- 5) Always respect the club and the club facilities.
- 6) Always compete without the use of drugs or alcohol.
- 7) Always compete to win.

c. Subject to the provisions of By-law 15, any Individual Member who is convicted of a crime or found liable in a civil court proceeding involving claims of abuse, neglect or mistreatment of a horse or other animal, may be charged with a Conduct Violation under these By-laws. The criminal or civil court decision, as well as the transcripts of the proceedings may be considered by a Hearing Officer in his or her report and recommendation to the Executive Committee (Appointing Body) of the Association.

d. As a condition of membership, and subject to the conditions of By-law 15, each Individual Member of the Association will be considered to have given consent to submit to random blood and/or urine testing of any mount owned by, played by, or under the control of that Individual Member.

e. At each regularly scheduled meeting of the Board of Governors, the Secretary shall present to the Board a list of any Member Clubs which, at that time, either (a) do not meet the Constitutional requirements of membership, (b) have failed to discharge their obligations to the Association or (c) are in any way in violation of the By-laws, Rules or directives of the Association. The Board of Governors may take such action, if any, as it deems appropriate with respect to each Club appearing on the list. Such action may include, but not be limited to, any penalty set down in Section 11. of these By-laws. Any action taken by the Board of Governors shall be effective as of the date of the Board's decision unless otherwise stated.

1) When a suspended Club has corrected the deficiencies that resulted in its suspension, the Club may apply for reinstatement of its status as a Member Club. Applications for reinstatement shall be considered and acted upon by the Board of Governors at the next regularly scheduled Board of Governors meeting, or by the Executive Committee. Reinstatement, if granted, shall be effective as of the date of the decision by the Board of Governors or the Executive Committee.

2) When making any decision regarding a change in a Member Club's status, the Board of Governors and the Executive Committee shall consider, but shall not be bound by the recommendations of the Circuit Governor representing the Circuit in which the Member Club is located.

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5. *Broadcast Rights, Title Sponsorships and National Teams*

a. Broadcast Rights

1) Each Member Club or Member Individual grants, conveys, transfers and assigns to the Association all of its, his or her right, title and interest in and to all copyright, **right of publicity** and any other intellectual property rights in and to the broadcasting taping, filming, televising or other transmission or recording of USPA events and related polo activities.

2) Each Member Club and Member Individual also grants to the Association the authority to use his/her or its name, picture, **likeness**, logo, art work, or **biographical details** and other identification, for the publicity, advertising and promotional purposes of the Association in conjunction with the rights referred to in the preceding sentence.

b. Title Sponsorships

1) **The Association reserves the right to award Title Sponsorships for all USPA National and Circuit Events.**

2) **Host Clubs may, upon advance written request, be granted permission to acquire Title Sponsors (i.e. "Sponsor Name" USPA Gold Cup®).**

3) **Host Clubs may be required to pay a portion of any Title Sponsorship Fee to the Association.**

4) **Host Clubs may not alter the name of any Association Event without prior written approval of the Association.**

c. National Teams

1) **No Individual Member shall participate, either within or outside the United States, on a team alleging to represent the United States or the United States Polo Association, without the express written consent of the Association.**

2) **Participating as a player in an event wearing a jersey inscribed with "USA", "USPA" or "United States" will create the inference of such an alleged representation and any violation may be subject to the disciplinary**

procedures of Section 11 of these By-laws.

3) When granting representation permission, the Association may provide identifying clothing, badges or marks to be worn by the team members.

6. *Handicaps.*

a. Upon payment of the appropriate fee for the current year, each Registered Player, Junior, Collegiate or Affiliate Member who is not under suspension by the Association will be entitled to an outdoor and/or arena handicap. **A female Registered Player, Junior, Collegiate or Affiliate Member who is not under suspension by the Association will also be entitled to an Outdoor Women's Event Handicap.**

1) An individual registered with the Association during the prior year, who has had a handicap assigned for the current year, may activate that handicap by the payment of the current year's Registration Fee including any applicable penalty.

2) An individual who does not have a handicap assigned for the current year must complete a written application requesting that a handicap be issued. Such handicap does not become effective until the office of the Association is so notified by the Chairman of the National Handicap Committee and the Registration Fee is paid.

3) An application for a handicap, including handicap recommendations, must be signed by the Delegate of the Club through which the individual is registered, the Circuit Handicap Chairman, and the National Handicap Chairman.

4) The National Handicap Committee will use the designation "NR" for any individual for whom the Committee feels it does not have adequate input.

5) The National Handicap Committee may append a "T" to the handicap of any individual. Such a handicap is subject to review and change at any time until the "T" is removed. The review of a "T" handicap may be requested by any member of a Circuit Committee or of the National Committee.

6) Individual Member handicaps will be on a descending scale of 10-2, 1.5, 1, A+(0.5), A (0), B+ (-0.5), B (-1), C (-2), or NR (No Rating). **Arena Handicaps will not include A+(0.5), or B+ (-0.5). Outdoor Women's Event Handicaps will be on a descending scale of 10-1, and A (0).** In calculating the team handicaps the numeric equivalents of A, B and C will be used.

7) An Individual Member not currently registered will be handicapped at no less than the highest current handicap, if any, assigned by a national polo association. Additionally, an Affiliate Member may be required to present a "home country" handicap before being assigned an Association handicap.

8) Any Individual Member not registered during the prior year will be issued a "T" handicap for the current year.

b. The National Handicap Committee will consist of a Chairman, the Chairman of the Association, the Chairmen of each Circuit Handicap Committee, and eight members appointed by the National Committee Chairman, each for a one-year term. Committee members may be reappointed for an indefinite number of terms.

1) The National Handicap Committee Chairman will be appointed by the Chairman of the Association, with the approval of the Board of Governors, to serve for a one-year term. The same person may be reappointed for an indefinite number of one-year terms.

2) The National Handicap Committee Chairman will be selected from the current members of the National Handicap Committee.

3) There will be an Arena Handicap Sub-Committee consisting of a Chairman appointed by the National Handicap Committee Chairman and not less than three additional members appointed by the Sub-Committee Chairman. All

Arena Sub-Committee members will serve one-year terms and be eligible for reappointment.

c. Each Circuit Handicap Committee will consist of a Chairman appointed by the National Handicap Committee Chairman with the advice and consent of the Circuit Governor and not less than three other members to be appointed by the Circuit Handicap Committee Chairman. The term of each Circuit Committee member will be one year. Members may be reappointed for an indefinite number of terms.

- 1) No Circuit Governor will simultaneously serve as Chairman of a Circuit Handicap Committee.
- 2) The members of the Circuit Committee will be selected to represent the characteristics of the Circuit - arena polo, low goal, high goal, etc.
- 3) Any member of a Circuit or the National Committee is expected to declare any potential conflict of interest before recommending a handicap for any Player.

d. Except as set forth in subsection (e), all handicap decisions made by the National Handicap Committee will be final.

- 1) A list will be prepared and circulated regularly, either in print or electronically, to each Delegate and Circuit Governor setting forth all Association handicaps.
- 2) In the event the recommendation of a Club Delegate and/or a Circuit Handicap Chairman is not accepted by the National Committee, the Delegate and/or the Circuit Chairman will be so notified prior to the time the final handicap is issued.
- 3) All handicaps are effective for the calendar year for which they are issued unless: (i) changed by the National Handicap Committee or the Chairman of the Association; (ii) not issued or withdrawn at any time as the result of a disciplinary action imposed by the Association; or (iii) withdrawn at any time by the Board of Governors.
- 4) The review of any handicap may be requested at any time by any: (i) Circuit Governor; (ii) member of a Circuit Handicap Committee, or (iii) member of the National Handicap Committee.

e. Emergency handicaps may be assigned by the National Handicap Committee Chairman or by the Chairman of the Association. No Individual who has not been given a handicap as above provided will be eligible to play in any Association match, game or tournament event at any Member Club.

For more information concerning National Handicap Committee guidelines and procedures, refer to pages 34-36.

7. *Rules.*

a. The general rules are defined as follows:

- 1) The Outdoor Rules, set forth herein, shall govern all outdoor matches and tournaments.
- 2) The Arena Rules, set forth herein, shall govern all arena matches and tournaments.
- 3) The Tournament Conditions, **set forth herein**, shall govern all Association Events and, where contradictory, supercede the Outdoor or Arena Rules.
- 4) **The Umpire Guide, set forth herein, shall be incorporated into the General Rules as required.**

b. The Rules of the Association are defined as follows:

- 1) **Board of Governors resolutions, established precedents, and other pub-**

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lished agendas shall govern the conduct of Board meetings, committee meetings, and Association Limited Liability Companies.

2) The By-laws of the Association, set forth herein, shall govern the management and organization of the Association and the sport of polo, when not in conflict with the Constitution of the Association.

3) The Constitution of the Association, set forth herein, shall govern the conduct of the Board of Governors, committees, and members, and where contradictory, supersede all other Rules of the Association.

c. The General Rules and the Rules of the Association together constitute the Association Rules as used in By-law 11 and By-law 12.

8. *Authority.*

The Chairman of the Association, or in his absence in order of rank, the other Officers of the Association, with the majority consent of the Executive Committee, shall have authority to grant variations or deviations from the By-Laws, the General Rules or Tournament Conditions in special circumstances deemed to be in the best interest of the Association.

9. *Waiver of Notice.*

Whenever, in accordance with the By-Laws of the Association, the Delegates or Governors of the Association are required to meet after call, notice, lapse of time or other prerequisite, a meeting may be held without call, notice, lapse of time or other prerequisite upon written waiver of notice signed by each person entitled to notice and stating the time and place of such meeting. The presence at any meeting of a person or persons entitled to notice thereof shall be deemed a waiver of such notice by such person or persons.

10. *Indemnification of Governors, Officers and Employees.*

The Association shall indemnify and forever hold its present and former Officers, Governors and Employees free and harmless (i) from any and all liability to others on account of any contract or other commitment made by them, in good faith, on behalf of the Association, and (ii) for any mistake of judgment, negligent or otherwise, on behalf of the Association except for their own individual, willful misfeasance, malfeasance, misconduct, bad faith or to the extent such Officer, Governor or Employee received a personal benefit.

This indemnification and hold harmless includes, but is not limited to, the reasonable cost and expenses incurred by the Officer, Governor or Employee in connection with any claim, dispute, action, suit, arbitration or other proceeding; including without limitation, (i) attorney's fees, reasonably incurred by such Officer, Governor or Employee (provided, however, the Association must approve or consent to the attorney representing the Officer, Governor or Employee); (ii) any costs or expenses incurred resisting, resolving or settling any such claim or dispute prior to filing and even if not filed in any court; (iii) any settlement of any suit, action or proceeding, if approved by the Association, (iv) judgments, to which said Officer, Governor or Employee may be subjected or made a party by reason of being or having been an Officer, Governor or Employee of or at the direction of the Association; and (v) reasonable attorney's fees and costs incurred in any action to enforce the right of indemnification hereunder.

The right to indemnification and hold harmless provided herein shall not be exclusive

of any other right to which any Officer, Governor or Employee, or former Officer, Governor or Employee, may be entitled.

The Association shall (i) maintain adequate general liability and Officers, Governors and Employees' liability insurance to fund all of the indemnity obligation set forth above if such coverage is reasonably available; and (ii) pay the attorney's fees and expenses of litigation directly to the attorney or provider thereof, subject to the right of the Association to approve the attorney and the reasonableness of the charges, such that the Officer, Governor or Employee does not have to advance payment before being indemnified.

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11. *Disciplinary Procedure.*

a. *Conduct Violations.* Any Member Club or Individual Member will be deemed to have committed a Conduct Violation for a violation of the Rules, By-Laws, directives or Terms and Conditions of Membership of the Association, or a failure to obey a penalty imposed under the Rules or By-Laws by a Member Club or the Association.

b. *Charges.*

1) A complaint may be made by any Registered or Affiliate Player who is also a witness to a violation, an Official of the event, or an Officer or Governor of the Association, for any alleged violation of the Association Rules, or By-Laws or Terms and Conditions of Membership.

a) All Complaints shall be: (i) in writing describing in reasonable detail the alleged violation of the Association Rules, By-Laws or Terms and Conditions of Membership; (ii) received by the Association or a Member Club within seventy-two (72) hours of the alleged violation; (iii) signed by the complaining party; (iv) addressed, at the option of the complaining party, either to: (a) the Chairman of the Association, or (b) to the Delegate of the Member Club at which the alleged violation occurred; and (v) delivered by the complaining party either to: (a) the Association or (b) the Member Club with a copy to the Association.

b) Copies of all complaints made to a Member Club will be delivered to the person against whom the complaint has been filed and delivered to the Association by the Member Club within seventy-two (72) hours of receipt by the Member Club. Copies of all complaints made to the Association will be forwarded to the person against whom the complaint has been filed and to the Member Club within seventy-two (72) hours of receipt by the Association.

c) The Association will keep a record of all disciplinary complaints available for inspection by Registered Players.

d) The Association will not prosecute alleged conduct violations in the absence of a complaint which complies in all material respects with the provisions of 11.b.1)a).

2) In the event that more than one complaint is filed, based on a single alleged conduct violation, such as where complaints based on a single alleged conduct violation are made to the Association as well as to a Member Club, the complaint shall be deemed to have been filed exclusively with the Association. A complaint made to the Association may be referred, by the Chairman, to an Association Hearing Committee, or to a Hearing Officer, or to the Club Delegate of the Member Club at which the alleged violation took place.

a) If the Member Club at which the alleged violation took place elects not to issue charges based upon the complaint, then a copy of the complaint must

be delivered to the Association by the Member Club within seventy-two (72) hours following the Member Club's notification to the complaining party of its decision not to issue charges. A copy of the Member Club's notice to the complaining party must also be delivered to the Association. A complaint so delivered shall be deemed filed with the Association for such further action as the Association deems appropriate, including, but not limited to, the issuance of charges by the Association.

b) If the Association or Member Club elects not to issue charges based upon a complaint, the complaining party will be notified of such election within seventy-two (72) hours following the decision not to issue charges. The Association or Member Club must decide whether to issue charges within fifteen (15) calendar days following receipt of a complaint.

c. Notice.

1) Any person against whom a charge is issued is entitled to notice of a hearing of the alleged conduct violation. A charged party is entitled to a hearing but may fail to appear at a properly noticed and scheduled hearing, in which case, the hearing will be held in absentia. The Member Club or Association may hold an expedited hearing within seven (7) calendar days of issuance of the charge, provided that the charged party is given written notice at least forty eight (48) hours prior to the scheduled expedited hearing. The Notice of Hearing must: (a) contain a brief statement of the facts constituting the alleged conduct violation; (b) identify the specific Association Rules, By-Laws or Terms and Conditions of Membership allegedly violated; (c) specify the time and place at which the hearing is to be held; and (d) include a list identifying: (i) the evidence to be introduced at the hearing, (ii) the names of the witnesses and (iii) the substance of their testimony. This notice of Hearing requirement may be waived in writing by the charged party. For purposes of this paragraph, written notice shall be deemed to have been properly given to a charged party by the Association or a Member Club if the notice is sent via hand-delivery, facsimile, express mail, or certified mail to the address of the charged party listed in the Association's records.

2) In the absence of an expedited hearing, written notice to the charged party must be given within seven (7) calendar days from the date that the decision is made to issue charges by the Member Club or the Association. Such notice must: (a) contain a brief statement of the facts constituting the alleged conduct violation; (b) identify the specific Association Rules, By-Laws or Terms and Conditions of Membership allegedly violated; (c) specify the time and place at which the hearing is to be held or state that the hearing date will be determined at a later time; and (d) include a list identifying: (i) the evidence to be introduced at the hearing, (ii) the names of the witnesses and (iii) the substance of their testimony. For purposes of this paragraph, written notice shall be deemed to have been properly given to a charged party by the Association or a Member Club if the notice is sent via hand-delivery, facsimile, express mail, or certified mail to the address of the charged party as shown in the Member Club's or Association's records.

3) Prior to any scheduled hearing, the charged party may submit to the Hearing Committee or Hearing Officer a written response to the charges, and include written and signed statements of others having knowledge of the facts.

d. Hearing of Charges.

1) All disciplinary proceedings, including, but not limited to, hearings of charges of alleged Conduct Violations, will be conducted in the English language, and in the presence of the charged party, unless the charged party fails to appear, in which case the proceedings may be held in absentia. Hearings shall be heard by a Hearing Committee or Hearing Officer, either of whom shall be appointed by the Member Club or Chairman of the Association, the "Appointing Body." If a Hearing Officer is appointed, such an Officer will collect all testimony proffered, report all findings of facts and make a non-binding penalty recommendation to the Appointing Body.

2) The non-binding penalty recommendations of the Hearing Officer may be accepted, modified or rejected by the Appointing Body. The Appointing Body shall have the power and authority to impose any of the penalties described elsewhere in these By-Laws.

3) A final order setting forth the findings of facts and conclusions on which it is based, as well as the penalty, if any, to be imposed on the charged party, will be entered by the Member Club or the Association within fifteen (15) calendar days following the conclusion of the hearing. Upon the conclusion of any conduct violation hearing proceeding and the entry of a final order by a Member Club, copies of all findings, conclusions, recommendations and final orders will be delivered to the office of the Association by the Member Club.

4) At any hearing conducted pursuant to this section, the charged party, or his counsel, will have an opportunity to present evidence, defend against the charges and cross-examine witnesses; or may agree to the disposition of the charges without the necessity of a hearing.

e. Hearing Committees.

1) Association Hearing Committee. A Hearing Committee appointed by the Association Chairman to hold hearings on charges of alleged Conduct Violations will have the authority and power to impose any penalties provided in these By-Laws, and to remove from any USPA office, any Registered Player who is found to have committed a Conduct Violation. If the evidence of the charges is sufficient, in the opinion of the Hearing Committee, to sustain the charges made, the Hearing Committee shall specifically have the power and authority to suspend for an appropriate time or expel a charged party as a member of the Association.

2) Member Club Hearing Committee. A Hearing Committee, appointed by a Member Club to hold hearings on charges of alleged Conduct Violations will have the authority and power to impose any penalties provided in these By-Laws, and to suspend or expel from membership in the Member Club, with a referral to the Association for consideration of further action, any Registered Player who is found to have committed a Conduct Violation.

f. Evidence.

1) Charged parties may attend their hearing at their option, with or without counsel, or may send a representative, and may call witnesses and submit signed statements or other evidence. Interpreters, if required by the charged party, are the responsibility of the charged party. The failure to understand the charges or any proceedings in English shall not provide the basis for an appeal by charged parties.

2) The body issuing any charge has the burden of proving that charge. The burden of proof shall not be that as required in a court of law. The burden of

proof necessary to sustain a charge against a charged party shall be met if the Association Hearing Committee, the Member Club Hearing Committee or the Hearing Officer reasonably believes, after hearing the evidence presented, that a violation of the Association's Rules, By-Laws or Terms and Conditions of Membership has occurred.

g. Continuances.

1) Applications for continuance of any hearing must be made to the Hearing Committee or Hearing Officer in writing; shall be subject to the requirements below; and shall state the reasons why such continuance is sought.

a) In all cases set for hearing on written notice exceeding ten (10) calendar days, the application for continuance must be received by the Hearing Committee or Hearing Officer at the address designated in the Notice of Hearing at least seven (7) calendar days prior to the scheduled hearing date.

b) An application for continuance received less than seven (7) calendar days prior to the scheduled hearing date but prior to the hearing will not be granted unless a written arrangement is made to the satisfaction of the Hearing Committee or Hearing Officer for the payment of all expenses incurred by the Hearing Committee, the Hearing Officer, the Association, the Member Club and witnesses resulting from the granting of any such application for continuance.

c) No continuances of expedited hearings will be granted to charged parties.

2) Except as otherwise provided with respect to expedited hearings, a continuance will be granted to any party to the proceeding only for good cause shown. An application for a first continuance of a hearing must be in writing and accompanied by a non-refundable continuance fee of Five Hundred Dollars (\$500.00) made payable to the Association or Member Club, as appropriate. Any second or subsequent application for continuance will only be considered if submitted in writing together with a continuance fee of One Thousand Dollars (\$1,000.00), payable to the Association or Member Club, as appropriate.

h. Temporary Suspension.

Subject to the provisions of By-law 15, a Committee of the Member Club or a Committee appointed by the Chairman of the Association may, prior to a hearing, temporarily suspend any charged party from participating in any manner in the affairs and events of the Member Club or the Association so long as an expedited hearing is noticed and held within seven (7) calendar days of the time such suspension is effective. In a case where the charged party has been temporarily suspended prior to a hearing, a decision on the charge shall be made by the Committee within twenty four (24) hours of the conclusion of the expedited hearing.

i. Appeal of Decisions.

1) A decision by a Member Club or the Association will be final unless a party to the proceeding files a written Notice of Appeal together with the requisite Appeal Fee with the Office of the Association within fourteen (14) calendar days of the issuance of the Final Order.

a) Any Notice of Appeal filed by a charged party must be accompanied by an Appeal Fee in the amount of One Thousand Dollars (\$1,000) payable to the Association.

b) In the event that a charged party does not complete the appeal process, the Appeal Fee will be forfeited.

- c) Within thirty (30) calendar days following the conclusion of the Appeal Hearing, the Appeal Fee will be returned to the charged party unless the charged party is indebted to the Association for any fees, costs or fines, in which event the amount of such items shall be deducted from the Appeal Fee prior to any refund.
- 2) Appeal Committee
- a) On receipt of a Notice of Appeal from a Member Club decision, the Association will designate an Appeal Committee which will conduct a hearing and will render its decision after a full and fair opportunity for the charged party to be heard. At the hearing, all testimony previously given will be considered, as will all other evidence presented before the Member Club proceeding, and the Appeal Committee may reduce, sustain, or increase any penalties initially imposed by the Member Club.
- b) On receipt of a Notice of Appeal from an Association Hearing Committee decision, the appeal will be decided by the Executive Committee of the Board of Governors as provided elsewhere in these By-Laws.
- 3) In the event that the charged party timely appeals the disciplinary action of a Member Club, the Appeal Committee designated by the Association will give the appellant at least ten (10) calendar days' written notice of the date, time and place of the hearing. Unless the Appeal Committee decides otherwise for good cause, the hearing shall be held in the State and County of the alleged conduct violation. Likewise, unless the Appeal Committee decides otherwise for good cause, the hearing shall be held within 40 days following the Association's receipt of a properly filed appeal. Upon request of the charged party, the Appeal Committee will permit the charged party to be heard in person and/or by an attorney. The parties may file written memoranda with the Appeal Committee objecting to or in support of the initial disciplinary action, and the findings upon which it was based, in whole or in part.
- 4) Within fifteen (15) calendar days after completing the Appeal Hearing of a Member Club's decision, the Appeal Committee will issue a report setting forth its findings, its decision and its reasons therefore, and will transmit the same to the charged party and the Member Club.
- 5) If the Association receives a written Notice of Appeal from the charged party of the decision of an Association Hearing Officer and/or Committee, the Executive Committee of the Board of Governors will have the authority to review the entire transcript of any hearings and any and all documents submitted to the Hearing Committee or the Hearing Officer in connection with the alleged conduct violation and to affirm, modify or reverse the decision appealed. Such an appeal must be filed with the Office of the Association within fourteen (14) calendar days of the decision.
- j. Rehearing.
Upon the discovery of new facts not discoverable by due diligence prior to a hearing, a charged party may request a rehearing before the Hearing Officer or Committee of the Association or Member Club. Such request must be in writing and must contain a statement of the new facts upon which it is based. Rehearings will not be granted as a matter of right, but at the sole discretion of the Hearing Officer or Committee of the Association or Member Club.
- k. Reciprocity.
1) On receipt of notice from a Member Club to the Association that a disciplinary penalty has been imposed upon a Member Individual by that Club for an

act which violates the Association's Rules, By-Laws or Terms and Conditions of Membership, the notice will be treated by the Association as if it were the report of a Hearing Officer appointed by the Executive Committee of the Association. The Member Club penalty may be sustained or modified and imposed as a penalty by the Association.

2) On receipt of notice by Member or Affiliate Clubs from the Association that a disciplinary penalty has been imposed on a Member Individual by the Association for an act which violates the Association's Rules, By-Laws or Terms and Conditions of the Membership Application, the notice will be honored and enforced by Member Clubs receiving such notice.

3) On receipt of notice by the Association that a disciplinary penalty has been imposed upon a Member Individual by a foreign polo association for an act which is a violation of said foreign polo association rules, the notice will be treated the same as if it were the report of a Hearing Officer appointed by the Executive Committee of the Association and may be sustained or modified and imposed as a penalty by the Association.

l. Penalties.

If found guilty of any charge properly brought before a Hearing Officer or Committee of the Association or of a Member or Affiliate Club, the charged party will be subject to such penalty as the Hearing Officer or Committee may determine or recommend, including, but not limited to:

1) Censure. A letter of censure will be listed in the Association's record of penalties. If found guilty of a subsequent violation the censured party may be subject to a more severe penalty than for a previous offense.

2) Suspension. Suspension for any period from participating in any Association or Member Club events and activities.

3) Expulsion. Expulsion from the Association as a member.

4) Fines. Fines may be assessed, provided that such fines shall not exceed the sum of Ten Thousand Dollars (\$10,000.00) for each Conduct Violation.

5) Probation. A Hearing Committee or Hearing Officer may establish probationary conditions for a charged party found guilty of a charge. A violation of a probation condition may be treated as a Conduct Violation.

6) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Committee, Hearing Officer, Appeal Committee, Board of Governors, or Chairman of the Association, may be published to the Member Clubs of the Association, any foreign associations, and the news media.

7) Costs. Actual reasonable costs and out of pocket expenses incurred by the Member Club, Hearing Officer, Hearing Committee, Association and/or witnesses may be assessed in addition to any penalty. Failure to timely pay for costs shall be treated as a Conduct Violation.

m. Stay of Penalty Upon Appeal.

If a penalty of any kind is appealed, the charged party may request, in writing, that any penalty imposed be stayed until such time as the appeal has been heard by the proper Committee. The Committee hearing the appeal will timely grant or deny the charged party's request for a stay as it deems appropriate. To the extent that a stay of the penalty is granted by the Committee hearing the appeal, and the charged party fails to prevail on the appeal, the time periods relating to the penalty shall be extended by a number of days equal to the stay.

n. Effective Date of Penalty.

1) The effective date of any suspension, or probation, and the deadline for the payment of any fine, will be set by the Member Club or by the Association’s Hearing Officer and/or Committee.

2) Failure to timely pay a fine and/or costs which have been properly levied will constitute automatic suspension from the date the fine and/or costs were payable until the fine and/or costs are paid. A fine and/or costs are considered paid when receipt is acknowledged by the payee designated by the Member Club or the Association.

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12. *Protest Procedure.*

a. Protests.

Any disagreement with the non-discretionary decisions of, or manner in which, the Tournament Committee and/or Officials conduct an event which disagreement alleges a violation of the Association Rules, Tournament Conditions and/or By-Laws; provided that notice of the disagreement has been delivered verbally before, during or immediately after the event to the Tournament Committee and/or Officials.

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b. Filing of Protest.

1) A protest may be filed by (a) any aggrieved Member Individual who is also a participant in an event; (b) an Official of the event; or (c) an Officer or Governor of the Association.

2) All protests must be: (a) filed in writing; (b) received within forty-eight (48) hours of the alleged violation; (c) signed by the protesting party; (d) addressed to the Association, and (e) a copy delivered to (i) the Club Delegate at the Member Club address on file with the Association, and (ii) the Circuit Governor.

3) A protest filed with the Association shall be referred, by the Chairman, to an Association Hearing Officer or Committee. The party to whom the protest is referred shall forthwith make an investigation of the protest and shall report findings to the Chairman or to the Chairman’s designee. A ruling on the protest shall be issued by the Chairman or the Chairman’s designee within twenty-four (24) hours after receipt of such findings. The protesting party will be notified of the decision in writing within forty-eight (48) hours of the issuance of the ruling.

c. Appeal of Ruling on Protests.

1) The ruling on the protest will be final unless a written Notice of Appeal together with the requisite Appeal Fee is filed with the Office of the Association within fourteen (14) calendar days of the date of the ruling.

a) Any Notice of Appeal must be accompanied by an Appeal Fee in the amount of One Thousand Dollars (\$1,000.00) payable to the Association.

b) In the event the appellant does not complete the appeal process, the Appeal Fee will be forfeited.

c) The Appeal Fee will be returned to the appellant within thirty (30) calendar days following the rendition of a decision on the appeal, after deduction of any membership dues, costs or fines owed to the Association by the appellant.

2) If the Association receives a timely written Notice of Appeal of the ruling on the protest, one or more members of the Executive Committee of the Board of Governors, as designated by the Chairman, will have the Authority to review the protest and the report of findings submitted to the Chairman or to the Chairman’s designee and to affirm, modify, or reverse the ruling appealed.

d. Penalties.

The Hearing Officer or Committee of the Association may subject the Member Club to such penalty as the Hearing Officer or Committee may determine, including, but not limited to:

1) Censure. A letter of censure will be listed in the Association's record of penalties. The Member Club may be subject to a heavier penalty in the event that future protests against the Member Club are lodged and decided in favor of the protesting party.

2) Forfeiture. A game or games up to and including the entire event may be held to have been played illegally and forfeited.

3) Revocation. The Association may revoke one or more Association events awarded to the Member Club.

4) Suspension. Suspension of the Member Club and/or its Delegate for any period from participating in any Association events, activities, or committees, and from holding office in the Association.

5) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Officer, Hearing Committee, Board of Governors, or Chairman of the Association, may be published to the Member Clubs of the Association, any foreign associations, and the news media.

e. **Effective Date of Penalty.** The effective date of any penalty will be set by the Association's Hearing Officer and/or Committee.

13. *Attorney's Fees.*

To the extent that a member files a lawsuit or other legal claim against the Association or any of the Association's Officers Board of Governors or employees, the member shall be required to reimburse the Association for all of its attorney's fees and costs incurred in the lawsuit or other legal proceeding including all attorney's fees and costs incurred pre-filing, before the trial court, on appeal, and in any post trial collection proceedings. The obligation on the part of a member to reimburse the Association for its attorney's fees and costs shall exist whether or not the Association prevails in the dispute with the member.

14. *Board of Governors and Annual Meetings.*

a. Agendas. Regular Board Meetings are conducted twice a year. The fall meeting of the Board of Governors shall be conducted simultaneously with the Annual Meeting of the Association. The order of business at Regular Board Meetings and the Joint Board/Annual Meeting shall be as follows:

1) Call to order of the Board Meeting, or the Joint Board/Annual Meeting

2) Secretary's report, to include:

a) Noting of Governors present for the Board Meeting and Active Member Club Delegates present or represented by proxy for the Annual Meeting.

b) Introduction of new Governors, if any as present.

**c) Ratification of the minutes of the prior Board of Governors Meeting.
(Board Members only)**

**d) Ratification of the minutes of the prior Annual Meeting.
(Delegates only, at the Joint Board/Annual Meeting)**

e) Club actions: new member clubs, suspensions, deficiencies, etc.

3) Treasurer's Report

4) Finance Committee Report

5) Executive Committee Report, to include:

a) Ratification of all prior acts of the Executive Committee since the

- previous meeting.
- b) **Presentation/Review of Operating Budget.**
- 6) **Constitutional Committee Report, to include:**
 - a) **Constitutional Changes, if any. (Delegates only, at the Joint Board/Annual Meeting)**
 - b) **By-Law changes, if any. (Board Members only)**
 - c) **Recommendation to the Delegates to approve Constitutional Changes, at the next annual meeting, if any. (Board Members only, at the Board meeting)**
- 7) **Other Standing Committee Reports**
- 8) **Installation of new Officers and/or Governors (Joint Board/Annual Meeting only)**
 - a) **Announcement of all Governors-at-Large elect.**
 - b) **Announcement of all Officers elect.**
 - c) **Installation of new Officers and/or Governors.**
 - d) **Recognition of past Officers and/or Governors.**
 - e) **Gavel passed to New Chairman, if appropriate.**
- 9) **Deferred business**
- 10) **New business**
- 11) **Announcement of date and time of next Board Meeting or Joint Board/Annual Meeting**
- 12) **Adjournment**

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This agenda shall be an outline, additional items can be added as needed to ensure that all Association business is conducted.

b. Oath. All Board Members shall sign an Oath of Office upon installation as a Governor or Officer. Board Members shall abide by the Oath during their tenure in office and afterward as appropriate.

- 15. *USOC-Related Provisions.* The following provisions are included for purposes of adopting and implementing provisions from the Ted Stevens Olympic and Amateur Sports Act (the “Sports Act”) and the By-Laws of the United States Olympic Committee (the “USOC”) as applicable to member organizations of the USOC, and will automatically take effect and become operative, without further action required by the Association, only if and when the Association becomes a member of the USOC:
 - a. **Opportunity to Participate in Certain International Polo Competitions.**
 - 1) No Qualified Registered Player (as that term is defined in ARTICLE IX of the Association’s Constitution) who has not previously been suspended under the provisions of Section 11 of these By-Laws may be denied (or threatened with denial of) the opportunity to compete in a Protected Competition (as this term is defined in ARTICLE IX of the Association’s Constitution). The Association shall, by all lawful means at its disposal, protect the right of a Qualified Registered Player and team to participate, if selected (or to attempt to qualify for selection to participate) as representing the United States in any Protected Competitions.
 - 2) Any Qualified Registered Player who alleges that he or she has been denied by an opportunity identified in subparagraph (1), above, shall immediately inform the Association’s Chief Executive Officer and to have the matter promptly addressed in accordance with applicable provisions of Section 11 of these By-Laws. If the matter is not resolved to the Player’s satisfaction, the Player shall have

the right to have the matter promptly referred to the Chief Executive Officer of the USOC, for action under Article IX of the USOC Bylaws.

3) A Player may not be temporarily suspended from participating in a Protected Competition (as this term is defined in ARTICLE IX of the Association's Constitution) prior to the conduct of a hearing (which may be an expedited suspension hearing).

4) The rights granted to Registered Players under subparagraphs (1), (2), and (3), above, shall apply equally to any coach, trainer, manager, administrator or official seeking to participate in the conduct of any Protected Competition as referred to in subparagraph (1), above.

5) Any Qualified Registered Player who alleges that he or she has been denied (whether or not by the Association) an opportunity to compete in any polo competition not protected by the terms of subparagraph (1), above (other than restricted competition referred to in the USOC Bylaws), shall immediately inform the Association's Executive Director, who shall consult with the general counsel of the Association to determine whether the situation appears to be of sufficient seriousness and relevance to the obligations and responsibilities of the Association to warrant action by the Association in support of the player's claim. In the event that action by the Association appears to be warranted, the matter shall be referred for processing in accordance with the applicable provisions of Section 11 of these By-Laws, or otherwise as may be deemed appropriate and available under the circumstances.

b. Arbitration.

In accordance with requirements of the USOC Bylaws, the Association shall, subject to the exhaustion of any internal remedies set forth in these By-Laws, submit to binding arbitration conducted in accordance with the applicable rules of the American Arbitration Association in any controversy involving the Association's recognition as a member of the USOC or involving the opportunity of any Registered Player, coach, trainer, manager, administrator or official to participate in any Protected Competition (as this term is defined in ARTICLE IX of the Association's Constitution), as provided in Article IX of the USOC Bylaws. To the extent not prohibited or preempted by provisions of the USOC Bylaws, arbitration of matters referred to in this subparagraph b. shall be subject to and conducted in accordance with the procedures set forth in Section 13 of these By-Laws.

c. Amateur Sports Organization Dues.

With respect to dues as referred to in Section 3 of these By-Laws, dues for amateur sports organizations that are members of the Association (as referred to in Article IX, Section 7 of the Association's Constitution) shall be as established by the Board of Governors from time to time.

16. Disciplinary Procedure for Violations of the Equine Drugs and Medications Rules.

The following provisions are included for purposes of enforcement of the Equine Drugs and Medications Rules of the Association:

a. Application and Incorporation. This By Law 16 shall apply to all charges and proceedings arising out of alleged violations of the Equine Drugs and Medications Rules of the Association. The Equine Drugs and Medication Rules of the Association are incorporated herein by reference.

b. Equine Drugs and Medications Rule Violation. Any Responsible Party(ies) (as

defined in Rule 6.2 of the Association's Equine Drugs and Medications Rules) found, after hearing and appeal, if any appeal, to have violated the Equine Drugs and Medications Rules of the Association, or having failed to obey a penalty imposed under this By Law 16, shall be deemed to have committed an Equine Drugs and Medications Rule Violation ("Violation").

c. Initiation of Charges, Record.

1) Initiation of a charge by Complaint (herein "Complaint" or "Charge") under this Rule for an alleged violation of the Equine Drugs and Medications Rules shall be made by the Chairman of the Association or his designee; provided, however that:

a) If the Complaint is based upon equine blood or urine sampling, that at least one of the two samples taken from a horse which forms the basis for the alleged Violation has tested positive for drugs or medications in violation of the Association's Equine Drugs and Medications Rules; and b) All Complaints shall be: (i) in writing, describing in reasonable detail the alleged Violation of the Equine Drugs and Medications Rules; (ii) received by the Responsible Party(ies) within seventy-two (72) hours of the receipt of the Association of either (a) a Complaint (if the allegations are not based upon testing); or (b) the results of the sample test from the USEF laboratory which are the basis for the Complaint; and (iii) signed by the Association.

2) The Association will keep a record of all Complaints under this By-Law available for inspection by Registered Players.

d. Notice.

1) Any Responsible Party(ies) (as defined in Rule 6.2 of the Association's Equine Drugs and Medications Rules) against whom of which a Complaint is issued is entitled to notice of a hearing of the alleged Violation. Notwithstanding the above, should a Responsible Party fail to appear at a duly noticed hearing, the hearing shall be held in absentia. A corporate identity which is a Responsible Party charged under this By Law must send an authorized representative to such hearing. The Association may hold an expedited hearing within seven (7) calendar days of issuance of the charge, provided that the Responsible Party(ies) is(are) given written notice at least forty eight (48) hours prior to the scheduled expedited hearing. The Notice of Hearing shall: (a) contain a brief statement of the facts constituting the alleged violation; (b) identify the specific Association Equine Drugs and Medications Rule(s) allegedly violated; (c) specify the time and place at which the hearing is to be held; and (d) include a list identifying: (i) the evidence to be introduced at the hearing; (ii) the names of the witnesses; (iii) the substance of their testimony; and (e) provide a copy of any testing report(s) from the USEF laboratory that is(are) are to be introduced as evidence at the hearing. This Notice of Hearing requirement may be waived in writing by the Responsible Party(ies). For purposes of this paragraph, written notice shall be deemed to have been properly given to a Responsible Party(ies) by the Association if the notice is sent via hand-delivery, facsimile, express mail, email or certified mail to the address of the Responsible Party(ies) listed in the Association's records. If sent by email, service is complete upon receipt by the Association of an acknowledgment by the Responsible Party(ies) of receipt of the Notice of Violation. 2) In the absence of an expedited hearing, written notice to the Responsible Party(ies) must be given within seven (7) calendar days from the date that

the decision is made to issue charges by the Association. Such notice shall:

- (a) contain a brief statement of the facts constituting the alleged violation;
 - (b) identify the specific Association Equine Drugs and Medications Rule(s) allegedly violated;
 - (c) specify the time and place at which the hearing is to be held; and
 - (d) include a list identifying: (i) the evidence to be introduced at the hearing; (ii) the names of the witnesses; (iii) the substance of their testimony; and
 - (e) provide a copy of any testing report(s) from the USEF laboratory that is (are) to be introduced as evidence at the hearing. For purposes of this paragraph, written notice shall be deemed to have been properly given to a Responsible Party(ies) by the Association if the notice is sent via hand-delivery, facsimile, express mail, email or certified mail to the address of the Responsible Party(ies) listed in the Association's records. If sent by email, service is complete upon receipt by the Association of an acknowledgment by the Responsible Party(ies) of receipt of the Notice of Violation.
- 3) At least twelve (12) hours before the scheduled hearing, the Responsible Party(ies):
- a) may submit to the Hearing Committee a written response to the charges, and include written and signed statements of others having knowledge of the facts at issue; and
 - b) may submit the name, resume and written report of any veterinary doctor, scientist or other trained expert the Responsible Party(ies) plan to call as a witness before the Hearing Committee or
 - c) may agree to a disposition of the charges without the necessity of a hearing. Failure of a Responsible Party(ies) to submit the evidence and other information within the time period set forth above may result in the exclusion of such evidence at the scheduled hearing.

e. Hearing of Charges.

- 1) All proceedings under this By Law 16, including, but not limited to, hearings of charges of alleged Violations of the Equine Drugs and Medications Rules, will be conducted in the English language, and in the presence of the Responsible Parties(ies), unless the Responsible Party(ies) fails to appear, in which case the proceedings may be held in absentia. Hearings shall be heard by a Hearing Committee as constituted according to this By Law 16, which shall be authorized by the Chairman of the Association, to conduct the proceedings.
- 2) A Final Order setting forth the findings of facts and conclusions on which it is based, as well as the Penalty, if any, to be imposed on the Responsible Party(ies), will be entered by the Hearing Committee within fifteen (15) calendar days following the conclusion of the hearing. Upon the conclusion of such hearing and the entry of a Final Order by the Hearing Committee, copies of all findings, conclusions, recommendations and Final Orders will be delivered to the Association. The Association shall thereafter promptly provide the Responsible Party(ies) with a copy of all findings, conclusions, recommendations and Final Orders.
- 3) At any hearing conducted pursuant to this section, the Responsible Party(ies), or counsel designated by same, will have an opportunity to present evidence, defend against the charges and cross-examine witnesses.

f. Hearing Committees.

Appointment of Hearing Committee. A Hearing Committee shall be specifically appointed by designation by the Association's Chairman to hold hearings on charges of alleged Violation of the Equine Drugs and Medications Rules.

1) Constitution of the Hearing Committee. All Hearing Committees considering alleged violations of the Association's Equine Drugs and Medications Rules shall consist of three (3) individuals designated by the Chairman, at least one of whom shall be an equine veterinarian licensed in the United States.

2) Authority of the Hearing Committee. The Hearing Committee shall have the authority and power to impose any penalties provided in these By- Laws.

g. Evidence; burden and standard of proof required.

1) The Responsible Party(ies) may attend the hearing on the alleged violation at their option, with or without counsel, or may send a representative and may call witnesses and submit signed statements or other evidence provided that such information is timely delivered to the Association before the scheduled hearing. Interpreters, if required by the Responsible Party(ies), are the responsibility of the Responsible Party(ies) and not the Association. The failure to understand the charges or any proceedings in English shall not provide the basis for an appeal.

2) The Association has the burden of proving the Violation. The burden of proof shall not be that as required in a court of law. The standard of proof required for a finding of a Violation of the Equine Drugs and Medications Rules shall be "substantial evidence" which means affirmative evidence of such a clear and definite nature as to reasonably establish a fact.

h. Continuances.

1) Applications for continuance of any hearing must be made to the Hearing Committee in writing, shall be subject to the requirements set forth in this paragraph below, and shall state the reasons why such a continuance is sought.

a) In all cases set for hearing on written notice to the Responsible Party(ies) exceeding ten (10) calendar days, the application for continuance must be received by the Hearing Committee at the address designated in the Notice of Hearing at least seven (7) calendar days prior to the scheduled hearing date.

b) An application for continuance received less than seven (7) calendar days prior to the scheduled hearing date, but prior to the hearing, will not be granted unless a written arrangement is made to the satisfaction of the Hearing Committee for the payment of all expenses incurred by the Hearing Committee, the Association and witnesses resulting from the granting of any such application for continuance.

c) No continuances of expedited hearings will be granted to the Responsible Party(ies).

2) Except as otherwise provided with respect to expedited hearings, a continuance will be granted to any party to the proceeding only for good cause shown. An application for a first continuance of a hearing must be in writing and accompanied by a non-refundable continuance fee of Five Hundred Dollars (\$500.00) made payable to the Association. Any second or subsequent application for continuance will only be considered if submitted in writing together with a continuance fee of One Thousand

Dollars (\$1,000.00), payable to the Association.

i. Temporary Suspension.

Subject to the relevant provisions of By Law 15, upon receipt by the Association of the USEF testing report confirming the presence of prohibited drugs and/or medications in a sample taken from the Horse of a Responsible Party(ies), the Chairman of the Association or Executive Director may, prior to a hearing, temporarily suspend any Responsible Party(ies) from participating in any manner in the affairs and events of any Association Member Club or the Association so long as an expedited hearing is noticed and held within seven (7) calendar days of the time such suspension is effective. In a case where the Responsible Party(ies) has(have) been temporarily suspended prior to a hearing, a decision on the charge shall be made by the Hearing Committee within twenty four (24) hours of the conclusion of the expedited hearing.

j. Appeal of Decisions.

1) A decision by the Hearing Committee of the Association will be final unless a party to the proceeding files a written Notice of Appeal together with the requisite Appeal Fee with the Association within fourteen (14) calendar days of the issuance of the Final Order.

a) Any Notice of Appeal filed by a Responsible Party(ies) must be accompanied by an Appeal Fee in the amount of One Thousand Dollars (\$1,000) payable to the Association.

b) In the event that (a) Responsible Party(ies) do (does) not complete the appeal process, the Appeal Fee will be forfeited.

c) Within thirty (30) calendar days following the conclusion of the Appeal Hearing, the Appeal Fee will be returned to the Responsible Party(ies) unless the Responsible Party(ies) is indebted to the Association for any fees, costs or fines, in which event the amount of such items shall be deducted from the Appeal Fee prior to any refund.

2) Appeal Committee, Further Appeal.

a) On receipt of a timely Notice of Appeal from any party to a Hearing Committee decision, the Association will designate an Appeal Committee which will have the authority, in their discretion, to either schedule and conduct a hearing or require the Responsible Party(ies) to submit its arguments in writing for consideration.

b) The Appeal Committee shall consist of the following:

1) A equine veterinarian licensed in the United States who did not sit on the Hearing Committee for the matter subject to appeal; and

2) The Chairman or his designee, provided that such individual did not sit on the initial Hearing Committee for the alleged Violations subject to appeal.

c) At the hearing, should one be scheduled and conducted before the Appeal Committee, all testimony and other evidence previously presented to the Hearing Committee shall be considered. The Appeal Committee may reduce, sustain, or increase any penalties initially imposed by the Hearing Committee.

d) On receipt of a written, timely Notice of Appeal from an Association Appeal Committee decision, the Appeal will be decided by the Executive Committee of the Board of Governors as provided elsewhere in these By-Laws.

3) In the event that the Responsible Party(ies) timely appeals the Hearing

Committee decision, the Appeal Committee designated by the Association shall give the appellant at least ten (10) calendar days' written notice of the date, time and place of the appeal hearing, should one be scheduled. Unless the Appeal Committee decides otherwise for good cause, the appeal hearing shall be held in the State and County of the alleged Violation. Likewise, unless the Appeal Committee decides otherwise for good cause, the hearing shall be held within forty (40) days following the receipt by the Association of a properly filed appeal. If requested by the Responsible Party(ies), the Appeal Committee will permit the Responsible Party(ies) to be heard in person and/or as represented by an attorney. The parties may file written memoranda with the Appeal Committee objecting to or in support of the initial Hearing Committee findings and accompanying disciplinary action.

4) Within fifteen (15) calendar days after completing the Appeal Hearing, the Appeal Committee will issue a report setting forth its findings, its decision and its reasons therefore, and will transmit the same to the Responsible Party(ies) and to the Association.

5) If the Association timely receives a written, timely Notice of Appeal from the Responsible Party(ies) of the decision of the Appeal Committee, the Executive Committee of the Board of Governors shall constitute the final body of appeal for all decisions under this By Law 16 and shall have the authority to review the entire transcript of any hearings and any and all evidence submitted to the Hearing Committee and the Appeal Committee in connection with the alleged conduct violation. The Executive Committee shall have the power to affirm, modify or reverse the decision appealed. Such an appeal must be filed with the Office of the Association within fourteen (14) calendar days of the Appeal Committee decision.

k. Rehearing.

Upon the discovery of new facts not discoverable by due diligence prior to a hearing, Responsible Party(ies) may request a rehearing before a Hearing Committee. Such request must be in writing and must contain a statement of the new facts upon which it is based. Rehearings will not be granted as a matter of right, but at the sole discretion of the Hearing Committee of the Association. No rehearing shall be permitted once all rights of appeal, as set forth herein these By Laws, have been exhausted or lapsed.

l. Reciprocity.

1) The issuance on the Association's website of a final decision by the Association as to any Violation of the Association's Equine Drugs and Medications Rules and any attendant penalties imposed therefore shall, once all rights of appeal have either been exhausted or lapsed, be binding on all Member Clubs and Association Regional Polo Centers.

2) On receipt of notice by the Association that a disciplinary penalty has been imposed upon a Member Individual by a foreign polo association for an act which is a violation of said foreign polo association rules and which would constitute a violation of the Association's Equine Drugs and Medications Rules, the notice will be treated the same as if it were the report of an Association Hearing Committee appointed by the Executive Committee of the Association and may be sustained or modified and imposed as a penalty by the Association.

m. Penalties.

A. If found guilty of any Violation of the Equine Drugs and Medications

Rules of the Association properly brought before a Hearing Committee pursuant to this By Law 16, the Responsible Party(ies) will be subject to such penalties as the Hearing Committee may determine or recommend, including, but not limited to:

- 1) For a first violation:
 - a) Letter of censure to be listed in the Association's record of penalties and published by the Association;
 - b) Fine of \$1,000 (one thousand dollars) in addition to all fees and costs incurred by the Association and its witnesses;
 - c) Probation for 6 (six) months.
- 2) For a second violation:
 - a) Letter of censure to be listed in the Association's record of penalties and published by the Association;
 - b) Fine of \$5,000 (five thousand dollars) in addition to all fees and costs incurred by the Association and its witnesses;
 - c) Suspension for any period from participating in any Association or Member Club events and activities and an additional period of Probation; and
- 3) For a third violation:
 - a) Letter of censure to be listed in the Association's record of penalties and published by the Association;
 - b) Fine of \$10,000 (ten thousand dollars) in addition to all fees and costs incurred by the Association and its witnesses;
 - c) Forfeiture of all of those games won and Association tournament won (if any) by the team for which horse that tested positive played in that Association tournament.
 - d) Expulsion from Association membership. Whether such expulsion shall be temporary or permanent shall be at the discretion of the Hearing Committee, subject to confirmation by the Executive Committee of the Association.
- 4) For all violations:
 - a) Disqualification. The Hearing Committee may also impose the sanction of retroactive disqualification from any Association game or tournament.
 - b) Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Officer, the Hearing Committee, Board of Governors or Chairman of the Association under this By Law may be published to the Member Clubs of the Association, any foreign associations and the news media.

B. When more than one allegation of a Violation against any Responsible Party(ies) arises out of testing of samples from one date in one location, the Hearing Committee shall determine, in its sole discretion, whether those allegations constitute one or multiple Violations for purposes of assessing the Penalties under this By Law 16.

C. A violation of a Probation condition may be treated as a Conduct Violation under the By Laws of the Association.

D. Publication. Any findings, conclusions, rulings, recommendations and/or penalties of a Hearing Committee, Appeal Committee, Board of Governors, or Chairman of the Association, may be published to the Member

Clubs of the Association, any foreign associations and to the news media.

E. Costs. Actual reasonable costs and out of pocket expenses incurred by the Hearing Committee, Appeal Committee, Association and/or witnesses may be assessed in addition to any penalty. Failure to timely pay for costs shall be treated as a Conduct Violation under the By Laws of the Association.

n. Stay of Penalty Upon Appeal.

If a penalty of any kind is appealed, the Responsible Party(ies) may request, in writing, that any penalty imposed be stayed until such time as the Appeal has been heard by the proper Committee. The Committee hearing the appeal will timely grant or deny the Responsible Party's(ies') request for a stay as it deems appropriate. To the extent that a stay of the penalty is granted by the Committee hearing the appeal, and the Responsible Party(ies) fails to prevail on the appeal, the time periods relating to the penalty shall be extended by a number of days equal to the stay.

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o. Effective Date of Penalty.

- 1) The effective date of any suspension, probation or expulsion, and the deadline for the payment of any fine, will be set by the Hearing Committee.
- 2) Failure to timely pay a fine and/or costs which have been properly levied will constitute automatic suspension of the Responsible Party(ies) subject to the fine and/or order of costs from the date the fine and/or costs were payable until the fine and/or costs are paid. A fine and/or costs are considered paid when actually receipt by the Association in cleared funds.

United States Polo Association Handicap Committee Guidelines

1. **Adoption of a USPA National Handicap Committee (NHC) Tagline:
Honesty – Integrity – Transparency – Respect**
2. **National Handicap Committee qualifications include:**
 - **Current USPA membership is required.**
 - **Participation at meetings either in person or by teleconference.**
 - **Three unexcused consecutive absences from meetings will cause evaluation of membership by NHC Chairman up to and including replacement.**
 - **The NHC consists of the USPA Chairman of the Association.**
 - **The NHC consists of a Chairman proposed by the USPA Chairman of the Association and approved by the USPA Board of Governors.**
 - **There are 13 Circuits within the USPA. There are 13 Circuit Handicap Chairmen selected with the advice and consent of each specific Circuit Governor, and approved by the NHC Chairman.**
 - **The By-laws allow for eight (8) At-Large Members selected and approved by the NHC Chairman.**
 - **The NHC voting members consists of the Chairman of the Association, the NHC Chairman, 13 Circuit Handicap individuals, 8 At-Large Members.**
 - **All Circuit Handicap Chairmen shall create committees within their circuit to review and confirm recommendations that are initiated from Member Club Delegates. These recommendations are communicated to the NHC through the coordination of the USPA.**

Handicap Committee Staff.

- **The At-Large Members are responsible to evaluate members throughout the US, and provide their handicap recommendations through the coordination of the USPA Handicap Committee staff member who gathers all recommendations of the members and provides data input to the annual meetings and the members of the NHC.**
 - **The NHC Chairman and/or the USPA Chairman confirm all final handicaps.**
 - **Current USPA National Handicap Committee Staff are: the Data Administrator (Lindsay Dolan) and USPA CEO/NHC Advisor (Peter Rizzo)**
3. **During any process of selecting a permanent handicap for a USPA member, the NHC member is required to declare conflicts of interest or apparent conflicts of interest to the NHC Chairman before voting or abstaining on any permanent handicap. Each meeting's purpose is to relate communication(s)/ recommendation(s) received from the membership at-large that would provide a true depiction of the member's handicap/playing ability in order to select a permanent handicap for the upcoming competitive season(s). By Law 6 c. 3) Any member of a Circuit or the National committee is expected to declare any potential conflict of interest before recommending a handicap for any Player.**
 4. **At the conclusion of any annual NHC meeting, the handicap recommendations from the NHC shall be posted to the USPA website for required membership review/comment. After a reasonable period of time for membership review/comment on the NHC handicap recommendations, the NHC Chairman confirms the handicap changes. These recommended changes shall become effective on January 1st and June 1st respectively following the Spring and Fall NHC meetings.**

5. The raising and lowering of handicaps at any meetings requires the recommendation/confirmation from a Circuit Chairman, At-Large Member or the NHC Chairman. If the recommendation is questioned regarding the proposed handicap, a vote will be taken of the NHC members who have seen the player compete within the recent handicap year. A voting member can qualify their recommendation/vote through personal feedback from USPA members whom they utilize for handicap input, although personal observation by any NHC member is preferred. A simple majority vote of those voting NHC members carries the recommendation forward to the USPA member review/comment period. Permanent handicap confirmation from the NHC Chairman is required for all handicap recommendations, which are then posted to the USPA web site.

6. Handicaps at the upper levels (3-10) should be made on a comparative basis by ranking all players within the rating category. Note: Comparative rating sheets shall be created that lists 10/9, 9/8, 8/7, 7/6, 6/5, 5/4, and 4/3 ratings to allow comparative sliding up or down of proposed handicap changes based on rating categories. Establish benchmark, mid-range for each handicap as the fulcrum of each handicap comparison. Note: Written handicap criteria for ratings of 2 goals and below will be established and published by a sub-committee directed by the USPA Chairman and approved by the NHC Chairman.

7. Discussions of USPA members' polo or team employment by the NHC members during a discussion of the members' handicap are not relevant, are not an ingredient to the handicap evaluation and are discouraged.

8. Handicap evaluation observations: Any member is considered "Observed" when members of the NHC can be absolutely assured of the handicap being recommended and confirmed. There is no specific required time frame for a member to be "Observed" only that the handicap recommended/confirmed is without doubt.

9. Knowledgeable USPA Staff members selected by the NHC Chairman can be utilized during the handicap evaluation process; however, USPA Staff members will not be voting members of the NHC.

10. The NHC Chairman can select USPA Professional Umpires (non-USPA Staff) as a voting "At-Large Members" of the NHC.

11. Outside of the annual meetings, "T" handicap decisions for new and renewed membership applications follow the procedure of contacting the polo club Delegate or the Circuit Handicap Chairman. New member applications are processed through the USPA Committee Staff and referred to the polo club delegate and Circuit Handicap Chairman for recommendation and then forwarded to the NHC Chairman for confirmation.

12. "T" Handicaps – The NHC may append a "T" to the handicap of any individual. Such a handicap is subject to review and change at any time until the "T" is removed. Any member of a Circuit Committee or of the National Handicap Committee may request the review of a "T" handicap. USPA members that have not competed or have not been observed in the current polo year

and are maintaining their USPA membership may be subject to a “T” being applied to their permanent handicap if in the opinion of the NHC members, this player is subject to being raised or lowered when they return to polo competition. This effort includes players that have been away from the US polo for an entire polo season, includes players who have suffered injury that has taken them away from US polo for an entire polo season, includes Affiliates members who have not competed in the US for the entire polo season or any member who has not been observed for a permanent handicap for the entire polo season.

13. “T” Handicaps – The procedure for changing a “T” Handicap to a permanent handicap is accomplished by:

- The National Handicap Committee at a regular scheduled meeting removes the “T” from a members Handicap, because they have been observed, followed by a recommendation, verification and confirmation.
- The player can request to the Delegate at the club they are competing at, to be evaluated/observed in order to have their “T” removed. The Delegate through the club committee makes a recommendation of an “Observed” handicap to the Circuit Handicap Chairman directly or through the USPA Committee Staff. If the Circuit Handicap Chairman is local, please invite them to participate with the observation of the player to assist in the process. The USPA contacts the NHC Chairman with the observed information for the formal removal of the “T” and the permanent handicap to be confirmed.
- It is preferred that when a member has been observed for the removal of the “T” from the handicap, the result should be a permanent handicap for the current polo season, although, if that handicap is not appropriate, the Handicap Committee chairman can change a handicap at any time.
- Currently any member with a 6T or less may not participate in competition above 16 goals.
- There is no required time limit for a Circuit Handicap Chairmen or the NHC to remove a “T” designation. No “T” will be removed without a Circuit Handicap Chairman’s signature unless the NHC Chairman has observed the player in question. It is recommended that player’s under handicap observation be for a period of no more than 6 months or at least five competitive games or until such time as the player in question has been adequately observed and evaluated.
- As of October 27, 2012 – New Players or existing members not observed in the current year applying for a USPA Membership, who have competed in the following listed tournament(s) within the previous year of membership, may be considered to receive a handicap representing the highest foreign handicap without a “T” appended or the existing USPA handicap. As stated in the USPA White Book, any handicap is subject to change upon the recommendation of the committee at any time. This ability to adjust foreign handicaps in error will be adhered to.

(HPA: Gold Cup, Queen’s Cup)

(AAP: Camera, Tortugas Open, Hurlingham Open, Palermo Open; Stated Roster for Qualifying Teams of the AAP Open Tournaments)

EQUINE DRUGS & MEDICATIONS RULES of the
UNITED STATES POLO ASSOCIATION

1. PERMITTED DRUGS

The following classes of drugs are allowed to be administered to polo horses without penalty.

1. Antibiotics with the exception of penicillin procaine
2. Dewormers
3. Hormonal therapies
4. Anti-Ulcer medications

The USPA neither supports nor condones excessive dosages and/or introduction of non-therapeutic levels of the Permitted Drug and/or vitamins and minerals for performance enhancing purposes. See, e.g., Rule 5.2.e below. Owners and Players are urged to consult their veterinarians for proper dosage levels consistent with these Rules.

2. RESTRICTED USE DRUGS

- 2.1 The following drugs are allowed at the following Allowable Blood and Urine Levels and, therefore, do not require a USPA Medication Report Form 1 (Therapeutic Drug Use Form).

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Medication (Generic Name)	Medication (Trade Name)	Max dosage per lb. of body weight	Latest administration Hour	Administration method	Max allowed blood plasma levels permitted
Dexamethasone	Azium®	2.0 mg/100 lb (20mg/1000lb)	>12 hours	IV, IM	<3.0 nanograms/ml
		0.5 mg./100 lb (5.0 mg/1000 lb)	>6 hours	IV	
		1.0 mg./100 lb (1.0 mg/1000 lb)	>6 hours	Oral	
Diclofenac	Surpass ®	5 inch ribbon, ½ inch thick	>12 hours	Topical, 2 doses each 12 hours	<0.005 micrograms/
Firocoxib	EquioXX®	0.1 mg/kg (0.0455 mg/lb)	>12hours	Oral	<0.240 micrograms/
Phenylbutalone (Bute)	Butazolidin®	2.0 mg/lb (2.0 g/1000 lb)	>12 hours	Oral, IV	<15.0 micrograms/
		1.0 mg/lb (1.0 g/1000 lb)	AM & PM Feed	Oral, 2 doses each day	
Fluxin meclumine	Banamine®	0.5 mg/lb (500 mg/1000 lb)	>12 hours	Oral, IV	<1.0 micrograms/
Ketoprofen	Ketofen®	1.0 mg/lb (1.0 g/1000 lb)	>4 hours but >6 hours	IV	<0.250 micrograms/
Meclofenamic Acid	Arquel®	0.5 mg/lb (500 mg/1000 lb)		Oral, 2 doses each day, 12	<2.5 micrograms/
Naproxen	Naprosyn®	4.0 mg/lb (4.0 g/1000 lb)	>12 hours	Oral	<40.0 micrograms/
Methocarbamol	Robaxin®	5.0 mg/lb (5.0 g/1000 lb)	>6 hours	Oral, IV, 2 doses each day, 12	<4.0 micrograms/
Isoxuprine	Isoxuprine	0.5 mg/lb (500 mg/1000 lb) > 4	>12 hours	Oral, 2 doses each day, 12	

The Maximum Dosage and Latest Administration Hour Guidelines on page 37 are for informational purposes only, but are based on scientific evidence that a sampled horse will generally fall within normal testing ranges. However, each horse is different and, therefore, Owners, Players and other parties responsible under these Rules are advised to consult with a licensed Veterinarian before using these Restricted Drugs.

NOTE FURTHER that Restricted Levels in Blood indicated on the Rule 2.1 on page 37 are INCLUDED in Rule 2.1 and, therefore, any horse testing in excess of those Allowable Levels will subject the responsible parties under these Rules to a charge of a Conduct Violation.

RESTRICTED MEDICATION ALLOWABLE BLOOD AND LEVELS and RESTRICTED MEDICATION DOSE AND TIME GUIDELINES

- 2.2 The maximum treatment time for any of the above permitted medications is 5 days, with the exceptions of diclofenac and firocoxib. Diclofenac may be administered for 10 successive days and firocoxib may be administered for 14 successive days.

Caution is urged when using compounded medications with varying administration routes not specified above. Only the above administration routes with non-compounded medications have been evaluated for the dose and time recommendations.

- 2.3 Non-Steroidal Anti-Inflammatory Drugs.

- 2.3.1 Horse may not be administered more than one permitted Non-Steroidal Anti-Inflammatory Drug (NSAID) during any one 7 day time period.
- 2.3.2 If an additional NSAID has been administered more than 12 hours prior to competition for a therapeutic reason and, therefore, falls under the Therapeutic Drug Use provision (Rule 3), then a USPA Medication Report Form 1, indicating the use of the additional NSAID, must be filed and received by the USPA prior to the USPA event in which the horse will next appear.

Whenever administering a NSAID, any additional NSAID should not be administered during the 7 days prior to the next competition in which the horse is competing.

3. THERAPEUTIC DRUG USE

- 3.1 Any drug administered at least 12 hours prior to the competition for a medically and scientifically valid therapeutic purpose must: (1) be administered by a Veterinarian licensed in the specific State within the United States wherein the USPA event occurs; and (2) requires that a USPA Medication Report Form 1 be submitted by the owner or his or her representative to explain the presence of medications that may later appear on a Drug Test Screen.

- 3.2 Notwithstanding the foregoing Rule 3.1, the following drugs may be administered at the following dose and time limits, and do require that a USPA Medication Report Form 1 be submitted.

Dantrolene	Dantrium®	800 mg	> 3 hours	Oral
Furosemide	Salix®	<= 250 mg	> 3 hours	IV or IM

4. EMERGENCY TREATMENT EXCEPTION

- 4.1 Minor injuries occurring before a competition, such as scrapes or lacerations, may be treated by a licensed Veterinarian. An Authorization of Emergency Treatment of Lacerations Form (USPA Medication Form 2) must be filed with the USPA indicating all medications used in such treatment.
- 4.2 In the event emergency treatment occurs immediately before or during the horse appearing in competition, Form 2 must be submitted to the USPA, signed and dated by the Treating Veterinarian, within 24 hours of that treatment.

The submission of Forms 1 or 2 is not intended to create a “free pass” to a positive test of samples taken from a horse. In assessing whether a violation of these Rules has occurred, the USPA will consider the entire factual and medical context surrounding the administration of the treatment reported in Form 1 or 2, including but not limited to the reason for the treatment and the necessity of the type and amount of drug or medication utilized.

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5. PROHIBITED DRUGS AND SUBSTANCES

- 5.1 All other drug classes not specifically permitted herein these Rules are prohibited, including stimulants, depressants, corticosteroids (other than Restricted Use of dexamethasone), and psychotropic drugs.
- 5.2 For the purpose of this Rule 5, a “Prohibited Drug or Substance” is:
- 5.2.1. Any stimulant, depressant, tranquilizer, local anesthetic, psychotropic (mood and/or behavior altering) substance, or drug which might affect the performance of a horse (stimulants and/or depressants are defined as substances which stimulate or depress the cardiovascular, respiratory or central nervous systems), or any metabolite and/or analogue of any such substance or drug, except as expressly permitted by this Rule.
- 5.2.2. Any corticosteroid present in the plasma of the horse other than dexamethasone.
- 5.2.3. Any nonsteroidal anti-inflammatory drug in excess of one present in the plasma or urine of the horse (with the exception of salicylic acid (Aspirin)).
- 5.2.4. Any substance (or metabolite and/or analogue thereof) permitted by this rule in excess of the maximum limit or other restrictions prescribed herein.
- 5.2.5. Withstanding any of the foregoing Rules, the following drugs and substances are specifically prohibited when introduced or applied as described:
- 1) Adenosine triphosphate (“ATP”) in any application and in dosage amount;
 - 2) Selenium injections in any application and in dosage amount;
 - 3) Magnesium sulfate given intravenously and in any dosage amount;

- 4) All vitamins and minerals, no matter how applied, when given in excessive dosage quantities for non-therapeutic reasons.

CAUTION AGAINST THE USE OF HERBAL/NATURAL PRODUCTS.

Owners and Players are hereby warned that the application and use of so-called “herbal” and “natural” products in and to a horse may result in a positive drug screen test indicating the presence of Prohibited Drugs or Substances under these Rules. This testing result may in some cases be contrary to claims of safety or permitted use by those who manufacture and/or market such products. In this regard, owners should be skeptical of any claims by manufacturers or others that such products are “legal” or permissible for use at competitions recognized by the USPA or USEF. Owners, Riders, Players and others responsible under these Rules are further cautioned that the plant origin of any ingredient does not preclude its containing a pharmacologically potent and readily detectable prohibited substance, (e.g., cocaine, heroin and marijuana all are derived from plants). Further, Owners and Players are also warned that although the use of some of these products may not have resulted in positive drug tests in the past, this does not preclude their triggering a positive drug screen test in the future as the USEF Equine Drug Testing and Research Laboratory incorporates new methods into its battery of screening tests. For these reasons, the USPA warns most strongly against the use of such products. The ingredient labeling for such preparations is often not complete or accurate. Especially suspect are preparations that are claimed to “calm” or “relax” a horse, while at the same time being said to contain no prohibited substances. Such products include, but are not limited to: valerian, kava kava, passionflower, skullcap, chamomile, vervain, lemon balm, leopard’s bane, night shade, capsaicin, comfrey, devil’s claw, hops, laurel, lavender, red poppy and rawuolfia.

OWNERS, RIDERS, PLAYERS, OTHERS RESPONSIBLE UNDER THESE RULES, AND THEIR VETERINARIANS, ARE THERE CAUTIONED AGAINST THE USE OF MEDICINAL PREPARATIONS, TONICS, PASTES, POWDERS, AND PRODUCTS OF ANY KIND, INCLUDING THOSE USED TOPICALLY. THE INGREDIENTS AND QUANTITATIVE ANALYSIS OF WHICH ARE NOT SPECIFICALLY KNOWN, AS THEY MAY CONTAIN A PROHIBITED SUBSTANCE. THIS IS ESPECIALLY TRUE OF THOSE CONTAINING PLANT INGREDIENTS.

REGARDING APPROVED” OR “ENDORSED” PRODUCTS.

The USPA does not endorse or sanction herbal, natural, or medicinal products of any kind.

USPA GUIDELINES FOR THE TIME PERIOD FOR PROHIBITED DRUG DISSIPATION.

The following Guideline information is for horses competing in USPA events in the United States. This information does not apply to any horse competing outside the United States or under any drug testing program using a laboratory other than the USEF Equine Drug Testing and Research Laboratory. This information is current at the time of writing; however, the USEF Laboratory does systematically refine existing drug tests to be more sensitive and develops new tests. Improved testing procedures may be implemented at any time without prior notice. The time periods indicated are intended to be only informative Guidelines for the dissipation from the horse’s system of Prohibited Drugs or Medications, but may become obsolete as new and more sensitive procedures are implemented. Owners and Players are therefore warned that reliance on these Guide-

lines therefore will not serve as a defense to a violation of the USPA Drugs and Medications Rules in the event of a positive test. Although these Guidelines provided apply to many horses, they cannot account for normal variation in metabolism of drugs by individual horses. Owners and Players should consult drug manufacturers and knowledgeable veterinarians for more specific advice for the administration of any drug or medication, its duration and dissipation. This Guideline information is therefore presented with the assumption that any and all drugs and medications are used for a therapeutic purpose in the diagnosis and treatment of illness or injury, and that any dose administered is a conservative and therapeutic dose consistent with the manufacturer’s recommendations.

Guideline for approximate time for dissipation:

Long-acting tranquilizers and psychotropics, e.g. fluphenazine and reserpine - 90 days
 Short-acting tranquilizers and sedatives, e.g. acepromazine, detomidine, xylazine - 7 days

Procaine penicillin is a special case procaine and procaine penicillin - 14 days

Local anesthetics other than procaine, e.g. lidocaine and mepivacaine - 7 days

Long-acting corticosteroids e.g. methylprednisolone - 14 days

Other corticosteroids, e.g. triamcinolone and betamethasone - 7 days

Nonsteroidal anti-inflammatory drugs, e.g. phenylbutazone and flunixin - 7 days

Antihistamines, e.g., cyproheptadine and pyrilamine - 7 days

Respiratory drugs, e.g., albuterol, ventipulmin - 7 days

* These are only Guidelines and do not address a complete list of potential prohibited drugs.

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THE VETERINARIAN’S RESPONSIBILITIES

When dealing with illness or injury in a horse competing at a USPA recognized event, the Veterinarian should prescribe or administer whatever substance is indicated as medically necessary for therapeutic purposes. Whenever prescribing or administering a substance prohibited or restricted by these Rules, the Veterinarian should advise the Owner, Player and others responsible under these Rules of the possible interaction of that treatment with these USPA Drugs and Medications Rules. No Veterinarian should be party to the administration of a drug or medication to a horse or pony in excessive dosages and/or for non-therapeutic purposes of to affect the performance of the horse. The USPA considers such conduct unethical and likely to encourage further unethical conduct amongst Owners, Players and other parties responsible under these Rules. Therefore, such conduct is contrary to USPA Rules and undermines the fairness of competition at USPA events.

6. PARTIES RESPONSIBLE UNDER THESE RULES.

6.1 The Owner and Player of the horse, as well as all parties defined in Rule 6.2. and the subparts thereof are accountable for the condition of the horse and compliance with these Rules. In the absence of substantial evidence to the contrary, all of those parties are also responsible and accountable under the disciplinary and penalty provisions of the USPA Rules and or By-Laws. They are additionally responsible for guarding each horse at and sufficiently prior to a USPA event, so as to prevent the administration by anyone of, or its exposure to, any Prohibited or Restricted Drug or Substance. The parties responsible under these Rules are presumed to be aware of all the provisions of these Rules and all other rules and regulations of the USPA and the penalty provisions of those rules and regulations. A violation of these Rules shall be

considered a Conduct Violation under applicable USPA Rules and/or By-Laws.

6.2 Definitions.

- 6.2.1 “Owner” is responsible for a violation of these Rules in addition to any other party, and is hereby defined as any adult (or adults) who has or shares the responsibility for the care, training, custody, control, condition or performance of the horse, or has or shares the responsibility for payment thereof. This could be one person or several individuals. In the event a corporate entity is the Owner or the Owner is otherwise not responsible under these Rules, then the primary Sponsor of the team for whom the horse competed shall stand in place of the Owner as a person who may be charged with any violation of these Rules. In the event the Owner is a minor (under age 18 years at the time of alleged violation) who is also a Member of the USPA, then the parent of the child, if a Member of the USPA along with the minor, shall be responsible under these Rules. The Sponsor of the team for whom the minor’s horse competed shall also stand responsible along with the child and parent.
- 6.2.2. “Sponsor” is hereby defined consistent with USPA Outdoor Rule 1.f. and Interpretation 1.f. and as defined in 6.2.1.
- 6.2.3. “Player” is defined as the person riding the horse in a USPA event and can be one and the same person as the Owner. The Player is responsible for a violation of these Rules in addition to any other party.
- 6.2.4. “Substantial evidence” means affirmative evidence of such a clear and definite nature as to reasonably establish a fact. It is not the same burden of proof as that required in a court of law.
- 6.2.5. “USPA event” and “USPA competition” shall mean any polo game, match, tournament or exhibition played or conducted at a USPA Member Club.

6.3. Leased or Borrowed Horses.

The Owners of leased or borrowed horses are also held responsible for any violations of these Rules by the party leasing or borrowing the horses.

7. TESTING PROCEDURE AND PROTOCOL.

- 7.1 At any given USPA event, the USPA may designate a licensed Veterinarian who is accredited by the United States Equestrian Federation (the “Sampling Veterinarian”) to take samples from one or more horses competing or performing at that event.
- 7.2. The Sampling Veterinarian shall, at any time after conclusion of the USPA event, inform the Owner or Player that a given horse is to be subject to blood sampling. Upon such notice by the testing Veterinarian, the Owner or Player must ensure that the horse does not leave field side until the sample has been taken.
- 7.4 An Owner or Player or his or her designated representative must accompany the Sampling Veterinarian and observe the sample being removed from the horse. The Owner, Player or his or her designated representative shall then acknowledge in writing on the USPA Field Testing Form that the given sample was taken from the given horse.

Failure or refusal by an Owner or Player to comply with Rule 7.4 creates an ir-rebuttable presumption that the sample was correctly taken from the Owner's or Player's horse.

- 7.5 Two samples shall be taken from each horse by the Sampling Veterinarian: Both shall be securely labeled with the date and location of the competition, breed, sex and approximate age of the horse, but only with a code designating the owner and horse's name, which code shall be known only to the USEF but not to the USEF testing laboratory.
- 7.6 Both samples shall be immediately transferred to the USEF testing laboratory for testing consistent with these Rules. Only Sample A shall be tested initially. Sample B shall be preserved for further testing as permitted under these Rules.

8. PRESUMED VIOLATION FOR POSITIVE TEST.

- 8.1 The presence of a positive test for a Prohibited Drug or Substance presumes violation of these Rules.
 - 8.1.1 It shall not be a defense to a violation of these Rules nor to any Conduct Violation of USPA rules that the Veterinarian that initially administered the Prohibited Drug or Substance failed to render proper advice or provided improper advice about compliance with these Rules.
 - 8.1.2 A presumption of a violation may be rebutted by substantial evidence that the horse sampled was not owned by, ridden or played by the Owner or Player charged with the violation or by substantial evidence that the test results are faulty, or the otherwise, the result of error.
 - 8.1.3 The Owner, Player or other responsible party under these Rule charged with a violation of these Rules may request that Sample B be tested by the USEF Laboratory to confirm the results of the testing of Sample A.
 - 8.1.4 Conduct Violation triggered by a violation of these Rules shall proceed under the Disciplinary provisions of USPA By-Law 11.B. which apply to violations of these Drugs and Medications Rules.

The parties responsible under these Rules are cautioned that they are ultimately responsible for every substance that enters into their horse's system.

9. USE OF GUIDELINES AND COMMENTS.

The USPA has provided herein certain GUIDELINES and COMMENTS with these Rules. Then GUIDELINES and COMMENTS are provided to assist the Owner, Player and other responsible parties as well as the Veterinarian with the interpretation and application of these Rules. However, these GUIDELINES and COMMENTS are neither intended to nor should be construed as rules by themselves nor as defenses to any finding of a violation of these Rules.

For further information regarding these Rules, please contact the USPA by phone: 800-232-8772, or by email: ldolan@uspolo.org.

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**OUTDOOR RULES
TEAMS, PLAYERS, SUBSTITUTES, EQUIPMENT,
MOUNTS AND MOUNTS' EQUIPMENT**

1. TEAMS

- a. The number of players on a team is limited to four in all games. Each team shall designate one player as its Captain, who shall have the sole right to represent the team and to discuss with the Umpire procedural matters arising during the game, except as provided in Rule 21.g relating to broken or unfastened tack or equipment.
- b. The aggregate handicap of a team must fall within the limits specified for an event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rule 1.c and 3.c.
- c. If a team has entered an event and has a player or players changed in handicap at any time from the draw through the team's last game in the event resulting in the team's total handicap being over or under the handicap limit of the event, the team will remain eligible for that event but must play with the new handicap in all remaining games.
- (1) Any substitution of players in such a team must bring the team handicap within the handicap limits of the event.
 - (2) In an event played on the flat, such a team must give an opponent the goal difference of the team handicap over the upper handicap limit of the event.
 - (3) In a handicap event, such a team must give an opponent the full handicap difference.
 - (4) Should a team's handicap be changed by more than two goals over the upper or below the lower limit during the event, the team may not continue and must conform itself to the original handicap limits of the event.
- d. In the event one or more players are not available to start a game, the team may play with less than the full team provided the aggregate team handicap on the field meets the upper and lower handicap requirements of the event. The team handicap may be altered when, and if, the team is changed.
- e. The Umpires will declare a forfeit if a team is not mounted, on the field and prepared to begin the game at the designated starting match time set by the Host Club Tournament Committee.
- f. Effective January 1, 2010 each Team in a USPA event with an upper handicap limit of 22 goals or less shall, excluding the sponsor, have a minimum of one Registered Player Member as defined in the Association By-laws. Effective January 1, 2012 this rule shall apply to all USPA events, regardless of handicap level. (Note: A variance to this rule has been granted, in accordance with By-law 8, to International Polo Club Palm Beach for 26 goal tournaments through 2015.)

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

not become argumentative or prolong the discussion. The discussion is over when the Umpire says it is over and prolongation may invoke a Penalty.

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

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

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

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

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

The Umpire announces a No. 3 Penalty against Blue and drops the ball on the 60 yard line. Red Captain points out the error and requests repositioning on the 40. This is permitted as it concerns a procedural error and does not question a judgment call.

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

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

Team Blue has several players rehandicapped in mid-year resulting in the Team being 3 goals over the event limit. Three goals are too much - the team must be rebuilt.

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

In a series of 12-16 goal tournaments, Team Blue is rehandicapped to 17 goals. The Team may finish the event in progress, but must reorganize before the next draw.

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

Team Blue’s 5 goal player is late for a 16-20 goal game. As only 15 goals are available

to take the field, Team Blue must forfeit the game.

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

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

EXAMPLES: The Red sponsor calls 15 minutes before game time saying he is delayed in traffic. The request to delay the game 30 minutes must be directed to the Committee.

At game time, the Blue captain asks the Umpire to hold up the throw-in as one of his players is delayed. Too late. The rescheduling request must be made to the Committee before game time.

1. TEAMS f...INTERPRETATION: The definition of “sponsor” refers to the individual responsible for the team. The designation of the team “sponsor” is left to the Club Tournament Committee and all such designations should be made before the start of the event. In the event of a dispute of the committee’s decision, any aggrieved team or player has recourse to the Protest procedure in the Association’s By-law 12. A team sponsored by a Registered Player Member (i.e. U. S. citizen) must have at least one additional Registered Player Member.

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A team sponsored by an Affiliate Member must have at least one Registered Player Member.

It is the Team’s burden to convince the Club Committee and, in the event of a Protest, the USPA Hearing Committee, that the individual designated as a “sponsor” is responsible for the team and meets the commonly accepted definition of “sponsor.”

In the event of multiple sponsors, one shall be designated as the “primary sponsor” and there shall be at least one Registered Player Member in addition to this individual.

Should a team be supported by a non-playing “sponsor” one player shall be designated as the “sponsor” and there must be at least one Registered Player Member in addition.

2. PLAYERS

- a. No player shall play in any event for more than one team except that players who have been eliminated from competition are eligible as substitutes to complete a game for players injured and unable to continue.
- b. A player whose registration fee to the USPA has not been paid in full, or who has not been assigned a current handicap, shall not play in any match, game, or tournament event at any USPA member club. (See Tournament Condition VII. Host Tournament Committee Responsibilities.)
- c. The penalty for violation of player eligibility, shall be exacted regardless of the player’s knowledge or intent. Unlike many other penalties which an Umpire may elect not to exact, the penalty for violation of this rule must be exacted if a Referee,

an Umpire, or a member of the Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.

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

(1) A player with a handicap of “C” (-2) or “N” (Novice) may not play in a USPA event.

(2) A player with a handicap of “B” (-1) may not play above the 12 goal level.

(3) There shall be no more than one “B” (-1) or “B+” (-0.5) rated player per team in any USPA event above 4 goals.

(4) In any USPA event with an upper handicap limit of 4 goals or above, the handicap of any player may not exceed 3/4 of the upper handicap limit.

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

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

2. PLAYERS a...INTERPRETATION: The potential substitute must have completed his final game and have been eliminated from the event. The player replaced must be injured and unable to continue the game. The substitute may only complete the game at hand and may not play in a subsequent game for any team.

EXAMPLES: Team Blue’s 9 goal player is injured in the 2nd period of the quarter finals. Player A, also 9 goals, competed with Team Red during the division play in the event and Team Red was eliminated from the event. Player A may complete the game for Team Blue but may not continue for Blue in their next game.

Team Red asks Player A, eliminated in earlier rounds of the event, to stand by as a substitute. When Red #2 is injured, Player A replaces him riding A’s own horses. Not allowed. Rule 5. d. applies.

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

c...INTERPRETATION: Player eligibility is to be determined by the Club Committee prior to the game. If a possible ineligibility is brought to the Umpire’s attention before or during the game and cannot be resolved, the game should be played under Protest (By-law 12) and the question referred to the Committee. If the ineligibility is upheld, the game is to be declared a forfeit by the team with the ineligible player.

d...INTERPRETATION: These handicap limits apply to all USPA events unless overruled by specific USPA Tournament Conditions and may not be modified by a Club committee.

EXAMPLE: The “3/4 Rule” applies to events with an upper limit of 4 goals or above.

For example, maximum 6 goal player in 8 goal polo. Maximum 4 goal player in 6 goal polo. Maximum 3 goal player in 4 goal polo, etc.

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

EXAMPLES:

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

Prior to a game, Blue No.4 is seen in the hospitality tent and appears to be intoxicated. He should not be permitted to start the game. The team may find a substitute or play short-handed.

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

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

f...INTERPRETATION: The removal of a “T” becomes effective when the office of the Association is so notified by the Chairman of the National Handicap Committee. Club and Circuit Handicap Committees may not institute such a change.

3. SUBSTITUTES

- a. Unlimited substitutions shall be permitted at the end of any period, except as provided in Rule 21.d relating to an injured player.
- b. A substitution may be made at any time during a game if a member of a team is, for any reason, unable to finish the game, or at the end of any period if a member of a team has been unable to play during the earlier stages of the game, except as provided in Rule 21.d relating to an injured player. In the event of an injury substitution during a chukker, the team may elect to make a double substitution, replacing the injured player and one other with eligible substitutes.
- c. In all cases of substitution, the substitute(s) must be eligible to play in the game and the team’s aggregate handicap after the substitution may not exceed the upper aggregate handicap limit specified for the event; however, the team’s aggregate handicap may be below the lower aggregate handicap limit specified for the event.
- d. The highest team handicap on the field at any time in the game shall be counted for the entire game, except as provided in Rule 3.e.
- e. In the event a player is removed from the game due to inability to continue or by disqualification and no qualified alternate is available or permitted, the team shall continue to play; no change in handicap shall be made, and the team will remain qualified.
- f. In the event a player or players are removed from a game due to a Penalty No. 7, both teams may substitute the remaining players in accordance with conditions listed above, except that neither team’s aggregate handicap on the field, plus goals received

by handicap, may exceed the higher handicapped team's handicap following the enactment of Penalty No. 7. After enactment of Penalty No. 7, and the teams are reduced to three players per team, the injured player may not re-enter the game at any time.

g. Should a Registered Player be unable to complete a game due to injury, illness or disqualification, any Individual Member (By-law 3. c.) qualified under Rules 2 and 3 may, with the concurrence of the Host Tournament Committee, be used as a substitute for that Player in that game and any subsequent game(s) played within the next seven days. Such a substitution will not be considered a violation of Rule 1. f.

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

After a Penalty No. 7 removal, the injured player may not return and the teams must play with three players per side for the remainder of the game. The uninjured player removed from the game as a result of Penalty No. 7 will remain qualified as a substitute.

3. SUBSTITUTES b...EXAMPLES:

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

Three minutes into the first chukker a player requests a time out when the ball is out of play. The player advises the Umpire that he is unable to continue. The Umpire must assume the player is injured or ill and permit up to 15 minutes for a substitute to enter the game. If the player quits without notifying the Umpire, play will resume and no time out allowed.

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

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

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

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

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

3. SUBSTITUTES c...EXAMPLE:

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

3. SUBSTITUTES d...EXAMPLES:

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

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

3. SUBSTITUTES e...EXAMPLE:

Team Red, an 8 goal team, loses their "B" rated player to injury. No alternate is available. Team Red may continue the game with 3 players even though they are on the field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team.

3. SUBSTITUTES f...EXAMPLES:

Team Red enters a 12 goal tournament with a 6, a 4, and two 1 goalers. Team Blue has a 12 goal team that consists of a 5, a 4, a 2, and a 1 goal player. Team Red loses the 6 goal player to injury as a result of a foul by Blue Team and a Penalty No. 7 is awarded. As no substitute, or combination of substitutes, is available, the Red Captain requests permission from the Umpires to remove a player from the Blue Team. Since there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. Play will continue for the remainder of the game with 3 on a side, leaving the Red's Team aggregate handicap at 6 goals and the Blue's Team aggregate handicap at 7 goals. Subsequent substitutions by either must not exceed an aggregate team handicap of 7 goals.

Team Red enters a 10 goal team in a 12 goal tournament. The Blue Team, a 12 goal team, loses their Blue #3 (a 7 goaler) to an injury as the result of a foul and the Umpires exact a Penalty No. 7. The Blue Team, unable to find a suitable substitute, designates a 5 goaler to be removed from the Red Team, making both team handicaps 5 goals. However, Red had received 2 goals by handicap at the beginning of the game. Thus, Red's handicap is considered to be 7 goals and Blue may substitute to that level.

Team Blue, an 8 goal team, loses a 6 goal player to injury as a result of a foul by the other team. As no 6 goal player substitute is available, the Blue Captain requests permission from the Umpires to make two substitutions rather than removing a player from the other team. The Blue Captain wishes to replace the Blue #1, a 1 goal player, with a 3-goal player and a 4 goal player for the injured 6 goal player. The double substitution for the injured player is allowed.

4. EQUIPMENT

- a. No one shall be allowed to play unless equipped with a protective helmet or cap with a chin strap, the chin strap to be worn in the appropriate manner specified by the helmet manufacturer of the helmet worn by the player. *(Note: The USPA has developed standards by which different helmets can be evaluated in terms of how much protection they afford. Players are encouraged to take these standards into consideration*

in the selection of a helmet. Players are strongly encouraged to wear face and/or eye protection at all times during play.)

- b. Players shall wear jerseys which distinguish the players on one team from the players on another. If the colors of two teams competing in a tournament are so alike as to lead to confusion, the team lower in the draw shall be instructed to play in some other colors. In other games the team required to play in some other colors shall be determined by lot. In all cases reasonable notice shall be given.
- c. Sharp spurs, protruding buckles, or studs on a player's boots or knee guards are not allowed.

5. MOUNTS

- a. A mount is a horse or pony of any breed or size.
- b. A mount blind in one eye may not be played.
- c. A mount showing vice, or not under proper control, shall be removed from the game.
- d. No mount shall be played in any event for more than one team. Unlike many other penalties which an Umpire may elect not to exact, the penalty for violation of this rule must be exacted if a Referee, an Umpire, or a member of the Tournament Committee is notified of or otherwise becomes aware of the likelihood of the violation prior to 24 hours after the violation took place.
- e. A mount may be removed from the game if there is blood in its mouth, or on its flanks, or anywhere on a horse's body.
- f. A mount found to be improperly conditioned may be removed from the game.
- g. Whip and spurs may not be used unnecessarily or excessively, such as:
 - (1) Slash whipping - loud and repeated strokes.
 - (2) Over whipping - in excess of three strokes or when mount is laboring.
 - (3) Heavy whipping - following a missed play.
- h. No player may intentionally strike a mount with any part of the mallet.

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

If, in the opinion of the Umpire(s), a mount is deemed physically unfit from exhaustion, distress, lameness, excessive sweating and/or laboring in breathing, the Umpires may remove the mount for the remainder of the chukker or the entire game.

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

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

6. MOUNTS' EQUIPMENT

- a. Shoes with an outer rim toe grip screws or frost nails are not allowed. Dull heel calks are allowed on hind shoes only. The calks can either be fixed or removable (screw-in), and should be dull, without sharp edges and no greater than one inch from the sole surface of the shoe to the ground surface.

- b. Blinkers or shadow rolls are not allowed.
- c. Protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

EXAMPLE:

* It is recommended that when necessary, players use removable calks because they are considered less intrusive.

**DUTIES AND AUTHORITY OF COMMITTEE,
UMPIRE, REFEREE, GOAL JUDGE, TIMEKEEPER, SCORER, USPA**

7. COMMITTEE

A Committee appointed by the Association or by the Host Club will conduct each USPA event. The Committee shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, providing all facilities and equipment needed by the officials to conduct the event, and resolution of all questions which arise at times other than when the Umpire is in charge.

- a. The Committee shall consist of one or more individuals who shall be clearly identified to all participants.
- b. The Committee may designate any individual to represent the Committee in communicating with the participants.
- c. The Committee, or its representative, shall determine the eligibility of all players and teams.
- d. The Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11. *Disciplinary Procedure.*
- e. The authority of the Committee, or its representative, is final and subject only to the provisions of Association By-Law 12. *Protest Procedure.*

8. UMPIRES AND REFEREE

- a. Every tournament game shall have two mounted Umpires and a Referee, or three mounted Umpires. These Officials shall be charged with the responsibility of seeing that the game is conducted in accordance with the Rules.
- b. The authority of the Umpire(s) and/or Referee shall extend from the time each game is scheduled to start until its end, and it shall include the ability to file a Conduct Violation in accordance with By-Law 11 against a player whose conduct is not in the best interest of the sport. For the purpose of this rule, the “end” of a game will occur approximately 15 minutes following the final whistle.
- c. Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpires.
- d. Subject to Rule 11.a, all decisions of the Umpire, or agreed decisions of two Umpires, shall be final. In the event two are serving and they disagree, the Referee shall decide which Umpire’s opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. In the event of the three mounted Umpires serving and no two agree, then no foul will be called.
- e. If desired, one or more Deputy Referees may be positioned to provide testimony at the request of the Referee, whose decision shall be final.
- f. Mounted umpires shall appear in proper uniform and wearing a suitable riding or polo helmet with chin strap in place.

8. UMPIRES AND REFEREE a,b,c...INTERPRETATIONS: The Umpires and Referee are the representatives of the Committee and the final authority during the course of the game. Any interference with the execution of their duties may result in a Penalty or complaint of Conduct Violation. Decisions of the Umpire(s) on matters not covered by the Rules are final. However, decisions which deviate from these Rules may be protested in accordance with the By-Laws.

EXAMPLES:

Team Blue arrives at the field and is unhappy about one of the Umpires. There is no recourse. Umpires are appointed by the Committee and the appointment is not protestable. If Blue feels a violation of Rule 2.e. may be involved, the Committee should be notified.

After the final whistle ends the game, and as the teams and Umpires are riding off the field, Red #1 begins berating one of the Umpires, using foul language. The Umpire sounds his whistle, waves his red flag and confers with the other Umpire. Both Umpires agree that Red #1 violated Rule 33 UNSPORTSMANLIKE CONDUCT and they file a conduct violation complaint with the Club Host Tournament Committee and/or the USPA.

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

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

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

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

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

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

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

9. GOAL JUDGES

a. In important games Goal Judges shall be appointed, each of whom shall give testimony to the Umpire at the latter's request as to goals scored or other points of the game near the goal, but the Umpire shall make all final decisions. When the ball goes over and across the goal line or end line, the Goal Judge shall signal with a flag whether or not a goal has been scored and, if not, shall place a ball on the field at the

appropriate spot for a hit in, unless the Umpire blows the whistle to indicate a Safety as provided in Rule 21 a.

b. When the ball is hit across the end line, a Goal Judge should quickly place a new ball on level ground on the field within one foot of the spot where it crossed the line

except that it must not be nearer than four yards to the goal posts or side boards. The position of Goal Judge is potentially dangerous and these Officials should be instructed to remain alert and wave their flags vigorously to avoid being trampled. A Goal Judge should wave the flag overhead to signal a goal scored until acknowledged by the Scorer, and at the feet to signal the ball going over and across the end line. The flag should be kept down and furled until a goal is scored or the ball crosses the end line. An Umpire may order a Goal Judge to signal a goal for a Penalty without the ball having actually passed through the goal.

EXAMPLE:

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

10. TIMEKEEPER AND SCORER

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

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT

- a. **Protests.** Protests of the decisions or manner in which the Tournament Committee and/or Officials conduct an event or involving disciplinary matters shall be resolved in accordance with the By-Laws of the Association.
- b. See By-Law 8. *Authority*
- c. **Enforcement of Rules.** The USPA will enforce all of its rules in any USPA tournament. Member clubs are strongly recommended to adhere to these rules in all other club events.
- d. No team may protest the scorekeeping or timekeeping of a match once the final horn has sounded.

11. USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT...INTERPRETATION: Paragraphs a, b, and c of Rule 11 are all dealt with either before or after the game by other than the game officials. Questions raised during the game under 11. d. must be decided before the conclusion of the game. When a question of time or score is raised during the game, the Umpire is responsible for resolving the question before the

game continues. At the end of the game, the Umpire must verify the final score.

EXAMPLES:

During the third chukker, the scorekeeper notices a discrepancy between the score sheet and the scoreboard. When play next stops, the Umpire must be advised. The Umpire then acts as the “go-between” to resolve the difference. Only when agreement is reached should the game continue.

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

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

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

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

Following a game, the Red Captain reviews the game tape and discovers that a score was not counted. Correcting the score would affect his team’s net goals in the tournament. It is too late. The question should have been raised during the game.

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GAME FACILITIES AND EQUIPMENT

12. PLAYING FIELD

- a. A full-sized playing field shall be 300 yards in length by 160 yards to 200 yards in width if unboarded; and 300 yards in length by 160 yards in width if boarded on the sides. The ends shall be unboarded.
- b. The boundaries on the sides of the field shall be known as the side boards or side-lines.
- c. The boundaries at the ends of the field shall be known as the end lines, except for that portion between the goal posts, which shall be known as the goal lines.
- d. The imaginary line that divides the field equally at right angles to the side lines or side boards shall be known as the center line.
- e. In addition to the field of play, there shall be an area beyond the side and end lines, known as the run off area, and incidents of the game which occur here shall be treated as though they were on the playing field.
- f. The goals shall be the center 8 yards of each end line between two goal posts.
- g. The goal posts shall be at least 10 feet high, round and of equal diameter throughout. They shall be in vertical position and light enough to break upon collision.
- h. Side boards, if used, shall not exceed 11 inches in height. It is permissible to use triangular pieces of wood at the bottom of the side boards toward the playing field to deflect the ball from the side boards. These pieces shall not be over 3 inches wide nor more than 3 inches high.
- i. The field should be clearly marked at the center with a T and at all boundaries where there are no side boards and at the edges and center of the 30, 40, and 60 yard lines at each end of the field.

13. OTHER NECESSARY EQUIPMENT

- a. Balls shall be within the limits of 3 to 3 ½ inches in diameter and 3 ½ to 4 ½ ounces in weight.
- b. Mount, whistle, pick up stick, ball bag and proper uniform for each Umpire.
- c. Official copy of the Rules for the Referee.
- d. Time clock, horn and bell for the Timekeeper.
- e. Scoreboard and official score sheet for the Scorer.
- f. Flags and uniforms for the Goal Judges.

DURATION OF PERIODS, GAMES, AND ROUND ROBINS, WINNING OF GAME: GOALS AND HANDICAPS**14. DURATION OF PERIODS**

- a. The horn shall be sounded two minutes before each period as a warning of its commencement, and two horns shall sound at the time each period is to commence.
- b. Each period will be a maximum of seven and one-half minutes in length. At the end of seven minutes of elapsed time, a single horn (or bell) will sound to indicate thirty seconds remain in the period. At the end of seven and one-half minutes of elapsed time, a horn will sound twice to terminate the period.

(1) The period shall terminate when, following the 7 minute horn, the ball is out of play, out of bounds or hits the sideboards, or a goal is scored.

(2) If a foul is confirmed after the 7 minute horn the penalty shall be executed, and the period will end as described above. A minimum of 5 seconds shall be allowed for execution of the penalty.

(3) If a foul called after the seven minute horn is not confirmed, or if an inadvertent whistle is blown, then play will resume with a bowl-in, no time shall be added to the game clock, and the period will end as described above.

- c. Should the score be tied at the end of the last regular period, the game shall be resumed in overtime periods played under the same conditions as described in the above sections, with intervals between periods as provided in Rule 16, until one side obtains a goal which shall determine the game.

d. At the discretion of the Committee, in the event of a tie at the end of the last regular period, or any overtime period, the game may be concluded by a “shootout” procedure, after a 4-minute interval, conducted as follows:

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

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

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

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

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

- e. All periods shall terminate at the first sound of the final horn, wherever the ball may be, although the ball is still in play. For the purposes of counting goals subsequently scored or exacting penalties for fouls subsequently committed, periods should be considered to have ended at the times intended by these subsections rather than waiting

for the horn, or the Umpire's whistle. However, to avoid any mistake about whether the horn has actually been sounded or not, or whether such sounding may have been inadvertent or untimely, players should continue to play until they hear the Umpire's whistle.

14. DURATION OF PERIODS b...INTERPRETATION: If a penalty hit is awarded after the 7 minute horn, the penalty will be executed in the time remaining before the 7-1/2 minute horn. If less than 5 seconds remain before the second horn, the clock will be reset to 5 seconds. In both cases, the remainder of the period will be played until ended as described.

EXAMPLES: After the 7 minute warning horn, Blue #3 scores and is simultaneously fouled by Red #2. Penalty No. 1 is awarded. Because the goal is "awarded" and not "scored" the chukker does not end. The ball is bowled in at the 10 yard line with a minimum of 5 seconds on the clock.

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

The 7 minute horn sounds when the ball is in the Umpire's hand for a bowl in. The chukker ends as the ball is out of play.

15. RUNNING AND STOPPING OF CLOCK

- a. Only if and when the Umpire stops the play with the whistle, shall the clock be stopped. The clock shall not be stopped when a goal is scored or the ball otherwise goes out of bounds unless the Umpire blows the whistle.
- b. If play is to be resumed by the Umpire bowling the ball in between the teams, the clock (if it has been stopped by the Umpire's whistle) does not resume running until the ball leaves the Umpire's hand.
- c. If play is to be resumed by a team hitting in from its end line or by a team taking a foul shot, the clock (if it has been stopped by the Umpire's whistle) does not resume running until the Umpire says "play" and the ball is hit, hit at, or touched by the mallet of any member of the offensive team.

16. GAMES

A game shall be a maximum of 6 regular periods and an unlimited number of overtime periods with intervals of four minutes after each period, except at half time in games of four or more regular periods and before the first overtime period in the event of a tie, in which cases the intervals shall be 10 minutes. An additional 10 minute interval shall be allowed after each completion of the same number of overtime periods as the number of periods before the first 10 minute interval. In games consisting of an uneven number of regular periods, the half time shall come at the end of the middle period. Any game shall be played to its conclusion unless suspended and abandoned as provided in Rule 22.g.

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

18. WINNING OF GAME: GOALS

The team with the most goals wins the game. Goals may be awarded by handicap or penalty (Rule 19), or may be scored from play. A goal is scored from play when the ball passes between the goal posts and the imaginary vertical lines produced by the inner surfaces of the goal posts and across and clear of the goal line. The ball must go all of the way over and across the side, end or goal line to be out of bounds or a goal. A ball on the line is still in play. A ball hit through or directly over either goal post shall not be scored because it does not pass between their inner vertical lines produced.

19. GOALS UNDER PENALTIES AND BY HANDICAP

- a. Goals awarded under penalties and by handicap shall count as goals scored.
- b. The Team Handicap is determined by totaling the individual handicaps (as assigned by the USPA) of the team members. In events with an upper handicap limit above 6 goals, Individual Handicaps of **-0.5**, .5 or 1.5 shall be rounded to **-1**, 0 or 1 respectively when calculating the Team Handicap.
- c. The number of goals awarded by handicap is determined by finding the difference between the Team Handicaps on one team and the Team Handicaps on the other team and multiplying one-sixth of that difference times the number of periods (excluding overtime periods) in the game in question.
- d. Unless otherwise stated in the USPA Tournament Conditions whether or not a game shall be played on a handicap basis or on the flat shall be determined by the Committee before the event.
- e. In the event of a game played on handicap, any handicap fraction shall be recorded as one-half goal. The one-half goal shall be used as a tie breaker and included in any net or gross goal calculations.

EXAMPLES:

Team Red enters an 8 goal with players handicapped 5, 3, A+ (.5) and B (-1). The Team Handicap is 7 because the .5 is rounded to 0. The team will receive one-half goal against an 8 goal opponent.

Team Blue enters an 8 goal with players handicapped 5, **2, 0** and 1.5. The 1.5 is rounded down to 1.0 in events over 6 goals, so Team Blue is eligible at 8 goals.

In a 6 goal, 6 chukker game, Red has a 2, 3, A+ (.5) and A+ (.5) for a total of 6. Blue has 3, 2, B (-1) and 1.5 for a total of 5.5. White has 2, 2, 1.5 and B (-1) for a total of 4.5. Red will give ½ and lose a tied game to Blue. Red will give 1-1/2 goals and lose a tied game to White. Blue will give 1 goal to White.

If the 6 goal above is played as a round robin, the handicaps will be divided by 2 (3 chukker games) and Red (now 3) will lose ties to both Blue (now 2.5) and White (2.5). Blue and White will play even.

If the 6 goal is played as 4 chukker games, the handicap awards will be 2/3 with Red (now 4) losing ties to Blue (now 3.5) and giving White (now 3) 1 goal. Blue will lose ties to White.

If the 6 goal is played as a 4 chukker round robin, team handicaps are divided by 3, Red (now 2) will lose ties to both Blue (now 1.5) and White (now 1.5).and Blue and White will play even.

In an American System tournament, Blue defeats White 7 to 5-1/2. In the net goal calculation, Blue will be credited with 1-1/2 net goals.

COMMENCEMENT, INTERRUPTION, AND RESUMPTION OF PLAY

20. HOW PLAY COMMENCES

a. The game begins by both teams taking their positions at the T in the center of the field at the starting time designated by the Host Club Tournament Committee, and the Umpire bowling the ball, parallel to the end line, underhand and hard, onto the ground in front of and between the opposing ranks of players, each team being on the same side of the center line as the goal which it is defending, no player to be within 5 yards of the Umpire. The teams shall decide by lot which goal each will defend initially.

b. If the Umpire inadvertently permits all players on both teams to line up the wrong way, the responsibility rests with the Umpire, and there is no redress; but if at the end of the period no goal has been scored, the ends shall then be changed back.

20. HOW PLAY COMMENCES a...INTERPRETATION: The Umpire must enforce a consistent procedure to avoid any player gaining unfair advantage. The ball must be presented consistently--underhand, hard, and in front of the players. Players must be on their own side of the center line and not in contact. Players must be at least 5 yards from the Umpire. Players may not rush the Umpire. The ball is ready for play when the Umpire is positioned. If the players are not ready within 3-5 seconds the whistle should stop the clock. Players may be penalized for consistent violation.

EXAMPLES:

Both teams arrive at the center line and jostle for position as the Umpire prepares to bowl-in. Play should be stopped. There should be no contact prior to the bowl-in.

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

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

Blue #3 changes horses following a goal. No extra time is permitted and the lineup goes on without him.

Following Red's goal, Blue #1 is slow returning to the lineup and is 20 yards from center when the ball is ready for play. Blue #3 wins the bowl in and hits to Blue #1. Delayed whistle and foul (spot hit) against Blue #1 for improper positioning. Had Blue not become involved in the play, the Umpire could elect not to call a foul. The ball may not be put in play with Blue on the wrong side of center.

20. HOW PLAY COMMENCES b...INTERPRETATION: When all 8 players and the Umpires accept a line up, that line up becomes correct and goals scored are counted for the team that scored them. If the lineup is correct and a player scores in the "wrong" goal, the goal is counted for the opponent. The Umpire is responsible for enforcing a proper lineup. If there is confusion the play and clock should be stopped, the situation clarified, and play resumed.

EXAMPLES:

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

in the normal way, and play continues.

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

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

21. HOW PLAY IS INTERRUPTED

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

a. Ball Hit Across End Line (Safety).

If a player hits the ball across that player's own end line, either directly or after glancing off that player's own mount, a goal post or the side boards, the Umpire shall stop the game and call a Safety (Penalty No. 6) unless the ball strikes another player, an opposing player's mallet, or another player's mount before crossing that end line. A player is considered to have "hit" the ball if the ball merely touches the mallet. This is true even though the player may have been swinging in the opposite direction or not swinging at all.

b. Foul called.

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

(2) The Umpire may also elect not to stop play by calling a foul, or to briefly delay the stoppage of play for a foul, if the Umpire deems it to be in the best interest of the game.

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

c. Damaged, Buried Ball.

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

d. Injury to Player.

If a player is injured, the Umpire shall stop the game, and the player shall have 15 minutes within which to recover, provided, however, that no player who has been rendered unconscious shall be allowed to resume play in any game that day. If, and when, during this interval the injured player is able to resume play or an eligible player is substituted, the Umpire shall continue the game. The game shall be continued not more than 15 minutes after it was stopped because of the injury unless the injured player's treatment on the field requires additional time to remove the player from the field.

e. Player Falls Off.

If a player falls off, the Umpire shall stop the game when the ball is in neutral territory (i.e., as soon as neither team will be deprived of an imminent opportunity to

score a goal). If, however, the player, in the opinion of the Umpire, may be injured, or in jeopardy of being injured, the Umpire shall stop the game immediately. What constitutes a fall shall be left to the discretion of the Umpire.

f. Fallen or Injured Mount.

(1) If a mount falls or is injured, the Umpire shall stop the game immediately.

(2) A player whose mount has fallen may change to another mount within 5 minutes. The fallen mount may be returned to the game.

(3) A player whose mount has been injured shall change to another mount within 5 minutes. A mount removed due to injury may not return to the game.

(4) The game shall be resumed immediately if no change of mount is made.

(5) Except as provided in this rule and in the enforcement of Rule 5.b or 5.c, a player should never be allowed time out for the purpose of changing mounts.

g. Broken Tack or Equipment.

(1) The game shall be stopped immediately for any broken or loose equipment which results in loss of control of the mount or danger to player or mount.

(2) The game may be stopped, at the request of any player, for broken or loose equipment of a non-critical nature when the ball is out of play.

(3) Play shall not be stopped, nor time taken out, for a lost or broken mallet.

(4) Whenever play is stopped for repair or replacement of equipment, the player may be allowed a maximum of five (5) minutes for the repair. With the permission of the Umpire, the player may be permitted to change mounts rather than to affect the repair.

h. Lost Helmet.

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

i. Lodged Ball.

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

j. Period Ends.

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

k. Suspension of Game.

The Umpire may suspend the game in the event of darkness, inclement weather, or any other reason which the Umpire or Umpires and Referee believe to be in the best interest of the game.

l. Inadvertent Whistle

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

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

Fouls involving safety of player or mount should be called at the instant they occur. The Umpire should not elect to delay the call of dangerous fouls. An infraction involving mechanics or "advantage" may be a non-call, or delayed call, at the umpire's discretion. A delayed whistle grants the fouled team the next play at the ball.

When a foul occurs at or slightly after the horn ending the chukker, five seconds should be put on the clock and the penalty executed.

A “technical” foul occurring between chukkers shall be executed at the beginning of the next chukker.

EXAMPLES:

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

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

The horn blows one second before Red #1 makes a dangerous crossing foul in front of the Blue #4. The Umpires should award an appropriate penalty to Blue, make sure that five seconds are on the clock and execute the penalty during the same chukker.

After the chukker has ended and while riding back to the sidelines, Blue #2 informs the Umpire that he needs glasses. A “technical” foul should be called, the red flag waved and the next chukker started with a penalty.

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

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

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

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

Blue #4 loses his mallet at mid-field, rides to the boards for a new one, and plays on. When the ball goes out of play, Blue requests time out to remove the dropped mallet from the field. Permission should be granted because the mallet poses a potential hazard.

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

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

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

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

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

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

22. HOW PLAY IS RESUMED

a. After the ball goes across a team's end line (other than from a Safety as provided in Rule 21.a., the team whose end line is crossed shall hit the ball in, or hit at it, from a point on the field which is within one foot of the point where the ball crossed the end line, except as provided in subsection e. (3). below. Should this point be closer than 12 feet to a side board or goal post, the ball shall be hit, or hit at, from a point on the field which is within one foot of the end line and which is 12 feet from that side board or goal post (but not between the goal posts). Each team shall be given a reasonable time to position itself for the resumption of play, and no member of the team defending against the hit-in shall be closer than 30 yards to the end line when the Umpire says "Play" and the ball is hit or hit at. Players should be expected to position themselves at a slow canter.

If play is stopped because a member of the defending team is closer than 30 yards to the end line after the Umpire says "Play" and the ball is hit, or hit at, the Umpire shall move the ball straight ahead (perpendicular to end line) 30 yards. Play shall then be resumed as before with no member of the defending team closer than 60 yards to the end line. The Umpires shall indicate to the defending team the location of the appropriate distance from the end line.

b. After a Safety or a foul is called and confirmed and a foul shot is awarded, play shall be resumed by the taking of the foul shot except as provided in subsection e. (4) below.

(1) The player hitting the foul shot may approach the ball only once. If the player passes the ball, the whistle shall sound and the ball shall be bowled in as stated in Rule 22.e.(4).

(2) The player hitting the foul shot may not "Tee" a Penalty No. 5 but must hit the ball as positioned by the Umpire.

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

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

(2) The goal shall be counted, and play resumed at center field, if no foul is awarded.

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

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

e. In all other cases, the Umpire puts the ball into play by bowling it in, in the same manner as provided in Rule 20 except as provided below after allowing the players a reasonable time in which to line up.

(1) After a goal has been scored, except goals awarded by handicap or Penalty No. 1, the Umpire shall bowl the ball in with the ends changed.

(2) After the ball is hit across the side boards or side line the Umpire shall bowl the ball in from a point 10 yards inside the boards or line where it went out and toward the opposite boards or line. Should a period end with the ball rebounding off the boards, play shall be resumed as though the ball went out of play.

(3) If the team hitting in does not hit, or hit at, the ball in a reasonable time after “Play” or if the ball is hit, or hit at, before the Umpire calls “Play”, the Umpire shall blow the whistle to stop the clock and then shall bowl in the ball at a right angle to the end line from the point the ball had been placed for the hit-in. For such a bowl in, the team which delayed play shall be on the side nearer the goal. What is a reasonable time for the ball to be hit or hit at after the Umpire says “Play”, is discretionary with the Umpire.

(4) If the team fouled and awarded a foul shot does not hit, or hit at, the ball in a reasonable time after the Umpire says “Play,” the Umpire shall bowl in the ball at the point it was placed for the foul shot toward either side boards or side lines. The decision is to be the Umpire’s and to be final.

(5) Players may not in any way alter the surface of the playing field to tee up the ball. Players may not dismount to tee up the ball. Once an Umpire calls “Play”, a ball may not be re-teed. In the event a player alters the surface of the field or dismounts to tee a ball, the Umpire shall blow the whistle and then bowl the ball in at the point it was placed for the foul shot towards either side lines at the sole discretion of the Umpire.

(6) After awarding a goal under a Penalty No. 1, the Umpire shall bowl the ball in as provided in Penalty No. 1 (b).

(7) After the Umpire stops the game while the ball is on the playing field, play shall resume by a bowl-in from the point where the ball was considered dead toward the nearer side boards or side lines. In the event this point does not allow sufficient room for the teams to line up on the field, the Umpire shall bowl the ball in, in the same manner, from the nearest point that allows it.

f. After the Umpire stops the game because the period ended, play shall be resumed at the beginning of the next period in the same manner as if play was being resumed in the period which ended except that the team which lost the draw at the beginning of the game may elect, when the game continues after the half time interval, which goal to defend. In the event that goals are changed under this rule, the ball shall be put back into play in the same relative part of the field. When Umpires fail to hear the horn due to the weather or wind conditions, the Referee or the Timekeeper shall immediately advise the Umpire where and when the game should have stopped.

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

22. HOW PLAY IS RESUMED a...INTERPRETATIONS: The Umpire's responsibility is to give all players a reasonable time to position themselves and not to give an advantage to a team attempting to manipulate the clock. Generally, 3-5 seconds from the time the ball is ready for play is sufficient. The ball is ready for play on a knock-in when the goal judge moves aside. The Umpire positioned behind the hitter is responsible for calling "Play". The second Umpire is responsible for watching the positioning of players other than the hitter. Once the Umpire behind the hitter determines reasonable time has been given, he is to call "Play". If the second Umpire feels more time must be allowed for a particular player, he may stop play by sounding the whistle. The two Umpires, quickly consulting with the Referee, if necessary, may: a) resume the knock-in by calling "Play"; or, b) penalize the offending player for delay of game by moving the ball forward to the 30 yard line.

EXAMPLES:

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

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

Red #1 hits wide and circles slowly as his teammate changes mounts. The ball is placed and Blue #3 is ready to knock-in while Red #1 is still circling and the teammate is off the field. The knock-in should proceed with Red #1 out of the play. If Red is advantaged, or Blue distracted, by Red being positioned incorrectly, play should be stopped and the ball moved forward 30 yards.

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

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

EXAMPLES:

Blue #2, takes a Penalty No. 2. The hit is short and Blue's horse kicks the ball through the goal. The kick is considered a second "hit" at the ball and a free hit awarded to the opponents.

A Penalty No. 2 is awarded to the Red Team. As Red #1 approaches, his horse runs over the top of the ball kicking it several yards towards the goal. Red has had his one approach. The Umpires shall stop play and execute a bowl-in.

The Red Team is awarded a Penalty No. 6. Red #3 approaches the ball and his horse

kicks the ball forward 3 to 5 yards. The ball is now “live” and may be played by either team.

Blue #3 circles on his approach to a Penalty No. 4. As he nears the ball, his mount switches leads and he passes the ball to approach again. Not permitted. As soon as he passes the ball, the whistle should sound and the ball shall be bowled-in.

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

As Blue #3 rides to hit a Penalty No. 5 he notices that the ball lies in a divot. He asks the Umpire to reposition the ball. This is a reasonable request. The Umpire should have noticed the divot when first spotting the ball.

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

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

EXAMPLES:

Red hits the ball over the backline and Blue lines up quickly for the knock-in. As soon as the flagger is out of the way, Blue #3 knocks in before the call of “Play.” The whistle should sound and the ball be bowled-in perpendicular to the back line.

Red is ahead late in the game and Red #3 rides deep into the end zone before slowly turning to knock-in. As Red #3 nears the ball, he circles again. The whistle should sound for a bowl-in. The second approach is not permitted.

Blue #2 hits wide of goal and rides to change mounts. Blue #1 sees Blue #2 off the field, and rides very slowly from the back line toward the 30 yard line. The ball is positioned, and the Umpire is ready to call play. The whistle should sound and delay of game called on Blue #1.

A Penalty No. 4 is awarded to Blue. As the Umpire drops the ball for the Penalty hit. Blue’s teammate tees the ball moves out of the way and the Umpire calls “Play.” As Blue #3 approaches the ball, his mount is skittish and will not take its correct lead. Blue asks the Umpire for a second approach. Not permitted.

The Red team has been trying to slow the game down from the early stages. After several reminders to move things along, Red slowly tees the ball and begins a very long, slow circle to the ball. The Umpire should sound the whistle and bowl the ball in.

Red is awarded a Penalty No. 3. As Red #3 positions the ball, he is joined by a teammate and they move the ball around for some time looking for the right tee and discussing the coming play. The Umpire should sound the whistle after 15-20 seconds and bowl the ball in.

Following a Penalty No. 5 award, the Umpire rides to center field, drops the ball, and upon seeing the ball on level ground, calls “Play”. Blue #4 rides over and tees the ball. The ball has been touched and the ball is in play.

Following a Penalty No. 5 award, the Umpire rides to center field, tees the ball up and rides away. Blue #4 rides over and tees the ball prior to the Umpire calling “Play”. Bowl in - teeing a Penalty No. 5 is not permitted.

Following a Penalty No. 5 award, the Umpire rides to center field. Seeing that the Umpire has dropped the ball in a divot on a Penalty No. 5, Blue #3 asks that the ball be repositioned. This is a proper request and the Umpire should move the ball to fair ground.

To save time, the Umpire throws a ball toward the center line and calls "Play". This is improper. The Umpire should place the ball properly for the hit.

PERSONAL FOULS

23. LINE OF THE BALL

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

24. RIGHT OF WAY

- a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which shall be considered to extend ahead of the player(s) entitled to it, and in the direction in which the player(s) is riding.
- b. The Right of Way, which is awarded in subsections (e), (f), (g), and (h) below, is not to be confused with the line of the ball, nor does it depend on who last hit the ball.
- c. No player shall enter or cross this Right of Way except at such speed and distance that not the slightest risk of a collision or danger to any player is involved.
- d. When the Line of the Ball changes and, as a result, the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way. A player clearing the Right of Way may make no offensive or defensive play in doing so.
- e. No player may have the ball directly in front or on the near side if by doing so an opponent is endangered who could have safely attempted to hook the player or to hit the ball had the original player been placed with the ball on the off side. This subsection takes precedence over subsections (f) and (g) below. A player may have the ball on the near side if any of the following conditions are met:
 - 1) a legal ride off has been executed;
 - 2) the opponent is traveling parallel, or nearly parallel, to the player; or
 - 3) if the opponent is far enough behind for the player to safely complete the play.
- f. As between two players, when one is following the ball and the other meeting the ball: Regardless of their respective angles, a player following the ball has the Right of Way over a player meeting the ball, other than a player meeting the ball with the line of the ball on the off side and on the exact line of the ball. A player meeting the ball in this fashion has the Right of Way over a player following the ball.
- g. As between two players, when both are following or both are meeting the ball:
 - 1) The player riding parallel to or at the lesser angle to the line of the ball has the Right

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

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

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

EXAMPLES:

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

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

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

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

Blue carries the ball on the off-side. Red rides from the right and at an angle to the LOB to hook. As Red reaches under his mount’s neck to hook, his mount’s head crosses the LOB and interferes with Blue. Foul Red. Red’s ROW extended only to the LOB and any portion of man or mount crossing the LOB into the ROW fouls Blue.

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

EXAMPLES:

Red, riding at speed, cuts the ball to his right. Blue, close behind, turns inside Red and

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places himself with the new LOB on his offside. Blue has assumed the ROW from Red.

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

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

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

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

EXAMPLES:

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

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

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

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

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

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

EXAMPLES:

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

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

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

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

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

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

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

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

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

A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new, and now clear ROW, Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege.

Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate rides up to hook Blue. No foul, just the breaks of the game. If Red clears slowly to give a teammate time to ride up and hook, foul Red. This is "making a play".

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

EXAMPLES:

Red is galloping on the LOB. Blue attempts a ride-off from Red's nearside. Red

checks slightly and Blue merely brushes Red, slips in front of Red and plays the ball on the near side. Foul, Blue. Blue did not execute a proper ride-off and did not safely enter the ROW.

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

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

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

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

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

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

EXAMPLES:

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

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

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

Blue #3 hits the ball up. Red #2, upfield, crosses the LOB and straightens out to meet

the ball on his off side. If Red is exactly on the LOB, and crossed without risk of collision or danger (Rule 24. c.) to Blue, Red has a ROW in meeting the ball. Once Red is properly positioned, Blue, also, must be exactly on the LOB to have a ROW and the two will safely pass off side to off side.

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

EXAMPLES:

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

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

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

EXAMPLES:

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

Blue #2 carries the ball on his off-side. Red #1 and Blue #3, riding together, but at an angle to the LOB meet Blue #2 from ahead and to his right. The two pass in front of Blue #2 at a close distance. No foul on Blue #2. The two players were not on the LOB and did not have a ROW. Foul on Red #1 for crossing Blue #2's ROW unless forced there by Blue #3's ride-off. If Blue #3 forces Red #1 into Blue #2's ROW, the foul is on Blue #3.

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

Blue #2 is following the ball. Red #3 is riding hard to catch up and try for a hook. Blue #1 is meeting the ball. Foul Red if Red does reach and engage Blue #2 before Blue #1 enters the play. Once Red #3 and Blue #2 are engaged, Blue #1 must yield the ROW to the two players.

Red #2 carries the ball on his offside. Blue #3 waits to the right of the LOB for Red

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

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

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

25. STOPPING ON BALL

- a. Subject to Rule 24.h, a player who has safely entered the Right of Way of another player along the established path that the ball has already traveled and who is following the ball may slow down or stop in that Right of Way, provided that players approaching from behind have sufficient time to go around. A player is considered to have entered along the “established path that the ball has already traveled” as opposed to the “projected path that the ball has yet to travel” once the ball is ahead of the stirrup. This is true even if the player enters the projected path first, and the ball subsequently passes the stirrup. However, the player may not slow down or stop in another player’s Right of Way in order to allow the ball to pass his stirrup.
- b. A player who has safely entered the Right of Way of another player along the projected path that the ball has yet to travel, whether meeting or following the ball, may not slow down or stop in that other player’s Right of Way.
- c. A player on the Right of Way, defended by an opponent and in possession of the ball, shall continue to move the ball.

- 1) Should the player walk, stop, or otherwise slow the game, one tap is allowed following which the player must run with the ball or hit it away.
- 2) Should the player slow the game and leave the ball for a following team mate, the teammate must immediately run with the ball or hit away whether he is defended or not with no tap allowed.
- 3) Should the game be unduly slowed, the Umpire may stop play and restart with a bowl in.

25. STOPPING ON THE BALL c...INTERPRETATIONS: The purpose of this rule is to keep the play moving. If the offensive player elects to check with the ball and an opponent is in position to attempt a play, the player may make one tap and must then hit away or run with the ball. In general, an opponent within approximately two lengths is considered to be in a position to attempt a play. If the player stops or checks because an opponent has infringed or entered the right of way, a foul should be called against the opponent.

EXAMPLES:

Red # 3 knocks in and carries the ball toward the 60. Blue # 2 rides ahead and to the left, but clear of Red’s Right of Way. Red checks down to a canter in place, dribbling the ball, as Blue # 2 moves into position to attempt a defensive play. Red # 3 taps the ball forward to the right and then to the left, trying to dribble around the Blue player. Since Red

was only allowed one tap when defended, the whistle should sound and the ball bowled in.

Blue #2 picks up the ball, taps and checks to set up a play with Red #3 ahead and in position to defend. Blue #2 holds the ball until Blue #3 can come behind, then leaves the ball and takes Red #3 out of the play. Blue #3 must hit away or run with the ball. No tap is allowed.

As Red #2 checks at the ball, Red #3 calls for him to “leave it.” Red #3 then checks, taps the ball to set up, and hits forward to Red #2. Red #3 is entitled to one tap because Red #2 had not slowed the game.

26. DANGEROUS RIDING

On even terms, a player may ride off an opponent or may interpose the player’s mount between an opponent and the ball, but may not ride dangerously, as for example:

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

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

(2) Relative sizes of the two mounts.

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

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

(5) States of exhaustion of the mounts involved.

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

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

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

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

e. Exhibiting a lack of consideration for safety on the part of a player for the player, player’s mount, or for another player or mount.

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

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

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

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

knocked off balance.

EXAMPLES:

Blue # 3 hits a long shot down field to Blue # 2. As Blue # 2 races to hit the ball, Red # 3, coming to the line of the ball from Blue's left, engages at a high speed and at an angle. As Red collides with Blue shoulder to shoulder, Blue's mount is staggered from the force of contact. The combination of speed and angle created the danger. Foul Red, as he was the aggressor.

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

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

EXAMPLES:

Blue #3 dribbles a Penalty No. 4 toward the goal hoping to draw a foul on an opposing Red player. In doing so, he finds himself wide of goal with the goal mouth blocked by teammates and opponents. Blue hits a very hard shot into the pack of players hoping to get lucky and score. Foul Blue. This is a careless and deliberate act which endangers players standing properly in the goal mouth.

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

EXAMPLES:

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

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

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

As Blue #4, with the ROW, begins his back-swing, Red #1 bumps him on the mallet side. No foul--the mallet head was not in motion toward the ball.

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

Red and Blue ride parallel, but not in contact toward the ball. Blue prepares for a neck

shot and strikes Red's mount on the downswing. Foul Blue--Red was safely positioned before the stroke began.

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

27. ROUGH OR ABUSIVE PLAY

- a. No player may seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with the arm above the elbow, provided the elbow is kept close to the side.
- b. No player may physically abuse another player or the player's own or another player's mount.
- c. A player deliberately striking another player may be ejected from the remainder of the game with no substitution in accordance with Penalty 10 and the incident shall be reported by the Umpire to the Club Disciplinary Committee or Delegate for further action.

27. ROUGH OR ABUSIVE PLAY c...INTERPRETATIONS: A player deliberately or intentionally striking another player with severity and/or the intent to inflict bodily harm with horse, hand, whip or mallet, should be ejected from the remainder of the game with no substitution in accordance with Penalty 10.

A minor infraction, i.e. elbow, or pushing with hand or mallet is not tolerated and should be penalized according to the severity. The appropriate penalty shall be exacted; the player or players ejected for the remainder of the chukker, and a substitution(s) will be at the Umpire's discretion. The Umpires will use their discretion in determining the severity and whether the striking was deliberate.

EXAMPLES:

White #3 places his mallet in front of Blue #2's horse's head to impede Blue's horse. In Blue's attempt to make a play, he strikes White's mallet with the butt of his mallet. The Umpires blow the whistle and announce an offsetting foul, but elect to sit both players down for the remainder of the chukker, with no substitutions. This type of unsportsman-like conduct will not warrant being ejected for the remainder of the game.

Blue #2 has been warned by the Umpires about roughness of play and the use of his elbow. In the second chukker, Blue #2 is observed placing an elbow in the face of his opponent, Red #3. Umpire A blows the whistle and announces the foul against Blue #2. Because Blue #2 has been previously warned about roughness of play, the Umpires eject him from the game, but allow a substitute at the beginning of a later chukker.

Red #3 carries the ball down field towards his goal as White #2 executes a ride off, causing Red #3 to miss the goal shot. In frustration, Red #3 swings at White #2 in retaliation. The Umpires should award a Penalty 10 with no substitution.

28. IMPROPER USE OF MALLETT

- a. No player may hook or strike an opponent's mallet unless on the same side of the opponent's mount as the ball, or in a direct line behind, and the mallet is neither over, under, nor across any part of the opponent's mount. The mallet may not be hooked or struck unless the adversary is in the act of hitting at the ball, or in the act of hooking or striking the player's mallet. The act of hitting at the ball shall include both the upward

and downward phases of the stroke. No player may hook or strike an opponent's mallet unless all of the mallet is below the opponent's shoulder. *(Note: Although subsection (a) of Rule 28 indicates that a player may, under certain conditions, "strike" an opponent's mallet, subsection (c) should always be observed. Thus, the manner of "striking" intended by subsection (a), is that which is in no way dangerous or abusive to the opponent or mount and it is, therefore, a foul to strike an opponent's mallet with excessive force as in the case of slashing or swinging hard at the opponent's mallet as opposed to just bumping or pushing it off its course.)*

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

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

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

e. No player may intentionally strike the ball after the whistle or if the ball is otherwise out of play. If a hit occurs after a whistle for a foul, or if the ball is otherwise out of play, the Umpire may award or increase the severity of the penalty if the hit is by a member of the fouling team or cancel the penalty or decrease its severity if the hit is by a member of the team fouled. If the ball that is struck intentionally after the whistle endangers a person or horse, the Umpire is encouraged to exact Penalty 10.

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

EXAMPLES:

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

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

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

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

29. DISMOUNTED PLAYER

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

30. APPEALING A FOUL

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

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

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

EXAMPLES:

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

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

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

Blue #4 is injured due to a foul and the Umpires discuss whether a Penalty No. 10 is warranted against the Red #3. The Red Coach pleads with the Umpires to leave Red #3 in the game lest the Red Sponsor will withdraw his team. Such interference is not tolerated and must be penalized.

31. CARRYING A BALL

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

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE

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

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

32. GROUND KEPT CLEAR - NO OUTSIDE ASSISTANCE a.,b...INTERPRETATION: Rule 32.a. requires that horse-holders not be positioned in the run-out area surrounding the field. Rule 32.b. permits the holder to enter the run-off area to execute the change after which he must immediately exit the area. Should the change interfere with the play, a penalty should be called. A coach or mallet holder may be in the run-off area, but interference with the play should be penalized. It is club management's responsibility to define a holding area that does not conflict with this rule.

EXAMPLES:

During the second chukker, the Red #2's groom rides up and down the run-off area in front of the spectators and cars waiting for Red #2 to change horses. When play is in neutral territory, the Umpires should blow the whistle to stop play, order the groom back to the staging area and exact a technical against the Red Team.

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

PENALTIES

33. UNSPORTSMANLIKE CONDUCT

Unsportsmanlike conduct, including but not limited to the following, shall not be permitted:

- a. Vulgar or abusive language
- b. Disrespectful attitude toward any official, player, coach or spectator
- c. Arguing with Umpire(s) or other officials
- d. Inappropriate behavior by any member of a team organization
- e. Delay of game by feigning injury to player or mount
- f. Delay of game for unnecessary tack time out
- g. No player may swing the mallet in "windmill" fashion as in appealing for a foul

33. UNSPORTSMANLIKE CONDUCT...INTERPRETATION: Unsportsmanlike conduct, in any manner, or in any language, is not to be tolerated. The whistle and/or red flag should stop play and the provisions of Rule 35.e.(5) SELECTION OF PENALTIES applied.

EXAMPLES:

Red #2 steals the ball from Blue #3. Blue responds with a blistering tirade in Spanish. The Umpire, although not fluent in Spanish, recognizes the tone and may call a foul.

Team Blue's coach stalks the sidelines yelling loudly at his players and questioning the Umpires' judgment. This behavior is a team foul and should be penalized.

A tailgater on the sunny side of the field is vulgar and abusive toward a female player on the Red Team. Although obviously partisan, this individual is not part of the Blue Team organization. The Umpire should ask club management to deal with the situation.

Late in the game and trailing by a goal, Red #3 calls for tack time. In the Umpires' agreed judgment Red #3 is managing the clock. A Penalty may be awarded.

Blue #1 attempts a clever play and loses the ball. The Captain, Blue #3, lets go with a loud and extensive rant about the stupidity of the play. Even though addressed to a team mate, Blue's comments are abusive and should be penalized.

34. REPEATED FOULS

- a. For undue repetition of careless or deliberate fouls by one or both teams, the Umpire should exact a more severe penalty for each occurrence until conduct in the best interest of the game resumes.
- b. At the Host Club's option, any player penalized four times during an event, or series of events, as defined by the Club Committee prior to the onset of that event or series of events, for violations of Rule 33. UNSPORTSMANLIKE CONDUCT will be suspended for a subsequent game in the designated event(s).

34. REPEATED FOULS...INTERPRETATION: It is the club's responsibility to advise all players that this rule will be applied and to which events it will be applied. As a guide, the following should be observed:

- a. The entry form should clearly identify the designated events.
- b. A player should be given 24 hours notice of any suspension.
- c. A player who feels he has been unfairly charged may appeal through the protest procedures of By-law 12.
- d. Following a suspension, the player may return to the event with three charged violations. Each new violation will result in an additional suspension.
- e. A player receiving a fourth violation in the last designated game, may be suspended for a subsequent game at the discretion of the Committee.
- f. A player receiving a 4th Rule 33 violation under this rule in the final game in the event(s) or series, as defined in the Entry Form, may, at the discretion of the Club Committee, be suspended from a game of a subsequent event in which the player is entered even though that subsequent event was not defined on the entry form.

35. SELECTION OF PENALTIES

- a. The Umpire may declare any violation of the Rules of Play a foul when seen or, when not seen, upon satisfactory evidence to the Umpire.
 - (1) When a foul is called, the Umpire shall stop play by sounding the whistle and announce the foul and Penalty.
 - (2) Should a foul be called when play has already been stopped, the Umpire shall so indicate by again sounding the whistle and/or by a red flag and announce the foul and Penalty.
 - (a) A "dead ball" foul may be penalized by offsetting an announced foul, or increasing or decreasing the severity of an announced foul.
 - (b) A "dead ball" foul may be called at any time play is stopped including following a goal or between periods of the game.
- b. There are degrees of dangerous and unfair play. Where more than one Penalty is prescribed, the selection is at the discretion of the Umpire. Among the considerations:
 - (1) Degree of danger or unfair advantage.
 - (2) Location of the violation on the field
 - (3) Position of players on the field.
 - (4) Frequency of similar violation.
- c. More than one penalty may be exacted by the Umpire where appropriate.
- d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is bowled-in at the point where play was stopped.

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

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

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- (1) Penalty No. 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.
- (2) Penalty No. 5 is to be awarded for fouls that are:
 - (a) Without danger
 - (b) Inadvertent, not deliberate
 - (c) Minor advantage or disadvantage to either team
- (3) Penalty No. 10 may be awarded for a dangerous or deliberate foul or conduct prejudicial to the game.
- (4) Increasingly severe penalties shall be exacted for repetitive or flagrant fouls up to, and including, Penalties 9 and 10.
- (5) Personal fouls involving unsportsmanlike conduct may, at a minimum, be penalized as follows:
 - (a) Warning or a penalty for the first offense.
 - (b) A more severe penalty if a penalty has previously been called or a warning given.
 - (c) A player being suspended from the remainder of the period with no substitution if the player has been previously penalized or warned.
 - (d) A player being suspended from the game with or without substitution if the player has previously been suspended from a portion of a period.

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

EXAMPLES:

Blue is running to goal and approaching midfield. Red, riding to Blue’s left and half a length behind, realizes that he will not be able to catch Blue and make a ride-off. As Blue prepares to hit a centering shot, Red reaches across and tips Blue’s mallet, spoiling the shot. Although the infraction, foul hook, is minor, it was committed deliberately, and the disadvantage to Blue is major. Penalty No. 3 should be awarded.

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

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

35. SELECTION OF PENALTIES b...INTERPRETATION: The Umpire is required to consider all four factors in selecting the appropriate Penalty. Each factor will put its own effect on the final judgment which must weigh each and its relationship to the final award.

EXAMPLE:

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

35. SELECTION OF PENALTIES c. d...INTERPRETATION: The Umpire is expected to apply whatever Penalty or combination of Penalties from No. 1 to No. 10 that will best fit the circumstances considering the parameters from Rule 35. a. and b. Simultaneous fouls by both teams are offsetting, but flagrant conduct may cause an additional Penalty - such as Penalty 10. to be awarded.

EXAMPLES:

As Blue prepares to hit to goal from about 50 yards out, he is deliberately foul-hooked by Red. Blue retaliates by swinging his mallet at Red’s head. These fouls are sequential, not simultaneous: Penalty No. 2 or No. 3 against Red for the foul hook. Penalty No. 10

against Blue for the mallet.

Blue carries the ball down the right boards at mid-field and sees Red coming from the left for a ride-off. Blue checks to avoid the bump and Red crosses in front to get to his nearside. As Red crosses, Blue goes to the whip, jumps his horse into Red and knocks Red to the ground. Foul Red for crossing; foul Blue for dangerous riding. The fouls are offsetting, but if the Umpire feels Blue deliberately knocked Red down, Penalty No. 10 may also be exacted.

As Blue #2 hits the ball to goal, he is fouled by Red #3. Blue #3, seeing the foul but away from the play, twirls his mallet to draw the Umpire's attention to the foul. Penalty No. 3 would normally be awarded to Blue for the foul. However, the mallet twirl should also be penalized. Offsetting fouls should be called and the ball bowled in.

Red #3, sees Blue #2 ahead and safely to the left waiting to bump. Red pulls his mount off the LOB and rides hard into Blue knocking horse and rider to the ground. Foul Red. Penalty No. 4, 3 or 2 against Red for dangerous riding and consideration of Penalty No. 10 against Red #3 for the deliberate, dangerous act.

A No. 2 Penalty is announced against Red. The Red Captain argues loudly that the call is incorrect. A violation of Rule 33 is called. As the ball cannot be moved forward from a converted Penalty No. 2, the foul should be announced as a Penalty No. 5 (center hit) following the execution of the Penalty No. 2, or a re-hit is awarded if the Penalty No. 2 is missed.

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35. SELECTION OF PENALTIES e.1)...INTERPRETATION: Penalty No. 1 is for fouls which prevent the scoring of a goal. The player fouled must have a very high probability of scoring. Once such a foul is called, Penalty No. 1 shall be exacted. The penalty is the goal which would probably have been scored and the 10 yard line throw-in. Penalty No. 1 may be awarded regardless of whether or not the goal was actually scored (see Rule 22. c. (1)).

EXAMPLES:

Red carries the ball to goal with Blue riding with him all the way. As Red crosses the 30 yard line and prepares to tap the ball through the goal, Blue reaches behind his back and cross-hooks. Although not necessarily dangerous, highly deliberate and to save the goal - Penalty No. 1.

As Blue prepares to hit the final shot to goal from about 40 yards out, Red, riding from behind and to Blue's right, reaches for a hook. As Red does so, his horse rides over the ball and is hit by Blue's swing. Foul Red, but a Penalty No. 2, not Penalty No. 1. Red's play, although a foul, did not prevent the scoring of a sure goal.

As Blue approaches the goal, Red realizes that a goal is imminent. Red's only chance is a hard bump that knocks Blue off the ball. Red makes the bump, Blue's horse stumbles badly but recovers, and the ball rolls through the goal. Foul Red - Penalty No. 1. The field goal does not count but the Penalty No. 1 awards a goal and the throw-in is on the 10 yard line. Red's play was deliberate, dangerous and to prevent a sure goal.

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

35. SELECTION OF PENALTIES e.2)...INTERPRETATION: A play without the

elements of danger, deliberation, advantage, or disadvantage is seldom a foul. A minor infraction, if called in favor of the offensive team, should be moved forward to Penalty No. 4. This does not mean that a foul in favor of the defending team should not move forward. Penalty No. 5 from the point of the infraction should be awarded only for the most minor incidents and not from within the fouling team's 60 yards of the goal the fouling team is defending. The Penalty awarded must favor the fouled team at the expense of the fouling team.

EXAMPLES:

Blue prepares to back the ball from the goal mouth. As Blue starts the swing, Red rides over the ball, and Blue is forced to check the swing. Foul Red - riding into the stroke of Blue. Penalty #5 from the spot, although inadvertent and not dangerous, Blue had no opportunity to set up an offensive play.

Red No. 4 rides to back the ball from the goal mouth. As he begins his stroke, Blue #2 tries a nearside shot to goal, miss-times, and puts his pony's foot over the ball ruining Red's back-shot to an open teammate. Foul Blue - riding into the shot. The Penalty awarded should be a No. 5 from the center of the field. Even though the foul was not deliberate, it spoiled an important back-shot to a teammate, which would have given them an offensive advantage.

Red clears the ball from goal with a neck shot to the corner. As Red rides to hit again, Blue picks him up, and they ride together to the ball. Both players fence for the ball, turning and jostling for position. Blue ends up inadvertently cross-hooking Red. Foul Blue. Penalty No. 5 from the point of infraction. In the same play, if Red ends up fouling Blue, Penalty No. 4. Penalty No. 5 should not be awarded within 60 yards of the goal the fouling team is defending.

Blue, carrying the ball 40 yards from mid-field, with a clear field, is fouled by Red who crosses Blue to position for a nearside back-shot. At least a Penalty No. 4 or, if Red's cross was dangerous, a Penalty No. 2 or No. 3.

35. SELECTION OF PENALTIES e...INTERPRETATION: Although a wide range of Penalties are available for most infractions, extreme Penalties are intended for extreme situations. This applies to extremely severe as well as extremely minor situations. Selection of Penalty must discourage improper conduct and play. If improper conduct continues, the Penalty selected should be increasingly severe until the desired result is obtained. A foul normally calling for a Penalty No. 4 may be awarded a Penalty No. 2 or No. 3 if the team has been consistently fouling.

EXAMPLES:

Red #1 takes a full swing in the lineup, hitting an opponent's horse early in the game. Penalty No. 5 is awarded. As the game goes on, Red #1 continues to take full swings in the lineup. The Penalty for successive violations should be moved to a No. 4, or, if necessary, a No. 3 until Red stops the practice.

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

35. SELECTION OF PENALTIES...INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle goes, the appropriate Penalty is awarded. If the player then, physically or

verbally, commits a personal foul as defined in 33.g. the whistle should again sound and the ball placement be advanced. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be put off the field. Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

A technical foul is a personal foul charged against a player, a team, a coach, or a groom for misconduct or a rule infraction not involving active play. To indicate that a technical foul has been called, the Umpire shall sound his whistle, or pull his red flag. If a penalty has previously been called, a more severe penalty shall be exacted. If a second technical foul is called on the same player, prior to the ball being put into play, a Penalty No. 10 shall be exacted for the remainder of the chukker. A player receiving a third red flag during the match should be sat down for the remainder of the chukker. A player who has already been sat down for receiving two red flags on the same play, should be ejected for the entire game.

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

EXAMPLES:

Blue #4, on the right of way, goes to back the ball, as Red No. 1 crosses in front of Blue #4 and hits the ball forward towards his goal. The whistle sounds and a Penalty No. 5 from the spot is awarded. Red #3 insults the Umpire stating that the call was incorrect. The Umpire sounds his whistle and waves his red flag indicating that a technical foul has been called and announces that the ball placement will be advanced one degree to mid field. Red #3 continues to insult and argue with the umpire. A second technical foul is called, the red flag is waved again, and a Penalty No. 10 is exacted. The Penalty No. 10 was exacted because this was the second technical called on the same player, prior to the ball being put into play.

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty No. 4 against Blue and Blue argues loudly that the call is incorrect. The whistle should again sound, a violation of Rule 33 announced and the ball moved to a Penalty No. 3. Further protest should cause the player to be removed for the rest of the chukker.

Blue #3 protests the Umpires' call loudly, abusively, and with a foul and offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required.

A crossing foul against Blue #3 occurs as Red #3 carries the ball along the side boards in the far corner near his goal. The Umpires stop play and award a Penalty #5 spot hit. Blue argues with the Umpire and the whistle sounds again, the Umpire pulls a red flag, and a technical foul is called. The Penalty #5 is moved up one degree and the ball is placed at center field.

The Umpires call a crossing foul on Blue #3 and stop play in Red's end of the field, 20 yards from the centerline. Blue #3 argues with the Umpires and the whistle sounds again, and the Umpire pulls the red flag and calls a technical foul. The Penalty #5 spot hit is moved to a Penalty #4. Moving the spot hit to center field would not disadvantage the Blue Team by moving the ball forward 20 yards, and therefore, a more severe penalty is warranted.

White #3 receives a red flag for arguing with the Umpires in the first chukker and one in the second chukker for vulgar language. In the third chukker, White #3 receives another red flag for arguing with the Umpires. The Umpires shall exact a Penalty #10 for the remainder of the chukker. If White #3 receives a fourth red flag, he should be out for the remainder of the game. It is the Umpire's discretion whether to allow a substitute at the beginning of any remaining chukkers.

36. SPECIFIC PENALTIES

PENALTY NO.1

- a. The team fouled shall be awarded one goal, and ends shall not be changed.
- b. The game shall be resumed by the ball being bowled-in parallel to the end lines from a point on the center of the 10 yard line nearest the fouling team's goal, the Umpire positioned in front of and facing the players, with the fouling team's end line to the Umpire's right.

PENALTY NO. 2

- a. A free hit at the ball by the team fouled from the center of the 30 yard line nearest the fouling team's goal, or, if preferred by the Captain of the team fouled, from the point the foul occurred. After the Umpire says "Play" and the ball is hit or hit at, all of the fouling team shall be positioned at least 30 yards from the ball and behind their end line or off the playing field. The team fouled shall not be closer to that end line than the ball when it is hit, or hit at.
- b. The fouling team may not defend the penalty conversion attempt.
 - (1) If in the opinion of the Umpire the free hit would have resulted in a goal, but is prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.
 - (2) If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.
- c. The team fouled may hit or hit at the ball only once.
 - (1) If the ball does not clear the playing field, the Umpire shall sound the whistle when the ball has stopped and award a free hit to the defending team from the spot the ball stopped.
 - (a) Should the spot be closer than 12 feet from a goal post, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a goal post.
 - (b) Both teams can position themselves for the free hit anywhere on or off the playing field, except that no opponent shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit or hit at.
- d. If the team fouled fails to properly position itself, the fouling team shall hit the ball in, or hit at it, from the center of its goal line with no member of the team fouled closer than 30 yards to the end line when the ball is hit or hit at.
- e. If both teams fail to carry out the correct procedure, the team fouled shall have another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES. PENALTY NO. 2. a. b. c...INTERPRETATIONS: No player other than the hitter has a play. The hitter may hit or hit at the ball once and once only. If a goal is scored players return to center. If the goal is missed players position themselves for the free hit. If the ball dies on the field, the whistle stops play, and players position themselves for the free hit. No defense means that no defending player may enter the field, or otherwise, attempt to distract the hitter until the Umpire has signaled a goal, knock-in or free hit. Distracting the hitter includes such things as: standing behind the goal mouth, waving, shouting, riding back and forth, etc.

All of the teammates of the fouled team are to position themselves behind the ball, which is an imaginary line parallel to the end line. This does not prohibit a teammate from the fouled team to change horses off the playing field. Should a teammate of the fouled team return to the field prior to the ball being hit, this player must enter the playing field from behind the ball or must be completely off the playing field. Any teammate from the fouled team who elects to change horses while a Penalty No 2 or 3 is taken, should be no closer than thirty yards from the goal posts for safety reasons. After the ball has been hit, the player that is off the field on the fouled team may enter at any point.

EXAMPLES:

Blue is awarded a Penalty No. 2. As Blue #3 hits the ball, Red rides across the goal and clears the ball. Foul Red - award the goal if it probably would have scored; re-hit if it probably would have gone wide. No member of the fouling team may enter the field until the ball leaves the field or is blown dead.

Red is awarded a Penalty No. 2 from a spot three yards from the goal mouth. The Blue players, assuming a score, ride to center field for the bowl-in. As Red approaches the ball his horse ducks out, and the ball is shanked to right of goal. Foul Blue - the players were on the field. Red gets a re-hit.

As Blue prepares to hit a Penalty No. 2, the members of the Red team line up in the goal mouth behind the goal line. Red's positioning is unsafe, unsportsmanlike and not permitted. If Blue misses the goal, a re-hit should be awarded.

As Blue approaches a Penalty No. 2, the Red #3 rides parallel to the end line as though preparing for a crossing defense. Re-hit if the goal is missed. Red #3 is obviously attempting to distract the hitter even if he does not enter the field of play.

PENALTY NO. 3 (UNDEFENDED)

- a. A free hit at the ball by the team fouled from the center of the 40 yard line nearest the fouling team's goal. After the Umpire says "Play" and the ball is hit or hit at, all of the fouling team shall be positioned behind their end line or off the playing field. The team fouled shall not be closer to the end line than the ball when it is hit, or hit at.
- b. Same as Penalty No. 2 (b)
- c. Same as Penalty No. 2 (c)
- d. Same as Penalty No. 2 (d)
- e. Same as Penalty No. 2 (e)

36. SPECIFIC PENALTIES PENALTY NO. 3. a...INTERPRETATION: No player other than the hitter has a play. The hitter may hit or hit at the ball once and once only. If a goal is scored players return to center. If the goal is missed, players position for a knock-in. If the ball dies on the field, the whistle stops play, and players position themselves for the free hit. No defense means that no defending player may enter the field or otherwise attempt to distract the hitter until the Umpire has signaled a goal, knock-in or

free hit. Distracting the hitter includes such things as standing behind the goal mouth, waving, shouting, riding back and forth, etc.

EXAMPLES:

Blue is awarded a Penalty No. 3. As Blue #3 hits the ball, Red rides across the goal and clears the ball. Foul Red - award the goal if it probably would have scored; re-hit if it probably would have gone wide. No member of the fouling team may enter the field until the ball leaves the field or is blown dead.

Red is awarded a Penalty No. 3. The Blue players, assuming a score, ride to center field for the bowl-in. As Red approaches the ball his horse ducks out and the ball is shanked to right of the goal. Foul Blue - the players were on the field. Red gets a re-hit.

Penalty No. 3 is awarded to Blue. Blue No. 3 hits badly, the ball strikes a goal post, bounces back on the field and stops three feet from the post. No foul, and the ball is put into play by awarding Red a free hit from the nearest point 12 feet from the goal post.

Red is awarded a Penalty No. 3. Red miss-hits and the ball comes to rest 5 yards from the goal line. Red rides forward and taps it through. No goal. Red gets one hit only. The ball is put in play with a free hit by the defending team.

PENALTY NO. 3 (DEFENDED)

As outlined in Tournament Condition VII.F. a Penalty No. 3 may be defended in games approved by a Host Tournament Committee at the 20 goal and above level.

a. A free hit at the ball by the team fouled from the center of the 40 yard line nearest the fouling team's goal. All of the fouling team shall position themselves behind their end line, and they shall not come onto the playing field until the Umpire says "play" and the ball is hit, or hit at, and then not from between the goal posts. The team fouled shall not be closer to the end line than the ball when it is hit, or hit at. The team fouled may hit, or hit at, the ball only once and may not make another play on, or affect the course of, the ball until it has been hit, or hit at, by a member of the opposing team or contacts a goal post or opposing player or mount.

b. If in the opinion of the Umpire the free hit would have resulted in a goal, but was prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.

c. If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

d. If the team fouled fails to properly position itself, the fouling team shall hit the ball in, or hit at it, from the center of its goal line with no member of the team fouled closer than 30 yards to the end line when the ball is hit, or hit at.

e. If the conditions of both subsection (c) and (d) above are met, the team fouled shall have another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES PENALTY NO. 3 (DEFENDED)...INTERPRETATION:

On a defended Penalty No. 3 the ball is "hot" from the instant it is hit or hit at and all Rules of ROW are in effect. Defenders must position themselves wide of the goal and not enter the field through the goal.

EXAMPLES:

Blue #1, defending, stands behind the goal line, between the posts to distract the hitter. When the ball is hit, Blue #1 meets it directly on the line of the ball. Foul Blue - entering between the posts - award the goal to Red because Blue's improper procedure prevented the scoring of the goal.

Blue #3 hits a defended Penalty No. 3. Red #2 meets the ball cleanly from the right of the goal. As Blue approaches the ball, the Umpire notices Red #1 riding onto the field after changing horses. Foul Red - improper positioning - rehit to Blue, the improper procedure did not prevent the scoring of the goal.

As Blue #3 starts his swing, Red #2 jumps the line to defend. Blue's shot is wide of the goal - rehit to Blue.

Blue #4 positions himself at the 30 yard mark as Blue #3 hits the Penalty No. 3. Improper positioning against Blue. Team Red is awarded a free hit from the center of the goal mouth.

As Blue hits the Penalty No. 3, Red #3 defends by riding quickly from the left of the goal. Red #2 defends by attempting to meet the ball from the right of goal. The two Red players collide. Foul Red - dangerous riding - Penalty No. 1. A goal is awarded to Blue and the bowl-in 10 yards out with Red's goal to the Umpire's right.

Blue #2 hits a poor shot and Red #1 rides to meet it. As Red swings, he is hooked by Blue who then hits again toward goal. This is a legal play as Red's swing is considered a "hit at" the ball.

PENALTY NO. 4

a. A free hit at the ball by the team fouled from the center of the 60 yard line nearest the fouling team's goal, both teams free to position themselves anywhere on or off the playing field except that no member of the fouling team shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit, or hit at.

b. If, in the opinion of the Umpire, the free hit would have resulted in a goal, but was prevented by the fouling team's failure to carry out the proper procedure, a goal shall be scored.

c. If the fouling team fails to carry out the proper procedure and no goal is scored, the team fouled shall be awarded another free hit at the ball from the same point under the same conditions.

36. SPECIFIC PENALTIES. PENALTY NO. 4. a. b. c...INTERPRETATION: The practice of dribbling the ball forward then striking hard toward the grouped defenders is considered extremely dangerous. The velocity of the ball creates the danger, and not whether a full swing, half swing, or a quarter swing was taken. Umpires are directed to apply Rule 26e. to eliminate this practice: "Exhibiting a lack of consideration for safety on the part of a player for the player, player's mount, or any other player or mount."

EXAMPLES:

Blue is awarded a Penalty No. 4. As he approaches the ball, he taps the ball to the right to create a new LOB and perhaps draw a foul against a defending player attempting to meet the ball. The foul does not occur and the hitter is close to goal with little room to maneuver. Blue then hits a hard neck shot to drive the ball through the pack of players clustered in the goal mouth. Foul Blue - lack of consideration for safety.

Red hitting a Penalty 4 sees the ball move slightly as he approaches. Knowing the ball is now in a depression, he taps it out no more than 5 yards, then hits toward the goal. No foul - Red hit from a distance and even though he did move the ball forward before he hit, the move was intended to improve his line, not due to a lack of consideration of safety.

Blue taps a Penalty No. 4 forward and to the right and continues to dribble toward the goal mouth. As Blue nears the goal line, a Red defender is caught standing in Blue's path. Foul Red. Blue has every right to dribble and the LOB and ROW must be respected in the goal mouth as anywhere else. There was no lack of consideration for safety shown.

All three examples apply to Penalty 6.

Blue # 3 dribbles a Penalty No. 6 to the right of the goal mouth. While 30 yards out, Blue # 3 takes a full hard swing at the ball while shooting on goal with defending players positioned inside the goal mouth. The ball is poorly hit and travels approximately 20 yards and stops. Foul on Blue. Although Blue # 3 miss-hit the ball, his intent was to strike the ball with force, which would have resulted in a dangerous play.

PENALTY NO. 5

- a. A free hit at the ball by the team fouled from the center of the playing field, or in the case of a minor infraction or an inadvertent foul hook, from the point of the infraction if the Umpire so chooses. Should the point of infraction be closer than 12 feet from a goal post, sideboard, or sideline, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a goal post, sideboard, or sideline. Both teams are free to position themselves anywhere on or off the playing field, except that no member of the fouling team shall be closer than 30 yards to the ball when the Umpire says "Play" and the ball is hit, or hit at.
- b. Same as Penalty No. 4 (b)
- c. Same as Penalty No. 4 (c)

PENALTY NO. 6

- a. A free hit at the ball by the team fouled from a point on the 60 yard line opposite where the ball crossed the line. Should the point on the 60 yard line opposite where the ball crossed the line be closer than 12 feet from a sideboard, or sideline, the ball shall be hit or hit at from the nearest spot on the field which is 12 feet from a sideboard, or sideline. Both teams are free to position themselves anywhere on or off the playing field except that no member of the fouling team shall be closer than 30 yards to the ball when the umpire says "Play" and the ball is hit, or hit at.
- b. Same as Penalty No. 4 (b)
- c. Same as Penalty No. 4 (c)

PENALTY NO. 7

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

36. SPECIFIC PENALTIES. PENALTY NO. 7...INTERPRETATION: The awarding of a Penalty No. 7 is left solely to the discretion of the umpires and should be awarded only when an injury is the result of a foul. The Umpire is directed to allow 15 minutes, as provided in Rule 21. (d), for the fouled team to find a replacement for the injured player or to designate a player to be removed from the fouling team. The Penalty No. 7 must be exacted at the time the foul occurred and not after play has resumed. If the removal of a player is selected, teams shall continue to play three (3) on a side for the remainder of the game. The player removed from the game as a result of Penalty No. 7 will remain qualified as a substitute. However, the injured player may not return once the teams are reduced to 3 on a side.

EXAMPLES:

Blue #3 is carrying the ball towards his goal, and Red #2 bumps Blue #3 at a severe angle, causing Blue #3's horse to stumble. As the horse regains his footing, Blue #3 loses his balance and falls from the horse, breaking his leg. The Umpires announce a Penalty No. 2 for dangerous riding and since the Blue player cannot continue, a Penalty No. 7 is awarded. The Blue Team informs the Umpires that a suitable replacement is not available and, therefore, designates a player to be removed from the Red team.

Red #2 is hit in the face with Blue #3's mallet and a time out is requested. After several minutes, Red #2 tells the umpires that his vision is blurred but will continue to play. After the game has resumed for several minutes, Red #2 announces that he cannot continue to play and asks the umpires to exact a Penalty No. 7. Since the play had resumed, Rule 21. (d) Injury to a Player applies. The game will be stopped and the Red Team will have 15 minutes to find a replacement. Penalty No. 7 cannot be exacted after play has resumed from the initial injury.

PENALTY NO. 8

The mount is ordered off the field by the Umpire and disqualified from being played again during the game. If a mount is ordered off the field for infringement of Rule 6, after removal of the offense, the mount may be allowed to play provided the game is not delayed.

PENALTY NO. 9

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

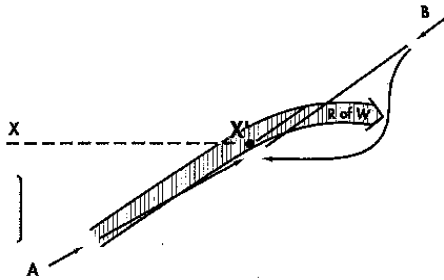
PENALTY NO. 10

The Umpire may exclude a player for all or any portion of the remaining periods of a game in case of a deliberate, dangerous foul, or conduct prejudicial to the game, and may, or may not, allow a substitution for the removed player during the exclusion. In the event substitution is allowed, that player shall be of even or less handicap, and there shall be no change in the handicap from as it was at the time of infraction.

**APPENDIX A
RIGHT OF WAY ILLUSTRATIONS**

EXAMPLE I
Rule: 24(c) and 24(f)

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

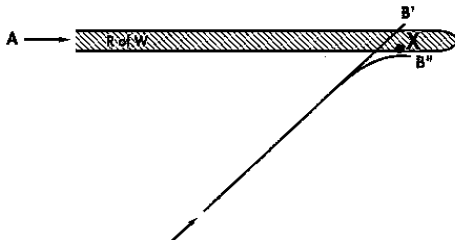


EXAMPLE II
Rule: 24(c) and 24(g)

A hits the ball to X, and follows its line to take it on the off side. This entitles A to the Right of Way, as shown.

If B can unquestionably reach the ball at X, without interfering with A's stroke or causing A to check in the slightest degree to avoid the risk of a collision, then B may take an off side backhand at B'.

But if there is the slightest doubt about B riding clear of A, then A's Right of Way holds good and B's only chance of hitting the ball is to swerve towards B'', keeping clear of the Right of Way, and taking a nearside backhand. If in taking this backhand, or afterwards, B's mount in the slightest degree enters the Right of Way, B infringes Rule 24(c).



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EXAMPLE III

Rule: 24(f)

A hits the ball in from behind to X.

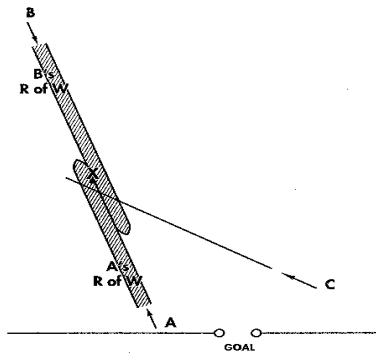
B rides to meet it and C to take it on.

A collision is imminent between B and C at X.

B is entitled to the Right of Way because B is meeting the ball on its exact line to take it on the off side.

C must not cross this Right of Way.

The only way for the team hitting in to take the ball on, is for A to follow the line and take an off side shot, because A and B are each entitled to their own Rights of Way, which are clear of one another.



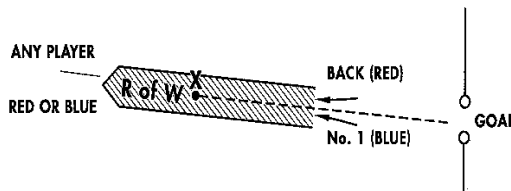
EXAMPLE IV

Rule: 24(h)

The ball has been hit from the mouth of the goal to X.

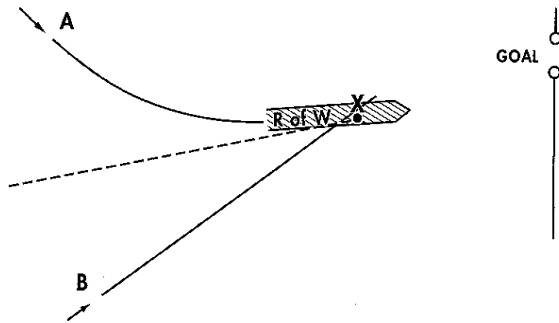
The Back (Red) and No. 1 (Blue) are following up the line of the ball, riding each other off.

These two players share the Right of Way, as shown, and no other player, or players (Red or Blue) may cross or enter this Right of Way, even if meeting the ball on its exact line.



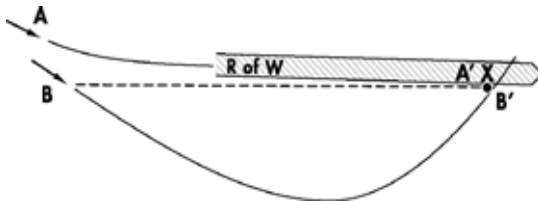
EXAMPLE V
Rule: 24(g)

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



EXAMPLE VI
Rule: 24(b) and 24(g)

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



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EXAMPLE VII

Rule: 24(h) and 25(d) and 25(f)

No. 2 (Red) hits the ball to X and follows its line to take again on the offside. No. 2 (Red) is therefore entitled to the Right of Way, as shown.

The Back (Blue) ride for the ball. The No. 1 (Red) goes with the Blue riding Blue off all the way.

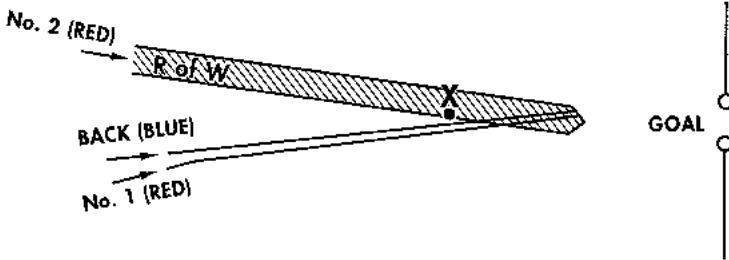
A collision appears probable at X.

No. 1 (Red) will commit a dangerous foul if No. 1 (Red) fails to give way and consequently:

(a) forces the Back (Blue) across the Right of Way, thereby causing No. 2 (Red) to check to avoid collision, or

(b) causes the Back (Blue) to check in order to avoid being sandwiched between the two players.

(c) The Umpire must observe closely whether the Back (Blue) fouls by riding across the Right of Way of Blue's own free will or whether the No. 1 (Red) fouls by forcing Blue across it.



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TOURNAMENT CONDITIONS

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I. USPA EVENTS - 2014

A. National Outdoor Events

20-26*	U.S. Open Polo Championship®	International Polo Club Palm Beach
20-26	C.V. Whitney Cup	International Polo Club Palm Beach
20-26	USPA Gold Cup®	International Polo Club Palm Beach
16-20	National Twenty Goal	Grand Champions Polo Club
16-20	America Cup	Santa Barbara Polo Club
16-20	Monty Waterbury	Bridgehampton Polo Club
16-20	North American Cup	Grand Champions Polo Club
16-20	Silver Cup	Santa Barbara Polo Club
12-16	Northrup Knox Cup	New Bridge Polo Club
12-16	Continental Cup	New Bridge Polo Club
12-16	Eastern Challenge	Grand Champions Polo Club
12-16	Heritage Cup	
12-16	Western Challenge	Houston Polo Club
10-14	Regional Classic-Southeastern	
10-14	Regional Classic-Southwestern	Houston Polo Club
10-14	Regional Classic-Western	
8-12	Bronze Trophy	Gulfstream Polo Club
8-12	Chairman’s Cup	Myopia Polo Club
8-12	National Copper Cup	Aiken Polo Club
8-12	National Inter-Circuit Championship	Sarasota Polo Club
8-12	Rossmore Cup	San Diego Polo Club
4-8	Association Cup	Palm City Polo Club
4-8	Delegate’s Cup	Gulfstream Polo Club
4-8	National President’s Cup	International Polo Club

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4-8	Regional President’s Cup	Houston, IPCPB, New Bridge, Palm City, Santa Barbara, Sarasota, Tincum Park, Villages
0-4	National Amateur Cup	Lexington Polo Club
*	U.S. Open Women’s Polo Championship®	Houston Polo Club
*	U.S. Open Women’s Handicap	Houston Polo Club
*	National Youth Tournament Series	TBD

B. Circuit Outdoor Events (As awarded by Circuit Governors)

8-12 Intra-Circuit Cup	* Congressional Cup
*Amateur Cup	* Sportsmanship Cup
*Centennial Cup	* Masters Cup
*Governor’s Cup	* Constitution Cup
4-8 Officers Cup	* USPA/PTF Seniors Tournament
0-4 Players Cup	* National Youth Tournament Series
*Women’s Challenge	* Hall of Fame Challenge Cup

* Specific Conditions Apply - Refer to Section II

C. National Arena Events

12 & over	U.S. Open Arena Polo Championship	Country Farms Polo Club
12 & over	United States Arena Handicap	Country Farms Polo Club
9-12	National Arena Chairman’s Cup	
6- 9	National Arena Delegate’s Cup	
3- 6	National Sherman Memorial	
0- 3	National Arena Amateur Cup	Kentucky Polo Association

D. Intercollegiate/Interscholastic Events – See Section III.

- Men’s National Intercollegiate Championship
- Women’s National Intercollegiate Championship
- Central Regional Intercollegiate Championship
- Central Regional Intercollegiate Preliminary
- Northeastern Regional Intercollegiate Championship
- Northeastern Regional Intercollegiate Preliminaries
- Southeastern Regional Intercollegiate Championship
- Southeastern Regional Intercollegiate Preliminaries
- Western Regional Intercollegiate Championship
- Western Regional Intercollegiate Preliminaries
- Open National Interscholastic Championship
- Central Regional Interscholastic Championship (Girls and Open)
- Central Regional Interscholastic Preliminary (Open)
- Eastern Regional Interscholastic Championship (Girls)
- Northeastern Regional Interscholastic Championship (Girls and Open)

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

E. Circuit Arena Events (As awarded by Circuit Governors)

- 12 & over Circuit Arena Championship
- 9-12 Circuit Arena Chairman’s Cup
- 6- 9 Circuit Arena Delegate’s Cup
- 3- 6 Circuit Sherman Memorial
- 0- 3 Circuit Arena Amateur Cup
- * Circuit Arena Congressional Cup
- * Circuit Arena Sportsmanship Cup
- * Circuit Arena Master’s Cup
- * Circuit Arena Constitution Cup
- * Circuit Arena Hall of Fame Challenge Cup

* Specific Conditions apply - Refer to Section II

F. USPA Sanctioned Events

- | | | |
|-------|------------------------------|------------------------------------|
| 22-26 | Hall of Fame Cup | International Polo Club Palm Beach |
| 20-26 | Butler Handicap | International Polo Club Palm Beach |
| 20 | East Coast Open | Greenwich Polo Club |
| 20 | Hampton Cup | Bridghampton Polo Club |
| 20 | Herbie Pennell Cup | International Polo Club Palm Beach |
| 20 | Iglehart Cup | International Polo Club Palm Beach |
| 18-20 | Joe Barry Memorial | International Polo Club Palm Beach |
| 18-20 | Ylvisaker Cup | International Polo Club Palm Beach |
| 16-20 | Pacific Coast Open | Santa Barbara Polo Club |
| 16-18 | Kay Collee Memorial | Grand Champions Polo Club |
| 16 | Joanne Schwetz Memorial | Grand Champions Polo Club |
| 14-16 | Spring Classic | Grand Champions Polo Club |
| 12-16 | Houston Cup | Houston Polo Club |
| 12-16 | US Trust Cup | Grand Champions Polo Club |
| 12-16 | World Snow Polo Championship | Apenn Valley Polo Club |
| 10-14 | Fall Plates | Grand Champions Polo Club |
| 10-14 | Fall Classic | Grand Champions Polo Club |
| 10-14 | Sun Cup | Grand Champions Polo Club |
| 10-12 | Carlton & Keleen Beal Cup | Eldorado Polo Club |
| 10-12 | Pete Bostwick Memorial | New Bridge Polo Club |
| 10-12 | Tommy Hitchcock Memorial | New Bridge Polo Club |
| 12 | Keleen & Carlton Beal Cup | Houston Polo Club |

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12	Polo Under the Palms	Sarasota Polo Club
12	Southampton Club Championship	Southampton Polo Club
12	Charity Cup	Point Clear Polo Club
12	Grand Oak Cup	Point Clear Polo Club
12	Mercedes Cup	Point Clear Polo Club
12	Molina Cup	Arizona Polo Club
9-12	Joe Rizzo Memorial	Country Farms Polo Club
8-12	Polo on the Prairie	Midland Polo Club
8-12	Barrantes Cup	Saratoga Polo Club
8-12	Robert Uihlein, Jr. Memorial	Sarasota Polo Club
8	Bliss Cup	Bliss Polo Club
8	Fred Peterson Memorial	Maryland Polo Club
8	Eddie Moore Memorial	Mashomack Polo Club
8	Whitney Cup	Saratoga Polo Club
6-8	Cyril Harrison Cup	Myopia Polo Club
6-8	Gerald Balding	Brandywine Polo Club
6-8	Green Cup	Capitol Polo Club
6-8	Patriot Cup	Prestonwood Polo Club
6-8	Polo Pony Memorial	Brandywine Polo Club
4-8	Forbes Cup	Myopia Polo Club
4-8	Tracey MacTaggart Challenge	Mashomack Polo Club
4-8	Wayne Brown Tournament	Sarasota Polo Club
4-6	Absi-Alquimi Cup	Capitol Polo Club
4-6	Challenge Cup	Brandywine Polo Club
4-6	Ylvisaker	Saratoga Polo Club
4-6	Aiken Ladies Invitational	Hilltop Farm Arena Polo Club
2-6	Women's Championship Qualifier	Eldorado, Santa Barbara, Sarasota
0-6	Balboa Bay Cup	Celebrity Ranch Polo Club
0-6	Camel Cup	California Polo Club
0-6	Camp Pendleton Cup	Celebrity Ranch Polo Club
0-6	Celebrity Cup	Celebrity Ranch Polo Club
0-6	Ono Gelato Cup	Maui Polo Club
0-6	Ringling Cup	Sarasota Polo Club
0-6*	Women's Championship Tournament	Grand Champions Polo Club
0-6*	Women's Championship Qualifiers	Aiken, Blackberry, Brandywine, Country Farms, Eldorado, New Bridge, Palm City, Port Mayaca, Sarasota, Villages, Virginia International
0-6	Wounded Warriors Benefit	Menlo Polo Club
0-4	Alonzo Galindo Cup	Midland Polo Club
0-4	Arby Dobb Cup	Tinicum Park Polo Club
0-4	Atlanta Charity Cup	Atlanta Regional Polo Center

0-4	Mack & Madelyn Jason Invitational	Menlo Polo Club
0-4	Silicon Valley Invitational Classic	Menlo Polo Club
0-4	Max Berger	Tinicum Park Polo Club
0-4	Women’s Championship Tournament Arena	California Polo Club
0-4	WCT Arena Qualifiers	Atlanta, Central Coast, El Sur, Hilltop Farm
0-3	Central Texas Arena League	Texas Military Polo Club
0-3	William C. Carter, Jr. Memorial	Central Coast Polo Club
0-3	Women’s Championship Qualifier	Eldorado, Palm City, Santa Barbara, Sarasota
0-3	Maggie’s Wicked Wahine Challenge	Horse Park Polo Club
0-3	Barbara Magnder	Midland Polo Club
0-2	Veuve Clicquot Women’s Challenge	Saratoga Polo Club
0-2	William Carter, Jr. Memorial	Central Coast Polo Club
0-2	Women’s Championship Qualifier	Blackberry, Calgary, Menlo, Port Mayaca, Saratoga, VI Polo
B-0	Horse Park Founder’s Cup	Horse Park Polo Club

* The WCT event goal level varies at each club.

II. SPECIFIC TOURNAMENT CONDITIONS

A. U.S. Open Polo Championship®

This event will be played without handicap. All teams to assume the maximum handicap level.

B. National President’s Cup

Any USPA member polo club may qualify to become a Regional Host Center for the preliminary rounds of the playoffs by having a minimum of four teams. Winning teams from the Regional Host Centers will agree to travel to compete in the quarterfinal, semifinal and final rounds of the event.

- 1) The National President’s Cup will be played in conjunction with the U.S. Open Polo Championship.
- 2) All games will be played in accordance with USPA Rules and Tournament Conditions and the event will be played under the Single Elimination System.
- 3) Two USPA Certified Umpires (Rated “B” or above) are suggested for all games.
- 4) Regional Host Center clubs may charge a playoff tournament entry fee of no more than \$1,000.00 per team (plus prorated umpire and paramedical fees).
- 5) Each Regional Host Center playoff team will pay a \$100.00 per team tournament entry fee payable to the USPA.
- 6) Winning team from each Regional Host Center are eligible to compete in the quarterfinal round; however, the team must consist of at least two members of

that Regional Host Center playoff team. If the winning team cannot travel, the Regional Host Center runner-up team may travel to the quarterfinal; however, the team must consist of at least two members of that runner-up Regional Host Center playoff team. Aggregate team handicaps must meet all USPA conditions of eligibility at the date of the quarterfinal through final round.

7) There will be no additional tournament entry fee for the quarterfinal through final rounds of the event, however, a prorated umpire and paramedical fee will be charged. A \$500.00 per team, per game field fee will be charged by the National Host Center.

8) Trophies will be awarded for Regional, and Final participation.

9) All teams will be responsible for all team expenses such as, but not limited to: travel, stabling, and player accommodations.

10) No teams will be guaranteed practice games at any Host Center Club.

C. Governor's Cup

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

D. Circuit Tournaments

All Circuit current tournaments will be played at the handicap level so designated, at any USPA Member Club under conditions to be specified by the Circuit Governor.

E. Amateur Cup

To be played in each circuit at team handicap levels to be determined by the Circuit Governor.

Outdoor: No player with an individual handicap of more than two goals is eligible to play.

Arena: In no case may the handicap of any individual player exceed the upper handicap limit of this event.

F. Centennial Cup

To be played for at any USPA member club so requesting at a handicap level and under conditions established by the club with the approval of the Circuit Governor. To be awarded only to clubs who have not been awarded a Circuit or National Event.

G. Women's Tournaments (National, Circuit and Sanctioned)

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

H. USPA/PTF Senior Tournament

To be played for at any USPA member Club so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor. The following rules shall apply:

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

I. National Youth Tournament Series

National Youth Tournament Series (NYTS) are to be played at USPA member clubs between **March 1st** and the first Monday in August of the calendar year with the approval of the Circuit Governor. All NYTS regional qualifying events outside these dates shall require approval from the Junior Polo NYTS Sub-committee. **NYTS are encouraged to run in conjunction with local level, unrated, junior polo chukkers/competitions and other qualifying USPA tournament events at the local club. The host club should submit the USPA Circuit Event Application to the USPA a minimum of 7 days prior to the event.**

Circuit Events Qualifying for National Championships:

- 1) Junior, Registered Player, and Affiliate USPA Members who have not exceeded their 19th birthday on January 1st of the calendar year of the given NYTS will be eligible to compete.
- 2) Players must have a USPA handicap **of B or above** and must be in good standing with the USPA in order to participate.
- 3) The NYTS tournament goal level will be determined by the host club. Games will be 4 chukkers **each consisting of 7 minutes and 30 seconds.**
- 4) Players will be entered as individuals and team assignments will be determined by the host club.
- 5) The host club will assemble a Host Tournament Committee with a minimum of 3 members.
- 6) **USPA Circuit Event Application must be approved by the Circuit Governor prior to the event.**
- 7) Two teams **of four players** minimum are required to qualify as a NYTS tournament.
- 8) The Host Tournament Committee will be responsible for selecting All-Star players from the event. **It is recommended to consult All-Star selections with the event umpires.**
- 9) The number of All-Stars selected is determined by the number of teams in the

tournament. Four All-Stars are selected when the minimum two teams compete. One additional All-Star is selected for each additional team entered. (Example: 3 teams-5 All-Stars, 5 teams-7 All-Stars.)

- 10) All-Stars may be selected from any participating team.
- 11) NYTS tournament results and All-Stars will be published in the USPA Blue Book.
- 12) The names of the All-Star Players must be submitted to the USPA office by the first Monday in August to be eligible for National Championship consideration.
- 13) All other USPA rules, forms and reporting guidelines will apply.
- 14) The entry fee for the NYTS will be determined by the host club.
- 15) There will be no tournament fee for hosting a NYTS regional event.
- 16) Trophies **and All-Star medals** will be provided to the NYTS host club **upon completion of the application process. First and second place trophies will be provided.**
- 17) **Games may be played on the flat or with a handicap.**
- 18) **Player equipment in addition to as described in the USPA White Book: Eye protection must be worn by all participants competing in the event and players must wear heeled boots.**
- 19) **Equine Safety: protection of the horse by boots or bandages will be used on the front and hind legs, and players are required to compete using two reins.**
- 20) **In the event of a tie, a shoot-out will take place, using the outlined procedure below:**

NYTS Shootout Tiebreaker Procedure:

- a. **In the event of a tie in a game or bracket play or the NYTS Qualifier Final, the “Penalty Shootout” system will be used to determine the winner.**
- b. **The shootout will take place immediately following the completion of the game, on the same field.**
- c. **General conditions will follow the procedures outlined below:**
 - i. **The Penalty shootout will be supervised by the game umpires and one experienced adult goal Judge.**
 - ii. **Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last qualifying match. All four players from each team must take the penalties.**
 - iii. **Teams will draw for the order of taking penalties.**
 - iv. **Players will be kept on one side in team groups and called forward individually to take the penalty. ONLY the players who are participating and the umpires are allowed on the field. The player has only one hit at the ball and may not be defended.**
 - v. **Once the umpire has called “play” any attempt to swing or hit at the ball will count as one hit.**
 - vi. **Teams will take four 30-yard penalties as individual team players in the order of the draw i.e.; a member of team 1 will be followed by team 2, who will be followed by a member of team 1, etc. until all teams have**

completed their 30-yard penalties.

vii. The same process for the taking of the four 40-yard penalties, each penalty will be taken by a different team member.

viii. The team with the least number of goals will not qualify, and, if the teams are level after the penalties, players from each team shall continue in the same order to take one penalty each from the 40-yard line until one has less goals than the other having taken the same number of penalties.

National Championship Event:

1) USPA circuits will be divided into **4** geographical zones; each zone will have a Zone All-Star Selection Committee (ZASC) of 3 or 5 members.

2) A player may only represent their affiliate USPA Club Zone in the National Championship Event. USPA Club affiliation will be determined by where the participant has registered as of **January** 1st of the calendar year or the initial affiliation after that date.

3) The Zone All-Star Selection Committee will choose **up to two teams consisting of 4** players and 2 alternates to represent their Zone in the NYTS National Championship from the list of All-Stars who are registered and have competed in their Zone.

4) The selected players must conform to the team handicap requirement established the first Monday in August by the USPA Junior Polo Committee.

5) A player may compete in one or more qualifying NYTS event in any zone.

6) In the event of a tie, a shootout will take place. See NYTS Shootout Tiebreaker Procedure outlined in the NYTS Circuit Event conditions (20).

7) NYTS National Championship host center locations will be determined by the USPA Junior Polo **NYTS Sub-committee**. Championships will rotate between the Western, Eastern and Central geographical areas of the United States. Host centers must qualify and adhere to host site criteria outlined by the Junior Polo **NYTS Sub-committee**. The application to host the NYTS National Championship must be submitted to the USPA office a minimum of six months prior to the event. The application must be approved by the Junior Polo **NYTS Sub-committee** and the Tournament Committee.

8) Trophies will be provided to the NYTS National Championship host center.

9) One or two divisions may be played.

L. Hall of Fame Challenge Cup

To be played for at any USPA Member Club, so requesting at a handicap level and under conditions established by the Club with the approval of the Circuit Governor (and Tournament Committee for events at 12 goals and above). The fee is \$125.00 per participant.

A donation shall be made by each player (or by the team in an amount equal to the donation represented by 3 players in an arena tournament or 4 players in an

outdoor tournament) payable to the Museum of Polo and Hall of Fame.

III. 2014 INTERCOLLEGIATE/INTERSCHOLASTIC TOURNAMENT CONDITIONS

A. General Program Information

1) The USPA Intercollegiate/Interscholastic (I/I) Committee shall appoint a National Host Tournament Committee (NHTC), which will include the following persons: **CEO** of the USPA, the I/I Committee Chair(s) and others as they may designate, to total five members, subject to the approval of the USPA Chairman. The NHTC shall conduct each I/I event/tournament. A Regional Host Tournament Committee (RHTC) shall be formed to assist the NHTC in **Preliminary/Regional** Tournaments and will consist of 3 members; the I/I Regional Chair, a NHTC member and one other person to total three members. A coach of a participating team may not serve on the NHTC or RHTC. All NHTC and RHTC members shall serve one year terms with no limit to number of years served.

2) Any exceptions or clarifications to the I/I Tournament Conditions will be handled and ruled upon by the NHTC. The decision of the NHTC shall be final.

3) In the event of any circumstances that may not be covered by these conditions, the decision of the NHTC shall be final.

4) The USPA I/I Committee will have a Coaches' Sub-committee as outlined in the I/I Information Packet.

5) The USPA I/I Chairman will appoint a Hardship Waiver Sub-Committee which will include the following persons: one member from each of the four Regional Host Tournament Committees, one at-large member and the two Coaches' Representatives as ex-officio (non-voting) members, to total seven members.

6) I/I Communication

a. The primary method of communication for the I/I Program shall be through **email and** the USPA website I/I News Bulletin page.

b. For the purpose of reminding teams of approaching deadlines, communication shall occur in the following order: 1. website 2. email 3. telephone

c. All teams must supply current contact information to the USPA I-I Program Director and advise the Program Director of any changes. Teams are responsible for maintaining current contact information with the USPA.

B. Games/Events

1) All games shall be played under the USPA Arena Rules as outlined in the current year official USPA Rule Book, subject to such modifications as the I/I Committee may impose. Any modifications shall be published prior to the event. Current year modifications:

a. All I/I Tournaments and Qualified Games will be played using a "Split String" as outlined in the I/I Information Packet. Procedures for using a split string as

well as the procedure for utilizing a spare if needed shall be followed as outlined on the split string sheet.

b. Teams are **required** to play four chukker games. Exceptions to this may include:

i. **Prior NHTC approval is required for the following exception:** In the case of insufficient horses, teams may agree to play abbreviated games of no less than two chukkers.

ii. **NHTC approval may be granted after for the following exceptions:** If officials call a game due to inclement weather or darkness and it cannot be rescheduled, the score at the time the game was called shall stand and the game shall be considered complete.

iii. In extreme weather conditions chukkers may be shortened to no less than five minutes.

iv. In the case of fatigued horses chukkers may be shortened or a break can be taken half way through the chukker to allow horses to recover.

c. All I/I games shall be played without handicap. In the event of a Penalty 7, if a player is disabled by a foul to the extent the Umpire permits or orders the player's retirement from the game, the Captain of the team fouled may:

i. Have the option of providing a qualified substitute.

ii. Request a player from the fouling team whose ability is closest to that of the disabled player, as determined by the HTC, with the advice of the umpires, be removed. The HTC shall have not more than 20 minutes from the time the foul occurred to make a determination. The Captain must decide how to proceed immediately following the HTC's determination.

d. The umpire may remove a player from a game if in the opinion of the umpire, that player is creating an unsafe situation. Actions deemed unsafe include, but are not limited to endangerment to other participants and/or mounts and repeated fouls caused by these actions. Eligible substitutes shall be allowed within the chukker the unsafe player has been removed. If no eligible substitute is available, then the game will continue two on three unless the opposing team opts to remove one of its players, in which case the game will continue two on two.

e. All I/I teams participating in post season tournaments will be assigned work duties as outlined in the General Work Routine Guidelines included in the I/I Information Packet.

f. All participants in any USPA I/I Tournament or any Qualified Game shall wear face and/or eye protection during competition.

g. Participants in any USPA I/I Tournament or Qualified Game shall only wear traditional type polo spurs. Spurs must have a smooth, round, rolling rowel. A participant shall not use spurs with a blunt end. Excessive whipping and/or spurring will not be tolerated at any USPA I/I event.

h. Umpires shall not appear in any I/I event in other than proper uniform including a suitable riding or polo helmet with chin strap in place.

- i. All participants in any USPA I/I Tournament/Event shall wear suitable shoes when working around horses. All shoes must be closed toed and closed heeled.
- 2) All games played by teams to determine rankings in tournaments shall be under the jurisdiction of the I/I Committee.
- a. In order for the NHTC to accurately seed regional tournaments, all I/I teams are required to play a mandatory minimum of two Qualified Games against other I/I teams within their region at least two weeks prior to their Preliminary/Regional Tournament. Interscholastic (IS) teams may be granted permission by the NHTC to play the required two games against any IS team, regardless of region, or against an intercollegiate (IC) team if necessary. The NHTC may ask that additional games be played for seeding preliminary/regional tournaments.
- b. A Qualified Game is competition between two teams which meet the requirements of individual and team eligibility as defined in the USPA I/I Tournament Conditions. Qualified games must start with three players per team. Games may only be qualified by the NHTC.
- c. Once a score sheet is signed by both coaches and/or captains, and submitted to the USPA, that is deemed an official qualifying game.**
- d. A Qualified Player is a current USPA member that meets all I/I eligibility requirements as defined in the USPA I/I Tournament Conditions.
- e. Scrimmages do not count towards a player's use of eligibility.**
- f. The NHTC reserves the right to review all games played (Qualified and Non-qualified) when necessary for seeding purposes.
- g. Carbonless, triplicate score sheets shall be used at all regular season and tournament games. Score sheets can be obtained from the USPA. All official score sheets shall be signed by both teams' coach or captain.
- h. Interscholastic score sheets shall be submitted to the USPA by January 20th. Intercollegiate score sheets shall be submitted to the USPA by February 24th.** Each team's coach/captain shall be given a copy of the score sheet. Score sheets must be on record to fulfill the minimum two game requirement. Score sheets must be legible and include team names, official team rosters (players' full names), umpires' full names and game date. Score sheets may be mailed, faxed, or emailed to the USPA (see information below).
- 3) The official I/I season starts September 1st of the current year and ends at the conclusion of the National Tournament for that academic year.

C. Tournaments

- 1) All I/I Tournament games will follow the Tournament Conditions as written in section III.B. of the current year USPA Rule Book.
- 2) All I/I teams, provided they have complied with all rules and regulations outlined in the USPA Rule Book and Tournament Conditions, will be given an opportunity to compete in post-season play. Teams will be seeded into either a preliminary tournament or receive a bye into a regional tournament based on the

results of regular season play and other information available to the NHTC. All girls' IS teams will be divided into regions based on location and team strength. All I/I regional winners will advance to their National Tournament. Regions and team assignments will be defined prior to the start of the I/I tournament season.

- a. All I/I tournaments will be seeded by the NHTC and played by Single Elimination unless otherwise designated by the NHTC and/or the RHTC prior to the event. Seeding will be based on win-loss records and other information available to the Committee. This information may include but is not limited to:
 - i. The addition or loss of a player(s) to a team's roster due to that player(s)' eligibility or availability.
 - ii. Strength of playing schedule.
 - iii. Other circumstances with regard to a team's win-loss record.
- b. The NHTC reserves the right to select one or more "wild card" teams to compete in Regional/National Tournaments. Selection is based on the observation of teams, primarily at the preliminary and/or regional tournaments, by the RHTC and/or the I/I Program Director, and/or the I/I Tournament Director.
 - i. Team strength and ability to advance in the Regional/National Tournament shall be taken into consideration. Priority shall be given as follows: 1. to invite teams which can potentially win the Regional/National Tournament, 2. to assemble the strongest teams in the region/country.
 - ii. Availability of horses, both physically and financially, shall be taken into account.
 - iii. Wild card consideration shall first be given to regional second place teams.
 - iv. Lower placed regional teams may also be considered provided that the regional second place team has been selected.
 - v. In the event of limited horses and space at the National Tournament, the NHTC has the authority to organize a play-off between potential wild card teams, including a lower placed team with a second place team, with the winner advancing to the National Tournament. Teams offered a play-off do not have to be from the same region. At least one USPA certified umpire will be provided for the play-off.
 - vi. In the event of disciplinary issues, the NHTC may bypass a team no matter what place they finished at the Regional Tournament.
- c. Tournaments with three teams may be played under the American System, the Single Elimination System or as a round robin depending on availability of horses, weather or other factors.
- d. Consolation chukkers will be provided at the interscholastic preliminary and regional tournaments if sufficient horses are available.
- e. The I/I committee, NHTC, RHTC, I/I Program Director or their representative reserves the right to alter the number or length of chukkers played in any USPA I/I Tournament to accommodate all participating teams, availability of

horses, and/or condition of horses.

f. If sufficient horses are not available and all possible solutions have been exhausted, playing priority shall be given to teams supplying horses to the tournament.

g. There shall be no practice games or stick and balling at the tournament host site, **which includes any location the horses may be stabled at, during the dates of the tournament. There shall be no practice or stick and balling of any horses scheduled to be used in the tournament, at any location** by any participating individuals or teams during the dates the tournament is being held. (This does not preclude pre-game warm-up.)

3) The I/I Committee shall establish a tournament entry fee schedule in addition to providing reimbursement of appropriate costs for participants of specific tournaments.

a. Any monies received to defray tournament expenses from USPA, member schools and clubs or any sponsor shall be allocated by the USPA I/I Committee in such a way that no individual or team is favored. Primary consideration in allocating such funds will be towards the expense of furnishing mounts for the event. In all cases the decision of the I/I Committee shall be final.

b. Grounds fees may be charged in addition to tournament entry fees if necessary to provide adequate facilities for the event.

4) All teams entering an I/I Tournament shall be subject to the following fees:

a. \$100 I/I Magazine Fee (due December 1st). Magazine fee waived for teams which submit an advertisement for the I/I Magazine.

b. All teams shall submit a \$600 tournament entry fee, payable to the USPA (due with required forms).

c. Teams entering a second I/I Tournament (Regional or National) shall be charged an additional \$400.00 entry fee (payable to the USPA) prior to the first game of the tournament. Girls' Interscholastic teams receiving a bye into the Girls' National Interscholastic Championship shall submit a \$600 tournament entry fee.

5) USPA member schools and clubs are required, when asked by the I/I Committee, NHTC, Program Director or RHTC, to supply horses to preliminary, regional and/or national tournaments.

a. Individuals/Programs supplying horses to a preliminary, regional or national tournament that are not participating in the tournament, shall be reimbursed published shipping rates (0.50 per mile, per horse, one way) in addition to \$300 per string (6-9 horses) per game played **in a preliminary tournament, \$500 per string (6-9 horses) per game played in a regional tournament, and \$700 per string (6-9 horses) per game played in a national tournament.** Less than a full string will be reimbursed on a prorated basis. In situations where horses are being trucked an extreme distance, a lower rate may be negotiated to keep costs in

- line with the budget.
- b. Horses shipped that are determined by the Program Director, NHTC, or RHTC to be unsuitable for play will not be eligible for reimbursement.
 - c. Reasonable veterinary expenses will be reimbursed for injuries that occur during a tournament. This does not include injuries sustained in transit either to or from the tournament. This reimbursement is only for care given at the tournament site.
 - d. Reimbursements shall be made upon receipt and approval of an official Tournament Invoice (available from the Tournament Manager). The invoice must be signed by the Tournament Manager or the Program Director with all required information and receipts included. Completed invoices shall be submitted to the USPA (see address below) no later than June 15th of the current year or returned to the Tournament Manager. Event name, location and date must be included on the invoice.
 - e. All teams wanting to supply horses to their Regional Tournament may do so. In cases when a team's horses are not needed a maximum amount of reimbursement, which may equal \$0.00, shall be negotiated.
 - f. All published host site and horse provider reimbursement rates apply, unless a negotiated amount is agreed on in advance.
 - g. Unless injured, horses scheduled to play in a tournament must remain available as scheduled in order to receive tournament reimbursement.
- 6) The I/I Committee, NHTC, RHTC, Program Director, the USPA, the Polo Training Foundation or any of their employees or representatives shall not be held responsible for any personal and/or team equipment at the tournament site.
 - 7) The I/I Committee, NHTC, RHTC, Program Director, the USPA, the Polo Training Foundation or any of their employees or representatives do not assume any responsibility for the value of horses loaned to the tournament, or for the value of equipment broken, lost or stolen at the tournament.
 - 8) The USPA I/I Committee shall ensure that the following will be at each tournament:
 - a. Suitable arena for tournament polo
 - b. Tournament Manager
 - c. Host Tournament Committee to include the following persons: Tournament Manager, any RHTC (of the particular region) and NHTC members present and select USPA members as named by the referenced individuals
 - d. Umpires and referee
 - e. Equine Welfare Representative
 - f. Tournament balls, split string sheets, score sheets
 - g. Team Packets for all participating teams
 - h. Awards for tournament winners
 - i. Certificates for tournament all stars and sportsmanship recipients
 - j. Best Playing Pony and Best Playing String certificate/award

- k. Hay and water for tournament horses during the event
- 9) Tournament Voting Procedures
- a. All Star and Sportsmanship
- i. Each team playing in a tournament will receive an All Star and Sportsmanship ballot. Each team shall vote for four all star candidates and each team member will vote for one Sportsmanship candidate (up to four sportsmanship votes per team) as instructed on the official ballot, based on the listed criteria.
 - ii. All Star and Sportsmanship Award candidates are for the present tournament only and candidates must be playing in the tournament.
 - iii. Teams may vote for players on their own team.
 - iv. All stars will be tabulated by accumulated points (4 points for first player, 3 points for second player, etc.). Winners shall be announced in order of accumulated points.
 - v. Players receiving red flag(s) during the tournament shall not be eligible for the Sportsmanship Award.
 - vi. Collegiate: men's teams will vote for men recipients, women's teams will vote for women recipients. There shall be one male and one female sportsmanship recipient per IC tournament and four male All Stars and four female All Stars per IC tournament.
 - vii. Scholastic: players vote for any participating player (male or female). There shall be one sportsmanship recipient per IS tournament and four All Stars per IS tournament.
 - viii. The RHTC/NHTC shall also submit votes for all star and sportsmanship candidates with advice from the tournament manager and tournament officials.
 - ix. The RHTC/NHTC shall have the ability to break any ties. The RHTC/NHTC may disqualify individuals for conduct exhibited at the tournament.
- b. Best Playing Pony and Best Playing String
- i. The Tournament Manager or designated individual shall collect horse scores from all teams at the conclusion of each game. Horses shall be scored 1 – 10, 10 being the best score. The tournament manager/RHTC reserves the right to request more accurate horse scores if, in their opinion, a player or team is manipulating the scoring in any way.
 - ii. The horse receiving the highest average score shall be named Best Playing Pony (BPP) of the tournament. Horses must have played at least two games in the tournament to be eligible for BPP. IC tournaments will award a men's and women's BPP. All tied horses will be recognized as BPP.
 - iii. All total scores of horses within a string, including spares, shall be added and divided by the number of games played by that string. The string with the highest average shall be named Best Playing String (BPS) of the tournament. String must have played at least two games in the tournament to be eligible for BPS. IC tournaments will award a men's and women's BPS.

All tied strings will be recognized.

c. All Star and Sportsmanship ballots and horse scores shall be turned in to the tournament manager or RHTC representative, promptly at the time designated.

D. Intercollegiate Eligibility

1) Individual Eligibility

a. An individual must be a current Registered or Affiliate Player or Collegiate member of the USPA to be eligible for participation in any IC Tournament or Qualified Game(s). Non-members are not covered by USPA excess liability insurance. New students must join in the fall and renew membership in the spring. Students may join online at www.uspolo.org.

b. A student must be enrolled as a full time student in good standing, making progress toward a degree on the main campus which the college/university polo team represents.

c. A student must be an undergraduate or first year non-transfer graduate student of the college that he/she represents, as verified through the college/university's Registrar's office. First year non-transfer graduate students must meet all other eligibility requirements and have participated in his/her college polo program for a minimum of one year as an undergraduate and USPA member.

d. A student may not have reached his/her 26th birthday prior to September 1st preceding the date of the intercollegiate season for which eligibility is sought.

e. A student may have five consecutive years from the time of first matriculation (as a full time student), at any college or university regardless if the student has transferred to its current institution, in which to complete four years of eligibility.

f. A student entering active duty military service after being enrolled at a college or university will have the five-year period extended for the length of that military service.

g. The Registrar of the institution at which the student is enrolled must verify the following:

i. Student is enrolled as a full time student (undergraduate or first year non-transfer graduate student) on the main campus which the college polo team represents.

ii. Student's first year of matriculation (full time).

iii. If the Student has transferred any credits from another institution.

iv. If student is in his/her final semester/quarter, the student may carry less than a full-time academic load. The registrar must verify that this is the student's final semester/quarter. This allowance is only permitted once and only if the player is a graduating senior and a letter from the Registrar confirming such status is obtained.

h. An Official Representative from the institution's governing body of the polo program (i.e. Recreation Sports Dept., Student Government, Athletic Dept., etc.) which the student is enrolled must verify the following:

- i. Student maintains a passing average, is in good standing, making progress toward a degree on the main campus which the college polo team represents.
 - ii. Student is scholastically eligible to participate in sports at his/her college/university.
 - iii. If the Student was enrolled in active military service.
 - i. A student, including one who has misrepresented his or her Individual Eligibility, who has played in any intercollegiate **qualified game** in any region during the I/I season (September 1st through the National Tournament), is considered to have used a year of eligibility whether or not the student plays in a USPA intercollegiate tournament.
 - j. A student may request a waiver to the Tournament Conditions as written in section III.D. following the guidelines and procedure as outlined in the I/I Information Packet.
- 2) Team Eligibility
- a. An Official Representative from the institution's governing body of the polo program (i.e. Recreation Sports Dept., Student Government, Athletic Dept.) which the students are enrolled must verify that the team is recognized by the Institution and is authorized to represent the college/university at local, regional and national events.
 - b. A team in the Intercollegiate Program must be a USPA member club as defined in the USPA By-Laws with dues paid for the current calendar year of intercollegiate competition.
- 3) Gender - As intercollegiate tournaments are available for both men and women, no man may play in a women's intercollegiate event/tournament, and no woman may play in a men's intercollegiate event/tournament.

E. Interscholastic Eligibility

1) Individual Eligibility

- a. An individual must be a current Registered or Affiliate Player or Junior member of the USPA to be eligible for participation in any IS Tournament or Qualified Game(s). Non-members are not covered by USPA excess liability insurance. New students must join in the fall and renew membership in the spring. Students may join online at www.uspolo.org.
- b. A student must not have reached his/her 19th birthday prior to September 1st preceding the date of the interscholastic season for which eligibility is sought.
- c. An official school representative must verify the following:
 - i. Student must be enrolled at a public, private or parochial school or an approved home school program, grade 5 through 12, and be making progress toward graduation.
 - ii. Student must maintain a passing grade average and be scholastically eligible for other interscholastic sports at the school.
- d. A student may request a waiver to the Tournament Conditions as written in

section III.D. as per the guidelines and procedure as outlined in the I/I Information Packet.

2) Team Eligibility

a. The coach of each team shall verify the team's collective eligibility.

b. A member school team in the Interscholastic Program must be composed of individually eligible students enrolled at the member school. The school must recognize polo as an organized school activity at the varsity or club level.

c. A member school or youth organization must be a USPA member club as defined in the USPA By-Laws with dues paid for the current calendar year of interscholastic competition.

d. A team representing a member club or youth organization of the USPA shall be composed of individually eligible students associated with the member club or youth organization. Team members must reside or attend secondary school within a 100 mile radius of the club.

i. The member club's actual address shall be the fixed point of measure for determining distance.

ii. The student's address will be determined as the residence closest to the school the student is attending. A home school student's address will be determined as the residence at time of verification. Students attending boarding school shall use the boarding school address as his/her residence.

iii. Students that do not have a club within a 100 mile radius shall have the opportunity to participate with the nearest club with an interscholastic program that will accept him/her.

iv. The nearest club must be approved by the NHTC and acceptance/denial by the club shall require documentation to the NHTC.

v. Nearest clubs shall be determined by measuring from the student's address out in concentric circles. If denied by the first club, the student shall move to the next nearest club, until a club is located that will accept the student.

e. Players may be added or deleted from an official IS roster up until the IS eligibility deadline as stated in the Required Forms section of the USPA I/I Tournament Conditions.

f. No player may play on more than one interscholastic team within the same I/I season. Once a player's name is submitted on an official score sheet that player is then considered a member of that team and cannot play for another team.

3) Gender

a. Each member school or club may enter one team in the Open Interscholastic Regional Tournament and/or one team in the Girls' Interscholastic Tournament. No player may play on more than one interscholastic team.

b. An all Girls' Interscholastic team that is the only team representing a USPA member school or club may enter either the Girls' Interscholastic Tournament or the Open Interscholastic Tournament but not both.

F. National Alumni Tournament

1. **Player must have participated in an interscholastic or intercollegiate program at his or her school/club.**
2. **Player must be a current registered member of the USPA. A handicap is not required.**
3. **To be eligible for the National tournament, the player must have participated in at least one of the following:**
 - a. **An alumni event at his or her school/club within the last year**
 - b. **Active coach of an I/I team**
 - c. **Umpired at least 3 USPA I/I Regular season games or tournament games**
 - d. **Tournament managed at a USPA I/I Tournament**
 - e. **Made a donation in the form of a horse, tack, equipment or monetary to an I/I program**
4. **An entry fee of \$100. per player will be collected prior to the start the event. Check to be made to the I/I program of player's choice. The USPA will supply the following: Arena rental, USPA Certified Umpires, trophies, EMT and tournament manager.**

G. Coaches' Eligibility

- 1) An individual must be a current Registered Player, Affiliate Player, Associate Member, or Collegiate Member of the USPA to be eligible to coach any I/I team. USPA members are subject to the USPA's Code of Conduct. New coaches must join in the fall and renew membership in the spring. Coaches may join online at www.uspolo.org.

H. Required Forms

- 1) All Tournament Conditions, Individual Eligibility and Team Eligibility requirements must be met by the following deadlines:
 - a. December 1st
 - i. Intent to Compete Forms - Used for the purpose of planning preliminary/regional tournaments. Changes in team rosters may be submitted by February 15th or two weeks prior to the tournament, whichever comes first. Teams which do not submit an Intent to Compete Form by December 1st will not be allowed to compete in an I/I Tournament.
 - ii. I/I Magazine Fee of \$100
 - iii. Advertising deadline for the annual I/I Magazine. Teams submitting ads to the magazine will receive a waiver to the \$100 Magazine Fee plus additional published program reimbursements if applicable.
 - b. January 1st
 - i. USPA Club dues
 - ii. USPA Individual Membership
 - c. Interscholastic - **January 15th**; Intercollegiate - **February 12th**
 - i. General Release, Code of Conduct, Helmet/Facemask Acknowledgement

- Form (IS and IC players) - one per player
- ii. Interscholastic Individual Eligibility Form (IS players) – one per player
 - iii. Interscholastic Team Eligibility Form (IS players) – one per team
 - iv. Intercollegiate Registrar Verification Form (IC players) – one per team
 - v. Intercollegiate Team Eligibility Form (IC players) – one per team
 - vi. Corrected Arena Rules Test – tests shall be taken individually or as a team and is intended to be taken open book. The arena rules test can be obtained on the USPA website. Team Coaches/Advisors will be provided the Arena Rules Test answer key by January 1st. Coaches/advisors are instructed to correct their team’s test(s) and submit corrected tests to USPA.
 - vii. Tournament entry fees
- d. All required forms are included in the I/I Information Packet and on the USPA website’s I/I pages, www.uspolo.org.
- e. Completed forms, score sheets, and payments shall be directed to the USPA (see address below).

United States Polo Association
Attention: I/I Program Director
9011 Lake Worth Rd.
Lake Worth, FL 33467
Email: awisehart@uspolo.org

- 2) All forms will remain in effect for the entire academic year, providing the student does not subsequently become ineligible. It is the responsibility of the player and the team coach/advisor to report changes in eligibility status to the USPA immediately. Failure to report changes in eligibility could result in:
- a. Suspension of the player or team for future games, for the entire season or for future seasons.
 - b. Forfeit of all games played while player was ineligible.
 - c. Additional penalties that may be imposed by the I/I Committee.

I. Violations and Penalties

- 1) Violations and Penalties for not complying with USPA I/I Tournament Conditions shall be determined by the NHTC per the following guidelines:
- a. Failure to meet paperwork deadlines shall result in a loss of opportunity to compete in I/I Tournaments and Qualified Games.
 - b. Failure to meet eligibility requirements shall result in an individual’s or a team’s loss of opportunity to compete in I/I Tournaments and Qualified Games.
 - c. Failure to meet code of conduct or tournament work requirements shall result in a penalty to be determined by the NHTC, which may include a loss of opportunity to compete in both present and future I/I Tournaments and Qualified Games.
 - d. Failure to meet any other Tournament Condition shall result in a penalty to be determined by the NHTC.

- 2) The USPA I/I Chair(s) may convene a select committee to review violations of or conduct detrimental to I/I polo and the Committee's decision shall be final.
- 3) All protests are governed by USPA By-Laws Section 12, Protest Procedures.

IV. AWARDING OF USPA EVENTS

A. National Outdoor and Arena Events

- 1) USPA National Events will be awarded to Host Clubs by the Board of Governors upon the recommendation of the Tournament Committee. Clubs wishing to bid for such tournaments must request, from the USPA office, a tournament bid application. The completed bid application must set forth the nature and maximum amount of any and all entry, grounds, and other event fees which the Host Club will charge for participation in the USPA National Event. The bid application must be filed with the USPA office no later than 15 days prior to the meeting of the Board of Governors at which the bid application is to be considered.
- 2) All National Events will be awarded at the Spring meeting of the USPA in the year prior to that in which the event is played.
- 3) When a National Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying match, and a team and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future matches of the event, even when played at other Active Member or Affiliate Member Clubs.

B. Circuit Outdoor and Arena Events

- 1) USPA Circuit Events will be awarded to Host Clubs within each Circuit by their respective Circuit Governors. Each Circuit Governor shall submit a list of tournaments awarded to the USPA Tournament Committee Chairman prior to the Spring meeting of the USPA Board in the year in which the event will be played. In the event a Circuit Governor feels that additional participation can be achieved by awarding more than one division of a circuit event, the Governor shall request authority to award such additional events from the USPA Tournament Committee.
- 2) When a Circuit Event is played at a USPA Affiliate Member Club, the Registered Player Member required under Outdoor Rule 1. F. may be replaced by an Affiliate Player Member who is a citizen of the host country. When an Affiliate Member Club hosts a qualifying match, and a team and a team qualifies under this section, with an Affiliate Member citizen of the host country replacing a Registered Player Member, the team shall be able to compete in all future matches of the event, even when played at other Active Member or Affiliate Member Clubs.

C. USPA Sanctioned Events

In addition to the National Outdoor and Arena Events, the Board of Governors may also sanction certain events. Such USPA Sanctioned Events may, upon the request of the Host Club, be held in an invitational format in which entry is permitted solely by invitation from the Host Club. Clubs wishing to host sanctioned events above the 12 goal handicap level should request sanctioning, in writing, from the USPA Tournament Committee at its Spring meeting in the year prior to that in which the event will be played. Clubs wishing to request sanctioning for events at the 12 goal handicap level and below should request sanctioning from their respective Circuit Governors prior to the Spring meeting of the USPA Board in the year in which the event will be played.

D. No event using the terminology “open” shall have an upper limit of less than 20 goals in outdoor or 12 goals in the arena. **(For Outdoor Women’s Events, the handicap level will be based on the Women’s Event Handicap.)**

E. Insurance Requirements

Effective January 1994, USPA clubs wishing to host National, Circuit, and Sanctioned USPA events, must produce a current certificate of insurance including participants liability of a minimum coverage of \$1,000,000.00 at the time they apply for the event.

V. TOURNAMENT FEES AND CHARGES

A. Contract Fees

Host Clubs of USPA National Outdoor and Arena Events shall pay the USPA a Contract Fee based on the tournament’s upper handicap level falling in the category as per the following schedule:

GOAL LEVEL	OUTDOOR	ARENA
Handicap limit over 24	\$5,000.00	\$500.00
17 to 24 goals	\$1,500.00	\$500.00
13 to 16 goals	\$1,000.00	\$500.00
9 to 12 goals	\$750.00	\$400.00
5 to 8 goals	\$500.00	\$300.00
0 to 4 goals	\$300.00	\$200.00
Women’s events	\$100.00	\$100.00

50% of the Contract Fee is due within 30 days of the awarding of the tournament. The balance of the fee is due no later than 30 days prior to the first game of the event. No refund of tournament fees will be made after a tournament has been awarded to a club.

Tournaments are normally awarded annually for the following year. Clubs wishing to

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request a tournament award for two or three years into the future may do so, subject to a Contract Fee surcharge of 33% for the second year, 50% for the third year, or as otherwise set by the Board of Governors. A club may annually request a renewal of the second or third year award, subject to the surcharge. An award of more than three years may not be made without the specific approval of the Board of Governors.

B. Sanction Fees

Host Clubs of USPA Sanctioned Events shall pay the USPA a Sanction Fee based on the tournaments upper handicap level falling in the category as per the following schedule:

GOAL LEVEL	OUTDOOR	ARENA
Over 16 goals	\$1,275.00	\$100.00
13-16 goals	\$500.00	\$100.00
9-12 goals	\$375.00	\$100.00
7-8 goals	\$250.00	\$100.00
0-6 goals	\$125.00	\$100.00
Women's events	\$100.00	\$100.00

- 1) The Fee for Sanctioned Events is to be paid yearly with the submittal of the sanction request.
- 2) An event will automatically continue to be a sanctioned event yearly unless notification from the Club is received or unless the sanctioning fee is not paid within 30 days of the invoice date.

C. Host Club Fees

The fees charged by the Host Club for participation in a USPA National Event, shall not exceed the amounts approved by the Board of Governors. No additional fees or charges shall be imposed upon participants. Fees shall not be structured in a manner which causes the cost of event participation by individuals who are not members of the Host Club to exceed the cost of participation by Host Club members. Failure to comply with this condition may result in the Tournament being withdrawn.

D. Late Fees

All applications for National, Circuit, or Sanctioned events above the 12 goal level that are received after the Spring Tournament Committee meeting may be assessed an administrative fee of \$100 per application to cover the costs of the approval process.

E. Title Sponsorship Fees

USPA reserves the right to sell the Title sponsorship of any USPA National or Circuit Event. With the prior approval of the USPA, the Host Club shall be permitted to acquire a "Title" sponsor, i.e. "Sponsor Name" USPA Gold Cup, for any USPA

National or Circuit event. The Host Club will be responsible to pay the USPA an amount equal to 20% of the total “Title” sponsorship revenue received by the Host Club.

VI. ENTRIES, DRAWS, AND SCHEDULING

A. Entries

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

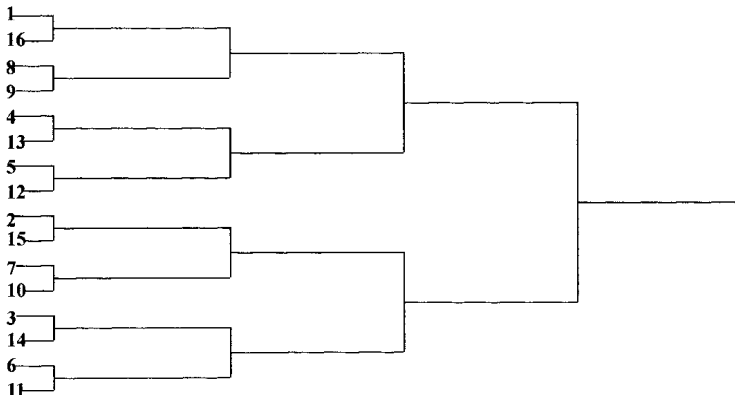
B. Draws

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

a. Single Elimination

A Single Elimination draw consists of putting a quantity of consecutively numbered markers equal to the number of teams entered in the event in a pool. Team representatives then draw from the pool and the team name is entered by its respective number as indicated by the diagram below. All unused positions shall be **BYE**.

Single elimination events shall not be seeded.



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b. American System

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

Seeding the division is permissible for the purpose of equalizing handicaps among the divisions. In a series of two or more consecutive tournaments the Host Tournament Committee may seed the finalists and/or semi-finalists into the next tournament draw, to accommodate scheduling conflicts or inclement weather.

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

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

c. Round Robins

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

- (1) A Round Robin shall consist of three games of two or more periods, each game to end after the last period, even if there is a tie.
- (2) Each team shall play in two games, playing each other team one game. The two teams to play in the first game shall be decided by lot. The second game shall be between the loser of the first game and the team idled in the first game. Should the first game result in a tie, the team to play the team idled in the first game shall be decided by lot. The third game shall be between the team idled in the first game and the team idled in the second game.
- (3) The winner of the event shall be the team with the best won-lost record. A tie between two teams in any one game shall be counted as a win for each. In the event of a won/lost tie, between two or more teams, the tie breaker shall be: first, net goals in both games played and second, gross goals in both games played. Alternatively, a shoot-out may be scheduled between the tied teams.

d. Cross Division

Teams shall be allotted to divisions as in American System play. Each team in a division shall then play a complete game against each team in another division.

The teams in both divisions shall be ranked together according to their won/lost record.

e. Order of Finish

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

- (1) In a tie, in which all the tied teams played each other:
 - (a) A tie between two or more teams with equal won/lost records in the division shall be decided by the won/lost records of the tied teams in games against each other.
 - (b) If a tie remains, the tie-breaker shall be each team's net goals (the sum of the team's winning margins less losing margins) in games against the remaining tied teams.
 - (c) If a tie remains, the tie-breaker shall be gross goals (the sum of all goals credited to the team including goals by handicap and Penalty No. 1) in games among the remaining tied teams.
 - (d) If a tie remains, the Committee shall determine the ranking by: 1) a play-off game, 2) coin toss, or 3) other equitable test as determined by the Committee.
- 2) In a tie, in which all the tied teams did not play each other:
 - (a) A tie between two or more teams with equal won/lost records shall be decided by each team's net goals in all games played.
 - (b) If a tie remains, the tie-breaker shall be each team's gross goals in all games played.
 - (c) If a tie remains, the Committee shall determine the ranking by: 1) a play-off game, 2) coin toss, or 3) other equitable test as determined by the Committee.

EXAMPLES:

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

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

f. Shootout Tournament Tiebreaker

In the event of a three way tie or more on record after bracket play, the

“Penalty Shootout” system may be used to determine who advances to the final.

- 1) The shootout, if necessary, will take place 30 minutes after the completion of the last bracket game of tournament play, on the same field as that game.
- 2) General conditions will follow the procedures are outlined below:
 - (a) The Penalty Shootout will be supervised by two professional umpires and one experienced adult goal Judge. Each team is required to provide an umpire pony unless notified otherwise.
 - (b) Players eligible to take part shall be restricted to those who were listed on the team entry form for the tournament or those who played the whole of the last qualifying match. There shall be no other change of players or substitution. Any 3 eligible players from each team may take the penalties.
 - (c) Teams will draw from cards marked 1, 2, 3 etc. for the order of taking penalties.
 - (d) Players will be kept to one side in team groups and called forward individually to take the penalty. The player has only one hit at the ball and the hit may not be defended.
 - (e) The player will be asked if he is ready and if so the Umpire will drop the ball close to the penalty spot. The player will then have 15 seconds to place the ball; teeing up is not allowed.
 - (f) Once the player has placed the ball, the umpire will ask him if he is content and if he is, the umpire will then call ‘play’. If the player has still not placed the ball after 10 seconds, the umpire will give a 5 second warning and will then call ‘play’ at 15 seconds. Once the umpire has called ‘play’ any contact with the ball will count as the one hit.
 - (g) Teams will take three 40 yard penalties as individual team members in the order of cards marked ie; a member of team 1 will be followed by a member of team 2, who will be followed by a member of team 3, etc. until all teams have completed their 40 yard penalties. Each penalty shall be taken by a different member of the team.
 - (h) The same process will be used for the taking of the three 60 yard penalties. Each penalty will be taken by a different team member.
 - (i) The team or teams (depending on the number of teams required) with the least number of goals will not qualify and if teams are level after the 6 penalties, players from each team shall continue in the same order to take one penalty each from the 60 yard line until one has less goals than the other having taken the same number of penalties.

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

g. Combination Events - Flat/Handicap

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

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

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

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

h. Forfeiture and Withdrawal

Forfeiture is a game declared a loss by the Umpires or Tournament Committee as a result of a rules violation. In the event a team is required forfeit a game or games as a result of Penalty 9, or a decision of the Committee, each game forfeited shall be considered a loss by the forfeited team and a win by the opponent. The forfeited team shall earn no positive net or gross goals and will be charged with any negative net or gross goals earned in the forfeited game(s). The opponent shall be allowed all gross goals and positive net goals scored in the forfeited game(s).

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

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

C. Scheduling

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

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

regardless of location.

VII. HOST CLUB TOURNAMENT COMMITTEE RESPONSIBILITIES

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

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

C. The Host Club shall receive entry forms from all teams participating in the event on forms supplied by the USPA, and shall receive waiver, indemnity, assignment and hold harmless agreements from all individuals participating in the event on forms supplied by the USPA. The Host Club agrees to indemnify, defend and hold USPA harmless against and from any and all suits, claims, demands, damages, liabilities, costs, and expenses (including reasonable counsel fees) arising out of USPA's use of photographic, broadcasting, taping, filming, television or similar rights, of any kind, of teams or individuals participating in the event who have not signed the prescribed USPA forms.

D. The Host Club shall appoint a Tournament Committee which shall be responsible for conducting an event or series of events. As a condition for awarding or sanctioning an event, the Board of Governors may reserve unto itself the right to designate and/or approve appointments to the Host Club Tournament Committee. The responsibility of the Club Tournament Committee starts at the time of the draw and ends at the conclusion of the final game. In the case of multiple events, this authority begins with the draw for the first event and ends with the final whistle of the last event.

E. The Tournament Committee shall select officials, including umpires, timer, scorer, and goal judges, for all matches. When possible, Umpires shall conform to the following standards:

Upper handicap limit of 20 goals and over	AA Certified Umpire
Upper handicap limit of below 20 goals	AA-A Certified Umpire
Upper handicap limit of 16 goals and below	AA-A-BB Certified Umpire
Upper handicap limit of 12 goals and below	AA-A-BB-B Certified Umpire
Upper handicap limit of 8 goals and below	AA-A-BB-B-C-CC Certified Umpire
Upper handicap limit of 4 goals and below	AA-A-BB-B-CC-C-CT Certified Umpire

USPA Certified Umpires, if available, should be used. As a condition for awarding the USPA National event to the Host Club, the Board of Governors may reserve unto itself the right to designate and/or approve the umpires to be employed for the event. The USPA may also require that the Host Club enter into a contract with the USPA for

the provision for umpires.

As a condition to awarding National, Circuit, or Sanctioned tournaments with an upper handicap limit of 20 goal and above, the Host Club will be required to contract with the USPA for at least two professional USPA certified umpires. In addition, horse emergency equipment (i.e. designated horse ambulance, screen, leg splint) must also be at field side during all tournament games.

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

In events with an upper handicap level of 20 goals or more, the Host Tournament Committee may choose the Defended or Undefended procedure for Penalty No. 3.

G. The USPA owns all TV rights to USPA Tournaments. Prior to TV coverage, contact the USPA office for authorization and approval. For events to which USPA By-Law Section 5 applies, the Host Club shall obtain and grant to the USPA the right to use, and to permit others designated by the USPA to use, the name and pictures of the Host Club and all facilities and grounds used in connection with or related to the event, and the likenesses or pictures of all personnel, participants, spectators and any other related subjects at the event, in television and radio broadcasts, motion pictures, and similar media, and in advertising, publicizing and promoting the events.

ARENA RULES

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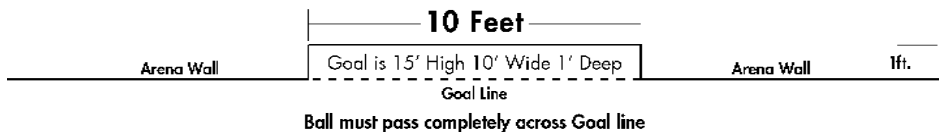
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RULE 1--FACILITIES

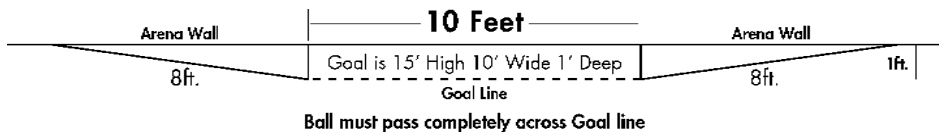
a. Playing Arena

- (1) A playing area of 300 feet in length by 150 feet in width is considered ideal for Arena Polo.
- (2) Goals shall be centered at opposite ends of the Arena and the ideal size shall be 10 feet in width by 15 feet in height, inside measurement.
- (3) Arena polo is normally played in facilities which have walls and gates enclosing them.
 - (a) Goals painted on the end walls do not make satisfactory goals as they do not mark a goal line across which the ball must pass.
 - (b) Goal boxes, as shown in the sketch below, in height equal to the height of the goal including a cross piece marking the top of the goals should be used.
 - (c) Although arenas with open ends, goal lines and goal posts are not favored by the Arena Committee, it would suggest that Rules 18, 22a, 21a and Penalty 6 as provided in the Official Outdoor Rules be followed with the exception that the free hit called for in Penalty 6 be taken 25 yards from the goal line.
- (4) The Arena shall be clearly marked with goal lines, center line the full width of the floor and at points 15 yards and 25 yards perpendicular to each goal.
 - (a) The goal line shall extend across the goal mouth, the full width of the goal.
 - (b) The leading edge of the goal line shall indicate the plane of the goal, with the

Goal built outside Arena Wall



Goal built inside Arena Wall



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remainder of the line inside the goal box.

(c) The ground area behind the goal line may be sloped so a rolling ball will fall through, not away from, the plane of the goal.

b. Balls

The ball shall be not less than 12.5” or more than 15” in circumference and the weight not less than 170 grams or more than 182 grams. In a bounce test from 9’ on concrete at 70°F, the rebound should be a minimum of 54” and a maximum of 64” at the inflation rate specified by the manufacturer. This provides for a hard and lively ball.

c. Exception to Rules

It is recognized that some limitations may from time to time exist which make it impossible or impractical for the Committee to fully comply with the Rules of Arena Polo. In such cases, the Committee shall spell out such exceptions prior to the event. The Committee shall make every effort to comply with the intent of these Rules if an exception must be made. The Committee should use restraint in making “house rules” and do so only if it is in the best interest of the players and the event. Ground Rules could include, but not be limited to: definition of “goal line,” “goal mouth,” “wall,” or “out of play.”

RULE 2--MOUNTS AND EQUIPMENT

a. A mount is a horse or a pony of any breed and size.

b. A mount blind in one eye may not be played.

c. A mount showing vice or not under proper control shall be excluded from the game.

d. Shadow rolls, blinders or any other device which might obscure the mount’s vision shall not be used.

e. Shoes with an outer rim, toe grip, screws or frost nails are not allowed. Heel calks are allowed on hind shoes only and should be dull, without sharp edges and no greater than one inch from the sole surface of the shoe to the ground surface.*

f. Unless announced as a “split string” event, no mount may be played by more than one team.

g. A mount may be removed from the game if there is blood in its mouth, or on its flanks, or anywhere on a horse’s body. **

h. Leg protection of the pony by boots or bandages will be used on the front legs and is recommended on the hind legs.

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EXAMPLE:

* It is recommended that when necessary, players use removable calks because they are considered less intrusive.

** When play is stopped, the Umpire notices blood on one of the flanks of the Red #2’s mount. The blood is wiped from the horse, the spurs are removed by the direction

of the Umpires (Rule 3.a.3) and the chukker continues. If the bleeding resumes, the horse should be removed.

RULE 3--PLAYERS AND ALTERNATES

a. There shall be three players on each team, designated as No.1, No.2, and No.3. Each team may designate one or more alternate players.

(1) Each team shall designate one player as Captain who shall have the sole right to discuss with the Umpire procedural matters arising during the game.

(2) Players shall not appear in any event in other than proper uniform including a suitable helmet or cap with chin strap in place.

(3) A player shall not use sharp spurs nor any gear with protruding buckles or studs.

(4) In the event the colors of competing teams are similar, the Committee may designate which is to change its uniform for the game in question.

(5) No player shall play for more than one team in any event.

(6) A team shall present itself to play at the time scheduled by the Host Tournament Committee.

b. No player shall participate in any game, match or tournament event at any USPA member club unless the player's USPA registration fee has been paid and a handicap issued for the year in which the event takes place.

(1) A player registered with the USPA is eligible to play in any match, game or tournament event except that: a player with a handicap of B (-1) may not play above the 9 goal level and a player with a handicap of C (-2) or N (Novice) may not play in any USPA arena tournament

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

c. Unlimited substitutions shall be permitted at the end of any period.

(1) In the event of an injury substitution during a period, the team may elect to make a double substitution, replacing the injured player and one other with eligible substitutes. (Rule 16.h)

(2) The substitute must be eligible to play in the game and the team's aggregate handicap after the substitution may not exceed the upper handicap limit specified for the event; however, the team's aggregate handicap may be below the lower aggregate handicap limit specified for the event.

(3) In all cases of substitution, the highest handicap on the field at any given time in the game shall be counted for the entire game.

(4) In the event a player or players are removed from a game due to Penalty No. 7, both teams may substitute the remaining players in accordance with the conditions listed above, except that neither team's aggregate handicap on the field, plus goals received by handicap, may exceed the higher handicapped team's handicap following the enactment of Penalty No. 7.

(5) After enactment of Penalty No. 7, if the teams are reduced to two players per

team, the injured player may not re-enter the game at any time and the game shall be finished with two players per team.

- d. In the event a player is removed from the game due to inability to continue or by disqualification and no qualified alternate is available or permitted, the team shall continue to play, no change in handicap shall be made, and the team will remain qualified.

RULE 3. PLAYERS AND ALTERNATES...INTERPRETATION: Players may only be replaced during a period if a player is declared unable to continue. Double substitutions may be made as long as the players are individually eligible and the team remains eligible.

EXAMPLES:

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

Three minutes into the first chukker a player requests a time out when the ball is out of play. The player advises the Umpire that he is unable to continue. The Umpire must assume the player is injured or ill and permit up to 15 minutes for an alternate to enter the game. If the player quits without notifying the Umpire, play will resume and no time out allowed.

Team Red enters a 12 goal tournament with a 6-goaler, a 4-goaler, and 2-goaler. Team Blue has a 12 goal team that consists of a 5-goaler, a 4-goaler, and a 3-goaler. Team Red loses the 6 goal player to injury as a result of a foul by Blue Team and a Penalty No. 7 is awarded. As no alternate is available, the Red Captain requests the removal of a player from the Blue Team. As there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. The game will be resumed with two on a side, leaving the Red's Team's aggregate handicap at 6 goals and Blue's handicap at 7 goals. Subsequent substitutions by either team may not exceed an aggregate team handicap of 7 goals.

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

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

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

Team Red, an 8 goal team, loses their "B" rated player to injury. No alternate is available. Team Red may continue the game with 2 players even though their on-the-field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team.

Team Red enters an 8 goal tournament with a 7 goal team. Late in the game, Red's

4-goaler is injured and the only available alternate is a 5-goaler. Red can make the substitution, but will have to adjust the score, as they are now an 8 goal team.

Team Blue, in a 6-9 goal tournament, loses its 5 goal player to injury. The only player available, who is not already on a team in the tournament, is a 1 goal player. The team, is allowed the substitution, even though below the lower limit.

RULE 4--OFFICIALS

a. Tournament Committee - A Committee appointed by the Association or by the Host Club will conduct each USPA event. The Committee shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, providing all facilities and equipment needed by the officials to conduct the event and resolution of all questions which arise at times other than when the Umpire is in charge.

(1) The Committee shall consist of one or more individuals who shall be clearly identified to all participants.

(2) The Committee may designate any individual to represent the Committee in communicating with the participants.

(3) The Committee, or its representative, shall determine the eligibility of all players and teams.

(4) The Committee may impose penalties, including Penalty 9, and may initiate disciplinary action as provided in Association By-Law 11. Disciplinary Procedure.

(5) The authority of the Committee, or its representative, is final and subject only to the provisions of Association By-Law 11. Disciplinary Procedure.

b. Umpire and Referee

(1) Every tournament game shall have two Umpires and a Referee or just one Umpire at the discretion of the Committee. Throughout these Rules, "Umpire" shall refer to one or two, whichever are serving. The second Umpire may be mounted or serve from a vantage point on the side.

(2) The authority of the Umpire and/or Referee shall extend from the time each game is scheduled to start until its end and shall include the ability to file a complaint of Conduct Violation in accordance with By-Law 11. For the purpose of this rule, the "end" of a game will occur approximately 15 minutes following the final whistle.

(3) The Umpire shall be responsible for enforcing the Rules and maintaining proper control over players and teams during the game.

(4) Subject to Rule 18, all decisions of the Umpire, or agreed decisions of two Umpires, shall be final.

(a) In the event two Umpires are serving and they disagree, the Referee shall decide which Umpire's opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. The Referee's decision is to be final.

(b) The officials are encouraged to discuss among themselves any aspect of the game; however, only the Umpire(s) can award a Penalty.

(5) Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpire or the Umpires and Referee.

(6) The authority of the Umpire is absolute and the Umpire's decisions must be respected and complied with. The Umpire has the authority to impose any penalty as set down in Rule 9.

(7) Mounted umpires shall appear in proper uniform and wearing a suitable riding or polo helmet with chin strap in place.

RULE 4. OFFICIALS...b. (4) (b) INTERPRETATION: Although Officials can, and should, discuss aspects of the game, these conversations should be held between periods. Only questions of immediate importance should be discussed during play and those conversations kept brief.

c. Timekeeper

(1) A Timekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of time elapsed during and between periods of the game.

(2) The Timekeeper shall signal the expiration of time to the officials. In all cases, time expires at the sound of the horn and the Umpire's whistle confirms the end of a period.

(3) The authority of the Timekeeper shall be subordinate to that of the Umpire.

d. Scorekeeper

(1) A Scorekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of goals scored, including goals by handicap or penalty, and fouls committed by both teams and to advise the Umpire of both.

(2) The Scorekeeper shall fill out any forms or score sheets required by the Association following the game or event.

(3) The authority of the Scorekeeper shall be subordinate to that of the Umpire.

e. Goal Judges

(1) Goal Judges may be appointed who shall give testimony to the Umpire at the latter's request as to goals scored or other points of the game near the goal.

(2) The authority of the Goal Judge shall be subordinate to that of the Umpire.

RULE 5--LENGTH AND NUMBER OF PERIODS

a. A regulation game shall be four periods of 7-1/2 minutes with intervals of 4 minutes after each period except the second period. There shall be a 10 minute interval after the second period. Should the Committee so designate, an event may be played under one of the following options:

(1) An event may be played with "split periods" as follows:

(a) At the first play stoppage, including a goal, following the expiration of 3 1/2 minutes in any period, the timer shall sound a horn.

(b) During this stoppage, not more than 2 minutes will be allowed for players to change mounts.

(2) An event may be played with six periods of 5 minutes with intervals of 4 minutes after each period except the third period. There shall be a 10 minute interval after the third period.

b. The timer shall sound a horn to signal the end of the period.

(1) Play shall continue in all periods except overtime periods until ended by the

final horn.

(2) Play shall stop at the sound of the timer's horn and the ball shall be dead at that instant. The Umpire shall confirm the end of the period by sounding the whistle.

(3) In arena, without a visible clock, it is recommended that a 30-second warning be sounded.

c. In the event of a tie at the end of the last regular period, a winner shall be produced under one of the following options as designated by the Committee prior to the commencement of the event:

(1) The game shall continue, after a 10 minute interval, with additional periods, as required, the team first scoring to be declared the winner.

(2) A "shootout" procedure, after a 4-minute interval, conducted as follows:

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

(b) For the purpose of player substitution, the "shootout" shall be considered an additional period of the game.

(c) The mounts in the shootout shall be those used in the final regular period unless replaced due to injury.

(d) Each player, in turn, will attempt a free hit from the 25 yard line at an undefended goal. A player must hit or hit at the ball on the first or second approach.

(e) All players not hitting to be behind, and not closer than 10 yards from the ball.

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

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

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

d. When the Umpire sounds the whistle and stops play during a period for any cause provided in these rules, the clock shall be stopped, and the elapsed time shall not be deducted from the length of the period.

e. When a goal is scored, the Umpire shall signal by raising an arm and time shall not be taken out.

f. The judgment as to whether a ball went out of play or was put in play before or after the horn is the Umpire's.

g. All penalties shall be exacted in the period in which they are awarded. If less than 5 seconds remain in the period, the clock shall be reset to 5 seconds prior to the free hit. A penalty awarded between periods of a game will be executed at the start of the following period.

RULE 6--SCORING

a. The team which scores more points shall win the game.

(1) Goals awarded by handicap shall count as one point goals scored.

(2) A ball hit from beyond the center line which scores directly or off the wall but not off the roof structure and without being touched by any mount or any player other than one original hit by the striker, shall count two points.

- (3) Goals awarded according to the conditions of Penalty No. 1 shall be counted:
- (a) as two point goals scored if the hit met the criteria of Rule 6. a. (2) above but did not score solely due to a defensive foul.
 - (b) as one point goals scored if the criteria of Rule 6. a. (2) are not met.
- (4) All other goals count one point.
- b. In order to score a goal, the ball must pass between the goal posts, through the plane of the mouth of the goal, and beneath the top of the goal. If required, the Committee may state “house rules” for goal construction as permitted under Rule 1.c.
- c. Where play is stopped in the belief that a goal has been scored, and it is subsequently ruled that no goal has been scored, play shall be resumed by a bowl-in at the 15-yard mark with the near goal to the Umpire’s right. In the event that the Officials cannot determine whether or not a goal has been scored, or whether or not it was a 2 point goal, the benefit of doubt shall be to the defending team.
- d. Following a scored goal, at the option of the Committee, play is resumed by either:
- (1) A bowl-in at the center of the arena; or
 - (2) a “free hit” by the team against which the goal was scored.
- e. If a goal is scored at approximately the same time the whistle sounds:
- (1) the goal shall be counted if the foul was called on the defending team regardless of whether or not the foul is confirmed. Play will be resumed with a bowl-in from the 15 yard line as in Penalty No. 1 if the foul is confirmed; otherwise with a center bowl-in.
 - (2) the goal shall not be counted, and the game resumed by the appropriate penalty hit, if a foul is confirmed against the attacking team.
 - (3) the goal shall be counted and play resumed with a bowl-in at the center of the arena if the whistle sounded for any other reason.

RULE 6. a. (3) SCORING...INTERPRETATION: The criteria for one vs. two points are: a) that the foul meets the criteria of Penalty No. 1; and, b) that had the foul not occurred , a two point goal would have scored.

EXAMPLES:

Blue hits to goal from beyond mid-field. Red makes a goal mouth save, but fouls. Penalty No. 1, the goal was prevented by the foul, two points awarded because the ball was hit from beyond center, and bowl in at the 15.

Blue hits from beyond center. Red defending, backs the ball but fouls about 25 yards from goal. This foul does not qualify as a Penalty No. 1 because it is not “in the vicinity” of the goal and there is no certainty that it would, in fact, have scored. The Umpire may, however, award an open goal penalty due to the likelihood that the hit may have scored.

RULE 6. b. SCORING...INTERPRETATION: Although a goal line may be used to assist the goal judge, the criteria for scoring a goal is that the ball must pass completely through the plane of the goal mouth. The front edge of the goal line (if used) should be at the plane of the goal mouth and the back edge of the goal line in the goal.

Whether or not a goal is scored at “approximately” the time of the whistle is the Umpire’s judgment and does not necessarily mean the goal must precede the whistle. To count as a goal, the ball should have been unstoppable by a defender had the whistle not sounded.

EXAMPLES:

The following examples assume a recessed goal or goal box as outlined in Rule 1 a.2.

The ball trickles into goal mouth and comes to rest on the chalk goal line but the entire ball is in the goal box. Goal - the entire ball has passed through the plane of the goal mouth.

The ball comes to rest on the chalk line but part of the ball is still on the playing surface. No goal - the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the edge of the goal box and rebounds into the arena. No goal - the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the side of the goal box and rebounds into the goal. Goal - the entire ball did pass through the plane of the goal mouth.

The ball hits the top piece of the goal and bounces out or back into the arena. No goal - the entire ball did not pass through the plane of the goal mouth.

RULE 7--DEAD BALL

- a. At any time the Umpire sounds the whistle, the ball is dead and no further play may be made by any player. Play is resumed by a free hit or a bowl-in as specified elsewhere in these Rules. (see Rules 8 and 9)
- b. The ball shall be declared dead and play resumed with a bowl-in toward the nearer sidewall at the point where the ball was considered dead, but not closer than 15 yards from the goal:
 - (1) if the ball is broken or trodden into the ground so as to be unserviceable.
 - (2) if the ball strikes the Umpire or Umpire’s mount so as to affect the flow of play.
 - (3) if the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately.
 - (4) if the ball becomes involved in a melee such that neither team can properly make a play.
 - (5) if the ball is driven outside or leaves the arena, whether or not it bounces back into the playing area.
 - (6) if a foul is called and overruled and no goal is scored
- c. A dead ball shall be put back in play with a bowl-in as specified in Rule 8.c.

RULE 8--COMMENCEMENT AND RESUMPTION OF PLAY

- a. The teams shall decide by lot which goal each shall defend initially. Thereafter, goals shall be changed at the beginning of each period including any extra period.
- b. The game begins with both teams positioning themselves, at the time designated by the Committee, for a center line bowl-in. Subsequent periods may begin with a center line bowl-in or Penalty hit as directed by the Umpire.
- c. When play is begun with a bowl-in:

- (1) The Umpire shall indicate the “center line” of the bowl-in.
 - (a) At the arena center, this line will be marked on the floor.
 - (b) At all other points, the “center line” will extend from the Umpire’s hand perpendicular to the wall.
- (2) Each team shall be positioned on the same side of the center line, as the goal each is to defend.
- (3) Each player shall be at least 3 yards from the Umpire and shall not be moving toward the Umpire.
- (4) There shall be no contact between players until the ball leaves the Umpire’s hand.
- (5) The Umpire shall bowl-in the ball, underhand and hard, along the center line.
- (6) The direction of any bowl-in shall be from the center of the arena to the nearer wall, but not closer than 15 yards to either goal.
- d. When play is begun with a Penalty hit, the procedures outlined in Rule 9 shall apply.
- e. When play is begun with a free hit by the team against which a goal was scored:
 - (1) The ball must be put in play at once, although the hitter is permitted to move the ball from a divot or the goal mouth to present a fair lie.
 - (2) The defending team must position at least one player between the hitter and their goal when the ball is hit or hit at.
 - (3) No defender may be within 5 yards of the ball when it is hit or hit at.
 - (4) Should the defending team not position itself properly, a Penalty 5. a. shall be awarded.
 - (5) Should the hitting team not put the ball in play promptly, the Umpire shall stop play and execute a bowl in at that team’s 15 yard line.
- f. The timer shall start the clock, if stopped, the moment the ball leaves the Umpire’s hand for a bowl-in, or when the ball is hit or hit at, as in Rule 9.

RULE 9--PENALTIES

a. **SPECIFIC PENALTIES:** A violation of these Rules may be penalized by the Umpire in accordance with its severity, its location, or its effect on the game, by awarding to the offended team one of the following Penalties:

Penalty 1.

The team fouled shall be awarded a goal. On resumption of play, the Umpire shall bowl the ball in toward the sideboards at a point 15 yards in front of the center of the goal defended by the fouling team. The fouling team’s goal shall be to the Umpire’s right.

Penalty 2.

A free hit at the ball by the team fouled from a spot 15 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at. No opponent shall be within

5 yards of the player making the hit. Play shall continue, in the event no goal is scored on the free hit.

Penalty 3.

A free hit at the ball by the team fouled from a spot 25 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at. No opponent shall be within 5 yards of the player making the hit. Play shall continue in the event no goal is scored on the free hit.

Penalty 4.

A free hit at the ball by the team fouled from a spot 25 yards in front of the center of the goal defended by the fouling team, all players to be behind the point from where the free hit is made until the ball is hit or hit at, except one of the fouling team, who may be placed within a 5 yard arc of the goal. No opponent shall be within 5 yards of the player making the hit. Play shall continue in the event that no goal is scored on the free hit or;

Penalty 5.

At the discretion of the Umpire, a free hit at the ball by the team fouled from:

- a. a point not more than one foot beyond the mid-point of the center line of the arena; both teams to position themselves anywhere in the arena except that no member of the fouling team shall be within 5 yards of the ball when the Umpire calls "PLAY" and the ball is hit or hit at. Play shall continue if no goal is scored on the Penalty hit.
- b. the point of infraction, both teams to position themselves anywhere in the arena except that no member of the fouling team shall be within five (5) yards of the ball when the umpire says "PLAY", and the ball is hit or hit at. Should the point of infraction be less than five (5) yards from the wall, the ball shall be hit or hit at from the nearest spot on the floor which is five yards (5) from the wall. Play shall continue in the event that no goal is scored on the free hit.

Penalty 5.b...INTERPRETATION: The Penalty 5.b. from the point of the infraction should be awarded only for the minor incidents and must be placed in the half of the arena that the fouled team is defending. The ball placement for a Penalty 5.b. shall be not less than five yards from the wall.

EXAMPLE:

Blue #1 carries the ball towards his goal. As Blue #1 shoots on goal, he is hooked by Red #2, leaving the ball five feet from the goal mouth. Red #3 following the LOB with the ball on his nearside, rides to clear the ball from goal with a nearside back shot. Blue #2, attempting to make a shot on goal, approaches the ball on his offside, but allows his mount to run over the top of the ball, prohibiting Red #3 from completing his back shot.

The foul is on Blue #2. The Umpires award a Penalty 5.b. on Blue and place the ball at the point of the infraction, but not less than five yards from the wall.

Penalty 6.

- a. In the event of a failure to correctly carry out the above Penalties 2, 3, 4 or 5 by the fouling team, another free hit shall be granted the hitter at the same place originally called for in the penalty awarded, if a goal has not been scored. However, if, in the opinion of the Umpire, the original free hit would have resulted in a goal, but was missed or blocked because of failure of the fouling team to correctly carry out the Penalty, Penalty No. 1 shall be awarded the team making the free hit.
- b. In the case of failure to correctly carry out Penalties 2, 3, 4 or 5, by the team fouled, the ball shall be bowled-in at the center of the arena. Any goal scored as a result of the original free hit shall not be counted.
- c. In the case of a failure to correctly carry out Penalties 2, 3, 4 or 5 by both teams, another free hit shall be granted to the hitter from the same spot regardless of whether a goal was scored. Any goal scored as a result of the original free hit shall not be counted.

Penalty 7.

If a player is disabled by a foul to the extent the Umpire permits or orders the player's retirement from the game, the Captain of the team fouled may:

- a. Have the option of providing a qualified substitute.
- b. Designate the removal of a player from the fouling team whose handicap is nearest above that of the disabled player. If the disabled player's handicap is equal to or higher than that of any player on the fouling team, any member of that team may be designated. In the event of a handicap game, there shall be no change in the handicap from as it was at the commencement of the game.

Penalty 8.

The player or mount shall be disqualified. If the disqualification is for illegal equipment, the player or mount may return when the offending equipment is removed.

Penalty 9.

The match shall be forfeited. In the event both teams commit a rule violation in the same game invoking Penalty 9, both teams shall forfeit the game regardless of which violation occurred first.

Penalty 10.

The Umpire may remove a player from all or any part of the remainder of the game in addition to any other penalty.

b. EXECUTION OF PENALTIES:

- 1) On Penalties 2, 3, 4 and 5, one player may, with the Umpire's permission,

position the ball for the free hit.

2) The team fouled may hit or hit at the ball only once on Penalties 2, 3 and 4, and may not again affect the course of the ball until the ball hits the wall, an opposing mount or player, or until an opposing player hits or hits at the ball.

a) Should an opposing player be hooked in the act of hitting at the ball, before it hits the wall or is touched by an opposing mount or player, the ball is “live” and may be played by either team.

b) Should the ball be hit at and missed, come to a stop or its course be altered by the hitting team before it touches the wall or an opposing mount or player, the Umpire shall stop play and award the opposing team a free hit from the point where play was stopped, but not less than 5 yards from the wall.

c) Should the fouled team violate this procedure, the fouling team shall be awarded a free hit as in Penalty No. 5.b

3) In the event the hitter misses the ball completely, on a Penalty No. 5 a. or b., the ball remains in play and the Line of the Ball is defined in Rule 11.b.

4) Once the Umpire has said “PLAY” any touching of the ball with the mallet constitutes the ball being “hit”. A horse kicking the ball is not considered a hit at the ball unless the player has also hit or hit at the ball with the mallet.

5) On Penalties 2, 3, 4 or 5 play shall begin and the clock started when the Umpire calls “PLAY” and the ball is hit or hit at. The hitter must hit or hit at the ball on the first or second approach after the call of “PLAY” or Penalty 6.b may be awarded.

6) On Penalties 2, 3, 4 or 5 there shall be no contact between any player and opponent until the ball is hit or hit at.

RULE 10—CALLING OF FOULS AND SELECTION OF PENALTY

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

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

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

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

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

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

(1) Degree of danger or unfair advantage.

(2) Location of the violation.

- (3) Position of players on the field.
- (4) Frequency of similar violation.
- c. More than one penalty may be exacted by the Umpire where appropriate.
- d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is bowled-in at the point where play was stopped but not less than 15 yards from nearer goal.
- e. The following Penalties may be exacted for violation of specific Rules:

Rule Violated:	Penalty Exacted:
2.b, c, d, e, g, h	8
2.f	9
3.a 2), 3)	8
3.a. 5,) 6)	9
3. b, c, d	9
7.a	2, 3, 4, 5, 7, 10
12	1, 2, 3, 4, 5, 7, 10
13	1, 2, 3, 4, 5, 7, 10
14	1, 2, 3, 4, 5, 7, 10
14h	2,3,4,5,10
15	1, 2, 3, 4, 5, 7, 10
16	1, 2, 3, 4, 5,7, 10

- (1) Penalty No. 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.
- (2) Penalty No. 5. a and b) are to be awarded for fouls that are:
 - (a) Without danger;
 - (b) Inadvertent, not deliberate;
 - (c) Minor advantage or disadvantage to either team.
- (3) Penalty No. 10 may be awarded for a dangerous or deliberate foul or conduct prejudicial to the game.
- (4) Increasingly severe penalties shall be exacted for repetitive or flagrant fouls, up to, and including, Penalties 9 and 10.
- (5) Personal fouls involving unsportsmanlike conduct may, at a minimum, be penalized as follows:
 - (a) Warning or a penalty for the first offense.
 - (b) A more severe penalty, if a penalty has previously been called, or a warning given.
 - (c) A player being suspended from the remainder of the period with no substitution, if the player has been previously penalized or warned.
 - (d) A player being suspended from the game with no substitution. if the player has previously been suspended from a portion of a period.

RULE 10--SELECTION OF PENALTY e.(5)...INTERPRETATIONS: The Umpire must act firmly and consistently to address the player whose behavior has crossed the line. When the whistle blows, the appropriate Penalty is awarded. If the player then, physically or verbally, commits a personal foul as defined in 14.h, the whistle should again sound and the ball placement be advanced. To indicate that a technical foul has been called, the Umpire should again sound the whistle and/or pull a red flag. If the violation occurs a second time on the same play or before the ball is put back into play, the player should be put out of the arena. Advancing the ball repeatedly on a player who has lost control is embarrassing and does not achieve the desired result.

A technical foul is a personal foul charged against a player, a team, a coach, or a groom for misconduct or a rule infraction not involving the active play. To indicate that a technical foul has been called, the Umpire should sound the whistle, or pull the red flag. If a penalty has previously been called, a more severe penalty should be exacted. If a second technical foul is called on the same player, prior to the ball being put into play, a Penalty No. 10 should be exacted. A player receiving a third technical foul during a match should be removed for the remainder of the period. If the player has already been removed for a portion of the period, that player shall be ejected for the entire game.

EXAMPLES:

Blue #3 protests the Umpire's call loudly, abusively, and with an offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required.

White #3 receives a red flag for arguing in the first period and one in the second for unsportsmanlike conduct. In the third period, White #3 receives a third red flag for arguing. The Umpires should exact a Penalty 10 for the remainder of the third period.

Blue #3 crosses Red #2 and the whistle sounds. The foul is announced as a Penalty No. 4 against Blue and Blue argues loudly that the call is incorrect. The whistle should again sound, the red flag waved, a violation of 14.h announced, and the ball moved to a Penalty No. 3. Further protest should cause the player to be removed for the rest of the chukker.

Red #1 is fouled by Blue #3 going to goal. Red is awarded a Penalty No. 2, and Blue No. 3 makes a derogatory remark to one of the Umpires, and the red flag is waved. If the Penalty No. 2 is missed, Red will hit another Penalty No. 2. If the Penalty No. 2 is scored, the Umpires should blow the whistle, stopping the clock, and award a Penalty No. 3 going in the same direction as Red after they execute the Penalty No. 2.

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RULE 11--LINE OF THE BALL

a. The Line of the Ball (hereafter referred to as "Line") is the line of its course or that line produced forward or backward at any moment.

b. When the ball is put into play by a free hit:

(1) a Line is created from the ball to the center of the goal when the Umpire calls "PLAY".

(2) if the ball is hit at and missed, the Line remains to the center of the goal until

changed.

(3) once hit, the Line assumes the direction of the hit, forward and backward from the ball.

c. When the ball is put into play by a bowl-in, a Line is created at the instant the ball leaves the Umpire's hand.

d. Should the ball become stationary while still in play, the Line remains the last Line traveled before the ball became stationary except as provided in Rule 11. b.

e. At any time the ball changes direction, from whatever cause, a new Line is immediately established and a new Right of Way (Rule No. 12) as determined by the new Line may be created.

RULE 11. LINE OF THE BALL...INTERPRETATION: The Line of the Ball exists at all times, even though the ball has not been hit by any player. Players positioning themselves for the commencement of play must respect this anticipated Line and the ROW determined by it.

EXAMPLES:

Red #3, defending a 25 yard Penalty No. 4 places herself broadside in the goal mouth and is across the Line when the Umpire calls "Play" and Blue #3 hits the ball. Red must make her play quickly, but if she does so, and moves clear or changes the Line before Blue gets close, no foul has occurred.

Blue #2 defends a Penalty No. 5 by placing his mount 5 yards directly in front of the hitter and blocking the path to goal. This is not a safe distance and Blue fouls.

Red #3, hitting a defended penalty hit sees his opponent across the projected Line. Rather than canter to the ball, Red rides at a gallop, misses the ball, and collides with the Blue defender. Double foul: Blue for blocking the ROW and Red for dangerous riding.

Blue positions to meet Red's Penalty No. 5 with the Line from ball to goal mouth on his off side. The ball, when hit, is a little to Red's right and the new Line catches Blue on the ROW. Red must give Blue the chance to clear and Blue may not make a play. If the ball rebounds off Blue, new Line and new ROW.

As the Umpire bowls in, Red #2 turns his mount to block the ball. Blue #3 rides forward to meet the ball and runs into Red #2. Foul Red #2 - LOB is from Umpire's hand through the line up.

RULE 12--RIGHT OF WAY

a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which gives to the player entitled to it the right to proceed in the direction in which the player is riding.

b. No player may enter, cross or obstruct the Right of Way of the player entitled to it unless at such a distance that no risk of collision or danger to either player is involved.

c. When the Line of the Ball changes, and, as a result, the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way. A player clearing the Right of Way may make no offensive or defensive play in doing so.

RULE 12. RIGHT OF WAY c...INTERPRETATION: When the line and ROW change, for whatever reason, a player obstructing the new ROW must be given a chance to move off that ROW. An opponent who picks up the new ROW before it can be cleared and creates a dangerous situation has committed a foul. The obstructing player may not play the ball or the opponent and must select the route which most effectively clears the ROW. The obstructing player must simply get out of the way. The opponent must permit safe passage. A player who changes the LOB in front of an opponent may not assume the ROW except at such distance as does not create a risk of collision or danger to either player or opponent.

EXAMPLES:

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

Blue hits the ball forward. The ball lands on a divot and bounces to the side. Red, previously out of the play, may now meet the ball fairly and assume the ROW. Blue can check and turn to remain safely out of Red's new path, but elects to ride through so as to be better positioned to defend Red's run down the arena. Foul on Blue for not taking the most immediate exit from the old ROW.

Blue flips the ball to the side under Red's mount. Red, trapped on the new ROW spurs his mount to clear the way. As he rides clear, his mount kicks the ball spoiling the follow up play for Blue. No foul. The kicked ball is a bad break for Blue, but is treated as just another line change. Red was not "making a play" when the ball was kicked.

A new line catches Red on the Right of Way. Red moves properly to clear the ROW and in moving off, his mount kicks the ball creating another line change and placing Red safely on a new ROW. Red may play the ball. The new line creates a new ROW and a new situation.

A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new, and now clear ROW, Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege.

Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate uses the opportunity to ride up and hook Blue. No foul, just the breaks of the game.

Blue holds up so Red #2 can clear a new line. Red clears slowly to give his teammate time to ride up and hook. Foul Red #2. This is "making a play".

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d. Subject to Rule 12.g no player may have the ball other than on the offside or the offside of the player's course, if in so doing an opponent is endangered who could have safely attempted a play had the original player kept the ball on the offside, or the offside of that player's course. This subsection takes precedence over 12.e and 12.f below.

e. Subject to Rule 12.g each of two players, when one is following and the other meeting the ball, must ride with the Line of the Ball on the offside until they have passed. (Note: A player who cannot be placed with the Line on the offside, or maintain the

Line on the offside until the opponent has safely passed, without dangerously crossing the oncoming opponent who already has the Line of the Ball on the offside has no play at all.)

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

(1) The player riding parallel to or at the lesser angle to the Line of the Ball has the Right of Way over the player riding at the greater angle to the Line of the Ball.

(2) In the case of two players on opposite sides of the Line of the Ball at equal angles to the Line of the Ball, both players have a Right of Way up to the Line of the Ball or until the angle of one becomes less than the angle of the other.

(3) A player waiting on the projected line for the ball must yield the Right of Way to a player following the course the ball has already traveled.

(4) A player riding at safe speed and distance ahead of the player carrying the ball shall assume the Right of Way if the ball is hit up and passes the lead player's stirrup. However, the player may not slow down or stop in another player's Right of Way in order to allow the ball to pass his stirrup.

g. Subject to Rule 12.i. when playing the ball along the side or end wall, if the distance of the ball from the wall does not permit an offside play, a player who is both at the least angle to the Line of the Ball and following the direction of the Ball shall have the Right of Way even though playing the ball on the near side.

h. Subject to Rule 12.i the player with the Right of Way may play the ball at any speed and any player approaching from the rear must go around.

(1) A player may not check suddenly so as to cause a following player to collide.

(2) A player carrying the ball along the boards has a further obligation to maintain pace.

i. Two opponents riding together on, or at an angle to, the Line have the Right of Way over a single player riding at an equal or greater angle to the Line regardless of whether the opponents are meeting or following the direction of travel of the ball.

RULE 12--RIGHT OF WAY h...INTERPRETATION: The player with the ROW may not create risk by checking suddenly. Along the wall, this obligation is greater, due to the close quarters.

RULE 12--RIGHT OF WAY i...INTERPRETATION: Two opponents are considered to be "riding together" when their concentration is on each other and not on another player riding from another direction. The two MUST be at an equal or lesser angle to the LOB to have the ROW.

EXAMPLES:

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

Blue #1 dribbles the ball. Red #3 waits on the nearside for Blue to reach him and the two ride together on the LOB. Blue #2 sees that his teammate is in trouble and rides to

meet intending to force Red #3 out of the play. Foul Blue #2. Red #3 and Blue #1 had engaged, were making a play against each other, and were concentrating on each other prior to Blue #2 entering the play.

As Red #1 follows the LOB down the arena, Blue #2 and Red #3 ride at an angle from Red #1's right. Red #1 has the ROW as he is at a lesser angle to the LOB than the two opponents.

RULE 13--DANGEROUS RIDING

- a. Careless or dangerous riding or lack of consideration for the safety of any player or mount, regardless of team, or right of way, is a foul.
- b. The following are examples of riding prohibited under this rule:
 - (1) Riding off at an angle or speed dangerous to a player or to a mount. Factors to be considered in judging a dangerous speed or angle include:
 - (a) Relative speeds of the two mounts. It is very dangerous to ride off an opponent if you are not moving at approximately the same speed he is moving, whether it be fast or slow.
 - (b) Relative sizes of the two mounts.
 - (c) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.
 - (d) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.
 - (e) States of exhaustion of the mounts involved.
 - (f) Lack of readiness of an opponent for the ride off (blind siding.)
 - (2) Running into or over the rear quarters of another mount.
 - (a) A player may ride from behind, between an opponent and the wall, if: i) the player's speed is reasonable relative to the opponent; ii) the player rides between the opponent and the wall, not into the legs of the opponent's mount; and, iii) the player executes a hook stopping the stroke of the opponent.
 - (3) Pulling up on or across the Right of Way of another player.
 - (4) Zigzagging in front of another player.
 - (5) Riding an opponent dangerously across the Right of Way of another player.
 - (6) Running the head of a horse into an opposing player.
 - (7) Riding an opponent's mount dangerously into the side or end walls.
 - (8) Two players of the same team riding-off an opponent at the same time whether or not it being on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden-off by a teammate of the player.
 - (9) Riding one's mount into the stroke of another player. For the purpose of this Rule, a "dribble", in which the mallet head is not raised above the mount's hock or knee, is not considered a "stroke".

13. DANGEROUS RIDING b. 9)...INTERPRETATION: A "stroke is defined as the mallet head in motion toward the ball. A "dribble", where the mallet head is kept below

the level of the mount's hock or knee, is not considered a "stroke". The wind-up is not part of the "stroke".

EXAMPLES:

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

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

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

As Blue #4, with the ROW, begins his back-swing, Red #1 bumps him on the mallet side. No foul - the mallet head was not in motion toward the ball.

RULE 14--IMPROPER PLAY

- a. A player shall not strike an adversary's or a teammate's mount with hands, whip or mallet.
- b. A player shall not strike the ball or interfere in the game when dismounted.
- c. A player shall not seize with the hand, strike or push with the head, hand, arm or elbow, an opponent, but a player may push with the shoulder, provided the elbow is kept close to the side.
- d. A player may not hold the ball in the hand, arm or lap; nor kick or hit at the ball with any part of the person in such a way as to direct its course. The ball, however, may be blocked with any part of the person or mount.
- e. No player may appeal in any manner to the Umpire for a foul. This does not preclude a Captain from discussing any procedural matter with the Umpire.
- f. A player may not intentionally dismount while the ball is in play; but may request the Umpire(s) permission to do so at any time play is stopped under Rule 16.
- g. Whip and spurs may not be used unnecessarily or excessively, such as:
 - (1) Slash whipping - loud and repeated strokes.
 - (2) Over whipping - in excess of three strokes or when mount is laboring.
 - (3) Heavy whipping - following a missed play.
- h. Unsportsmanlike conduct such as, but not limited to, the following shall not be permitted.
 - (1) Vulgar language
 - (2) Abusive language
 - (3) Disrespectful attitude toward any official, player, coach or spectator.
 - (4) Arguing with Umpire(s) or other officials.

- (5) Inappropriate behavior by any member of a team organization.

RULE 14--IMPROPER PLAY e...INTERPRETATIONS: Appealing for a foul may be by voice or action. A demeaning comment or gesture is an appeal. The raising of the mallet in an attempt to draw the Umpire's attention to a play is an appeal.

RULE 14--IMPROPER PLAY g...INTERPRETATIONS: The mandate is that Umpires are to take positive action to protect players and the sport from the perception of animal abuse.

The Umpires must award a Penalty, which not only penalizes the fouling side, but recognizes any advantage the fouled side lost when the play was stopped.

If a mount is deemed physically unfit, showing blood, exhaustion, distress, lameness, excessive sweating and/or labored breathing, the Umpires should remove the mount from the game and allow a maximum of 5 minutes for its replacement.

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

A mount may return to the game later if its condition permits.

RULE 15--USE OF THE MALLET

- a. A player may hook or strike the mallet of an opponent with the mallet provided that:
 - (1) The opponent is in the act of striking at the ball, including both the upward and downward phases of the stroke; or
 - (2) The opponent is attempting to hook the hitter, in which case, the hitter may strike the opponent's mallet.
 - (3) The player is on the same side of the opponent as the ball or in a direct line behind.
 - (4) The hook is made below the level of the mount's back.
- b. A player may not reach over, under, in front of, or behind another's mount.
- c. A player may not strike another's mount with the mallet.
 - (1) If the striker began the down stroke while clear of the opponent's mount but struck the opponent's mount as a result of the distance between mounts being lessened during the course of the stroke, the foul would be called on the opponent who rode into what would have been a safe stroke had the original position been maintained.
 - (2) If the opponent's position relative to the striker is established before the stroke begins, the striker is guilty of hitting the opponent's mount.
- d. All players shall carry the mallet in the right hand with the exception of left-handers registered with the Association prior to January 1, 1982.
- e. A player shall not intentionally strike the player's own mount with the mallet. This includes using any portion of the mallet as an aid in managing the mount.
- f. No player may use the mallet carelessly or dangerously, for example:
 - (1) Taking a full swing in close quarters.
 - (2) Hooking, striking or slashing an opponent's mallet with unnecessary force.
 - (3) Carrying the mallet in such a way that it might become entangled in a player or mount's equipment.

- (4) A player assumes the full responsibility for using the mallet safely.
- (5) Using the mallet to hit or hit at any player, mount, official or spectator.
- g. A player is at all times responsible for the consequences of the stroke including back-swing, stroke and follow through. No player may swing the mallet in “windmill” fashion as in appealing for a foul or celebration.

RULE 16--INTERRUPTION OF PLAY

- a. The Umpire shall stop the game immediately and take time out when a mount falls, or a player or mount is injured or in danger of being injured.
- b. Any player may request that the Umpire take time out in the event of equipment breakage which endangers a player or mount.
 - (1) Time out may be requested when the ball is in play only for a situation which presents an immediate and serious hazard.
 - (2) What constitutes a dangerous situation is left to the Umpire. A player who request that the Umpire stop play for a reason which the Umpire later determines to be unjustified, may occasion a foul to be called.
- c. Time out for equipment repair may be called for after a goal is scored or at any time the ball is out of play.
- d. In the event of a player falling, the Umpire shall stop play.
- e. There shall be no time out for a lost or broken mallet. However, time should be taken following a goal or when play is otherwise stopped to remove the mallet. Time should be taken immediately if the mallet presents a risk to player or mount.
- f. In the event of a lost helmet, play should be stopped as soon as possible but at such time that neither team is favored.
- g. In the event of a runaway or uncontrollable mount, the Umpire shall stop play and order the mount removed.
- h. In the event of injury to a player, the player shall have not more than fifteen minutes time out after which the player shall be considered disabled and the provisions of Rule 3. PLAYERS shall apply. Any injured player who has been unconscious shall be considered disabled and ineligible to continue.
- i. No person shall enter the arena to assist any player unless the Umpire has stopped play and granted permission.
- j. A player wishing to exchange mounts may do so only when play is stopped and with the permission of the Umpire. Any interference with the subsequent play of the game may occasion a penalty.

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RULE 16--INTERRUPTION OF PLAY 16.e...INTERPRETATION: The intent of this rule is to eliminate “clock management” by players intentionally dropping their mallets. It is not intended to penalize a player whose mallet is legitimately lost or broken.

EXAMPLES:

Blue #2's mallet becomes caught in the wire and is released. Blue rides for a replacement but the lost mallet protrudes into the arena from the wire. The mallet represents a

hazard. Play should be stopped.

Red #1 breaks a mallet and drops it on the arena floor. Red obtains a replacement and play continues until a goal is scored following which the whistle should sound and time be taken to remove the dropped mallet.

Blue #1 loses her mallet and play continues. When a foul is called and play stops, the lost mallet should be removed.

As Red #2 carries a broken mallet to the end gate to get a replacement, a goal is scored. There should be no stoppage of play.

RULE 17--HANDICAPS

a. A player's handicap is based on a game of four 7-½ minute periods. The aggregate handicaps of the players of each team shall constitute the team handicap.

b. In games played with handicaps, the difference in team handicaps will be awarded to the team with the lesser handicap and will count as goals scored. Any fractional handicap awarded shall be counted as ½ goal. Fractional goals are used as tie-breakers and in net and gross goal calculations.

c. In events of other than four periods, the team handicap difference shall be divided by four, multiplied by the number of periods to be played, and awarded as goals to the team with the lesser handicap.

d. The Committee shall decide if a game is to be played with handicap or on the flat.

e. The aggregate handicap of a team must fall within the limits specified for an event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rule 1.c and 3.c.

f. If a team has entered an event and has a player or players changed in handicap at any time from the draw through the team's last game in the event resulting in the team's total handicap being over or under the maximum handicap limit of the event, the team will remain eligible for that event but must play off the new handicap in all remaining games.

(1) Any substitution of players in such a team must bring the team handicap within the handicap limits of the event.

(2) In an event played on the flat, such a team must give an opponent the goal difference of the team handicap over the upper handicap limit of the event.

(3) In a handicap event, such a team must give an opponent the full handicap difference.

(4) Should a team's handicap be changed by more than two goals over the upper or below the lower limit during the event, the team may not continue and must conform itself to the original handicap limits of the event.

RULE 18--USPA: PROTESTS, VARIATION FROM RULES, ENFORCEMENT

a. Protests.

Protests of the decisions or manner in which the Tournament Committee and/or Officials conduct an event or involving disciplinary matters shall be resolved in accordance with the By-Laws of the Association.

b. Variations from Rules. See By-Law 8. Authority

In exceptional circumstances the Chairman or, in the Chairman's absence, the other Officers of the USPA in order of rank shall have the power to grant variations and deviations from these rules.

c. Enforcement of Rules.

The USPA will enforce all of its rules in any USPA tournament. Member clubs are strongly recommended to adhere to these rules in all other club events.

d. No team may protest the scorekeeping or timekeeping of a match once the final horn has sounded.

RULE 18--USPA: PROTESTS, VARIATIONS FROM RULES ENFORCEMENT

...INTERPRETATION: Paragraphs a, b, c of Rule 18 are all dealt with either before or after the game by other than the game officials. Questions raised during the game under 18.d. must be decided before the conclusion of the game. When a question of time or score is raised during the game, the Umpire is responsible for resolving the question before the game continues. At the end of the game, the Umpire must verify the final score.

EXAMPLES:

During the third chukker, the scorekeeper notices a discrepancy between the score sheet and the scoreboard. When play next stops, the Umpire must be advised. The Umpire then acts as the "go-between" to resolve the difference. Only when agreement is reached should the game continue.

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

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

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

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

Following a game, the Red Captain reviews the game tape and discovers that a score was not counted. Correcting the score would affect his team's net goals in the tournament. It is too late. The question should have been raised during the game.

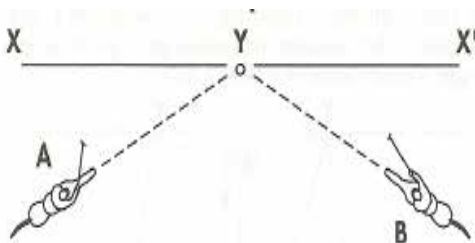
APPENDIX A

Discussion of Right of Way

With the exception of play along the boards, and free hits, the Rules governing Right of Way in Outdoor and Arena Polo are quite similar. Appendix A of the Outdoor Rules illustrates many such situations.

Situations unique to Arena Polo are illustrated and discussed below:

Example I



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

1. If play is away from the wall, B is entitled to the Right of Way, regardless of whether the ball was hit from X to X' or from X' to X, under Rule 12.e because B is placed with the Line on the offside. A has no play at all.
2. If the wall is represented by the line between X and X', the Right of Way is determined as follows:
 - a. If the Line of the Ball is parallel to the wall, A may carry the ball from X to X', but may not meet it; and B may carry the ball from X' to X but not meet it, under Rule 12.g.
 - b. If A hits the ball to the wall at Y so it rebounds toward B, B may pick up the ball on the offside and assume the Right of Way. A loses the Right of Way the instant the ball rebounds at Y. A cannot be positioned on the offside of the Line from Y to B without crossing B's Right of Way.
 - c. If B hits the ball to the wall at Y so it rebounds toward A, A may pick it up on the offside. B, however, still has a play if B can turn toward A at Y and at all times keep the Line of the Ball on the offside.

Right of Way on a Free Hit

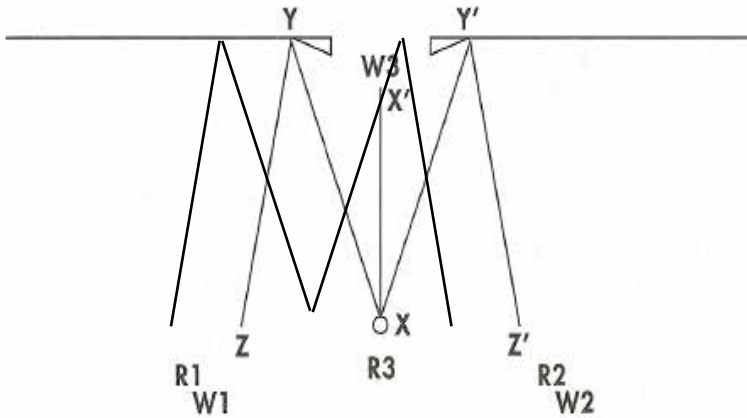
On a free hit the No. 3 Red hits or hits at the ball at X. The Right of Way following the hit is determined as follows:

1. If the ball is hit from X to X', the next play is a goal defense by No. 3 White who may change the Line of the Ball by striking or by a rebound off the pony. No. 3 Red has a Right of Way from X to X' but may not again strike the ball until a play is made by No. 3 White. Future play is determined by the Line established by No. 3 White.

2. If the ball is hit from X to Y by No. 3 Red, No. 3 Red has a Right of Way on the offside to Y, but may not again play the ball until it rebounds from the wall at Y toward Z. At the instant of the rebound, the Line changes and No. 3 Red may lose the Right of Way to No. 3 White who can now follow the ball away from the wall on the offside. Nos. 1 Red and 1 White may have anticipated the Line change off the wall and be traveling on the new Line thereby assuming the Right of Way.

3. If the ball is hit from X to Y' No. 3 Red has a Right of Way, but may not play the ball until the ball rebounds at Y'. Any goal defense by No. 3 White at Y must be made so that not the slightest risk to No. 3 Red is involved. Following the rebound from Y' to Z', both Nos. 3 Red and White must be careful they position themselves so as not to be in a fouling situation should Nos. 2 Red and White be advancing from Z' to Y'.

Example II



UMPIRE GUIDE

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ORGANIZATIONAL STRUCTURE OF UMPIRE PROGRAM

INTRODUCTION

The **USPA Umpires, LLC** Certification and Training Program has evolved to become a high standard of training and certification to meet the ever-increasing demand for quality and consistent umpiring. Every player can attest that consistent, unbiased, and quality officiating adds to the fulfillment and enjoyment of playing the sport of polo.

Approximately one million dollars is spent annually in the United States on professional umpire services. The more competitive the tournament, the more interest generated in acquiring professional umpires. **For information about the USPA Umpires, LLC Professional Umpire Program, please contact Charlie Muldoon at 240-731-2248. For more information about the USPA Umpires, LLC Certification Program, please contact Steve Lane at 352-454-6611.**

UMPIRE CERTIFICATION PROCEDURE

There are four steps to becoming a USPA Certified Umpire.

1. Pay the current year USPA Individual Member fee.
2. Take the current year Outdoor or the Arena Rules test (annually) and obtain a grade from the USPA. (Note: In order to receive or maintain an Umpire Certification from “CU” to “AA” the minimum grade of 95% (Outdoor), 94% (Arena), must be met on the Annual Rules Test: This applies to certified umpires). Each certified umpire must complete the Rules Test by October 1 each and every year in order to maintain certification for the coming year.
3. Be observed (every three years) and a recommendation made by a designated USPA Umpire Certifier. (Note: It is not a certainty that members will be awarded an Umpire Certification after being evaluated. Umpire Certification recommendations must be forwarded to the USPA.)
4. All USPA Umpire Certifications are approved and recorded by the USPA Umpires, LLC Committee.

Individuals seeking Umpire Certification will be responsible for insuring items 1-3 are completed. Rules tests can be obtained at www.uspolo.org and completed on-line. A list of Umpire Certifiers can be found at www.uspolo.org and individuals requesting Umpire Certification ratings must insure that Umpire Certification recommendations are submitted to the USPA office at: 9011 Lake Worth Rd. - Lake Worth, FL 33467. After items 1-3 above are completed by the individual requesting Umpire Certification, all Umpire Certifications will be approved by the USPA. A list of approved Umpire Certifications will be posted on the USPA website at www.uspolo.org and updated periodically. If there are any questions, or additional information needed, please email slane@uspolo.org.

HOSTING AN UMPIRE CLINIC

USPA member Clubs are encouraged to host Umpire Clinics to refine the skills of Club Umpires and to review USPA rules, rules interpretations, and their implementation. The USPA will send a USPA certified umpire to instruct both outdoor and arena clinics.

USPA UMPIRES, LLC UMPIRE CLINIC REQUIREMENTS AND GUIDELINES

The USPA Umpire Clinic/Rules Review program is a service the USPA Umpires, LLC provides to USPA member clubs.

USPA REQUIREMENTS

- The USPA will charge for a minimum three-day clinic.
- The USPA will arrange for an instructor (when available) qualified to the level of your clinic, or you can find your own instructor. Umpire Instructors must be pre-approved by the USPA, and approved to certify umpires.
- The Club is responsible for the Instructor's meals, local lodging and transportation upon arrival for the clinic, and through the return home..
- If approved in advance, the USPA will pay the Instructor's transportation (airfare) to and from the clinic, transportation to and from the airport and airport parking as well as the Instructor fee. The Club will be invoiced by the USPA \$1,800.00, (\$600.00 per day for the first three days, \$400.00 per day, thereafter) plus any expenses such as meals immediately following the clinic.
- At least four weeks notice is requested in arranging the clinic to permit use of low airfares and to aid in the availability of instructors.
- The USPA will be glad to discuss special circumstances or programs which do not fit the standard package.
- The USPA Umpires, LLC will reimburse up to 50% of approved clinic costs with a maximum of \$1,000.00. To qualify for this reimbursement, the bill from the USPA must be paid within 30 days of invoice date, and the clinic must be pre-approved by the USPA Umpires, LLC, and meet the following requirements:
 - o Programs must be instructional and oriented toward improving the skill or safety levels of all participants.
 - o Programs must be generally available to a broad range of participants.
 - o Programs may require certain levels of riding experience for safety, but may not discriminate based on race, color, nationality, or ethnic origin.
 - o The USPA Umpires LLC must be supplied with a legible record of participants names, mailing address and email address in all training programs.
 - o USPA Umpires LLC reimbursement is limited to net out of pocket costs including an instructor fee and expenses, visual aid rentals, reasonable entertainment expense, instructional material, etc.
- All participants in the clinic must be Active Player, Collegiate or Junior Members of the USPA. This membership requirement assures Participant Excess Liability Insurance cover-

age. Umpire Instructors must be approved by the USPA Umpires, LLC to certify umpires.

For further assistance, please contact Steve Lane (352)-454-6611 or slane@uspolo.org

HOW TO HIRE A CERTIFIED OR PROFESSIONAL UMPIRE

Club representatives can contact USPA's Steve Lane at slane@uspolo.org or Maggie Mitchell at mmitchell@uspolo.org for information on USPA Certified and/or Professional Umpires. The USPA, based on availability, will assist in the coordination of umpire assignments. The information conveyed to the USPA should include:

1. Goal level of the tournament
2. Play dates
3. Number of Certified Umpires required
4. Event format, number of teams, games

UMPIRE CERTIFICATION PROGRAM STANDARDS AND QUALIFICATIONS

Outdoor Certification

The USPA Certified Umpires will be required to meet certain standards of achievement appropriate to the level of certification sought.

AA - International Class - Umpires are a select group of individuals certified by the USPA Umpires, LLC Committee. These individuals are qualified to officiate any game at any club. Each is required to have a current Rules Test on file (minimum score of 95%), to undergo regular training and evaluation sessions, and is subject to re-certification after each major event.

A - National Class - Umpires are Certified based on a minimum score of 95% on the Rules Test, and personal recommendation following observation over the course of several games by the Head Umpire Instructor. "A" Umpires are considered qualified to officiate games with an upper handicap limit of 22 goals and below.

BB - Circuit Class - Umpires must score a minimum of 95% on the Rules Test, have been trained by an individual qualified by the USPA Umpires, LLC and be recommended based on personal observation over the course of several games. The classification is considered qualified to officiate matches through an upper handicap limit of 16 goals and below.

B - Circuit Class - Umpires must score a minimum of 95% on the Rules Test, have been trained by an individual qualified by the USPA Umpires, LLC, and be recommended based on personal observation over the course of several games. The classification is considered qualified to officiate matches through an upper handicap limit of 12 goals and below.

CC - Club Class - Umpires must attend at least one Umpire Training clinic conducted by an individual qualified by the USPA **Umpires, LLC**, score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual. A “CC” Umpire is qualified to officiate games with an upper handicap limit of 8 goals and below.

C - Club Class - Umpires must attend at least one Umpire Training Clinic conducted by an individual qualified by the USPA **Umpires, LLC**, score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual, and be recommended by the Club Delegate. A “C” Umpire is qualified to officiate games with an upper handicap limit of 4 goals and below.

CU - Club Umpire - Umpire must score a minimum of 95% on the Rules Test, be observed umpiring one or more games by a qualified individual, recognized by the USPA **Umpires, LLC**. Umpire has not attended an Umpire Training Clinic, but does have some knowledge of Field Judgment, and Umpire Positioning. Umpire is considered qualified to umpire club games, and is not nationally known as a certification.

T Status - Provisional - The requirements for a “T” certification are the same for the level the Umpire is seeking, except the certifying instructor may feel more observation time under tournament conditions is needed to be certain of the certification and removal of the “T”. If the Umpire is not thorough at the “T” level, then he/she may be dropped to the next lower level.

P Status - A “P” following an umpire grade indicates the umpire is part of the Professional Umpire Program. The “P” designation can be awarded or removed at any time by the USPA **Umpires, LLC**. Updated “P” designations are listed on the USPA website.

CERTIFIED UMPIRE REQUIREMENTS

	OUTDOOR	ARENA
Certification	Level of Certification	Level of Certification
“AA” Rated	Any goal level	Any goal level
“A” Rated	Up to the 22-goal level	Up to the 15-goal level
“BB” Rated	Up to the 16-goal level	Up to the 12-goal level
“B” Rated	Up to the 12-goal level	Up to the 9-goal level
“CC” Rated	Up to the 8-goal level	Up to the 6-goal level
“C” Rated	Up to the 4-goal level	Up to the 3-goal level
“CU” Rated	Club level	Club level

U
M
P
I
R
E

USPA INSTRUCTORS

The following individuals are qualified to conduct clinics, instruct groups and individuals, and to certify umpires according to the procedures defined by the USPA:

OUTDOOR

Stephen F. Lane	*HUI
Rick Sears	AAP
Horton Schwartz	AAP
Dale Schwetz	AAP
Darrell Schwetz	AAP
Carlos Galindo	A
Bradley Biddle	BBP
Michael Harris	BB
William Raab	BB
Chad Kraml	BBT
Dan Healy	BP
Robert Lyn-Kee-Chow	B

ARENA

Stephen F. Lane	AA
Rober Lyn-Kee-Chow	AA
Tom Goodspeed	A
Daniel Scheraga	A
Billy Sheldon	A
Bradley Biddle	BB
Wilbur O'Ferrall	B
Robin Sanchez	CC

*HUI=Head Umpire Instructor

USPA UMPIRES, LLC PROFESSIONAL UMPIRES**OUTDOOR**

Stephen F. Lane	*HUI
Matias Baibiene	AAP
Kevin Fawcett	AAP
Dale Schwetz	AAP
Darrell Schwetz	AAP
Horton Schwartz	AAP
Rick Sears	AAP
Bradley Biddle	BBP
George Olivas	BBP
Chad Kraml	BBPT
Rob Yackley	BBPT
Ka'aina DeCoite	BP
Ronnie Hayes	BP

ARENA

Stephen F. Lane	AA
Horton Schwartz	AT
Bradley Biddle	BBP
Ronnie Hayes	BP
Chad Kraml	CC

For the listing of certified umpires, please view the umpire list found on the USPA website at www.uspolo.org.

CIRCUIT UMPIRE FACILITATORS

Border	Yvonne Golston	505-920-3046	ygolston@att.net
Central	Doug Hoskins	612-759-8523	dhoskins@cbburnet.com
Eastern	James Burton	301-717-7161	jimb@thedatacenter.com
FL/Caribbean	Steve Lane	352-454-6611	slane@uspolo.org
Great Plains	Michael Carney	316-641-7199	mike@ecarn.com
Hawaiian	Skip Schuman	808-927-3470	sschuman@hawaii.rr.net
Mid-States	Walter J. Durrett	216-496-1829	(email not available)
Northeastern	Katherine Snow	978-356-4422	katherinejones@sbcglobal.net
Pacific Coast	Graham Bray	760-774-2583	neighbray@aol.com
Pacific Northwest	<i>TBD</i>		
Rocky Mountain	Peter Hunt	303-618-7267	peter@peterhuntrealestate.com
Southeastern	Bradley Biddle	803-221-4080	biddle@biddlerealty.net
Southwestern	Robin Sanchez	717-645-8778	robin@pololessons.com

Umpire Facilitators are to aid the USPA Umpires, LLC with all aspects of umpiring within their circuits.

**PROFESSIONAL UMPIRES
CODE OF POLO OFFICIATING**

THE “TOP 10 POINTS”

1. Competency and integrity are basic requirements.
2. Excellent physical condition and projected positive image.
3. Complete understanding of the rules and interpretations.
4. Consistency on all calls is mandatory.
5. Field presence and “control of game and players” are essential.
6. Only 100% calls are acceptable; No calls when there is doubt.
7. Always be decisive when making a call; Announce the foul called, the penalty and team color; Do not engage in an explanation or a conversation with any player.
8. Be precise in verbal communications on the field.
9. Be “calm” and “professional” at all times on the field.
10. Do not engage in arguments during or after the game.



RESPONSIBILITIES OF OFFICIALS WITH EXAMPLES

Outdoor Rules 7, 8, 9, and 10 outline the duties of the Tournament Committee, Umpires, Referee, Timer, Scorer, and Goal Judges. Once defined, however, these entities must work together during the course of a game or an event. Rule 7, 8 and 10 serve as a guide for arena officials as well.

The **TOURNAMENT COMMITTEE** is the governing body of the event. This group is responsible for all aspects of the event other than during the course of the game itself when the Umpire(s) assume the absolute authority. The Committee must see that everything necessary is done before the game is scheduled to begin, and resolves any matters referred to it before or after the game. Team and player eligibility, handicap verification, designation of time and place of the game, field preparation, collection of fees, and selection of officials are all included in the Committee's responsibilities. The Committee is the ultimate authority for the event.

The **UMPIRES and REFEREE** are the absolute game authority from the time the game is scheduled to start until it is concluded. The Umpires and Referee conduct the game, apply the rules of play and refer to the Committee questions which cannot be resolved on the field. Other game officials-Timer, Scorer, Goal Judges-are under the final authority of the Umpires and Referee. The relationship between Umpires, Referee and **Deputy Referees** is outlined in Rule 8.

The **TIMER** is responsible for running the clock and sounding the appropriate notifications as required under the rules. Any question raised concerning the timing operation is to be raised with the Umpire who then resolves the question with the timer and announces the decision. A player wishing to question any aspect of timing must direct the question through the Team Captain to the Umpire.

The **SCORER** is responsible for maintaining the scoring and statistics of the game and reporting to the Umpire. Any discrepancy between score sheet and scoreboard is to be reported to the Umpire at the earliest opportunity. A player questioning the score must address the question to the Umpire through the Team Captain. Any scoring question must be resolved before the game is resumed. The Scorer should communicate to the teams through the scoreboard or the Umpire, the score of the game at any time. At the conclusion of the game, the Umpire must immediately confirm the "official" final score.

The **GOAL JUDGES** are charged with signaling whether or not goals are scored. In fact, they are signaling their opinion of any goal to the Umpire who then is responsible for the final decision. It is the Umpires' call. If there is any doubt in the mind of either Umpire about the call, the whistle should stop play and the Umpires confer with the Goal Judge before making their decision. (Outdoor only) Because the Goal Judge is positioned in the runoff area, players will often comment to the Goal Judge. This must not be permitted. Players wishing to question the signal of a Goal Judge must do so through their Team Captain to the Umpire. No player may directly confront any Goal Judge. In the event the Umpires disagree after hearing the testimony of the goal judges, as to whether a goal has been scored, the Umpires shall give the benefit of any doubt to the defending team.

EXAMPLES:

The Tournament Committee is responsible for verifying handicaps, player, and team eligibility before the game. Prior to the first throw-in, the Umpire will ask both Captains if they accept the teams as presented. Any question must be addressed at that time. A team that misrepresents itself or any of its players may be subject to forfeit.

The Umpires of a match are responsible for conducting the game in accordance with the USPA rules; and, any incidents or questions arising during a game that are not provided for in these Rules, shall be decided by the Umpires. The Tournament Committee or the Club Manager should NOT interfere with the officiating of the game unless assistance is solicited by the umpires. If a protest is filed or a procedural review is necessary, the Tournament Committee should conduct its due diligence or review after the game is over. The Umpires are in complete control once the game is started.

At the end of the 1st chukker a player mentions to his Captain that the 30 second warning period seemed short. The Captain may raise the question with the Umpire who should, between periods, discuss the question with the Timer. The Umpire may accept the Timer's performance or ask that it be changed.

Should a Captain question the accuracy of the score, the question must be resolved when the ball is next out of play and time is stopped.

If a question of player eligibility is raised during the game and cannot be resolved at that time, the question should be deferred to the Tournament Committee following the game and the game continued. If the team is found not to be as represented, the game is forfeited.

Red hits the ball at goal and the Goal Judge clearly waves the flag overhead signaling a goal. The Umpires should signal agreement by raising their arm and turning to the ensuing lineup. If either Umpire feels a goal was not scored, the whistle should sound and a conference between the Umpires, Goal Judge, and, if necessary, the Referee will decide the question. At no time during this procedure should any player address the Goal Judge. In the event the Umpires disagree, after hearing the testimony of the goal judges as to whether a goal has been scored, the Umpires shall give the benefit of any doubt to the defending team.

Given a field with a visible scoreboard, there should be no question of score at any time. The score sheet is to be totaled at the end of each chukker and must agree with the scoreboard. If there is not agreement, the Umpire should resolve the difference and announce the accurate score to both teams before the game continues. In most games, the only question is winner/loser. In American System events, however, the final score and goal differential must be verified.

On a field without a visible scoreboard, the Umpire should consult with the Scorer between chukkers and announce the score to the teams before resuming play.

PRE-GAME UMPIRE PROCEDURES CHECKLIST BEFORE GAME

A USPA Certified Umpire must maintain a high degree of professionalism in every aspect of his organization, demeanor, and approach to the game. Each Umpire must review the following checklist to be sure each task is accomplished.

- Review the Rules, especially the procedural rules, prior to the game.
- Resolve optional rules or other non-standard procedures with the Committee.
- If traveling by plane, do not check your gear bag. You can easily replace your street clothes but not your boots and ballbag.
- Carry all essential equipment with you - boots, whites, shirt, cap, whistle, ball bag, and, if possible, pick-up stick. Leave nothing to chance.
- Introduce yourself early to the Club Tournament Committee, Club Manager, and any other club authorities you may encounter.
- Identify with the Club Manager the physical arrangement of field parking, player enclosures, crowd control, and other off-field conditions.
- Identify areas for spare horses.
- Identify the Umpire enclosure, or area, away from players and spectators.
- Arrange for Umpire horses, two for each mounted Umpire, to be ready 30 minutes before game time at the Umpire enclosure.
- Be absolutely certain that the responsible person understands, and can provide, the type of Umpire horse you will require.
- Arrange for any equipment you did not bring (pick-up stick, ball bag, etc.) to be in the enclosure 30 minutes before game time.
- Review team rosters, handicaps, eligibility, colors, etc. Identify the Captains. Determine if the game is to be played on the handicap or flat.
- Review ground crew: Timer, Scorer, Goal Judges, Referee.
- Review emergency procedures for players and mounts. Who is in charge?
- Review Opening Ceremony procedure: entry, introduction, anthem, throw-in.
- Review half time activities including Umpire horse switch.
- Review end of game procedure including pick up of Umpire horses.

PRE-GAME REVIEW

In addition to the Before Game Checklist, there remains a series of tasks and checks to be performed at the field prior to each and every game. This second checklist may often be delegated among several people, particularly during a tournament or league where everyone involved knows and accepts their duties. However, if the procedures, and thereby elements of the game go wrong it will be the Umpires who will live with the consequences. Therefore, it is advised that the Umpires confirm all details of the game and report any problems to the Committee or Club Manager.

- Arrive at the field at least 30 minutes prior to the scheduled start.
- Verify that the Umpire horses are in place. If not, locate them.
- Confirm that the Umpire horses are what you required.
- Check field conditions:
 - Field suitable for play.
 - Goal mouth width.
 - Make sure field is marked properly.
 - Adequate run-off areas.
 - Review field-side parking.
- Meet with other Umpire and/or Referee and confirm responsibilities.
- Confirm presence of all required game personnel.
- Confirm presence of all equipment including clocks, Rule Book, flag, bell, horn, etc.
- Meet with Goal Judges, scorer and timer to confirm responsibilities.
- Confirm individual and team handicaps and eligibility.
- Make sure scoreboard reflects handicap, if any.
- Review opening ceremony procedure with Team Captains.
- Conduct coin toss and give any necessary instructions to teams.

MECHANICS AND PROCEDURES

BEFORE YOU BUY A STRIPED SHIRT

Once an individual has expressed an interest in umpiring polo, three elements must come together before that individual can be considered a “polo umpire”.

Knowledge of the Rules

The first requirement of a polo official is to have a thorough, comprehensive knowledge of the rules of the game. This knowledge may be obtained by study, by clinic attendance, and by personal conversations with others familiar with the rules. In the end, however, it is study of the Rule Book, Mechanics Manual and the Outdoor and Arena Rules Videos that will produce the encyclopedic knowledge required of a polo umpire. Only after the rules are digested and understood can they be put into practice.

Knowledge of the Approved Procedures

In addition to the rules and interpretations, certain procedures must be followed to properly officiate a polo game. Pre-game checklists, positioning on penalty hits, emergency procedures, qualification of substitutes, and a myriad of other topics must be learned and become automatic. It is too late to reach for the book when the clock is running. All eventualities must be considered and covered. A thorough study of the USPA Interpretations and Examples included in this Guide is mandatory for any polo official.

Field Judgment

Once the rules and procedures are second nature, an aspiring polo official can concentrate on developing the subjective field judgment that, in the final analysis, distinguishes top officials. Anyone can memorize rules and procedures. The ability to think quickly, in the saddle, and react in the correct way is field judgment. Field judgment can be developed and nurtured. However, like any other personality quality, it is easier to develop in some individuals than in others. The foundation for field judgment, however, is a confidence in the fundamental understanding of the rules, their interpretations and procedures.

UMPIRE POSITIONING

During the Pre-Game Review, the Officials, including Umpires, Referee, and Goal Judges, must all be made aware of and confirm their positions and assignments during the game.

The Referee is to be positioned away from distractions and with the best view (preferably high) available. It is advisable that the Referee be able to communicate with the Timer and Scorer, if needed.

The Umpires are a team and must work together at all times. This includes confidence in the other's abilities and respect for his position on the team. The purpose of this team is to make solid calls based on good knowledge and positioning. In general, this positioning and teamwork will be as follows:

OUTDOOR POSITIONING

- Each Umpire will cover half the field-split lengthwise, goal to goal.
- One Umpire will be primarily responsible for center field bowl-ins. Each will handle throw-ins on his own side of the field. These responsibilities may be interchanged to expedite the game.
- The Umpire on whose side the play is taking place will follow the play (trailing umpire). The second Umpire will ride slightly ahead and to his own side of the play (focal umpire). The umpire trailing the play will see a ROW violation, and the focal umpire at the lateral position, may determine if there was proper distance or not.
- Both Umpires are to follow the play all the way to the end line and in to the corners.
- When play dictates, Umpires will exchange positions but resume their normal position when time permits.
- On knock-ins, the Umpire on the side of the knock-in will position himself behind the hitter and follow the play. The second Umpire will position himself 50 to 60 yards out, and on the side the umpire is to cover, and lead the play. The Umpire following the hitter will call "Play".
- On bowl-ins from the side, the Umpire throwing in will be positioned 10 yards inside the field boundaries and will be responsible for the proper alignment of the teams. The second Umpire will be behind the throw-in and responsible for seeing the players riding to the line-up have the correct time allowed.
- When a foul is called, the Umpire first sounding the whistle shall indicate to the second Umpire the direction and severity of the Penalty. When the second Umpire signals confirmation, the foul and Penalty are announced and players and officials line up.

- If the two Umpires disagree after a brief conference, they are to signal or ride to the Referee for a resolution.
- Once announced, a call is not debatable by either Team Captain.
- All communication with teams is to be through their Captains. Umpires should have no unnecessary or casual conversations with any player.
- Umpires will be polite and courteous at all times.

PENALTY AND KNOCK-IN POSITIONING (OUTDOOR)

Following is the standard positioning for knock-ins and Penalty hits. Consistent and uniform positioning are important. Officials must not only cover the playing area in the most effective way possible, they must do so without inadvertently becoming involved with the play.

When a player prepares to execute a Penalty hit or knock-in, he expects his players to position themselves according to a plan. He should also expect consistent positioning from the officials. Officials must assume the position with the best opportunity to observe and the least chance of interference.

On all Penalties and knock-ins, the Umpire behind the hitter calls “Play”. There is no preliminary call of “ready” or need to tell a player to “wait” or “hurry up”. The Umpire is to call “Play” at the appropriate time and if the play is not executed properly, the umpire should sound the whistle and set up the next situation. The Umpire is not a “coach”.

Knock-in: The Umpire on whose side of the field the knock-in is taking place is positioned behind, not alongside, the hitter. The second Umpire is 50-60 yards out and to the side he/she normally covers. The Umpire behind the hitter determines when the ball is properly positioned and calls “Play”. The focal Umpire watches the positioning of all other players and stops play if one is incorrectly lined up. The trailing Umpire can best watch for Right of Way infringements. On a long knock-in the trailing Umpire must ride hard to get to position.

Penalty 5: This is the same as on a knock-in. One Umpire behind the hitter and the other 50 yards out. Trailing Umpire watches encroachment, calls “Play,” and watches for Right of Way infractions.

Penalty 6: The umpire bowling in the ball after a goal is scored, is positioned behind the hitter, and is lined up with ball and right-hand goal post. If hitter dribbles, Umpire follows. Trailing Umpire behind the left (from the field) goal post, watches for ball to cross goal line and infractions in goal mouth. Generally in best position to signal a goal.

Penalty 4: Same as Penalty 6 except better centered. Umpire bowling the ball in has right post, trailing Umpire has left post (from the field).

Penalty 2, 3: Both Umpires position themselves behind a post and in line with the ball. If goal is scored, signal and ride to throw-in. If hit is wide, Umpire on that side trails

knock-in. If ball does not clear the field, Umpire closer to the ball trails free hit.

Defended Penalty 3: The umpire bowling in the ball is positioned behind the hitter, and is lined up with the ball and right-hand goal post. The trailing umpire is on goal line to judge if defending team crosses goal line before ball is hit. The trailing umpire will ensure goal judge is in line with the ball behind the left goal post.

OUTDOOR/ARENA RULES DISTINCTION REFERENCE

This brief orientation and quick reference is an outline of the rule differences between the outdoor and arena game. With a study of this review, a Certified Outdoor Umpire can quickly become competent to umpire the arena game.

Speed and Distance:

Arena polo is a much smaller area, which promotes additional contact. However, due to the modest size, the speed of play in the arena is considerably slower than outdoors. This factor is important when determining safe distances between players when entering or crossing the ROW. Outdoor Umpires are usually accustomed to greater distances to determine safe crossing distances. Slower speeds are going to allow less distance. As Rule 12 reads, “at such a distance that no risk of a collision or danger to either player is involved.”

Rule 1 a. & b:

The ideal playing area for an arena is 300 feet in length by 150 feet in width. The goals shall be centered at opposite ends of the arena and 10 feet in width and 15 feet in height.

Rule 3. Players and Alternates:

There shall be 3 players on each team.

Rule 5. Length of Number of Periods:

Arena chukkers are 7.5 minutes in length. There are four-minute intervals between chukkers and a ten-minute half time (A 30-second warning is recommended). There are now two additional options to traditional format, detailed in the rule. In the arena, goals shall be changed after each chukker.

Rule 6. Scoring b. & h:

In order to score a goal, the ball must roll all the way across the front plane of the goal, which shall be marked by a chalk line if the goals are recessed one foot as recommended. Generally, a ball which hits the side edges of the goal mouth will only be considered a scoring goal if the ball rebounds off the back of the goal, or clearly cross the front plane of the goal. If a regulation goal is not constructed, the ball must hit within the surface of the goal marked on the wall. If the ball goes out over the goal, it is a throw-in at the 15-yard line, on the side of the arena where the ball went out.

A ball hit from beyond the center line (arena should be marked across the entire floor of the arena at midfield) , which scores directly or off the wall, but not off the roof structure or without being touched by any amount of any player other than the one original hit by the striker, shall count two points.

Rule 7 Dead Ball:

If the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately, the ball shall be declared dead and bowled-in at the point where it first became lodged but, not closer than 15 yards from the goal.

When the ball goes out of play, the Umpire(s) should blow the whistle stopping the clock and bowl the ball in towards the boards on the side of the arena that the ball went out, never closer than 15 yards from the goal.

Rule 9. Penalties - Foul Shot Procedures:

The ball placement and whether the goal is defended or undefended are very different from the outdoor game. You must review Rule 9. Penalties vary thoroughly. Also, in arena polo, the hitting team is permitted two approaches to the ball. The major differences are:

Penalty 1. Automatic goal and throw-in at the 15-yard line.

Penalty 2. Undefended goal and a free hit from the 15-yard line to the fouled team.

Penalty 3. Undefended goal and a free hit from the 25-yard line to the fouled team.

Penalty 4. Defended goal (one opponent in the goal mouth, within a five yard arc around the goal) and a free hit from the 25 yard line.

Penalty 5a. A free hit by the team fouled from a point not more than one foot beyond the mid-point of the center line of the arena. No member of the fouling team shall be within 5 yards of the ball when the ball is hit or hit at.

Penalty 5b. A hit from the spot (point of the infraction) awarded to the fouled team. The ball placement must be at least five yards from the wall, and in the half of the arena of the defending team's goal. No member of the fouling team shall be within 5 yards of the ball when the ball is hit or hit at.

Additional Rules that apply to Penalties 2, 3, 4:

- The team fouled may hit or hit at the ball only once and may not hit or hit at it again until the ball hits the wall, an opposing mount or player, or until an opposing player hits or hits at the ball.

- All players must be behind the foul line (except defended goal, but that player must be within a five yard arc of the goal) and no opponent shall be within 5 yards of the ball until the ball is hit or hit at.
- If the hitter swings and misses the #2, #3, #4, #5a and #5b foul shots in the arena, the line of the ball is from the ball to the goal. Rule 11.b(2) (a) and (b).

Rule 12.g and h. Nearside Right of Way:

In the Arena, when the play of the ball is along the wall, and the distance of the ball from the wall does not permit an offside play, the player following the direction of the ball shall have the right of way even though he may be carrying the ball on the nearside.

In the arena, there is no outdoor Rule 25. Stopping on the Ball. There is no penalty for walking or stopping when defended by an opponent. However, Rule 12 references “a reasonable pace”. A player carrying the ball along the wall has a further obligation to maintain a reasonable pace. Also, a player can execute a ride off or may hook as long as that opponent does not ride into the path of the swing.

Rule 13. Dangerous Riding:

13. a) It is a foul to ride an opponent or one’s own horse into the wall. It should be noted that there are many times that a player will come running into a tight play too aggressively and the result is that they run their own horse into the wall.

13. b (2) There are three conditions that need to be met when coming up between an opponent and the boards: i) relatively the same speeds, ii) a player may not ride up into or over the rear legs of the horse in front, iii) an opponent must execute a hook if a player is in the process of a stroke.

Rule 14. Improper Play:

A player may not dismount to get a mallet during play as allowed in the outdoor rules.

Rule 15. Use of Mallet:

The bench mark for a high hook in the arena is the pony’s back, not the player’s shoulder as in outdoors.

Rule 16.d. Interruption of Play:

Contrary to the outdoor rule, the arena rule requires the Umpire to stop play in the event of a player falling.

Rule 16.j. Changing Mounts:

In the arena, a player can only request to exchange mounts when play is stopped, and with the permission of the Umpire. They may also change during the chukker split if playing under the four 7 1/2 split chukker format.

ARENA POSITIONING

- **Lateral View (Focal Position):** This view is to the side of the play and is usually the view that allows the umpires to determine speed and distance in ROW violations. The view allows for a wider view of the entire play allowing better decisions in close play situations, i.e. improper use of the mallet and ride-off situations.
- **Line View (Trailing Position):** This view can be ahead of, but is normally trailing the line of the ball. The line view is considered the best position in determining crossing situations. Remember that you and your fellow umpire are a team. Sometimes you see a crossing situation by trailing the play, whereas your fellow umpire may be at the lateral position and can determine if there was proper distance or not.
- As the arena is a much smaller area, the two mounted Umpires will work with each other to maintain both a lateral and line view of the play as much of the time as possible.
- The two Umpires must continually check each other's positioning in relation to the play to avoid being caught together with the same view.
- As the direction of arena polo changes much more often and more quickly due to the small area, Umpires will continually be switching from lateral (focal) and line (trailing) dependant upon the play and/or the position of their fellow umpire.
- In corner play, one Umpire should try to move into the trail position, closer to the wall (it is recommended not to be within 5 yards of the wall), while the other Umpire maintains the focal view, yet stays alert for a possible break down the arena. Proper corner positioning is the most challenging, as the play can change very quickly with a clearing shot across goal, trapping the Umpire against the wall.
- Both Umpires should be carrying a pick-up stick. In throw-in situations, the Umpire with a ball in hand should execute the throw-in and the second Umpire should be quick to retrieve a ball. (If the ball goes out of play, the ball shall be retrieved from the officials' station).
- On foul shot situations, one Umpire, with the ball in hand, shall trail the hitter and the second Umpire shall stand on the foul line for penalties 2, 3 and 4 on the far **right** side of the hitter, close to the wall. (In certain cases, the Umpire might choose to line up on the far **left** side as opposed to the **right** side).

The Trailing Umpire is responsible for: a) No opponent shall be within 5 yards of the ball when the ball is hit or hit at, b) No contact among opponents until the ball is hit or hit at, c) Determine whether a goal has been scored, and d) Position himself for the next play and away from his fellow umpire in case no goal is scored.

The Umpire positioned on the wall is responsible for calling foul line violations, i.e. all players (player refers to mount's front feet) are to be behind the point from where the free hit is made until the ball is hit or hit at.

- When a foul is called, the Umpire first sounding the whistle shall indicate to the second Umpire the direction and severity of the penalty. When the second Umpire signals confirmation, the foul and the penalty are announced, and the ball quickly put in place by the Umpire.
- If the two Umpires disagree after a brief discussion, they are to signal or ride to the Referee for a resolution.
- Umpires will be polite and courteous at all times. All communications with both teams are directed to the Team Captains. Umpires should have no unnecessary or casual conversations with any players. Once announced, a call is not debatable by either Team Captain.

HANDICAP MATRIX**Chukkers**

Handicap Goals	2	3	4	5	6
0	0	0	0	0	0
.5	.5	.5	.5	.5	.5
1.0	.5	.5	.5	.5	1.0
1.5	.5	.5	1.0	1.5	1.5
2.0	.5	1.0	1.5	1.5	2.0
2.5	.5	1.5	1.5	2.5	2.5
3.0	1.0	1.5	2.0	2.5	3.0
3.5	1.5	1.5	2.5	2.5	3.5
4.0	1.5	2.0	2.5	3.5	4.0

ARENA RULES FOR PENALTY 6: MISEXECUTION OF FOUL SHOTS						
S I T U A T I O N		Penalty 2	Penalty 3	Penalty 4	Penalty 5a	Penalty 5b
	Swing and miss	5b	5b	5b	Live Ball	Live Ball
	Hits ball before umpire states “play”	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center
	2nd approach violation	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center
	Team fouled jumps line	Whistle, Bowl-in center	Whistle, Bowl-in center	Whistle, Bowl-in center	N/A	N/A
	Fouling team jumps line	Rehit if goal not scored	Rehit if goal not scored	Rehit if goal not scored	N/A	N/A
	Contact by team fouled	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center	Bowl-in center
	Contact by fouling team	Rehit	Rehit	Rehit	Rehit or Move up for severity	Rehit or Move up for severity
	Both jump line	Whistle, Rehit	Whistle, Rehit	Whistle, Rehit	N/A	N/A

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UMPIRE PERFORMANCE RATING SHEET

This sheet is provided as a tool for improving the quality of umpiring at all levels of polo. Please return the completed card to the Club Manager or, if you prefer, mail it to the USPA. Your detailed comment on any point which receives an unsatisfactory answer is very important in assisting in the evaluation of Umpires.

	GOOD			POOR	
• Were Umpire horses up to the standard of the game?	5	4	3	2	1
• Did the Umpires conduct themselves professionally?	5	4	3	2	1
• Were calls made clearly and announced concisely?	5	4	3	2	1
• Were the Umpires generally in tune with each other?	5	4	3	2	1
• Was the game kept under control?	5	4	3	2	1
• Were the Umpires knowledgeable about the rules?	5	4	3	2	1
• Were the Umpires consistent in their calls?	5	4	3	2	1
• Were the Umpires consistent in applying Penalties?	5	4	3	2	1

•Did the Umpires have an undue effect on the game? yes no

Explain: _____

- If there is a specific play(s) you wish reviewed indicate chukker and score when play occurred below.
- If you graded the Umpires at 3 or less in any area, please give the reason below.

Please comment on any “low” grades or other factors below:

Club: _____

Event: _____

Date: _____

Umpires: _____

Referee: _____

Signed (Print Name): _____

Team: _____

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**Umpire Certification Performance
United States Polo Association**

USPA Member: _____ **Outdoor** _____ **Arena** _____

USPA Umpire Certification Rating: _____ **Year:** _____

USPA/PTF Approved Observer: _____

USPA Club: _____

Tournament Level of Polo Observed: _____ **Where Observed:** _____

Each umpire must be observed every three years to maintain a certification rating. This evaluation provides both a written and oral open discussion to aid the umpire a better understanding of his or her job responsibilities. It is also an opportunity to set specific goals that will serve as targets for future appraisals.

RATING STANDARDS: (Circle selection: 1 is worst and 10 is best)

FIELD JUDGEMENT evaluations include: 1 2 3 4 5 6 7 8 9 10

- Penalty selection and ball placement.
- Knowledge and implementation of the rules and procedures.
- Knowing when to call a foul and when not to (non-calls).
- Quick and decisive judgment.
- Field presence and keep the players and game under control.

Comments: _____

POSITIONING criteria include: 1 2 3 4 5 6 7 8 9 10

- Horsemanship skills to stay up with the play.
- Ability to make quick transition with fellow umpire.
- Knowledge of game procedures.
- Having field position to interpret the play properly.

Comments: _____

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CONSISTENCY of Calls include: 1 2 3 4 5 6 7 8 9 10

- Maintain consistency of umpiring not only from chukker to chukker, but from game to game, throughout a tournament.
- Implement Field Judgment, Positioning, Effective Communication, and attitude throughout each game.
- Selection of penalties and ball placement.
- Implementation of the Rules as interpreted by the USPA.

Comments:

(Scores below are rated from 1 to 5 so a weighted average can be obtained.)

PERSONALITY/APPEARANCE characteristics include: 1 2 3 4 5

- Is courteous to players, fellow officials, flaggers, club management, and spectators.
- Be calm and poised at all times.
- Demonstrates no emotion while umpiring on the field or field side.
- Maintains a positive attitude.
- Is conditioned physically and mentally for the entire game.
- Project a positive and professional image.
- Shows competency and integrity.

Comments:

COMMUNICATION skills required: 1 2 3 4 5

- Is decisive when making a call.
- Avoids engagement in an explanation or conversation with any player.
- Is precise in verbal communications on the field.
- Avoids arguments during and after the game.
- Is effective while dealing with fellow officials and players.
- Announces the foul and penalty correctly.

Comments:

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After adding the scores of each category, the score must meet the minimum requirements for the certification outlined below. Use the comment section to indicate areas of improvement.

Scoring Required	<u>Certification</u>	OUTDOOR <u>Level of Certification</u>	ARENA <u>Level of Certification</u>
40	“AA” Rated	Any goal level	Any goal level
38	“A” Rated	Up to the 22-goal level	Up to the 15-goal level
36	“BB” Rated	Up to the 16-goal level	Up to the 12-goal level
32	“B” Rated	Up to the 12-goal level	Up to the 9-goal level
30	“CC” Rated	Up to the 8-goal level	Up to the 6-goal level
28	“C” Rated	Up to the 4-goal level	Up to the 3-goal level
20	“CU” Rated	Club Umpire	Club Umpire

SECTION I. CERTIFICATION

Total Score of Evaluation: _____ **Date:** _____

Observer Signature

Outdoor Recommendation _____

Arena Recommendation _____

Head Umpire Instructor

Outdoor Recommendation _____

Arena Recommendation _____

TEST SCORE: Outdoor: _____ **Arena:** _____ **TEST YEAR:** _____

**Outdoor/Arena Rules Test
Percentage Score Requirements**

95% FOR ALL UMPIRES SEEKING OR MAINTAINING CERTIFICATION



REFEREE GAME REPORT

Referee: _____ Date: _____

Teams: _____ vs. _____

Officials: _____ and _____

CHUKKER	TIME	CAMERA FOOTAGE #	COMMENTS
			<input type="checkbox"/> Came to referee <input type="checkbox"/> Ball Placement <input type="checkbox"/> Missed Call <input type="checkbox"/> Non-call Foul <input type="checkbox"/> Disagree w/call <input type="checkbox"/> Improper Procedure <input type="checkbox"/> Other
			<input type="checkbox"/> Came to referee <input type="checkbox"/> Ball Placement <input type="checkbox"/> Missed Call <input type="checkbox"/> Non-call Foul <input type="checkbox"/> Disagree w/call <input type="checkbox"/> Improper Procedure <input type="checkbox"/> Other
			<input type="checkbox"/> Came to referee <input type="checkbox"/> Ball Placement <input type="checkbox"/> Missed Call <input type="checkbox"/> Non-call Foul <input type="checkbox"/> Disagree w/call <input type="checkbox"/> Improper Procedure <input type="checkbox"/> Other

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